

GOBLIN SLAYER

By Valeria

Introduction

This land is one that may sound familiar at first. Demon lords waging war every few decades as they emerge from past defeats, stopped by parties of courageous heroes. The adventurer's guild governs these heroes, ranking them according to varying grades of precious metals, while the rest of the races of good try to live as best they can on their own or together, human and elf and dwarf and more uniting when need be against the forces of darkness.

It almost sounds like a game. Would it surprise you to hear that it truly is all just a game? Not to beings you or I could understand but to the highest of Gods. Truth and Illusion they call themselves, endlessly playing a arcane tabletop game with the lives of those in this world. Most prominently featured are the adventurers and monsters of the dungeons and wars and battles in this world. These Gods greatly enjoy their entertainment, though one lives for the failure of heroes and the other for their success. Their actions are rarely noticeable in the world, almost always seeming to be caused by simple luck or chance. Perhaps luck is never simple in this world.

But that's all a bit high concept and scale for us right now. Instead, the story you will take part in focuses on a rather unassuming little town out in the forests. Here, the Goblin Slayer makes his home. A veteran adventurer but far from a legendary hero, Goblin Slayer makes his living and his obsession by hunting the most common monster prey- The Goblin. A far more numerous and dangerous threat than most will admit, he's kept very busy.

Elsewhere in the world, war may be brewing once more against the demon king but unless you choose to become involved, it will likely matter little to your journeys here. So long as you be careful, stay sharp and keep an eye out, you might just have quite a fun time here. Take these 1000 Choice Points (CP) to help you as you spend the next ten years in this world.

Location

You begin in the same town that Goblin Slayer takes his quests from. It's a small town, though home to a adventurer's guild with a few dozen regular members and even some Silver Rank heroes. It's a peaceful place and while it is sometimes threatened by monsters, the adventurers here are mostly friendly with each other and will band together to help defend the place. It makes for a great starting town for a budding young hero.

Of course, that is if you are an adventurer. If you happen to be something else, something more like a goblin perhaps, you won't start here. You'll wake up in a dark cave, surrounded by your tribes mates. You're part of a small goblin tribe, a few dozen kilometers from the above mentioned town. Your den is a fairly nice one, if small, but you are not the leader. The surrounding area of your den has a village or two, nice and vulnerable to practice on before you head off to make your own path in life.

Origins

Adventurer

Who's that fine young man/lady walking down to the guild today? It's you Jumper! You're a brand new adventurer, with a fit body and quite the gorgeous set of looks. You were born as part of one of the good races and after training for much of your childhood, decided to put it all to good use.

As an adventurer, you might not be a human. Many other races live in this land, such as the slight and agile High Elves who may live for thousands of years, the stout and strong Dwarves who have a natural affinity for all things stone and metal and crystal, the towering and strong Lizardmen who worship their ancestors feats in combat or even the many varieties of adorable Beastmen, the humans with animal traits. Your race is up to you, so long as you pay a 100CP fee for any race with a significant advantage over being a human, such as the size and natural weapons of a Lizardman or the speed and longevity of an Elf.

After race comes class. Every adventurer has a focus, a way that they were trained. They might be a Warrior type, trained to be an excellent physical combatant with one or several weapons. They could be a Wizard type, knowing two or three spells and being able to use that magic up to three times a day. They may even be a Priest type, worshiping one of the many gods and goddesses of the land and in return receiving two or three miracles that they can use about as many times a day. How you start is quite basic but how you grow from here is up to you, taking time, practice and study. You may choose one kind of class to be your general focus in how you have been trained until now. If you can think of a general area not stronger or more versatile than the given examples, you can take that as your class instead.

As an adventurer, you will begin at the Porcelain Rank, marking you as a total rookie. There are ten ranks in total, Porcelain being the tenth. Rank One is the legendary Platinum rank, of which only a few grand heroes in history have reached. Rank Two is Gold Rank, less rare but still garnering country wide fame easily. Third Rank and the last really notable one is Silver Rank, where most veteran adventurers eventually come to rest at. Will you settle down early or chase the path of legends?

Goblin- +100

But alas, Jumper has rejected the side of good and light. The dark appeals too much to turn down, is it? You have become a Goblin, a common monster that should be no challenge for most adventurers to kill. At least one on one in broad daylight. Many adventurers soon come to realise how dangerous your kind can be should they run into your trapped tunnels and face an ambush.

A goblin is about the size of a human child and has the physical and mental abilities of one too. Not that impressive compared to an adult, save for their sheer malevolence, but that child mind is still well above most monsters. You seem to be one of the rare special goblins with the potential for much more, as you retain your mental capabilities and seem slightly more powerful than a normal goblin too. Maybe if you ate well for a few years and exercised, you could grow to become as tall or even taller than a human man. You, like the rest of your race, also have excellent vision in the dark and a high resistance to poisons and diseases.

