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- Dumpstirk -

Welcome to Deges & Dragons, today we are playing the high fantasy game Goblinville by Michael Dunn-O'Connor. Our players here will be taking on the roles of some broke goblins set in their village *Dumpstirk*. What makes Dumpstirk a place worth living? Its wonderful residents, of course! Just kidding – it sucks and it's full of filthy goblins, but that's why this is going to be fun because we're going to play from their perspective for once.

First thing's first – we're going to make our Goblins. There are a few tables that we'll go through, players will have the option to choose or roll for their starting jobs. Here we will try to maintain our method of creating 4 different archetypes – typically we have somebody as normal as possible, but we're going to scrap that because if we try to create a normal goblin, there likely won't be similar answers. We want to have the muscle, the weirdo, the slinker, and the thinker. I'm not going to expand on any of that and instead the players can decide how to approach those.

Once we have our jobs we will

1. choose age
2. your signature garb
3. your boss and relationship to him
4. an experience from your job that has influenced the goblin you are
5. a trait better describing your appearance and one better describing your personality
6. your name
7. PAUSE here on out it's collaborative and we do each person one at a time
8. A player will tell the story of their experience, they will answer any number of questions by other players, and then come up with 1-4 word titles based on this story for better or worse. They must be based on things that happened like *Pig Rider* or *The Ankle Biter*
9. After each goblin has titles, you then introduce yourselves and come up with how you all know each other – coworkers, relatives, enemies, etc.
10. Now the other players together will assign a 3rd trait based on what they think of you like *honorbound*
11. Figure out how you perceive the world as a goblin. This is deep philosophy right here, just how bleak is your existence working for scratch? JK that sounds inherently bad, you may LOVE your job as a Pit Fighter and strength means everything.
12. Now you ask me what's the deal? We're going to postpone that until we're in the village.
13. Get some weapons, gear, etc.
14. Now we build the town, players will typically start in the center and move around, but for this session they're starting in the Northeast. Players decide the terrain of the village based on jobs and get to choose terrain of one hex around it meaning *jungle or tundra, etc.*
15. For me personally I would like each player to suggest 1 rumor they've heard about the town and 1 rumor they've heard about the wild woods outside.
16. We officially have Dumpstirk and a few of its dege residents!

Today in Dumpstirk is like any other day, the goblins are going about their work making the great wheel of this fine town slowly turn along at sloth-like speed. Let's check in with our players to see how they're managing their days. To start we establish "The Marching Order", each player will roll their action die and they go at the top of our chart here from highest to lowest. This is similar to initiative, but the difference is you can act in any order you'd like. If I as the Goblin Master don't know who is next, who is about to get maimed first, or nobody wants to act, I will progress right down the Marching Order. That all sounds bad. The benefit of being first is if the group can't agree, you will have the deciding say. For the most part I will allow activity without needing rolls, provided you're not all leaping headfirst into full risk *eye the group*. If you DO need to roll, you will remove your action die from the marching order to make your check.

When your die is in hand, you still participate with the team though your roll is done. You should help, heckle, or offer twists. When all dice are in hand, that's a turn and dice are re-rolled for marching order.

The labor bell rings signaling that it's quittin' time and the goblins may explore around the town a bit.

Once players decide to leave the village – Alright, so we're leaving Dumpstirk on our quest to...(XYZ)...you may be wondering what some items do. You'll each start with some *torches*, which provide light in proximity. These will last *2 turns* and once they go out, you're all in darkness and that puts you automatically in "bad position". These aren't based on time, but your actions, so don't worry about the light burning out before everybody does something. Every *4 turns*, you will need to rest and *make camp*. Your grog allows you to press onward though.

What is positioning? It describes the current stakes, which are reflected in good position, standard position, and bad position. You all share this position, if one of you is stuck in a bear trap, this will still affect you all. The wail of pain, the scent of blood, the inability to move, the assumption whoever is stuck has friends around, etc. Positioning can move based on your wit as players, results of dice, or my will as Goblin Master. You have how dice change based on position on one of your sheets. Ok, where do you go first?

