

Ministry of Drollery
Honk Shoo Mi Mi Mi:

Immediately fall asleep for the next 5 mins - nothing works on you while in this state.

Ministry of Drollery
Arbitrary Festivity:

For the next 1 min, whoever reads this card, must start Partying for 5 mins.

Ministry of Drollery
Weaponized Bullshit:

You spew "Wisdom" - the target is stupefied by your knowledge for 5 mins..

Ministry of Drollery
It is Known:

Gaslight a target into believing this is how something has always been done for the next 5 mins.

Ministry of Drollery
Unconventional Medicine:

Heal a target from their current condition - they are immediately fully functional.

Ministry of Drollery
I think, therefore I thonk:

Ignore the next card effect that would affect you.

Ministry of Drollery

I cast Boredom!:

The target is immediately bored of you, and must walk away from you for the next min.

Ministry of Sneakery

Houdini:

Do the Off-Game sign - you are invisible for the next 5 mins.

Ministry of Sneakery

Duel:

The target must accept a challenge you propose. If the target does not wish to do the challenge, they can forfeit it.

Ministry of Sneakery

Loot:

The Target must give you all the Shinies they have.

Ministry of Sneakery

Peek:

Check out the Target's Power/Card

Ministry of Sneakery

Slippery:

Redirect the Power activated on you to your nearest goblin. If it is just the two of you in the immediate area, this power may not be activated.

Ministry of Sneakery

Look!:

Point the target in one direction. They must keep staring in that direction until you have left.

Ministry of Sneakery

It was my cousin, Bob!:

Frame any grievances to another Goblin you name - the target believes you.

Ministry of Tomfoolery

Recreational Stolen Potions:

You give the target some experimental potions - they act sick for the next 5 mins.

Ministry of Tomfoolery

It's raining Anvils!:

The target falls down unconscious for the next 5 mins.

Ministry of Tomfoolery

Ten Tickles:

The target gets violently tickled - they laugh reluctantly for the next 5 mins.

Ministry of Tomfoolery

Spaghetti Feet:

The target acts as if they slipped and fell down. They can cry in pain, staggered for the next 5 mins.

Ministry of Tomfoolery

Boo!:

The target is scared for the next 5 mins.

Ministry of Tomfoolery

The Prodigy:

You once pulled a really cool trick. The target respects you deeply, and forgives any grievances.

Ministry of Tomfoolery

Taunt:

You pull a really mean farce - the target is pissed at you for the next 5 mins.

Ministry of Rumpus

Monologue:

For the next 5 mins, the target must pay attention to you and only you.

Ministry of Rumpus

You cannot handle the Me!:

For the next 5 mins you can keep talking, regardless of any effects you are under.

Ministry of Rumpus

Agreement:

The target shares the opinion you share with them for the next 5 mins.

Ministry of Rumpus

Empowerment:

The target must share a thing they don't like with you.

Ministry of Rumpus

Hype!:

For the next 1 min, whoever reads this card, must say your name for the next 1 mins

Ministry of Rumpus

Now, Fight!:

Point at a Goblin - the target of this card wants to pick a fight with them for the next 5 mins.

Ministry of Rumpus

Propaganda:

The target must take the blame for the issue being discussed..

Ministry of Handslappery

Confiscation:

Take a target's Card - you must return it in 5 mins

Ministry of Handslappery

Da Rulez:

Dictate a behavior the target must have for the next 5 mins. (e.g. Be polite)

Ministry of Handslappery

Ah, a Volunteer:

Dictate a task to the target - they must do it.

Ministry of Handslappery

Capital Punishment:

The Target must give you all their Shinies.

Ministry of Handslappery

Interrogation:

The target must tell you all it has done in the past 5 mins.

Ministry of Handslappery

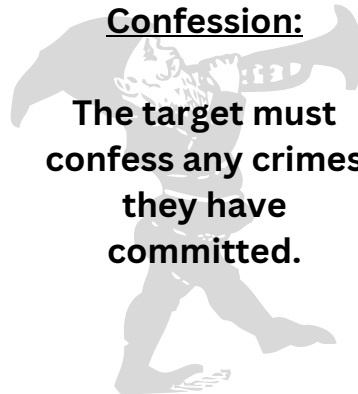
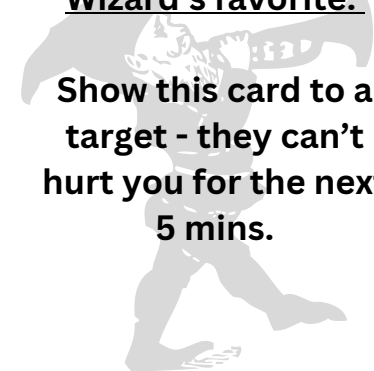
Wizard's favorite:

Show this card to a target - they can't hurt you for the next 5 mins.