Your race is one despised by the races of good. It's understandable why, as Goblins all reproduce by the violent, and eventually fatal, forced sex with captured prisoners, quickly breeding out of control

unless stopped. Only a lack of enough food stops them becoming like a tide of rats. Have no pity for adventurers because rarely will they feel that for you, slaughtering you, your brethren and your children without remorse. Well, unless you can trick the idiots into feeling remorse before you bash their brains in from behind. Hahaha!

Since you are technically a fair bit weaker than a starting adventurer, you can have +100 CP that does not count towards the drawback limit to compensate.

Your age is that of a young adult for your race, being 15+1d8 years old in human terms. As a Goblin, you will only be 1d4 years older, relatively new to the world but already matured by Goblin standards. Your gender remains the same as it did before, though female goblins would be a very strange sight. Either of these may be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Prettified- 100

You probably already looked fine but what if you wanted to look divine? Just take this and it'll take care of things for you. If you were an adventurer who already looked quite gorgeous, you'll find that other people are now stunned just at the sight of you. From iron hard muscles that seem unreal in size to curves that people can truly get lost in, you could live off that beauty alone and it's sure to make your efforts go easier among most social circles.

If you're a goblin and take this? Well, you'll actually look reasonable instead of like the ugly little demon you should be. You're still going to be small and green but otherwise, you'd have the same level of attractiveness that adventurer's gain at base origin.

Adventurer

Survival Routine- 100

The first rule of thumb for any young brat setting out on an adventure- make sure you can survive outside of a comfy inn for at least a few nights. Who the hell sets out into the wilderness without being okay at surviving in such? You've got a good range of survival skills that will serve you well. You're a great cook, especially when working with wild plants and animals, and you know how to find and set up shelter, start fires, check for and avoid most common natural hazards and a wealth more minor pieces of knowledge. You could even live on your own in the wilds for weeks at a time and do just fine. With a bit of work, what you know can be turned to helping out on a farm too, in case you needed some extra cash.

Blacksmith- 100

Second rule? Don't let your bloody equipment break because you were too lazy to keep them in good shape. They don't need to and probably shouldn't be shiny and smelling of oils but they must be sharp and ready to rumble. You have all the skills of a expert blacksmith, enabling you to do just that, repairing and even creating weapons, armour and all sorts of tools or vehicles for farm work and so on. You've also got the know how to properly run a smithy and the connected shop, as well as do some basic health care for horses. Enchanted stuff is still beyond you but you've definitely got a good base to work with, especially since you can work out in the field too.

Little Burglar- 100

Two bloody thirds of all these rookies aren't going to make it past their first few missions alive. What do you expect when you send some untested and untrained farm kids out into a killing field? Maybe if they had a trainer like you, a difference could be made. While you still need to know what you're teaching, you'll find you're pretty darn good at the actual process of teaching and can get most pupils to learn pretty fast. It'll be even more effective if you use brutal and harsh methods in your training. People learn a lot faster when you're pelting them with rocks and knives when you're trying to teach them to dodge.

Harem Slayer- 200

Men as distant and unsociable as you aren't usually what others would expect a ladies man to look like, yet you seem to draw lovelies to you like bees to flowers. You have a strange knack for continually meeting attractive and talented people who can easily become fond of you, even in spite of any personality flaws you may have. These people, if you don't drive them away entirely, will often decide that helping you out fits their goals too, whether that be working together on adventures or just trying to get you to come out of your shell. While they just like you now, it wouldn't be hard to get that like to turn to love if you were to act heroic and nice towards them.

Level One Master- 200

Instead of speeding ahead to higher levels of power and skill, you took a different path, aiming to master the basics of your craft utterly and completely. It pays off a lot more than you might expect, especially since you seem to learn and master the basics of any sort of discipline a few times faster than others, though you don't progress any faster at more advanced techniques. The basics you've learned so far have taught you to turn almost anything into a weapon, from a rusty knife you pick up from a goblin to some loose blades of grass to even a big ass tree root growing across the battlefield. You've got good situational awareness and the lethality to really make it work.

Adventurous Parties- 200

It is entirely possible to adventure solo, especially if you're careful, resourceful and clever. But you can accomplish so much more with the right team and you've taken pains to ensure almost any team can be right for you. You have a great level of skill in engendering a high level of team work and cooperation in any team you are part of, even one up to the size of a few dozen people. You can quickly teach people to fight effectively with you and each other, as well as how best to combine varying abilities between members of the team. While this teamwork is less effective without you there, you do leave a bit of it behind. Best of all, making team work also seriously encourages friendships to form and your teams will quickly bond with each other as they fight together.

Stay On Guard- 400

Ambushes can come at any time. Goblins are crafty things and they can attack out in the open just as they can in a cave. If you're not going to keep your wits about you, stressful as it might be, you almost deserve what's coming to you. It's a good sign for your mental health that you can keep this state up indefinitely then. You are always on guard from now on, remaining calm, cool and collected no matter what happens. Even when enjoying yourself or despairing, your senses remain alert and searching for danger without stressing you, tiring you or detracting from what else you are doing. It does also happen to make you fantastic at seeing through lies, since you won't be affected that much by someone being a charismatic fast talker.

