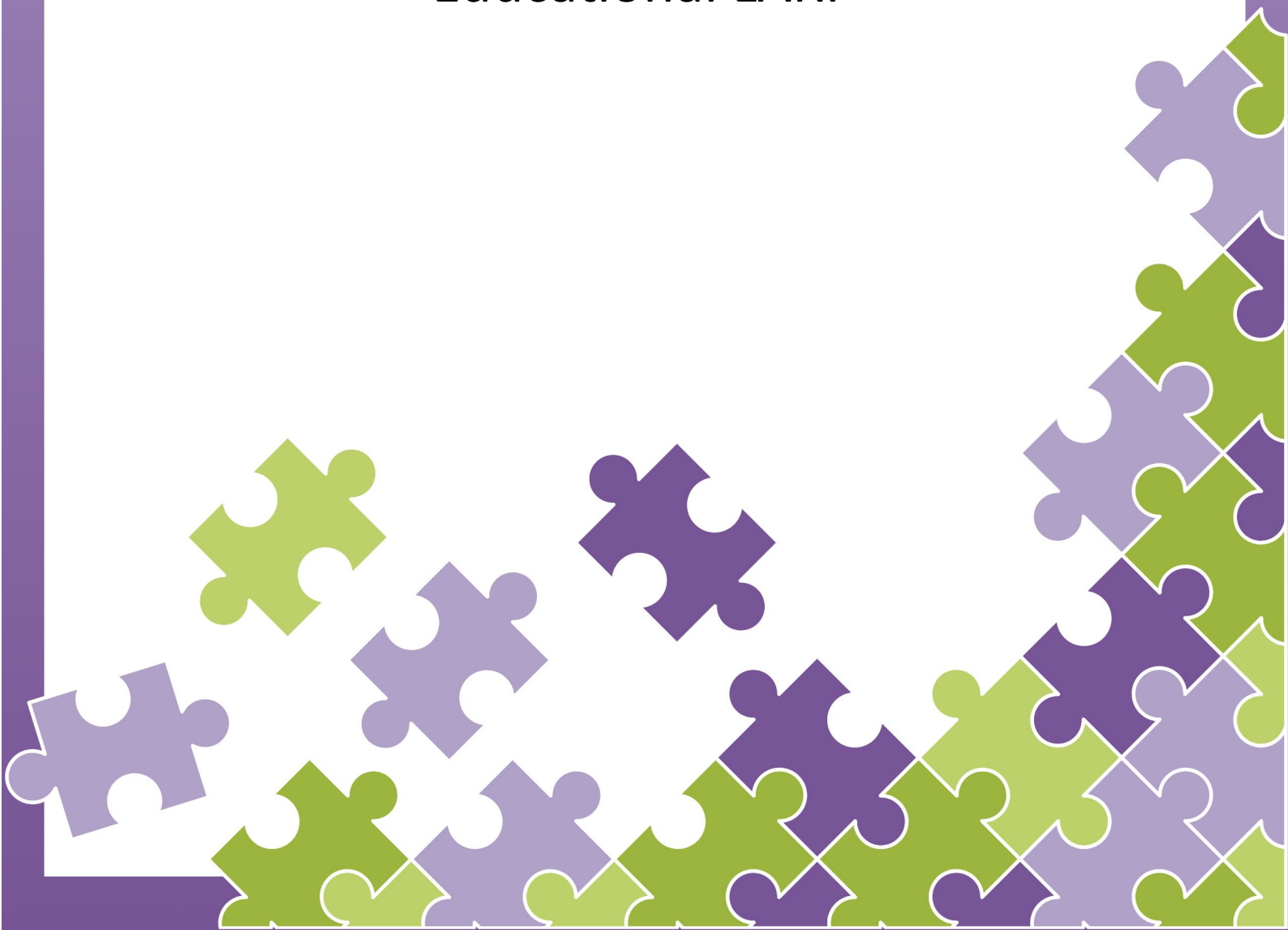




BUILD EFFICIENTLY YOUR OWN UNDERSTANDING

GOBLIN MODE

Educational LARP



Goblin Mode!

Instructions:

To whoever is reading this text:

This LARP Game was developed by the [LARPifiers](#) for the Erasmus+ KA2 project B.E Y.O.U.

LARP stands for Live Action Role Playing, and it has been employed as an educational tool for informal and non-formal education. It is a very engaging experience-based learning activity, that allows participants to delve into the subject from a place where they feel rather than study, making it easier to understand and empathize with the subject discussed.

During a LARP game, participants take upon roles that they act out as, in a discussed setting. This may be done for a variety of reasons, ranging from play fun to psychotherapy. Imagine it a little bit like an improv theatre performance, only instead of having performers, you have a bunch of people interacting with each other. The players are called upon to act as their roles, and let the game unfold. The rest is up to the facilitator to set the stage for the objectives of the game to be realized.

