

# GOBLINS!!!

## **A Variant Deadworld based on the *Dungeons & Zombies* Sourcebook for the *All Flesh Must Be Eaten* RPG**

By TexasZombie

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**WARNING:** Some language and ideas herein may be offensive to some.  
Exercise personal responsibility and read at your own risk.

**The following Eden Studios Books are recommended for this Deadworld:  
*Core Rulebook, Atlas of the Walking Dead, One of the Living, and  
Dungeons & Zombies***

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“Thanks for that fascinating report, Susan. Those darned Scythians...

“And tonight city officials are reporting yet more mysterious disappearances. The most baffling and disturbing of these involve the disappearance of fifteen children from an inner city orphanage. No evidence of foul play was found at the children’s shelter, but word on the street is that the disappearances are all connected.

“Police are urging citizens to exercise caution and keep all doors and windows locked. 911 lines are currently experiencing an incredibly high volume of calls from understandably panicked citizens, and police are asking citizens not to call unless they have reason to believe they, or someone they know, are in danger.

“In the meanwhile, the Mayor urged calm and for neighborhoods to form Watch Groups to maintain vigilance in the face of what can only be described as a plague of kidnappings and disappearances.

“Back to you, Susan.”

**WGBL, Local Channel 97, Ettercap, Texas**

And it’s not just in Ettercap that people are disappearing. It’s happening everywhere. Within 1D6 days of the start of play, the word will hit the airwaves... there may well be tens of millions of missing people reported worldwide.

## **THE PLOT**

Remember all those stories you used to hear about bogey-men and monsters under the bed? They were true.

“The parents’ statement read that their daughter had recently become hysterical in her belief that “monsters” were hiding in the walls of their house...”

Goblins have existed alongside humans for millions of years, lurking in the shadows, only occasionally glimpsed by humans. Long ago their numbers dwindled due to increasing competition with humans and they moved underground, evolving separately. They were forgotten, relegated to the status of children’s and gamers’ imaginations.

“In the meanwhile, both parents are being held without bail pending the outcome of the investigation...”

Now they have returned. Their numbers are increasing geometrically. Even despite their inferior technology, they may well gain a permanent foothold once more on the surface of the earth. They have found a new habitat that suits them ideally and they intend to stay.

“Police investigators continue to search for clues in the bizarre mutilation murders of two dozen workers and security personnel at a local factory. Investigators are focusing on cult or gang activity as the condition of the bodies indicates that the victims were dismembered and many appeared to have been partially eaten...”

Their new preferred habitat? Large cities and industrial complexes.

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## **THE STORY**

Over the years many different world governments have tested various forms of ultra-low frequency communication devices that were designed to be transmitted through the earth. These systems would be utilized to communicate in the event of a nuclear war or other global catastrophe that made more conventional methods of communication difficult if not impossible. After all, surface installations can be destroyed, but the earth would remain intact. And if anything destroyed the earth, well, it wouldn’t matter then, would it?

What no one knew was that the sound waves pounding the subterranean passages of the earth were inflicting changes on the hidden colonies of Goblins. Long since adapted to life below ground, the Goblins were adept at making do with very little and surviving on what food could be located. Cannibalism was a fact of life, with the deceased becoming food for the survivors. Other forms of nutrition were found in subsurface life forms, many of which the Goblins cultivated.

Then the sound waves came. Warrens collapse, food stocks were lost, and a resounding “voice” vibrated in the very bones of the Goblins. “Go....Go...Go...” it seemed to be telling them.

This was taken as a sign by the Warlocks and Witches among the Goblins that their long exile was at an end. Across the world, beneath every nation, the tribes began to move upwards again. Changelings were acquired and trained. Scouts were dispersed. And finally, it was time. There were new warrens to be found on the surface world. There was food in legendary abundance. Truly, this was the will of the spirits of the Oldest Ones.

“Dozens of reports of “monkey-men” were called in last night just before the four-alarm fire destroyed the housing unit...”

Only the vaguely-remembered demons of their past stood in the Goblins’ way:

Humans.

### **KEY WORDS**

Key words for this Deadworld are 1) paranoia, 2) confusion, 3) panic.

### **GOBLINS!!!**

Goblins are small, hairy creatures with huge bat-like ears, long fingers, big teeth, and a generally bad disposition. Since being driven to the surface, they have found urban areas more closely resemble the claustrophobic conditions of their former subterranean realm. Fortunately for the Goblins and unfortunately for humans, the level of resources, especially food and shelter, allowed the Goblin population to expand explosively. Before the humans realized what was happening, hundreds of millions of Goblins were established in hidden enclaves in the major cities of the world.