Be Prepared- 400

Being on guard can save you from an immediate ambush, should there be a manageable enemy, but giving your foe time to prepare while you wait unawares will leave you being sharp eyed pointless. Now you have the incredible luck to always find signs of an enemy coming to attack you before they do, should it be a significant force. If it's only a single foe or a small group of foes below your level of power by a great deal, the signs won't bother. But should a goblin tribe be preparing to march on you in full force, you'll find out a day beforehand and have time to gather allies. The more dangerous the foe, the more time you'll have to get prepared. This also makes you pretty damn good at actually organising defences, such as simple fortifications, traps and creating a defence plan with a team.

This Is No Game- 400

There's a guy running around here that doesn't leave things to the whims of fate. Being prepared, staying on guard, making himself ready as he can be for every eventuality. It works out to never let those things called chance and luck mess with him, leaving it all to skill and ability. Now, you could try and do this ordinarily. Hardly impossible but also impossibly hard. Or you could just take this. This ensures that luck never becomes a factor for you, whether you be skilled enough to plan for that or not. In your presence, you and other beings are unaffected by fortune, random chance, luck and fate. Even outcomes that the gods believe are certain can be avoided with your actions.

Prophet- 600

The Gods smile upon ye now little one, looking on eagerly to see your next move. You're a favourite piece of theirs, one that they would all like to play with. Divine beings hold a natural interest in you and your path in life, enjoying the experience of watching you, and will often leave minor gifts or aids in your path. It may be as little as a minor divine spirit of a forest easing your travel through the undergrowth by moving branches out of your way or as grand as Truth or Illusion reaching down to pluck a few problematic monsters out of a dungeon you are delving into. They'll never solve your problems for you but helping you solve them easier is plenty. Moreso than their favour however is the difficulty of displeasing them. Even acts that would normally risk their wrath or hatred are now

accepted with just annoyance, such as perverting the healing spells of a Mother Goddess to brutally kill an enemy yet not suffering any consequences for it. It's still possible to truly anger them and turn them against you, especially if you directly act against them.

The X Slayer- 600

The Goblin Slayer is a silver class adventurer that hunts only Goblins. Mocked by many for attacking only what is seen as the most common and low of monsters, those same bullies find themselves stunned by not only how vicious goblins can be but also how brutally effective the Goblin Slayer is. Perhaps his methods can be applied to more than just goblins. You've become a Slayer in a similar vein to Goblin Slayer, focused on a breed of monsters of your choice. Another common race such as Orcs and even Humans or something a bit rarer like dragons or demons. Whatever you choose, you now find yourself a peerless hunter of that species in all its forms. You have encyclopedic knowledge on their biology, behaviour, strengths and weaknesses. Your skill in fighting them is almost supernatural and so is your abilities to hunt them down. Others might struggle to kill a pack while you, through knowledge of the right ways to fight, move and kill can take out entire nests of your prey. Your presence and form becomes terrifying to your chosen prey, even if they should have a great advantage over you, they cannot help but tremble when they see your eyes. You'll have many chances to hunt your prey as well, as you find yourself inundated with opportunities to find and kill them. These effects may become slightly less pronounced depending on the prey you pick, as even with all the skill and knowledge you now have, your basic abilities have not changed. You are going to have a much easier time wiping out a goblin's nest than you would killing an adult dragon, even if you are a Slayer of both.

Silver Class- 600

Not so humble anymore. You've gotten the years of training and experience to become a Silver Class adventurer, the third highest rank. This means you're a veteran now, probably with at least a decade or more's experience depending on your rank. You're a lot stronger, faster and tougher now and your class skills and abilities are much more advanced. You could take on a few packs of weaker monsters one after the other and come out unscathed or even fight and kill a champion class monster if you're careful. If you're a spell caster or priest of some sort, you'll probably know at least two dozen different spells and be able to use magic up to 6 times a day. As a Silver Class, you get quite a lot of respect from normal folks and just flashing your badge is enough to get preferential treatment in many stores. Everyone likes a hero. In future worlds, you'll find yourself beginning with a similar level of experience and talent in new primary professions. If you buy this as a Goblin, you may also pick a Class to have training in.

For an additional, undiscounted 200CP, you may instead opt to become a Gold Class adventurer. These exceptional people are the sort that can lead battles against demon lords and come out victorious, should they have a good team on their level. As a Gold Class, you're clearly well beyond any Silver Class. A Gold Warrior could chop champions in half with little effort and a Gold Wizard could cast two dozen spells a day, each one destroying small groups of monsters on their own. You're considered a legend in this world, one of the rare few Gold Class still alive. Perhaps you even fought alongside the Maiden of the Sword against the last demon lord.