Organizing and running such a game is very similar to facilitating a lot of Youth Work activities, and this manuscript below will help you solve all questions you may have, tell you what to say if you are unsure and give you insight on how to run this game with no problems.

There is a lot of Bibliography and Research around LARP, so in case you need to read more before you run this game, feel free to snoop around!

For the remainder of the manuscript, any words written in *Italics are* to be read out loud to the participants, but you can feel free to interpret them in your own words. These merely exist for the sake of making facilitation easier.

Please read the manuscript before you run it, making sure you understand what you need to do, and you have all the necessary steps ready before the run.

This LARP game serves as complimentary material to the [Chapter 1 Guidebook](#). It is meant to be a transformative experience that the participants can reflect upon, which may be used before or after the introduction to the Guide. The experience is meant to pit participants against some hard to face tasks, and to be mindful of the Tenets of their Ministries and their own personal wishes in the meanwhile - based on the materials of the Guide. At the end of the experience lies a significant



debriefing experience, helping them reflect upon their experience and to check with themselves what they figured out throughout it. After playing the game, the participants should be left to ask themselves how effectively they communicated their feelings and wants, how successful they were at proposing their solutions to the tasks, and how well they applied mindfulness to their communication.

Remember to have fun when running this game, and to tell us how it went if you have the time!

Description:

Goblin Mode is a game that explores a fantasy society of Goblins on their every day routine. Goblins are small silly and naughty creatures that delight in causing chaos.

These particular Goblins are ruled by a rather incompetent wizard, who constantly disrupts their daily life to give them tasks he doesn't want to do.

The Wizard will be played by you as the Game Master, and your role is to regulate the game and help people when they seem lost.

During this game, the players explore the society of Goblins - their petty fights amongst themselves, their backstabbing brotherhood, their ridiculous confidence and the oppressive tasks by the wizards. The Goblins will be split into different teams, and take on different tasks while delving deeper into their sense of self, and gradually choosing for themselves what they wish to do.

Goblins of course have an arsenal of tricks and pranks they play upon each other, which will be used as "powers" by the players in order to gain an edge over their competition. These "Powers" are signified by the "Deck of RapsCALLIONS" which is the only physical component you need to run the game.

If you are running this game for very enthusiastic participants, you may choose to introduce costumes - silly hats, long noses, big ears, or green faces. You may also draw inspiration from how Goblins look in your culture - but concern yourself with this exercise only if it will help create engagement from the players.

Sales Pitch:

If you are running this event, and you are trying to attract a crowd, you may need a sample text to post in social media, a website or an email - here is a readymade pitch to help you with that!



“Ever imagined just being a silly little goon, indulging in trickery, mischief and mayhem of all sorts? Ever wanted to go full Goblin Mode?

Goblin Mode is a Live Action Role Playing game, set to remind us to be playful, to take a breath of fresh air, to play pranks on your pals and to - overthrow the Wizard Regime?

Wondering how sneakery and devilry can boost your self-growth?

Practice your silliest voice, take on your goofiest pose and trick (or treat) your way into Goblin Society!”

Feel free to adjust this text as needed to make it fit your profile or your audience!

Specifications:

Genre: Outdoors, Abstract, Educational.

Themes: Fantasy, Freedom & Oppression, Self Confidence

Scope: Explore yourself by lowering your standards, observe new things, see what tasks motivate you more, and connect with your team.

Requirements:

- Game Manuscript (this document)
- Printed Appendixes
- Up to 30 Players - divisible by 5
- 1 Game master (GM)
- 6 Paper Clips or other shiny object one can showcase on their clothes.
- 100 colourful stones or orbeez
- About 10 small-ish size glass jars/bottles with random assortments of dusts (more info in Appendix C)
- Paper and Pens
- Multiple Elixirs of Bravery - Potions in Glass Vials with clearly marked labels and hypoallergenic contents (e.g. herbal tea)



Briefing

[Around 1 Hour]

Before the Game starts, it is important to create a little social contract in order to ensure the emotional and physical safety of all of our participants. As such, we will be employing some calibration tools and good co-player practices to make sure everything runs smoothly.

Traffic Lights System:

The Traffic Light System is a method for communicating your emotional status between players of this game. It works in the same way that traffic lights work in real life:

- Green means you can Go
- Orange means you should Slow Down (De-escalate)
- Red means you should Stop.

Now that you have a rough understanding, let's present it to the players!

“Before we begin with the game, we will be introducing some common ground amongst ourselves.

Let us start with the traffic light system. This is a way to communicate how we feel during the game, in case we become overwhelmed, need some time to cool down, need to set some boundaries, or show our co-player that we want to escalate the situation further.