“Well, at least the land lord finally got rid of all the rats. Darned things used to be everywhere until last month...”

Given the primitive state of Goblin technology, they stand little chance against organized human opposition backed up by modern firepower. As a result, Goblins rely on their traditional methods of hunting and warfare – surveillance, stealth, and poisoned weapons. Since the ability to kill or incapacitate quickly is key to Goblin hunting and warfare, brewing poisons from a variety of sources is something all Goblins learn at an early age. Time only improves their abilities in this endeavor.

“The officer appeared to have been stabbed to death, suffering multiple puncture wounds to his torso and neck. It is suspected that he knew his assailants as no shots were fired during the attack...”

Over the years, Goblins *have* taken humans captive, especially infants and young children, who were then raised as members of the Goblin tribe by whom they were taken. These humans are called Changelings. Changelings may be indistinguishable for Goblins except for their size and appearance if they were taken as infants and never learned of human culture. Changelings who were older may still speak some degree of their human language and retain knowledge of human technology and civilization.

“Anyone with information concerning the whereabouts of these children is urged to contact their local police department. A substantial reward is being offered...”

In the growing struggle between Goblins and humans, the Changelings may tip the scales. Changelings can gain the Goblins access to human weapons and facilities. Changelings can also turn on their Goblin captors and act as spies or guides for human counter attackers.