Goblin

Dirty Gobbos- 100

Goblins don't have the power of a full grown man but that doesn't mean they're not lethal. Especially in the right location. You've got an inborn talent for fighting dirty, being sneaky and being way more dangerous than people think when in a tight space. You can easily spot ways to trick your opponents or pull a dirty move on them, you can sneak around populated human cities and even kill a few girls without being found out just fine and when someone gets in a brawl with you in a tight tunnel? They'll find you become a dervish of death while they struggle to swing their blades in such tight confines. You're pretty agile too, to be so sneaky and good at close quarters fighting, so I wouldn't be surprised to see you leap from rooftop to rooftop or swing from branches.

Shaman- 100

Goblins don't have the ordered training and arcane academies that the adventurers do but they do have a magic of their own. You have become a Shaman, a goblin spell caster, and picked up one or two spells of your own that you can use a few times each day. Other Goblins hold you a fair bit higher than the rest of your peers because of this and you'll find you're even a fair bit more intelligent than you were previously. It'll be hard to find spell tomes to read from the caves but maybe you can prod some lessons out of a few captive mages. Adventurers that buy this either gain basic magical ability or additional magical power if they are already a caster.

Cycle of Hatred- 100

The cycle of revenge is what has brought so much suffering to all peoples of this world, goblin and humanoid. Each side endlessly murders the other in retaliation for crimes real and imagined, even forgotten hatreds from years ago. It would be a great deed to bring an end to this cycle and you know just how to do it. Make them suffer so bad that they can't even imagine ever trying to resist you again! Kill them all! Make them squeal as you roast them alive! They can't come after you if they're all dead or in insane comas! You are superb at causing misery and pain to others, knowing exactly what moves to make with your claws, knife or other tools to make it really hurt for others. You're a natural at causing long lasting harm, physically through torture and mentally, also through torture. You've also got a great sense for finding where prey might hide, so you can ensure some little brat never gets away from you in the floorboards.

Here to Stay- 200

The goblins are keeping the human race in a stasis. They're not progressing and they don't even realise it, as the growing epidemic of the green horde has prevented mankind from being able to innovate and surpass themselves on a wide scale. Not that this is on purpose mind, most goblins won't even be able to comprehend what a factory is. But you know how to make it purposeful. Both the micro and macro scales, you have all sorts of ideas on how to keep your enemies from growing and developing. As little as what parts of someone to cut to make sure they're crippled and won't heal well, to as large scale as knowing when and where to strike a city to ensure the greatest amount of long term damage or in what ways to send your tribe against a human kingdom in order to make technological development have as low a chance as possible. Now while the humanoids are stuck fighting you, you can rise up!

Little Green Devils- 200

A goblin horde doesn't come from the moon or from people's failures. It comes from the wombs of many captive humans, elves and other races, so very graciously given to the goblin dens. Given by

force mayhap but the goblins don't mind. They breed fast and even in the filthiest environs, you being a goblin are no different. In both this form and any other, you are now able to breed children at an incredible rate. The gestation period lasts just days and children grow to adulthood in merely weeks, without being diminished because of this physically or mentally, though they may have a lack of education. Children bred by you can be born and raised even in filth and squalor without any risk of disease, indeed they seem to be unnaturally vital. Even before you get to the act of breeding, you have some useful powers too. It seems you're able to quite easily break the wills of almost anyone, even the most heroic sorts, by forcing yourself on them repeatedly. Even more potent than the most imaginative of tortures, it seems to be.

Back From the Defeated- 200

Goblins may have the minds of children but that is a very different thing to being stupid. They're just as adaptable as children and they, as well as you, can potentially learn from any encounter. So long as you survive an event or encounter, you'll know of every single mistake you made in it and have an idea of what might be done better. You're able to adapt to new situations very quickly too, rarely being a fish out of water for more than a few hours, especially since you have such an excellent, long term memory. Doesn't hurt that it makes you even better than a dwarf at holding a grudge.

Please Forgive Me!- 400

Such pathetic creatures are goblins. Even when at the end of a blade, they seem so weak and child-like, especially when they begin to beg for their lives. It's understandable that a rookie might fall for this trick but when it comes to you, even veteran adventurers and those with decades of experience at war get tricked. You're able to very easily get others to forgive you and let you go for attacking them or after they attacked you, especially if your foe is a woman. They'll shoo you away and leave to take care of other business, unless you are specifically their business, and leave themselves open to an attack from behind. A rock to the skull takes care of so many foolish humans.

Mortal Arrogance- 400

It is not merely on a personal level that Goblins are underestimated. The military and most of the greatest heroes consider hunting goblins, despite their widespread threat, to be far beneath them. They are just goblins, they say, let the rookies take care of them. Thus village after village burns and is pillaged. People can't help but greatly underestimate you and your allies, even when you strike at people within their own capital so long as you do not act too overtly, people will play down your level of threat and send only the weaker fighters to take care of you. Even when they come to face you one on one, they'll think you're just an ordinary goblin unless you are very well known or they have fought you before.