If for example during a fight, someone very violently shouts at us, we should express:

- *Green - if we like how this is going, it is ok for us emotionally and we can/want to escalate even further. It is an invitation for the other player to keep doing what they are doing and reassure them we are fine.*
- *Orange - if we are unsure how we feel, this is slowly crossing some of our boundaries or we do not wish this to escalate further. This is a way to communicate, hey, try to tone it down a bit, I am a little uncomfortable.*
- *Red - if we wish for the situation to stop immediately - something struck a nerve, we are feeling overwhelmed, we were triggered by something etc, and can not interact further. Essentially, we are telling the other player that we are not ok, and they should leave us alone. If you hear Red - get out of there.*

Questions?”



Play to Lose:

Next up, we will introduce a play mentality that will help our players coexist and play off of each other. To put it very simply, play with a mentality of looking for trouble, rather than looking to be super safe and win.

“Throughout this game, we will be acting as different characters, each with their own agendas and objectives. And although your characters want to achieve all of these goals and win, this creates a less fun experience. For example, think of the game Monopoly - it is not very fun if one person is winning and we can do nothing against it. This game has no goals of measuring success or dictating efficiency - it is a game where you, as players, make up what is going on as you go.

As such, we Play to Lose, rather than to Win. Have a secret no one should know? Eh, you kinda boasted about it and now the local rumormonger knows about it. You are the mightiest warrior in the land and you are about to fight with a novice. Oops, you slipped on a banana peel and now they are a legend.

This allows for more opportunities to create cool stories, and for more people to win. Of course that doesn't mean you should always sabotage yourselves, but keep in mind what cool moments you can create with that mentality at all times.”

Mechanics:

Introduce the players to the terms or mechanics that will show up during the game, so that they are familiar with it.

“Let's talk a little bit about all the things we will be seeing throughout the game. We have Traffic Lights and Play to Lose in mind, so now, we will introduce the concept of Off Game.

Off Game is a manoeuvre where you lift your fist between your eyes, to indicate that you are not currently playing the game. That means, you are doing something important (e.g. getting some water, going to the toilet) and your character is not there. While you are doing this manoeuvre, your character is invisible to everyone in the game.

Powers. Throughout the game, you will be given a unique Power in the form of a card that you can use - either for yourself or others. These Powers vary, but a lot of them cause your character to do something specific for 5 minutes. That means when this card is shown to you, you HAVE to do the thing it says for the next 5 minutes. If you are not ok with that, you can sit down and take some time to cool down instead. Please try not to abuse a single person with your cards, and to divide mischief amongst everyone equally.



Throughout the game, a Mage may come up to you and cast a spell by saying for example "Itchy Nose, Greater". If that happens to you, your characters are extremely inconvenienced and terrified, and must do what the spell describes (as long as you are comfortable with that) for the next 10 seconds. If you are not comfortable with that, just look terrified.

Furthermore, during the game you may experience the effects of a potion named "Elixir of Bravery". Consider this a truth Potion, that makes you speak whatever is on your mind and how you feel. Remember to express Vulnerability and to say anything that is on your mind, knowing you are in a safe place.

The Game also has these tokens (show the orbeez/shiny rocks) that are extremely important for Goblins and you call them Shinies! Consider that your characters would do anything for one of these, but they would also give one of these away easily if they are too lazy to do something.

These Shinies, along with Glass Vials that contain alchemical substances are lootable, and your characters may just pocket them during the game, and trade them for favors or other stuff.

Lastly, do note that throughout the Game you will be tasked with various quests, riddles and adventures. Remember that the point is not to find a proper solution or to investigate something - it is to make stuff up, to be creative, to serve the goals of your individual ministries and to add some Goblin Mayhem to the mix!

Questions?

Setting:

Now it is time to tell the players about what they are going to play and get them introduced to the story they will be a part of. Throughout this segment, make sure to communicate clearly what you are doing, what is fun about it and describe how the game will be played - or in other words, what is expected of the players. Here is a sample text for your assistance:

"Before we start the game, let us get acquainted with the story of the Goblin helpers of Ivar the Adequate, the Formidable (?) Wizard of the Trembling Tower. Throughout this game, you will be roleplaying as members of the 5 Mighty Ministries of the Trembling Tower, each tasked with making Ivar's life easier.

So, who is Ivar the Adequate? Ivar is a novice mage, who wishes to be comfortable in life. They are not the mightiest of Wizards, but strong enough to scare small little goblins like yourselves. Ivar spends



most of their life pondering their magical orb, or concocting potions, and leaves all the chores to you. Mostly, they don't trouble you, but when they make an announcement, you all must heed to it, lest they cast "Vile Itch" or "Maximum Snot" upon you. This Character shall be roleplayed by me, as the Game Master.

You are all Goblins of the Trembling Tower and have lived here long before Ivar appeared. Life was mostly filled with lots of rest and pranks, but ever since Ivar appeared, they forbid pranks and worked you to the bone. You still get a lot of time to do as you please, but are very scared of the Wizard's temper.