## GOBLIN ARCHETYPES

<p><b>Goblin Tribal Warrior</b> <i>Norm</i></p> <p><b>Attributes</b> Str: 1 Dex: 3 Con: 3 Int: 1 Per: 3 Wil: 3</p> <p><b>Qualities:</b> Goblin (see <i>Dungeons &amp; Zombies</i>) Acute Senses (Hearing) Situational Awareness Brachiation Bag of Tricks</p> <p><b>Drawbacks:</b> Attractiveness -2 Cowardly -1 Minority (Goblin) -3 Cruel 2</p> <p><b>Skills:</b> Climbing 4 Dodge 3 Notice 3 Stealth 4 Brawling 2 Rituals (Goblin) 3 Surveillance 3 Hand Weapon (Hooked Knife) 3 Thrown Weapon (Javelin) 3 Myth and Legends (Goblin) 2 Craft (Make Poison) 2</p>	<p><b>Gear:</b> Hooked knife [D6(3) X Str], whetstone, leather jerkin [D4(2)], swag bag*, quiver, 3 javelins [D6(3) X Str], 2 vials of weapon poison (treat as curare or cobra venom, each vial is good for 1D6 rounds of combat)</p> <p>*A Goblin's swag bag can contain almost anything that the creature has picked up and decided to keep, including food, trophies, human-made items, and traditional Goblin-made items</p> <p><b>Personality:</b> "Hrrrrrshhhhhh. Chaloch s'baranochtanoch. Dreeelochta..."</p> <p><b>Quote:</b> "&lt;HIGH PITCHED SCREAM OF RAGE&gt;"</p> <p>WDR, 2004, <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
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<p><b>Goblin Tribal Champion</b> <i>Survivor</i></p> <p><b>Attributes</b> Str: 4 Dex: 4 Con: 4 Int: 2 Per: 4 Wil: 4</p> <p><b>Qualities:</b> Goblin (see <i>Dungeons &amp; Zombies</i>) Acute Senses (Hearing) Situational Awareness Brachiation Bag of Tricks Threat Detection Hard to Kill 5 Fast Reaction Time Underground Direction Sense Nerves of Steel Charisma (Goblin) 3</p> <p><b>Drawbacks:</b> Attractiveness -2 Cowardly -1 Minority (Goblin) -3 Cruel 2</p> <p><b>Skills:</b> Climbing 4 Dodge 4 Notice 3 Stealth 5 Surveillance 3 Craft (Make Poison) 3 Rituals (Goblin) 3 Myth and Legends (Goblins) 2 Shield 3 Hand Weapon (Hooked Sword) 4 Running (Sprint) 2 Thrown Weapon (Javelin) 3</p>	<p><b>Gear:</b> Hooked sword [D8(4) X Str**&amp;], whetstone, reinforced leather jerkin [D6+1 (4)], swag bag*, quiver with 3 javelins [D6(3) X Str], 4 vials of weapon poison (treat as curare or cobra venom, each vial is good for 1D6 rounds of combat)</p> <p>*A Goblin's swag bag can contain almost anything that the creature has picked up and decided to keep, including food, trophies, human-made items, and traditional Goblin-made items</p> <p><b>Personality:</b> "Hrrrrrshhhhhh. Chaloch s'baranochtanoch. Dreelochta..."</p> <p><b>Quote:</b> "&lt;HIGH PITCHED BELLOW OF RAGE&gt;"</p> <p>WDR, 2004, <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
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<p><b>Goblin Warlock/Witch</b> <i>Survivor</i></p> <p><b>Attributes</b> Str: 2 Dex: 3 Con: 3 Int: 4 Per: 5 Wil: 5</p> <p><b>Qualities:</b> Goblin (see <i>Dungeons &amp; Zombies</i>) Acute Senses (Hearing) Situational Awareness Brachiation Bag of Tricks Threat Detection Hard to Kill 5 Fast Reaction Time Underground Direction Sense Jury Rigging Charisma (Goblin) 3</p> <p><b>Drawbacks:</b> Attractiveness -2 Cowardly -1 Minority (Goblin) -3 Cruel 2</p> <p><b>Skills:</b> Climbing 3 Dodge 1 Notice 4 Stealth 1 Surveillance 4 Craft (Make Poison) 4 Rituals (Goblin) 5 Myth and Legends (Goblins) 4 Hand Weapon (Hooked Knife) 2 Running (Sprint) 1 Craft (Cobble Useful Things) 5 6 additional points of Knowledge and/or Craft skills pertaining to making or modifying things for Goblin use.</p>	<p><b>Gear:</b> Hooked knife [D6(3) X Str], whetstone, reinforced leather jerkin [D6+1 (4)], swag bag*,</p> <p>*A Goblin's swag bag can contain almost anything that the creature has picked up and decided to keep, including food, trophies, human-made items, and traditional Goblin-made items</p> <p><b>Personality:</b> "Hrrrrrshhhhhh. Chaloch s'baranochtanoch. Dreelochta..."</p> <p><b>Quote:</b> "&lt;sinister hissing chant&gt;"</p> <p>WDR, 2004, <a href="mailto:evilovertlord668@yahoo.com">evilovertlord668@yahoo.com</a></p>
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<p><b>Goblin Scout</b> <i>Survivor</i></p> <p><b>Attributes</b> Str: 3 Dex: 4 Con: 4 Int: 3 Per: 4 Wil: 4</p> <p><b>Qualities:</b> Goblin (see <i>Dungeons &amp; Zombies</i>) Acute Senses (Hearing) Situational Awareness Brachiation Bag of Tricks Threat Detection Hard to Kill 5 Fast Reaction Time Underground Direction Sense Nerves of Steel Jury Rigging</p> <p><b>Drawbacks:</b> Attractiveness -2 Cowardly -1 Minority (Goblin) -3 Cruel 2</p> <p><b>Skills:</b> Climbing 4 Dodge 3 Notice 3 Stealth 5 Surveillance 3 Craft (Make Poison) 3 Rituals (Goblin) 2 Myth and Legends (Goblins) 2 Shield 2 Hand Weapon (Hooked Sword) 2 Gun (Handgun) 2 Running (Sprint) 2 Thrown Weapon (Javelin) 3 3 points in one or more Human languages</p>	<p><b>Gear:</b> Hooked sword [D8(4) X Str**&amp;], whetstone, reinforced leather jerkin [D6+1 (4)], swag bag*, quiver with 3 javelins [D6(3) X Str], 4 vials of weapon poison (treat as curare or cobra venom, each vial is good for 1D6 rounds of combat), rusty .38 Special revolver, 4 bullets</p> <p>*A Goblin's swag bag can contain almost anything that the creature has picked up and decided to keep, including food, trophies, human-made items, and traditional Goblin-made items</p> <p><b>Personality:</b> "Hrrrrrshhhhhh. Chaloch s'baranochtanoch. You. Too late. Die soon...by own hand. Poison.</p> <p>"You. Too late. We here. We stay. We...stay here. This...we, no...our place now. Yes. Our place. We stay here.</p> <p>"You will die. You all will die."</p> <p><b>Quote:</b> "Shhhhh. No hurt. You come with me. Or your parents die."</p> <p>WDR, 2004, <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
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**Changeling – 1 Point Drawback**

**Skills**

Knowledge (Goblins) 3

Language (Goblin) 4

**Drawbacks**

Status -3 (Raised by Goblins)