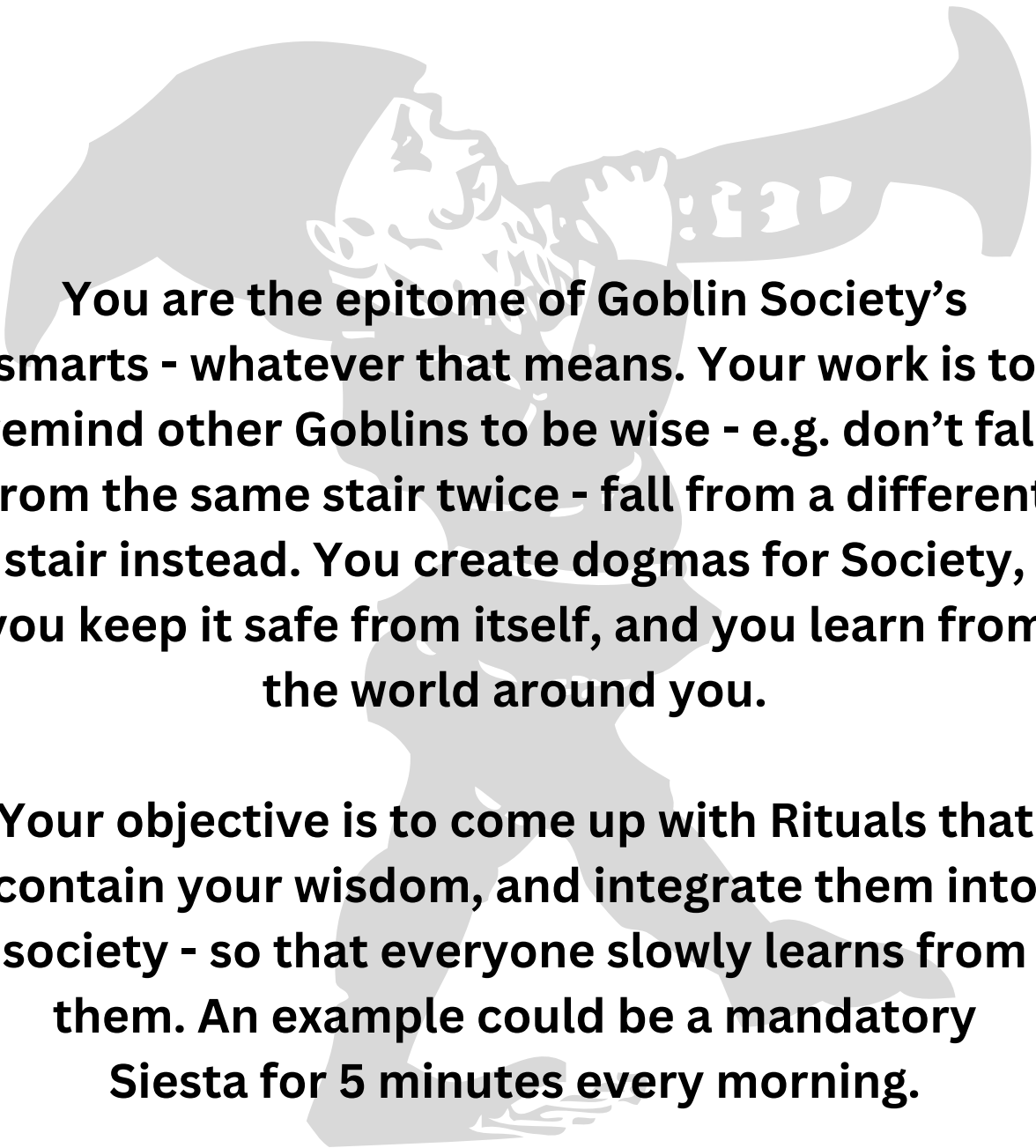
Ministry of Handslappery

Confession:

The target must confess any crimes they have committed.



Ministry of Drollery



You are the epitome of Goblin Society's smarts - whatever that means. Your work is to remind other Goblins to be wise - e.g. don't fall from the same stair twice - fall from a different stair instead. You create dogmas for Society, you keep it safe from itself, and you learn from the world around you.

Your objective is to come up with Rituals that contain your wisdom, and integrate them into society - so that everyone slowly learns from them. An example could be a mandatory Siesta for 5 minutes every morning.

Ministry of Sneakery

You are clumsy, adrenaline infused harbingers of chaos, always ready to be heroes, in the most daredevil fashion imaginable. Your contribution to society is being utterly disposable and at the same time more capable than everyone else. Your clumsiness can only be compared with your tremendous ego.

Your objective is to constantly receive as much praise as possible or to challenge and beat others in those challenges.