Lacking Guidance, the Goblins always long to have a Big Boss. The Wizard may be your Big Boss for now, but you all aspire to have a Goblin guide you. Famously the Big Boss has many Shinies and has earned the respect of the Goblin society. Traditionally the Big Boss is elected when everyone hoorahs for them, after they show their wealth and make a speech about why they should be Big Boss. During the Game, you can campaign for Big Boss as many times as you want.

Your Society consists of 5 Ministries, each with its own unique Purpose.

The Ministries are Drollery, Sneakery, Tomfoolery, Rumpus and Handslappery.

*First, we introduce the **Ministry of Drollery**. Considered the Scholars of Goblin Society, and responsible for hard tasks, such as thinking, organizing parties, healing boo boos and explaining. Members of this Ministry are rewarded the most sleep, since they do the hardest of tasks.*

*Secondly, we introduce the **Ministry of Sneakery**. Considered to be the most physically active of Goblin Society, they are known for their ability to sneak, trick, bite ankles, deliver messages and of course, steal. They are paramount for dangerous tasks, such as stealing the Wizard's shinies undetected, or looting cheese from the cellars.*

*Thirdly, we introduce the **Ministry of Tomfoolery**. A High Art amongst Goblin Society, chaos and mischief, as well as mildly lethal pranks are held in high regard by Goblins, and are considered important cultural heritage. Members of this Ministry are known for their ability to perform heists, to set up traps, to slip the most times from the staircase and to jumpscare opponents.*

*Fourth, we introduce the **Ministry of Rumpus**. Complaining and Protesting are important parts of Goblin Society that not everyone can do. Understanding what is the problem, and framing it in the loudest way possible, punishing the person responsible and causing brawls are just extremely important, and Goblin Society would just not be the same without them.*



*Last and sadly, least is the **Ministry of Handslappery**. These are bureaucrats of the Wizard, set on efficiency and rulings. They are given “The Paper Clips of Privilege” by the Wizard, showcasing their tremendous Authority. They are merciless judges who do not hesitate to slap your hand when you are acting naughty. They can make up Rules and enforce them by staring at you. A rather new and terrifying addition to Goblin Society - fit for those who seek control and power.*

With all Ministries presented, please take your time to split into 5 groups, depending on your preferences. Please remember that the teams need to have the same number of people, so split yourselves evenly. That means you may not get to play in the Ministry you wanted to, but you will still have a lot of fun regardless “.

Give the players some time to split up, before you move on to Character Creation. Once they are split up into Groups, give each ministry its respective note from Appendix A.

Character Creation:

Now you will give your players 10ish minutes to create their characters. They will have full freedom in the creation of their characters to empathize with them and make something memorable, but also personal for them. We will only be giving them guidelines that will help the game run smoothly. While they do so, feel free to arrange the cards for Preparation (see below).

“Now, in your respective Ministries, you will be creating your characters. You can discuss ideas with the rest of the people around you and find ways to interconnect these characters. Keep in mind that all Goblins are by nature daredevils - they know everything, they are ready to do anything, and they have zero doubts when they put their mind to something! Let’s get a better idea about your ministries, characters and motivations!

- *Make up something that the Ministry feels is very important for Goblin Society.
(This could be daily exercises, nicknames for each other, pranks and jokes, competitions or mottos)*
- *Make up something that bothers you collectively and you want to change.
(This could be a rule, an obligation, a chore, a way of being addressed, or just the wizard being scary)*
- *Make up a gesture you make to communicate that you are upset.
(This could be lifting your hands in the air, making sounds with your mouth, dancing, clapping or making non-offensive gestures)*



Take some time to decide these things, and when you are done, I will bring you some extra stuff to decide amongst yourselves.”

Preparation!:

After the players have made their characters, they pick up their Powers/Cards from the Deck of Rascallions. Each Ministry has its own Deck, so it is a good idea to have the cards arranged ahead of time, or to arrange them while the teams are talking.

“I will be putting some cards in front of your Ministries, each containing a unique power. These are symbolic tokens of actual things your characters can do. Please pick one. This card persists throughout the game and has unlimited uses, but you can only use the cards once every 10 minutes - think of it as a power cool down. You will see that there are more cards than you. Leave any remaining cards you don't pick on the table. As you find your card, imagine what this power means to your Goblin - and what they might want to achieve with it!



After you pick your cards, we will begin our game. If you have any remaining questions, now is the time.”

Game:

[Around 1 Hour - 80 Mins]

“Now you will close your eyes, and imagine your characters, how they exist in your minds. Allow these Goblins to inhabit your bodies, allow them to make silly voices from your mouth. When you open your eyes, you will be naughty little troublemakers working for a lazy mage. Your mind will be mostly set on mischief and chaos. Among you, you will find friends that you share common goals with, as well as other Goblins which you may like - but still need to show them that you are better than them! Take a deep breath, aaand... open your eyes.”

