

Trials of a Goblin Prince

By Matthew Wills; For 1 to 1000 players

King Gobblenak, 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 Maze 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:

- 1 - Melee weapon
- 2 - Ranged weapon
- 3 - Shovel
- 4 - Torch
- 5 - Rope
- 6 - Caltrops

Players take turns rolling a D6 to generate the next trap ->

If nobody has the correct Gear to disarm the trap, the Goblin whose turn it was to generate the trap dies and the trap is disarmed that way. Their gear is discarded and the player can immediately roll up a new Goblin.

Every time 5 *Trap Rooms* have been successfully cleared, the next room is a *Treasure Room*.

At any time, a player can use their *Throne Room Key* instead of rolling a Trap Room to enter the *Throne Room*. Every player takes turns rolling Traps without spawning replacement goblins, until there is one victor!

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

Trap Room

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 maximum inventory)

IV-V. Treasure!!!

Every goblin rolls 3 times for new gear (there is no maximum 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.