Players will move on map, we'll describe action rolls when first one is made. A player rolls action to complete a risk. Action rolls always have a danger roll, so a second die is added. That roll reflects the danger that could occur. If there is risk of harm another die is added. Players can use their traits and titles to add extra dice and choose which ones to keep. Finally, any player may introduce a twist to up the story. This should be a generally agreed upon addition though. Often there will be checks that involve the entire group. Only one person needs to roll. Once per session a goblin may use the expertise of their job to evaluate the situation from a higher level.

When returning to the village from adventure – Ok, so you've made your way back to Dumpstirk and that means it's time for the town portion of events. The Goblin Master will roll Grim Favor like so...which will determine if the town is hit with a blessing or curse basically and it's...(insert here). This can change a bit based on previous on goings as well the major "crises" that threaten Dumpstirk, which are basically the horsemen of the apocalypse. You pool your scratch and figure out if you're resting at Gobl-Inn or on the street, which will give you a condition. Then you've gotta show up for work somewhere, it doesn't have to be your previous experience. You can advance in standing over time allowing you to become a boss, which then your work action is a bit different. You get your scratch, find leads, gear up, and back off on another adventure!

Appendix A – Characters

Banger (sapper) – he is a saboteur who was out on a job and returned to his village to find it abandoned. Now he's out searching for some of his friends or a safe place to go. He's perpetually covered in soot from attempting to make minor boom booms or bang bangs (grenades)

Bubba Chunks – the former cooking master of Dumpstirk, he went missing at Lake gaggle. He's become rather rotund and eats well from the massive goose population

Flixvikle Slickgift – the master of the bazaar, as silver tongued as goblins come. He's looking to hire new capable goblins to work around shanty town and promises good pay, but high risk of violence.

General Garbage (Boss Material) – leader of "Trash Mobs" a group of violent dancers that are easily defeated. He wears a tunic and a giant acorn painted black on his head.

Gobbler (farmer) - a master at making his voice sound like a turkey and farms them openly. He keeps track of them by getting into their pen and exerting dominance with aggressive turkey stances and pecking.

Goblet (jobless) – a lucky fool who tripped on a lost chalice encrusted with diamonds. He lords it over the rest of the village and refuses to part with it. He doesn't work and everyone else is ok with it because they'll immediately sell him out should they be invaded.

Goblina – the ex-wife of Sneef who ran off with another lover

Gobocop (guard) - a mentally ill enforcer who collects metal scraps and glues them to himself claiming he's a machine. He struggles to chase down anyone because he's so bogged down with metal.

Gobputer (architect) – a master mathematician who has collected 20 rounded brightly colored rocks and uses them to count for the rest of the goblins. He's revered as a sage by some and a complete loser by others. He wears giant glasses and parts his hair down the middle in both directions.

Gobro (mailman) - the strongest goblin in the village because he spends the entire day lifting. When he isn't lifting rocks, he lifts random garbage for people using his signature line, "Do you even lift, bro?"

Gobtor Who (witch)- once saw a human globe and had a complete break. She hollowed out a tree and painted it blue. She spends hours in there talking about crossing into other dimensions and timelines and doesn't need money since it's an arbitrary construct based on a dimensional principal of liking shiny.

Gobully (thief)- is never broke because he can always count on the lunch money of the weakling next door. Notorious for his daily rounds, he wears an Elf scarf, human tunic, dwarf pants, and goblin hat. Never working to purchase or make clothing, his style is an amalgamation of stolen goods.

Goblanasaurus (smith) – the town smith, he has very little arms and large teeth. Other goblins gather to watch him work. He has a steel slab that he bangs stuff on with his hammer rather indiscriminately.

Igorb (Innkeeper) – the hunchback of Gobl-Inn, he's perceived as a hardcore ruffian to some with but a word they'll cower, but he's actually a nice guy. "Hello friends" "OK, IGORB, TAKE IT EASY!"

Karen – a human wizard with blonde long parted bangs and short hair in the back. She has the ability to turn things to stone and command vile gnomes to do her bidding. While she has magic, her scariest ability is "asking to see your manager".

Lady Gobba – a musical idol for Dumpstirk, she sets the newest fashion trends using whatever garbage she can find and uses her voice to improve the wellbeing of her village.

Mayor Brian – short blonde thin human who is leader of Havverheel. He sends missives to Goblin mayors and coerces them into letting their villages implode.