Green Energy- 400

Goblins have unique potential, shared by just a few monsters. The power of evolution, where the body will drastically change in shape and power to match the Goblin's growing skill, strength and experience. Normally, this is quite limited. A Goblin will grow to being a champion if they live long enough, kill enough and grow strong enough or to a lord if they lead others long enough and have enough cunning, gaining the greater strength and intelligence of such a being. Now you have this trait in perpetuity. Your body will evolve to suit your focuses in growth over time, provided you continue to kill and work your focuses. Constantly planning, scheming, leading others and succeeding in your works? You might become more like a human, less ugly, gain greater brain power and become slightly stronger. Rampage through the battlefields, continually besting foes with your power and instinct? You'll find yourself growing larger over time, with denser muscles and sharper

senses. This evolution won't continue forever, the further you get from the base form, the longer and longer it takes for your body to change, but you can accomplish quite drastic changes in this Goblin body and others.

Paladin- 600

Gods are not only there for the good and the humanoid. There are dark gods that look kindly upon the monsters as well as neutral deities that care not for your intentions. One of those many Gods has seen you and seen fit to bless you. A Paladin are you now known as, a special kind of Goblin that has the potential to lead the race to true power. You have a body formed like that of a humans in proportions, though your face is still a Goblins. Your divine blessing has significantly increased your physical and mental abilities, not enough for an ordinary goblin to defeat a Silver Class Adventurer but certainly to harm them or fight against them for a time. You have incredible capabilities when it comes to mimicking others, able to learn how to use and counter raw martial arts moves just by seeing them once, and you are particularly good at inspiring genuine loyalty, courage and hope even in things like Goblins.

Lord of X- 600

The humans, elves and dwarves all have their kings. Is it any surprise the Goblins do too? You are a Lord, one of the leaders of the Goblin race, though you seem to be without a tribe of your own right now. No matter, with your abilities it should be easy to gather a proper force. As a Lord, you are able to exert great influence over other members of your kind, easily commanding those weaker than you and even influencing those a fair deal stronger than yourself. Your own race seems to naturally look up to you and want to be lead. To accompany this, you have a great deal of talent for strategy and tactics, allowing you to lead your own kind in battle most effectively. Or lead from the back even more effectively, where you are nice and safe. This Lordly nature will apply to other races you may become, though more intelligent races will be influenced a little less and less intelligent races will be far easier to control, even when stronger than you by a great deal.

Champion- 600

To combat the Silver Ranked Adventurers, the Goblins and other monsters bring forth their Champions. As a Champion, you hardly resemble any ordinary Goblin. More like some great troll, you are about three times the size of a man and far broader, with the strength and endurance to fairly surpass even a Silver Ranked Adventurer, along with equivalent speed. You seem to heal significantly faster than normal and can even feel your instincts sharpening. That said, all you receive is the size and natural advantages that come from such a brawny form, rather than new magic or great skill in combat, so be wary of the adventurers just yet. A similar trait will apply to other species you may become, resulting in you starting as a larger and more naturally powerful specimen of the race. Adventurers that take this find they become paragons of humanity, with great size and physical abilities.

For an additional 200CP, undiscounted, you can step beyond the bounds of the Goblin race entirely and become an Ogre. Almost twice as tall as even a champion and large enough to hold a adventurer in one hand, an Ogre is an immensely mighty foe. You have the physical abilities to take on a small group of Gold Class adventurers at once and even your magical power is around the same level as a single Gold Class adventurer, such that you could make a simple fireball spell a enormous raging inferno. However, without experience of your own or some other ability, you are still an unskilled brawler and have no magical spells in your repertoire.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Equipment- Free/100/300

Both adventurers and goblins outfit themselves in arms and armour to do battle at a higher level, so one can hardly expect you to go without anything. For free, you gain a very basic weapon and set of armor. Your weapon is made from simple but sturdy wood or iron and your armour is a similar mix, though it may be made with toughened leathers instead for flexibility if you're the mobile type.

For 100CP, you can get a proper set, like what Goblin Slayer has access too. Made from good quality steel, you gain a small set of weapons and a good set of plate armour and some chain mail for underneath it. They're relatively easy to maintain and fairly cheap to do so as well, least compared to some stuff. The weapons will need maintenance but all together, it's a set that would serve a 5th or 4th rank adventurer well.

For 300CP, you can get a full set of enchanted equipment. Lower tier perhaps but definitely a grand prize for even a Silver Class Adventurer and reliable for the Gold Class too. Your weapons, of which you have three or four, have a range of minor enchantments such as being able to ignite with flame or let loose blades of wind. The armor is supernaturally protective and likely wards somewhat against a range of the elements and magic. Highly valuable and fairly difficult to repair outside the big cities, it alone will still allow even a total beginner to breeze through their early quests.