From now on the Game starts - let the players explore the environment for around 5 minutes, before you step in as the Wizard.



The Wizard wants to try some spells out and will require volunteers throughout the game's run. You can check how to organize those spells below (as noted on Appendix E).

Around the room, you can leave some tasks (as noted in Appendix D).

These tasks can be taken up by 5 Goblins, each from a separate Ministry. Once such a group comes to you with one of these tasks, you "bless them" and let them solve it. If they manage to, you reward them with 10 Shinies.

"My dear Goblins, I have some uhm, interesting tasks for you that need to be taken care of. For their completion I will need you to form teams of 5 - each having one member from each Ministry. I do not care how you choose to do your tasks, as long as you complete each of the steps described and I like them. Of course, my favored Goblins will be there to keep you in Order. Find a task, form a team, and come up to me to receive a task. If you try to slack off, I will cast some very mean spells on you. Ah, and did I mention - Each successful task rewards you with 10 Shinies!"

And from then just let them be, occasionally asking for volunteers to cast spells on. Remember to have Shinies with you to be able to pay them.

After 40 Mins - 1 Hour has passed, or when you deem it appropriate, you start leading the game towards its Climax. The Wizard starts suddenly coughing out of nowhere, and collapses on the Ground. The Goblins are left to figure out how to deal with that - now that Anarchy is on the table. The Wizard will stay out of game for the rest of the duration of the game, so plan this Climax 15 minutes before you want to end the game.

Debrief:

[Around 40 Mins]

Before we start with Derolling and Debriefing, give them some time to express all their emotions.

Then ask them to leave the role, by leaving the character behind, and returning their card.

"And now, after we have been possessed by the goblins, it's time to return to our usual selves. Let us get out of the roles, by returning our character card in the middle of the circle and saying: I was x the Goblin, and now I am back to being Y the Person."



We do this exercise to bring people back to reality, and to remind them of the differences between the person and the character. LARPs usually tend to be very vivid, and some people tend to stick to the role's mannerisms unless properly Derolled.

“We will now discuss why we played this game. This game was created to be educational, with the purpose of understanding ourselves, communicating better and expressing ourselves. Our setting was basically a regular office - The Boss, The Managers and the different Departments. The only difference is that our tasks were a little more fun than usual. I want you to split into pairs by grabbing one person you have not interacted a lot with throughout the game. I will be giving you prompts, and some time to discuss these prompts between yourselves.”

Take some time to make sure everyone has a partner and to check the vibe of your group. Then give the first Prompt.

“Throughout the game you were tasked with doing some things. How did you feel about your tasks?”

Give approximately 2 minutes for each prompt, reminding them to switch the partner talking every one minute.

“Throughout the game, people may have used spells/powers on you. How did you feel about that?”

“Throughout the game you also had a Card/Power. How did you use yours and why?”

“Did your Goblin Character teach you anything? Or is there anything you would like to fix in them?”

“Is there anything you really wanted to do but couldn't? Why was it important?”

“Is there any moment where you dared something you would never normally do, or acted in a way you would be afraid to act normally?”

“What are the emotions you felt throughout the Game? Why did you feel that way?”

Last, after everyone has shared their stories, gather them all together and thank them for the experience.

“Thank you for roleplaying with me these Goblins - these silly naughty creatures that fully accept and love themselves for who they are, and have no trouble communicating their needs through pranks. Before I let you go, I would like to give you a very special quote to ponder when something is bothering you: If I gave this as a task to my Goblin friends - how would they handle it?”



Appendixes:

Appendixes have special files that you can find [linked](#) with the proper graphics and formats.

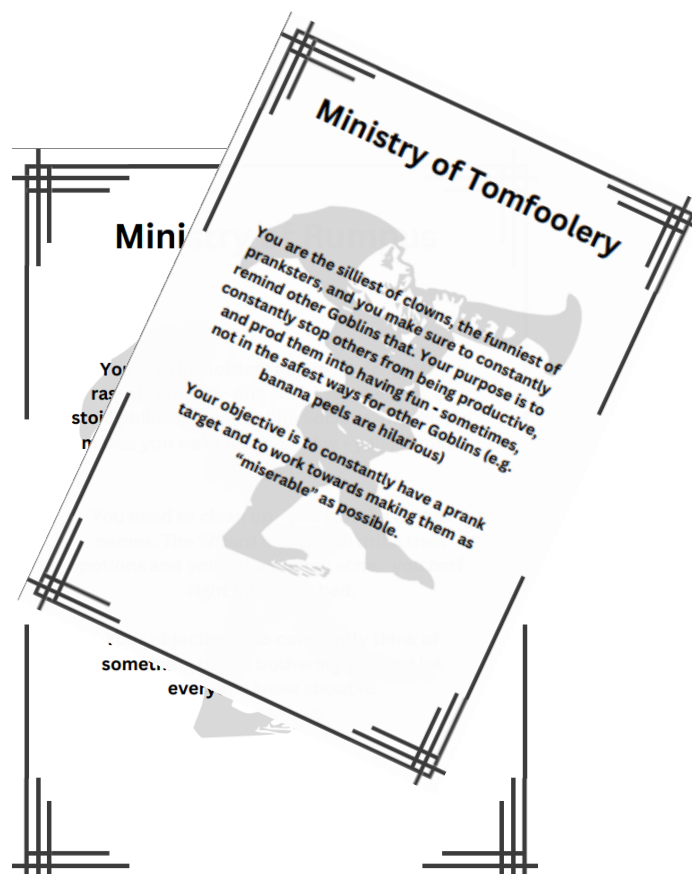
However, they are also listed here, so that the GM can scour them easily.