Mayor Goblinius – the mayor of Dumpstirk, he wears a vest and bowler hat with a striped shirt that's too short and goes to his belly button because he's got a fat tummy. He's the keeper of the books for all the food and money inventory. **Secret** After searching his office you discover he's missing and all the food and money is basically gone. He stole what was left and fled. **Super secret** **He made a deal with the human village – Havverheel. Their Mayor Brian promised Goblinius wealth in exchange for leaving Dumpstirk to fend for itself.**

Nob Gobbler (scavenger) - the greatest lockpick the village has ever known. Always hungry and willing to try anything to eat once. He spent his youth eating nails and scraps of metal to discover something like an iron stomach. He now literally eats off doorknobs anytime someone accidentally locks themselves out or they need to break into a human's house.

Ogren (boss material spear carrier) – three scars wrap around his entire head with scraggly hair about. He has one eye forced closed and has a stern look. He's hulking by goblin standards and holds a spear with an unknown monster's tooth for the blade, but it's 9 inches long. He can't remember his past, just to survive.

Plucky (cook) – Gobbler's sister, she is short and wears thick puffy clothes stuffed with feathers that she plucks off the poultry and save. She also makes pillows. After removing all the feathers, she does some basic cooking.

Private Pooter (ditchdigger) – a little wacky, she loves to dig and has built an elevated dancing stage using the mounds of dirt she's moved around.

Sergeant Scrub (doctor material) – dressing in stolen loose human light blue garb with a massive face mask, he has dabbled with medicine and accidentally killed Major Musk.

Snakey Earl (charlatan) – a goblin who travels around the world selling his patented healing oils that help with acute stomach distress. He has a huge pack covered with instruments that he somehow plays through a single reed that wraps around his face

Stink – a practically feral goblin who roams low to the ground or on all fours, he has long black hair that's salt and pepper from all the dandruff as well as wild crap he just rolls around in. He refuses to bathe, claiming his stench makes him the mightiest. He hunts barehanded

The Stranger – a mysterious local legend, a hooded figure rumored to lure goblins to it using grogs. When goblins go missing, if death isn't the answer, then kidnapping via The Stranger is. **Secret** A well trained human named *Hume* he is often hired as a goblin exterminator or to capture them for some other nefarious purposes. He travels silently alone and makes camp with casks to fill his grogs for sale at a second location. He may be lurking in a "safe place"

Tim-OH-thee (woodcutter boss) – a woodcutter who has a log cabin mansion protected by wood-based traps. He's "lumbersexual" with a contoured beard, flannel overalls which are skintight, and a pipe with nothing in it, but the craftsmanship is excellent.

Vezdie Fitzale – a trader at the bazaar looking to branch out. She's tired of the same old dealing and would rather build a business from the ground up. She's got a long nose, blue hair, and is no stranger to mob fashion.

Appendix B – Places of Interest

Bazaar, How Bazaar, How Bazaar – a hub of goblin trade run by a small mafioso clan not afraid to blow things up, including themselves. They are relentless in chasing down thieves for the smallest pittance.

Beak Farm (village) – Gobbler and Plucky reside here openly farming turkeys primarily, but some other poultry as well. The pen's aren't particularly sturdy or look like they could keep anything in or out realistically.

Capsize Careen – one of many swamp lairs, though this one is notorious for hippos obliterating any boats attempting to cross through. A dungeon supposedly sits in the middle.

Gobl-Inn (village) – many of the goblins of Dumpstirk don't have their own homes and must pay to stay at the Inn, which is substantial in size. It's probably the most notable landmark in the entire village.

Haverheel – A horrible large human city run by Mayor Brian. A number of wealthy goblins live there for selling out their brethren. Brian has managed to grow the economy using

Karen's Garden – a cavern featuring extensive foliage all made of crystals and secretly guarded by garden gnomes.

Lake Gaggle – the great lake to the North of Dumpstirk, rumored home of giant death geese

Logwood – a mansion log cabin singlehandedly crafted by a boss level woodcutter. It's barebones inside, but the craftsmanship is sturdy. It easily repels the forces of nature and wandering monsters. There are wooden pitfall traps and massive swinging logs to repel more intelligent creatures.