Minority -1 (Raised by Goblins)

Humorless -1

Attractiveness -3 (Ritual/Tribal Scarring)

### AFMBE Specs for GOBLINS

Power	Description
Weight	Life-like (0)
Weak Spot	All (0)
Getting Around	The Quick Dead, Climbing (12)
Strength	Ninety-Pound Weakling (-3)
Senses	Like a Hawk (2)
Sustenance	Occasionally, All Flesh Must Be Eaten (2)
Intelligence	Language, Long-term Memory, Problem Solving, Teamwork (25)
Spreading the Love	N/A – One is either born a Goblin or not (0)
Special Powers	<p><b>Enter the Zombie</b> Wall Crawling (2)</p> <p><b>Atlas of the Walking Dead</b> Emotional Instability (-1) Horrific Appearance 1 (2) Night Stalker (-2) Night Vision (2) Rage (2) Stealthy (2)</p>
Power	52
<p>Attributes Dead Points 26 Str 1 Int 1 Dex 3 Per 3 Con 2 Wil 2 Spd 18 Essence 12 Skills: Brawling 2, Language (Goblin) 5, Rituals 5 (Goblin), Hand Weapon (Hooked Knife) 3, Climbing 1, Dodge 1, Notice 1, Stealth 1</p> <p>Natural Attack: Bite D4X2 (4) Slashing</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• <b>Goblin Tribal Champions</b> – Increase Strength to Dead Joe Average, add Skill levels, especially to Hand Weapon, Dodge, Brawling and Stealth</li> <li>• <b>Goblin Warlocks and Witches*</b> – Increase Int to 3, add skills to Rituals, allow skill in local human language, other skills as applicable</li> <li>• <b>Goblin Scouts</b> – Increase Int to 2, add skills in Survival (Urban), local human languages, and Streetwise. They will also possess skill levels in human technological fields, such as Gun, Drive, or general things like Craft (Understands On/Off Buttons).</li> </ul> <p>*Not a reflection or commentary on modern warlocks and witches – I know y'all're out there, but this is a game, not an implication that all warlocks and witches are Goblins or otherwise nasty critters.</p>	

Yes, you can no doubt see there are significant differences between the Goblin Archetypes and Goblins presented in the format of undead from the AFMBE game. My recommendation is to use the Archetypes were interactions are needed, but it's up to you.

“...at the National Guard roadblock. I can hear gunfire in the distance and...yes... I'm still here. We heard a series of explosions a short time ago. A portion of the old paint factory appears to have collapsed and at least two buildings appear to be completely engulfed in flames. I can't see any fire trucks, and no sirens are being sounded. At this point, no one is being allowed past the barricades, and no explanation is being provided...”

### **Recommended Cast Member Archetypes**

Pretty much any type of big city Archetype would be suitable for this Deadworld. Since there are no zombies, *per se*, background, personalities and quotes might need to be suitably tweaked by the ZM and Cast Members.

### **ADVENTURE SEEDS**

There are variety of settings, set ups, and scenarios that could be used for this “Deadworld.” A few ideas are presented here.

1. One or more of the Cast Members has lost a young family member to the Goblins. The Cast Member(s) may or may not realize who has taken the young person. This is a good way to surprise players who may be expecting ghosts, zombies, or other undead. The first time a shower of poisoned javelins rains down on them, they may well be caught completely off guard.

In order to save their family member(s), the Cast may have to face not only Goblin Scouts, Tribal Warriors, and other Changelings. They may also face the threat of human attacks as society begins to realize what is happening and begins to unravel.

A variation of this would have Cast Members in the roles of police officers investigating disappearances. In this case, they may well run afoul of government attempts to keep the existence of Goblins secret in their attempt to delay a general panic.

2. The Cast Members could be working for the government, tasked with the job of maintaining secrecy and misinformation concerning the Goblin invasion.

3. Cast Members could be scientists sent in to study the Goblins and learn of any weaknesses. If one or more of them are captured, the game could take a decidedly interesting turn.

4. An ambitious ZM could have the Cast Members sent on a mission to discover the source of the Goblins. No telling what else is hiding down there in the dark.

5. Cast Members could be neighbors who find themselves under attack in their own homes by Goblins. Desperate battles fought in the dark alleys, poorly lit yards, and crowded apartment buildings would present an atmosphere of action and horror.