A stands for Anarchy:

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.

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 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

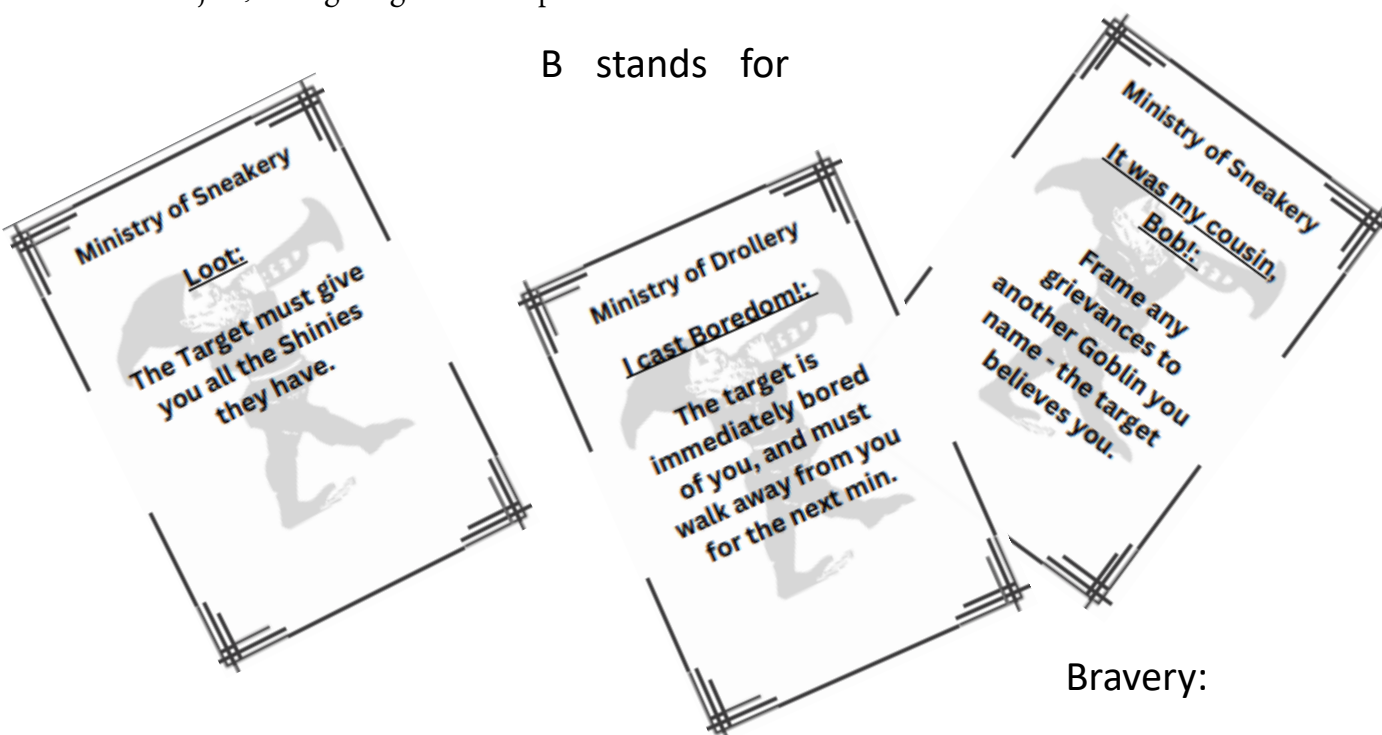
You are the lackeys of the Wizard, helping them enforce rules and regulations to make Goblins more efficient. This does not mean you do not wish to goof about with the rest of the Goblins, or that you are not lenient to a little bending of the rules - you are just more prone to abusing whatever power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

B stands for



Bravery:

Deck of Rascalions:

Ministry of Drollery

1. Honk Shoo Mi Mi Mi: Immediately fall asleep for the next 5 mins - nothing works on you while in this state.
2. Arbitrary Festivity: For the next 1 min, whoever reads this card, must start Partying for 5 mins.
3. Weaponized Bullshit: You spew “Wisdom” - the target is stupefied by your knowledge for 5 mins.
4. It is Known: Gaslight a target into believing this is how something has always been done for the next 5 mins.
5. Unconventional Medicine: Heal a target from their current condition - they are immediately fully functional.
6. I think, therefore I think: Ignore the next card effect that would affect you.
7. I cast Boredom!: The target is immediately bored of you, and must walk away from you for the next min.