Mayor's Office (Village) – set in the center of the village, it is the nicest pile of sticks and stones around with a stack of rooms leading upward almost like a spire with a larger base. At the top is his actual office, while you must go past his bedroom to get up there, poor design by the architect, *Gobputer*. *Secret* if you explore his home, you discover that he has fled with most of his possessions, clothes, the town's food, and money. The only clue is a crude map that shows Dumpstirk in the top right corner with a red circle in the bottom left corner.

Meadleyowe – a beautiful meadow

Mount Fear – a mountain range denoted for its sharp sheer cliff side, large powerful monsters, and its shape perpetually blots out sunlight.

River Bored – rarely anything exciting happens at this river. It does offer fish, but in general bears do a great job clearing it out. The bears are so well fed that they don't bother to attack goblins unless provoked. *Ogren* is here.

Smith (Village) – several nameless goblins sit around admiring the work of *Goblanasaurus*, the short-armed smith. "It's truly amazing to see a genius at work" but from all you can tell, he's just smashing random slabs of metal with his hammer.

Snakeway – a dense thicket known to be home to Snakey Earl, who literally keeps snakes as pets, and makes healing oils.

The Old Tree (Village) – a hollowed out massive tree, *Gobtor Who* lives here telling fortunes to those who visit. There isn't much more to it other than its size and age.

Appendix C – Rumors

The Stranger has kidnapped Lady Gobba. *This is true. He was hired by Mayor Brian at Mayor Goblinius's recommendation.

A dragon has abandoned a treasure in Capsize Careen *This is half true. Gorefart, The World Blight, has left a small battalion of hippo knights to guard *The Hippopacifier*, a magic binky with a hippo face that allows the user to easily calm and tame hippos.

There's a rich ore vein in Karen's Garden *This is false. Karen is a wizard who makes all sorts of beautiful objects by crystallizing them using magic. There is a spell scroll here though for the goblins to learn – *Risen Gnomes* – it creates a single garden gnome to do your bidding. Sometimes it's mischievous and purposely stretches the meaning of the command. It only works in a garden.

A truly bizarre (bazaar) location where goblins gather *true* HOWEVER some bozo said it was bizarre as in strange when it is a bazaar trading hub.

The mayor is sick *false* this is based on the mayor not being seen by residents recently. He fled the town stealing what resources he could for the town to implode.