You may import existing items you have into these equipment sets to gain their benefits, provided they are roughly fitting. A sword can be imported into a sword you're buying, you can't import a gun into a sword you've bought.

Tasty Treats- 50

Long days of travelling and stressful working nights can take a toll on even an adventurer. Having a treat to break up the endless meals of tough salted meat and ground herbs can be vital for stress relief. You've got a small wrapped bundle in your pocket that produces a different tasty treat every meal you open it, as long as they're a few hours apart. Perhaps one time it might be some delicious fresh cheese or a flask of dwarven fire wine or even a handful of elf sweetbreads. Sure to make you popular in most parties.

Nobility- 300

The good fortune to be born to nobility, it seems you have. Quite highly ranked too. The aristocratic family you were born into may be quite isolationist but they don't lack in wealth or power over the surrounding land. Of course, this option isn't just limited to adventurers, as detailed below.

As an adventurer, you are the noble scion of this old family of your species. They're wealthy, own quite a great deal of land and are based in a heavily fortified castle that is quite comfy to live in. You've grown up with all the benefits being the heir to this family would give, from the sizeable coinpurse you have and inheritance you stand to gain, to the enhanced training and ability in your class that you'd have picked up from your childhood tutors. The fortress you live in isn't a palace but the defenses and luxuries mean it's easy to forget at times, especially with the extensive escape tunnels and secret passages in, below and around the castle. On top of all that, you've got a big and

happy family too. They're not much for outsiders but your parents and many siblings love you very much.

As a Goblin, it's a little less pleasant. You're part of a small group of goblins, just a dozen or so, that managed to take over the above noble family. The fortress has been secured against outsiders and those within beaten down and enslaved without anyone outside being the wiser. A few well broken people here have even been used to keep up the masquerade, which let you grow up in much comfier conditions than most Goblins. Somehow, the small group of Goblins you are with gets on very well with each other, almost like a family that actually has trust for each other. Perhaps you they bonded over all the rape and torture of this poor noble family and their servants. You've grown up very healthy for a goblin, being significantly stronger than the normal breed, and have access to all the high quality equipment these guys have to offer. Not to mention all the high quality breeding stock and a great fortress, with plenty more prey throughout the countryside your new secret tunnels lead to.

Whatever version you get, you'll obtain a similar property and situation going forward to future worlds. You can choose whether you are the true owner in other worlds or have forcibly taken it from the previous ones.

Adventurer's Guild- 200

A brand new guild house, in your name as well. Inherited from your father, this guild house is the site of a new extension of the Adventurer's Guild, meaning that adventurers from all over the local area will be coming here to get work, train, make parties, buy gear and more. These sort of guilds quickly build small towns around where they are placed and your guild is no exception, with a small but bustling community sprouting around it. As the owner, you gain a portion of the profits from anything done by the guild or the shops linked to it, such as the blacksmith, alchemist and so on. You do need to live out here but it's still a pretty penny. You can't command the adventurers, you don't own the whole Adventurer's Guild, just your own guild house. However, you do have easy access to all these adventurers, so it shouldn't be hard to make friends and gain favours. In future worlds, your guild house can take on any focus you'd like that fits the new world, attracting highly skilled professionals and eager rookies that fit the focus alike.

However, the above is only for Adventurers. Should you be a Goblin and take this, you'll get something a little different. It's the first of it's kind, an actual Goblin Guild. A secret den in the wilds that draws notable Goblin wanderers from all around the country, who form into teams to accomplish their own goals. Not that the teams last long but it is certainly a terrifying new development. This small guild has created a tunnel network around it, creating a small goblin town. It's a very tense place and fights often erupt but the guild master here is a Goblin Lord that ensures everyone behaves and that you get paid your tithes in treasure and captives.

Adventurer

Licence/Guild Position- 100

A shiny new bangle around your neck. This is your adventurers licence, made out of porcelain for now as you're still just a newbie. It'll be used to identify you and prove you're registered for working with the guild. In other worlds, you'll find it also acts as a way to gain membership as part of any guild you want to join, though you'll have to start from the bottom and it can only be used once a jump. Alternatively, you may sign up to be a guild handler instead, accepting and handing out quests, handling promotion interviews and organising teams. You won't go on quests but you do get regular pay and own your own small home, so no bumming it in the inn for a few weeks. A Goblin who purchases this will, somehow, be an accepted adventurer or guild handler. Somehow. People around you even seem to accept it, provided you don't act like a Goblin.

Quiver of Replenishment- 100

Every shot counts in this world, especially when even an ordinary ammo can be a vital weapon. You have a special quiver in your hands now, which will swiftly create a supply of arrows and bolts for ranged weapons. They're entirely ordinary, unless you take them out and alter them, and the quiver will create an arrow or bolt once a minute, up to a combined total of both at 40 in the quiver. The arrows only last for a few minutes if out of the quiver, so they're no good for selling, but you'll never be left dry on ammo in a dungeon.