Ministry of Tomfoolery

You are the silliest of clowns, the funniest of pranksters, and you make sure to constantly remind other Goblins that. Your purpose is to constantly stop others from being productive, and prod them into having fun - sometimes, not in the safest ways for other Goblins (e.g. banana peels are hilarious)

Your objective is to constantly have a prank target and to work towards making them as “miserable” as possible.

Ministry of Rumpus

You are the noisiest and most delightful rascals around - one could say the peak of stoic philosophy of Goblin Society. The Wizard makes you wake up at midday - you grumble about it.

You need to clean up - you call the Wizard names. The Wizard makes you drink their potions and you get a tummy ache - you barf right into their bed.

Your objective is to constantly think of something that is bothering you and let everyone know about it.

Ministry of Handslappery

You are the lackeys of the Wizard, helping them enforce rules and regulations to make Goblins more efficient. This does not mean you do not wish to goof about with the rest of the Goblins, or that you are not lenient to a little bending of the rules - you are just more prone to abusing whatever power was given to you to impose yourselves on the others and make them do what you will.

Your Ministry holds 4 Values high - Passion, Profession, Purpose and Project.

You seek to match each Goblin to a Profession, related to their Passion, and then make them do a Project, thus giving them Purpose.

The Princess of Megiddo

Wizard's silly tasks!

The King of Megiddo has a Daughter that has no wish to get married. Concerned for his throne, the King of Megiddo will award 30.000 Magic Euros to whoever manages to change his Daughter's Mind.

The Princess claims that all men think about is War and Food, and she would rather marry a man who has a softer side. So far, no man has come close to convincing her.

Tasks for my Dear Goblins:

1. List all attractive male features for female Goblins!
2. Ask around to find what the best qualities of a man are!
3. Discuss what makes a man with a "soft side"
4. Present your findings!

A Cry for a Pie

Wizard's silly tasks!

The local bakeries have a shortage of Pies - some kind of intruder is rumored to eat all their Sugar. The Kingdom is devastated and the Bakers are extremely sad. The Council of Magic is going to pay 10.000 Magic Euros to whoever solves the problem and allows for the production of Pies Again.

Tasks for my Dear Goblins:

1. Investigate all your brethren. Find if anyone is the Culprit. Slap their Hand.
2. Write down Pie recipes that don't need Sugar
3. List 5 key Ingredients of Goblin Cuisine
4. Present your solutions!

A Friend is marrying my Ex

Wizard's silly tasks!

So, there is this guy, Ravi, who has been my best friend all my life. He is also the most talented young mage around. Sadly, he got together with my meanest Ex, and I received an invitation to their wedding. In the invitation there lies a very cute remark of how much I'll hurt him if I don't join. He also mentioned how flammable the tower is, for some reason.

Tasks for my Dear Goblins:

1. Make a list of all the accidents that can believably happen to me and not kill me.
2. Make a list of all the accidents that can happen to my Ex that will make them unable to marry.
3. Make a list of all the accidents that can happen to my friend so he can't hurt me.
4. Present your lists!

The Gnome and Knight War

Wizard's silly tasks!

War has broken out between the Gnomes and the Knights, cutting off many Trade Routes and creating a lot of problems for the Global Market. However, their conflict does not concern us, as they are neither Goblins, nor Wizards.

Tasks for my Dear Goblins:

1. Create a betting ring for Shinies amongst the other Goblins for each side.
2. Steal their Shinies and bring them to me.
3. Tell them that their side lost
4. Get Rewarded!

Magical Homework

Wizard's silly tasks!

The Mage College Tutor has assigned us to make 3 New Spells that could benefit society in some way or another. Since I am not a very sociable person, I bring upon you the task of finding the main problems of your society and helping me come up with spells to make them happen.

Tasks for my Dear Goblins:

1. Find something you really hate - think of a spell that could make it go away.
2. Find something you really love - think of a spell that could make it appear more often.
3. Find something I would really like - consider this your gift to me.
4. Present your spells!

The Cost of Being Right

Wizard's silly tasks!

I was arguing with my parents the other day, and they told me I have no talent for Art. Obviously I don't, but there is no way I am letting them take the win for that. As such, I task you with ghostwriting/creating the Art that I will be performing as my own.

Tasks for my Dear Goblins:

1. Discuss and agree on a common subject for an art piece
2. Discuss and agree on the common medium of the art piece (drawing, music etc)
3. Create said Artwork
4. Present/Perform it for me!

Fight Club

Wizard's silly tasks!

I have been afflicted with boredom most my life - and that becomes your problem today. I know you all have special powers with which you do your devious little tricks, and today they shall be used for my entertainment. You will create a Fight Club of Goblins, doing a practice fight to entertain me and to crown a champion.

Tasks for my Dear Goblins:

- 1. Find up to 6-10 Volunteers for the fight club**
- 2. Schedule who fights whom**
- 3. Run the fights (Powers allowed - shadowboxing - no actual hitting)**
- 4. Let me watch the fights.**