Stump is older than Dumpstirk

Gaggle of death geese overrun the lake

Dumpstirk was founded as mining town, but nobody knows how to get down

There's a new goblin in town

Goblina may have run away with a different goblin

Capsize Caren

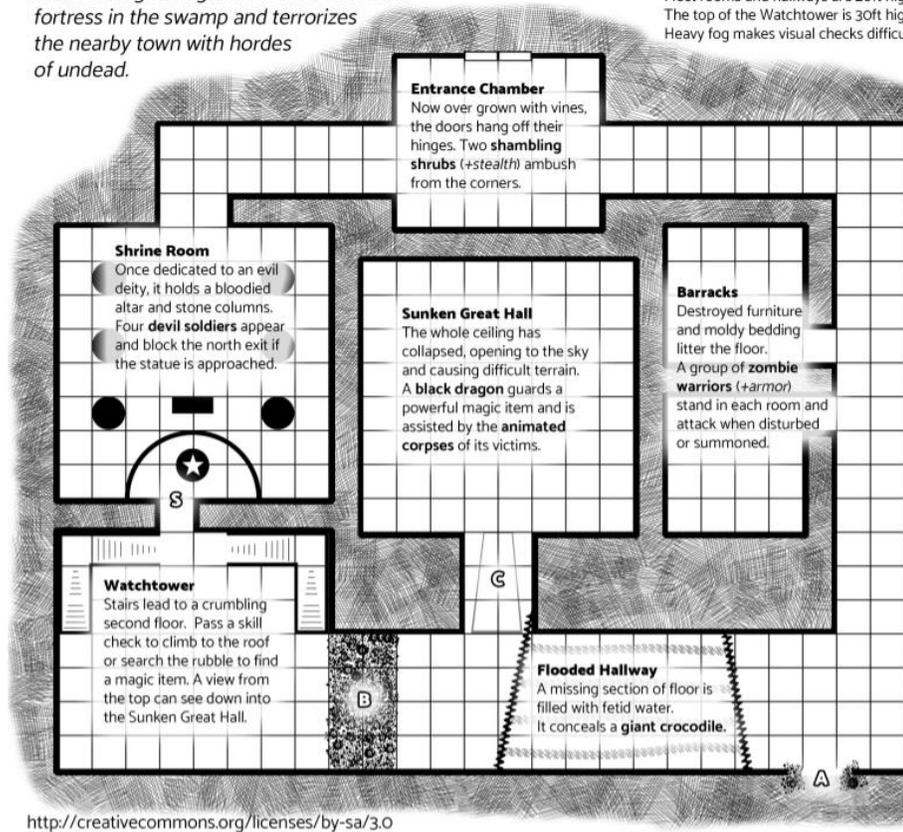
Sunken Swamp Stronghold

Created by Bruno71

A black dragon reigns from an abandoned fortress in the swamp and terrorizes the nearby town with hordes of undead.

Environment

Most rooms and hallways are 20ft high. The top of the Watchtower is 30ft high. Heavy fog makes visual checks difficult.



Undead Raids

The party arrives in town at dusk. Streets are empty. No one goes outside at night. Waves of **zombies, skeletons, and other undead** advance on the town after dark. After fending them off, a villager gives you a helpful magic item.

Traversing the Swamp

Make appropriate skill checks to navigate or forage through the treacherous swamp. After 3 successes or 3 failures, you arrive at the stronghold.

Successes

- 1: Rescue a villager, send them back to town
- 2: Find a rare plant that magically cures
- 3: Fog conceals you from roving **zombies**

Failures

- 1: Lose a piece of mundane gear in the mud
- 2: Interrupt **giant rats** feasting on a corpse
- 3: One person gets poisoned for 1 hour

Upon arriving, you can scout the area. **Undead and sentient plants** wander in front of the main entrance, but there may be another way in.

Map Areas

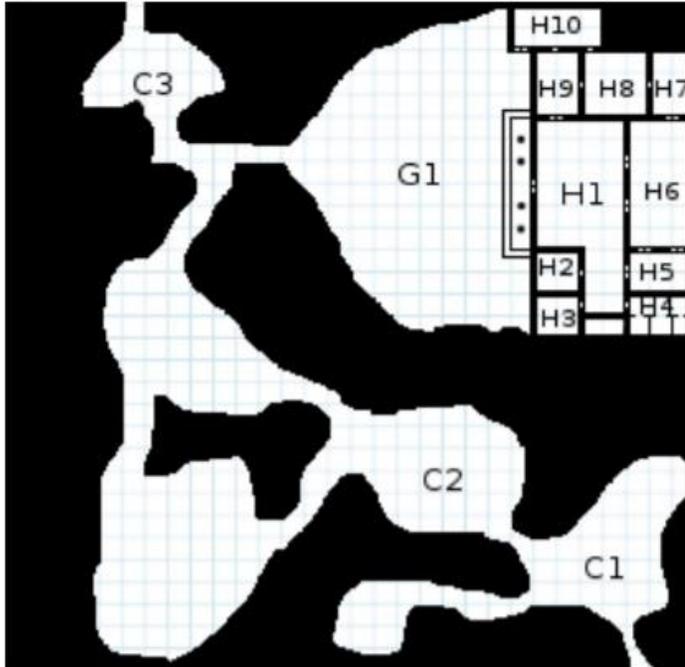
A: Part of the southern wall has collapsed and opens into the main hallway. Guarding this entrance is a **giant frog monster** submerged in the swamp.

B: The eastern wall of the Watchtower has crumbled and caved in, blocking access from the main hallway. The debris can be climbed to reach the opening in the roof.

C: The passage into the Sunken Great Hall slopes downward and is covered with slippery runoff from the Flooded Hallway making it difficult to keep your balance.

S: A secret panel in the wall hides a passage into the Watchtower. It's not too hard to notice if the statue is approached.