Ministry of Sneakery

1. Houdini: Do the Off-Game sign - you are invisible for the next 5 mins.
2. Duel: The target must accept a challenge you propose. If the target does not wish to do the challenge, they can forfeit it.
3. Loot: The Target must give you all the Shinies they have.
4. Peek: Check out the Target's Power/Card.
5. 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.
6. Look!: Point the target in one direction. They must keep staring in that direction until you have left.
7. It was my cousin, Bob!: Frame any grievances to another Goblin you name - the target believes you.

Ministry of Tomfoolery

1. Recreational Stolen Potions: You give the target some experimental potions - they act sick for the next 5 mins.
2. Spaghetti Feet: The target acts as if they slipped and fell. They can cry in pain, staggered for the next 5 mins.
3. Ten Tickles: The target gets violently tickled - they laugh reluctantly for the next 5 mins.
4. It's raining Anvils!: The target falls down unconscious for the next 5 mins.
5. Boo!: The target is scared for the next 5 mins.
6. The Prodigy: You once pulled a really cool trick. The target respects you deeply and forgives any grievances.
7. Taunt: You pull a really mean farce - the target is pissed at you for the next 5 mins.

Ministry of Rumpus

1. Monologue: For the next 5 mins, the target must pay attention to you and only you.
2. You cannot handle the Me!: For the next 5 mins you can keep talking, regardless of any effects you are under.
3. Agreement: The target shares the opinion you share with them for the next 5 mins.
4. Empowerment: The target must share a thing they don't like with you.
5. Hype!: For the next 1 min, whoever reads this card, must say your name for the next 1 mins



6. Now, Fight!: Point at a Goblin - the target of this card wants to pick a fight with them for the next 5 mins.
7. Propaganda: The target must take the blame for the issue being discussed.

Ministry of Handslappery

1. Confiscation: Take a target's Card - you must return it in 5 mins
2. Da Rulez: Dictate a behavior the target must have for the next 5 mins.(e.g. Be polite)
3. Ah, a Volunteer: Dictate a task to the target - they must do it.
4. Capital Punishment: The Target must give you all their Shinies.
5. Interrogation: The target must tell you all it has done in the past 5 mins.
6. Wizard's favorite: Show this card to a target - they can't hurt you for the next 5 mins.
7. Confession: The target must confess any crimes they have committed.

C stands for Clobber:

Ivar's Notes:

Note: The game has been structured to run with one Game Master (GM) responsible for the players, which may however prove difficult for people who have no prior GM experience. Feel free to add extra GM characters, taking on the form of magical golems (like robots), that help the Wizard, keep the Goblins in Line or help them with their questions.

The GM character that you are going to be portraying is a novice wizard trying to get through their last year of magic college. Lazy and overwhelmed, they have decided to entrust most of their work to Goblins, so they can have more time to sleep or earn Magic Euros. They have gradually lost most of their passion, and just want things to be done, in order to be left unbothered.

Your character is mostly there to appear busy, walk up and down the area or cast experimental spells. Off the game, you are there to answer questions, help Goblins that are being overwhelmed or look lost and intimidate Goblins into looking busy.

Remember that the game is supposed to be experienced by the Players, and as such, you should be there more as a Guide than a Player - you are not there as a problem solver.

At the same time, you are supposed to be there to punish naughty Goblins. Should a Goblin be brought to you for justice, get extremely creative with some random mildly harmless magic spell.



Here is a list of creative Ones:

- Itch, Unscratchable
- Toothache, Painful
- Irritable Bowel, Mild
- Dog Noises, Mild
- Sneeze, Vile

You get the point, feel free to write your own notes of spells before running the game!

Here is also a list of Tasks to Goblins that look like they need help, guidance, something to do or a challenge. It is a good idea to have prepared some Glass Vials/Jars/Bottles with an assortment of powders in, so that they look Magical. You may choose to add Glitter for effect, or just get random powders from your pantry.

A more Eco-Friendly Idea is to Blend food waste into powders and fill the bottles with that.

Then According to the vibe you get from your mixes, you can come up with creative names like:

- Troll Snot
- Fairy Dust
- Eye of Newt - Mildly Squished

You get the point.

