

Trials of a Goblin Prince v2.0

By Matthew Wills; For 1 to 1000 players

King Garlliam Gobblenak the G'third, the greatest Goblin King to ever live, is ready to retire! As one of his many, many children, you have been tasked with the impossible - reach the end of the *Great Goblin G'dungeon* and retrieve the *Goblin Crown*!

Everyone plays as a Goblin Prince or Princess. Give them a pompous, gobliny name and then roll a D6 3 times to determine their **Gear**:

I	Melee Weapon
II	Ranged Weapon
III	Shovel
IV	Torch
V	Rope
VI	Caltrops

Players then take turns rolling a D6 to generate the next **Trap Room**

Any player can consume one of their pieces of **Gear** to correctly *disarm* the trap.

If nobody has the correct Gear to disarm the trap, or they refuse to assist, the Goblin who generated that Trap Room *dies a gruesome death* and the trap is disarmed that way. Their Gear is *discarded* and the player can immediately roll up a new Goblin to continue playing.

Every time 5* *Trap Rooms* have been successfully cleared, the next room is a **Treasure Room**. The person who cleared the most recent Trap Room gets to roll on the Treasure Room table and then the game continues with the next player rolling the next Trap Room as per usual.

**If there are more than 4 players, use the formula (Number of Players, divided by two, plus one)*

A player with the **Throne Room Key** can open **The Throne Room** instead of rolling a Trap Room on their turn.

Starting with the player who opened the Throne Room, take turns rolling on the Trap Room table. Any players who lose their Goblin here do not create a new one, there are no more Treasure Rooms and the victor is the last Goblin standing.

You are encouraged to lie, bribe trade gear and steal your way to victory!

Trap Rooms

I. Spinning Blades

Disarmed with Rope or Caltrops

II. Rolling Boulder

Disarmed with Ranged weapon or Caltrops

III. Swarming bats

Disarmed with Melee weapon or Torch

IV. Spike Pit

Disarmed with Rope or Shovel

V. Poisonous Fungus

Disarmed with Shovel or Torch

V. A monster

Disarmed with Melee weapon or Ranged weapon

Treasure Room

I-III. Treasure?

Every goblin rolls 2 times for new gear (*there is no max inventory*)

IV-V. Treasure!

Every goblin rolls 3 times for new gear (*there is no max inventory*)

VI. Throne Room Key

Whoever rolled the last trap room gets a *Throne Room Key*. Horde it, share it, but if you die holding it, it's gone.

The Throne Room

The Goblin Crown

Claim the Goblin Crown by being the last Goblin standing!