Karen's Garden



Wandering Monsters

Caverns (d8)

1: **underground gnomes** (1d8 of level 1-4; scouting the area from deeper underground; they assume the Lithomancer is human; if they don't like the look of the party they will remain statue still among the other statues until they can sneak away)
 2-3: **crystal servitors** (1d6 running a local errand)
 4-5: **crystal servitors with crystal sentinels** (1d6 humanoid servitors with 1d3 minotaur shaped sentinels on their way to or from a distant errand; probably carrying goods of some sort or other)
 6-8: **gargoyles** (1d6 hiding among the statues; will probably attack stragglers or if they outnumber the party)

Garden (d10)

1: **underground gnomes**
 2-4: **crystal servitors**
 5-6: **crystal servitors with crystal sentinels**
 7: **gargoyles**
 8-9: **The Lithomancer** (see below for details)
 10: **visitors** (1d6 dark elves, dark dwarves, brain-eaters, etc)

House (d6)

1-2: **crystal servitors**
 3: **crystal servitors with crystal sentinels**
 4: **crystal sentinels** (patrolling or standing guard)
 5: **The Lithomancer**
 6: **visitors**

Crystal Servitor (Armor 4 [15], hits 3d8, 1 attack, 1d6 damage)

Crystal Sentinel (Armor 4 [15], hits 5d8, 2 attacks, 2d6 damage)

Room Key (1 square = 10 feet)

The Caverns: Natural stone caves, with many seemingly petrified adventurers/monsters (at least one per square). Many are in the classic poses (surprised, fighting, cowering), but many others seem to be fighting among themselves, and perceptive and educated observers may notice some scenes from history or mythology being re-enacted here. If characters use magic to unpetrify some of them, about half will be actual petrified victims and half are well-made statues. Incidental treasure (ie chump change) may be found here.

C1: This is the entry cave, either leading (eventually) to the surface or to the local megadungeon.

C2: Among the other petrified creatures found here is a basilisk in a fighting pose. A few shards of broken mirror lie nearby.

C3: This cave's exit leads either deeper underground or to a deeper level of the local megadungeon.

The Garden (G1): Dimly lit by magic (twilight level of brightness), filled with stone trees, flowers, walking paths, benches, and statues of deer, birds, rabbits, etc. Many of the smaller details are very fragile, and the Lithomancer will not be happy to see them damaged. To the east is a portico guarded by 2 crystal sentinels with double doors of what appears to be a house. The statues here may be of some value to a collector but will be hard to carry out.

The House: All walls are covered in carved patterns or bas-relief sculptures of mythological scenes. The only stretch of wall not adorned this way is the wall between H3 and H4. Behind this wall is the Lithomancer's treasure trove (12,000 gp value). Occasionally, the Lithomancer will host a big soiree, inviting dark elves, brain-eating octopus men, etc, and all double doors in the house will be opened to provide party space.

H1 Entry Hall: Chairs, benches, and small tables along the walls. Art objects worth 1000gp can be looted, but are bulky to pack up and carry.

H2 Kitchen: A crystal servitor is here, cooking food, cleaning, and preparing for the next underworld shindig.

H3 Library: A wide variety of books, with quite a few on the underground realms and the element of earth. Overall usefulness and value left to the DM.

H4 Baths: Benches and shelves for clothing, towels, soaps, etc. Three alcoves to the south have pools of hot, warm, and cold water.

H5 Dining Room: A large table dominates the center, with hutches around the sides for plates and cutlery. 2000 gp of bulky, fragile treasure (plates, glasses, silverware, etc) can be found here.

H6 Ballroom: Benches and chairs along the sides of the room, with a few gathered into circles for socializing.

H7 Blue Parlor: A sitting room decorated in shades of blue. Many chairs, a few couches and tables. The Lithomancer sometimes takes breakfast or tea here, with or without a guest.

H8 Boudoir: A room for dressing and sleeping. Bed, wardrobes, a small bookshelf.

H9 Green Parlor: As the Blue Parlor, but made up in green.

H10 Alchemical Lab: Long tables with various alchemical equipment. A few bookshelves of alchemical lore. Among the various substances scattered around the room are 3 potions of stone to flesh. There are also 2 doses of a potion that softens stone to the consistency of clay for 1 hour, and the reagents and alchemical notes needed to create 4 more, assuming the party searches thoroughly enough. Randomly mixing reagents here will (30%) cause an explosion (6d6 damage, 10' radius), (50%) generate poisonous fumes (fill the room, save each round or take 2d6 damage), or (20%) create an alchemical ooze (treat as gray ooze).

The Lithomancer is a powerful medusa with spellcasting abilities of at least high enough level to cast stone shaping magic, which she uses to beautify her house and garden. She wears a hood to conceal her face until combat breaks out. Her exact powers and total numbers of minions are up to the DM.