Explosives- 200

Not a tool many adventurers make use of, due to the complexity of using it right and the danger of using it poorly. But you're clearly crazy enough to throw bombs around, so have at it. You've got a small bag filled with different kinds of explosives, though the bag is cleverly sealed so that it is very difficult to accidentally set the bombs off in the bag. A few kilos of explosive powder, some packed together fuse bombs to throw, even a small supply of magical seals that can create blinding flashes or blasts of flame. The bag restocks at the end of each day.

Goblin Hunting Bag- 200

A trusty case filled with everything you could need to hunt Goblins. Of which many things are apparently just generally useful anyway. This small case contains a fair amount of rations, health and stamina potions, poisons, gasoline vials, a wide range of trap tools, rope, various survival tools, poison gas balls and more on top. How does one fit it all in here? There's even a canary in a cage. The various resources found here quickly refill once used up, even using up everything in the bag will only take an hour before it's all ready for use once more. Buying this from here will also give you the skill to use all the things here competently, though you might want to take some time to figure out the best combinations to use them in. A Goblin that takes this can call it a Human Hunting Bag if they want. It's really no different in what it contains. Maybe that says something.

Farmstead- 400

A little farm of your own. Well, maybe not quite yours entirely. A friendly family works here, one you've known since childhood. They care a great deal for you and are always happy to have you around, their presence warming your heart and soothing your soul. The farm, despite the small size, brings in a fair amount of money due to the quality of it's goods. It's also very hard to find for any hostile force that might seek to attack it or you and very easy to defend should they manage to come near. There's a few spare buildings that are well fortified you could use to store your things. And apparently, the young daughter of the head farmer here is quite interested in you too! A Goblin

who takes this will have been taken in by the family here as a child and looked fondly on, though the family knows to keep your existence a secret. They think you're the one good Goblin and think of you as like family to them. Maybe you'll even prove them right!

You can import a property you own to make it part of this farmstead.

Magic Scroll- 600

Magic Scrolls are extremely rare and valuable artefacts, each inscribed with a powerful spell that can be used by unrolling the scroll and reading the activation code. Very rare but what you have is even more so, a scroll that appears both reusable and to have more than one spell on it. When you open your scroll, it will have a effect appropriate to the situation that is sure to help you out. It won't necessarily win the day or even the fight but it will likely tip it greatly in your advantage, with the scroll reappearing a month later for use again. If you want, you can have it be set to a random high tier spell in advance, allowing you to plan out how to use it, but the spell is randomly chosen and must be used to reset the scroll. However, if you refrain from using the scroll for a month entirely, you will receive an additional one use scroll that has been randomly set to a specific spell, continuing as long as you refrain from using your original scroll.

Goblin

Poison Sack- 100

If there's one thing Goblins are known for...it's definitely them being weak and stupid. Shame the thing they're known for isn't that almost everything they use as a weapon is covered in poison, else many poor adventurers might still be alive. You've got a little leather sack filled with many different herbs and bugs that you know how to crush up and mix with dirt, urine and faeces to make potent poisons and nasty substances to coat your weapons and traps with, making wounds you deal far harder to deal and get infected almost straight away. Best of all, your goblinoid nature makes you mostly resistant to these same things.

Sign of the Dark Gods- 100

A special little rock with all manner of strange and ugly carvings on it. This is actually a tiny little shrine to the dark gods, allowing for communication to them. Or more likely, their servants, since they're not going to bother wasting their time with a lowly Goblin that hasn't proved itself. This rock allows you to open lines of communication to dark spirits and demons, though it doesn't guarantee that such a thing is good for your health or that they'll care to listen to you. An Adventurer that takes this may choose to have it work as a Sign of the Good Gods, allowing them to contact holy and good-aligned spirits, creatures and divine beings. They're really not that much more amiable though.

Captives- 200

If you didn't have some pets, how would you make more goblins? You have a small supply of captured women as slaves, including some humans, elves, dwarves and a few more exotic species too. About twenty in total and all quite well restrained, though not yet...broken in. They're attractive, healthy and would be excellent use to breed many goblin children, carrying many to term before their bodies give out. A month after any of the captives dies, you'll receive another somehow. They don't have any family or friends left, so you needn't worry about anyone coming to save them.

Movement Mirror- 200

Magic mirror on the wall, who's the nastiest of them all? Not that you'd need a mirror to tell you that, little goblin. This mirror has another function entirely, it being able to create a gate spell that leads to any location within ten miles of where the gate is placed. The mirror is about as tall as a adult human and three times as wide, though it remains fairly light and easy to carry despite that. It's amazingly tough too, even if you throw it around it won't shatter. You're aware of how to mess around with the targeting settings on it too, though it takes a few minutes to change the location the portal opens to.