You can use these as Quests - Hide the items around, and send the Goblins on errands to find the Ingredients you need “sooo much to make this stupid potion”. Reward them if they are successful, and then hide the item again.

You may also approach Goblins and give them “Elixir of Bravery” so that they can communicate their feelings and aspirations, or give “Elixirs of Bravery” to the Ministry of Handslappery to deliver them in your stead.

Make sure to leave some Shinnies along with any lootables you leave around.

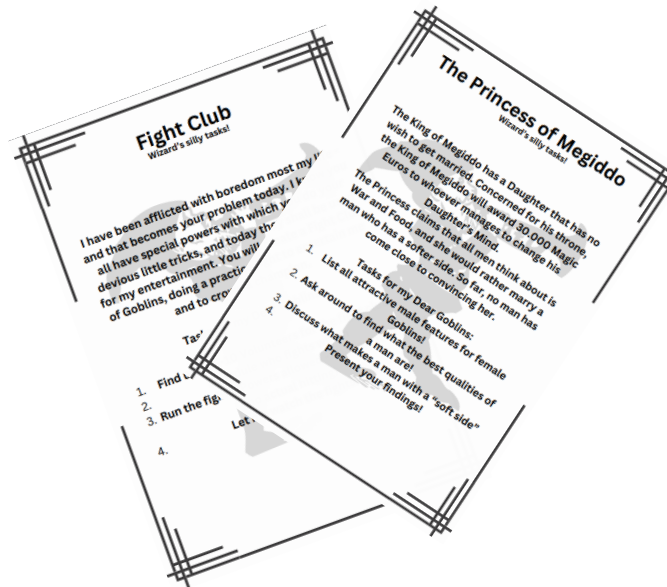
Other than that, you can always prompt some Goblin to listen to you vent for some Shinnies, or have it tell you the Greatest Story it knows, or announce that you are bored and need them to make a performance for you. Give them a little push/objective to get them going but don't become oppressive in wanting that task done. It is fine if the players are not as engaged and just want to chill.



D stands for Devilry:

The Plans:

At the Start of the Game, the Wizard shares the Main Tasks. Each Task needs to be taken by a group of 5. As such, these tasks will be split between teams of 5, with 6 Tasks in total for a full group. Each Task is worth 10 Shinnies. In case you find a Task that is really hard, it is described at



Wizard Task People. between if you appoints that your a 7th Task the end of the Appendix.

1. The Princess of Megiddo

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!

2. A Cry for a Pie

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

3. A Friend is marrying my Ex

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!

4. The Gnome and Knight War

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 Shинies amongst the other Goblins for each side.
2. Steal their Shинies and bring them to me.



3. Tell them that their side lost
4. Get Rewarded!

5. Magical Homework

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!

6.The Cost of Being Right

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!

7.Fight Club

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.

E stands for Evil:

Below is a list of instructions for how you can run spells for Goblins, if you wish to take a more active role and involve Goblins more into the game. Each of the Spells below is a sort of seance, during which Goblins may express themselves freely.

These spells are meant to be momentary 5 minute rituals to let the Goblins express what is going on in their heads or bodies. When attempting a spell, use the text below to seek volunteers:

My dear Goblins, I am looking for at least 5 able bodied volunteers to attempt the (x) Spell. Those of you who believe they can handle it, please follow me.

Now that some Goblins are following you, put the Goblins in a circle, and tell them to close their Eyes. Explain that you will now cast the spell, and you will be using words of Power. These words will make them do whatever the spell describes. You may read the following text to them:

Now, please sit down in a circle and close your eyes. I will begin casting the spells that will last for 5 minutes. These spells will describe precisely what is happening to you. Feel free to let their words of Power move your minds and bodies.

Read each of the Spells below for the rest of the instructions.

After the spell has been cast, let the Goblins go.

- Truth Spell

RAH, ADA, SULLA!

Let all lingering truths spill forth,

Open your eyes to the truth

I command all my lovely volunteers to speak what is on their mind



Share what they are feeling deep inside!

After 5 minutes pass end the spell:

RAH, ADA, SULLA!

The Spell has Ended!

- Party Spell

PAH, TAH, SUFAH!

Let your bodies bust the move,

Open your eyes feel the groove

Dance and sing and move along

Let your body speak its song!

After 5 minutes pass end the spell:

PAH, TAH, SUFAH!

The Spell has Ended!

- Lament Spell

CUH, GUH, FTUH!

Tears of woe be spilled,

Open your eyes and let them leave

Share the times that you've been wronged

All the pain you feel hurts more!

After 5 minutes pass end the spell:

CUH, GUH, FTUH!

The Spell has Ended!



- Comfort Spell

MEH, BEH, TRUG!

There's no pain in this room,

Open your eyes and silent lie

Find a thought most comforting

And through your body, make it ring !

After 5 minutes pass end the spell:

MEH, BEH, TRUG!

The Spell has Ended!



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