### **RANDOM ENCOUNTERS**

Roll	Inner City	Suburbs
1	Locals	Locals
2	Locals	Locals
3	<b>Event</b>	Locals
4	<b>Event</b>	Locals
5	Criminals	<b>Event</b>
6	Criminals	<b>Event</b>
7	Vigilante mob	Criminals
8	Vigilante mob	Vigilante mob
9	<b>Goblin raid!</b>	Vigilante mob
10	<b>Goblin raid!</b>	<b>Goblin raid!</b>

### **SAMPLE LOCALS**

Roll	Event
1	Regular Joes/Janes (1D100) going about their normal routine
2	Regular Joes/Janes (1D100) going about their normal routine
3	Regular Joes/Janes (1D100) going about their normal routine
4	Street Preacher (complete with placard and Bible)
5	Beggar (1D6)
6	People preparing to leave the area permanently
7	Survivors of Goblin raid
8	People who have been displaced due to Goblin raid
9	Public official(s) going about their normal routine
10	Roll twice on this table, or choose

### **SAMPLE EVENTS**

<b>Roll</b>	<b>Event</b>
<b>1</b>	Aftermath of battle (Police/Army vs. Goblins); Cast Members will be ordered away and will be arrested if they do not obey.
<b>2</b>	News crew looking for people to interview; some of these might be government agents looking for human criminals taking advantage of the Goblin attack (which is still officially denied by the government)
<b>3</b>	Goblin sighting (may or may not involve the cast members)
<b>4</b>	Traffic accident (may or may not be Goblin related)
<b>5</b>	Changeling(s) – one or more Changelings may either follow and watch the group or may try to entice or trick them into a Goblin ambush
<b>6</b>	Signs of Goblin activities – could be arcane graffiti, collapsed or blocked tunnel, etc.
<b>7</b>	Parents looking for lost child
<b>8</b>	Stray dogs (may or may not be hostile)
<b>9</b>	Fire (may or may not be Goblin-related)
<b>10</b>	Roll twice on this table, or choose

### **SAMPLE CRIMINALS**

<b>Roll</b>	<b>Event</b>
<b>1</b>	Mugger(s) – may be in larger group
<b>2</b>	Gang members (5D6) – may be dispersed over a large area to avoid attracting unwanted attention
<b>3</b>	Robbery in progress
<b>4</b>	Arsonist (roll on Locals table to find out who they're pretending to be)
<b>5</b>	Sex criminal on the prowl (roll on Locals table to find out who they're pretending to be)
<b>6</b>	Car jacking (may or may not involve Cast Members)
<b>7</b>	Assault (may or may not involve Cast Members)
<b>8</b>	Police brutality (may or may not involve Cast Members)
<b>9</b>	Police or military deserters (roll on Locals table to find out who they're pretending to be)
<b>10</b>	Roll twice on this table, or choose

### **SAMPLE VIGILLANTE MOBS**

<b>Roll</b>	<b>Event</b>
<b>1</b>	Lone sniper
<b>2</b>	Lone bomber
<b>3</b>	Small group (1D6) – random civilian weapons
<b>4</b>	Medium group (3D6) – random civilian and police weapons
<b>5</b>	Large group (6D10) – random civilian, police, and military weapons
<b>6</b>	Mob (1D100 X 1D10) – may or may not be armed
<b>7</b>	Activists out to destroy whatever they blame for the rash of disappearances (1D6)
<b>8</b>	Religious fanatics looking for the Servants of Satan (6D6)
<b>9</b>	Demagogue trying to raise a vigilante mob
<b>10</b>	Roll twice on this table, or choose

### SAMPLE GOBLIN RAIDS

Roll	Event
1	Goblin Scout
2	Goblin Scouts (1D6)
3	Goblin Warrior Probe (6D6) with Champion
4	Goblin Champions on the hunt (2D10)
5	Goblins looking to find new Changelings
6	Goblins attacking renegade or escaped Changelings
7	Goblin Warriors (6D10) escorting Goblin Warlocks/Witches (1D6)
8	Goblin Tribal Warband (1D100)
9	Goblin Tribal Army (1D100 X 1D100 or more)
10	Roll twice on this table, or choose

As you have no doubt noticed, these tables are vague, allowing the ZM to modify the results to fit the needs and goals of the gaming group.

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*Sincerely,*

*TexasZombie, a.k.a. Evil Overlord 668, the Neighbor of the Beast*

***eMail comments to: [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)***

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None of my work is their fault. They're nice folks.

**This Deadworld Inspired By:**

- Too many years of playing that other "Dungeons & Critters" Game
- "The Descent" (novel, Jeff Long)

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