Den- 400

You're not a real Goblin boss until you get your boys a proper Den. The den you have here is more like a underground fortress, being made out of a abandoned dwarven fort. It's located underground with a few hidden entrances in the wilds, though still only an hour or two's journey from a few nearby vulnerable villages. The Den is very easy to defend, with a maze of tunnels and premade traps, though maintaining it all on your own would be quite difficult. There's a fair number of easily tamed creatures found here too, such as roaming packs of wolves outside and a few different varieties of bug monsters on the inside, though apparently zero spiders and spider-like creatures. Funny that. At the bottom is even a troll that is both stupid and looking for someone to give them a fun time.

Tribe- 600

And at last we reach the top, with your very own tribe of Goblins on offer. This is no mere tunnel rat pack either but a proper force for skirmishing. You are now the undisputed leader of a tribe of nearly two hundred goblins and a dozen Champion Goblins, along with around thirty wolves trained for riding. Loyal, though stupid, these guys follow your rule and are pretty damn fond of you too, especially if you let them share in any tasty treats you bring back from your raids. The goblin tribe can expand over time too, as any new goblins bred by your current boys will add to the ranks. The tribe follows as a single companion along with you, though you may temporarily split them into individuals if desired, and imports are divided up among the single slot. An Adventurer that takes this can choose to have a small tribe of their own species. This may be much more like a mercenary company or small guild, even perhaps a merchant caravan or something as wild as a personal harem. They're very loyal to you and very fond of you, mostly made of low class adventurers and a dozen Silver Class heroes. Instead of wolves, you'll have thirty horses, well trained and broken in.

Companions

Adventuring Party/Brood Brothers- Free

Few good men walk the scary night alone these days and fewer still are the monsters found alone and not in packs. You are much the same and so it would be remiss for you to not have some allies as well. For free, you may import up to 4 existing companions or create 4 new companions that share the same origin as you. They have their freebies and discounts, along with 600CP to spend on perks and items.

Import- 50

If you're wanting even more friends on top, who are we to stop you? For every 50CP spent on this option, you may import an existing companion or create a new one. They have an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon- 50

Not that there aren't some cute guys and girls to find here either. If you want to have a chance to convince someone already in this world to come with you, you can spend 50CP to be able to give them that offer. You'll be certain to meet and hit things off to a great start and see each other again at least a few more times, but convincing them is up to you after that.

Goblin Slayer- Free

The man, the myth, the legend. Orcbolg the Goblin Slayer himself has heard of your situation and realised the implications. After all, if you have come from another world and will go to other worlds still, that must mean...that there are goblins beyond this world as well! Such a thing cannot stand and with the knowledge that time in this world shall halt until he returns, he has offered, nay, begged for you to accept his services in these future worlds. So long as you go to worlds where Goblins may be found, he'll stick with you as best he can and even help out on non-goblin related quests for good.

You might not want to take this offer if you're a goblin though. He might be planning something else.

Drawbacks

You may take 800CP in drawbacks from the following section.

Year One- +0

Goblin Slayer hasn't been at this for just a few months. It's been years of hard training and harder work in his quest to rid the world of all things Green and Mean. Normally, you'd begin around the time the original manga does but if you take this, you may go as far back as when the prequel series is set, when Goblin Slayer is still a child that has not yet met a Goblin. Not for a few days at least. You'll still stay until the normal ending time, meaning you could be staying up to two decades or a little more.

Financial Issues- +100

Adventuring can be pretty expensive if you're not careful about how you use your stuff. Wasting precious potions or breaking your equipment cause you don't maintain it takes a lot of money to fix. And you suffer worse than most, since you have near constant money problems. Most treasure that comes your way will go into paying off debts or the hands of thieves, leaving you only just enough to get by on with the basics. For goblins, they'll instead find the same applies to food sources, leaving them only scraps to survive on and not grow with unless they try very hard.

Goblin Obsession- +100

Gotta find Goblins, gotta hunt Goblins, gotta kill Goblins. It's all that occupies your mind these days. Goblins have to die, for what they did to you or what you've seen them do to others. Your driving force in your ten years here will be to seek out the extermination of as many Goblins as you can find. You won't rush in recklessly the moment you see them but leaving a nest or even a baby alone is no longer an option. Every last goblin must die.

Shonen Hero- +100

Some say you were born for a different kind of story. If they only judged you by the way you act as you quest, maybe they'd have a point. Despite this world being honestly very dangerous for the average adventurer, you seem to treat it as if you were in a light hearted fantasy romp, where the power of heart and friendship can prevail against evil no matter what. You're a reckless fool who's naive, innocent and hasn't ever gotten into more than a scuffle, much less killed a man or a monster. With a lot of time and effort, you can have someone break you out of this mindset but even then you'll often find yourself relapsing without constant work.

Scrawny and Cowardly- +200

Regardless of how hard you work to keep shape or how much you try to steel your mind against fear, it's just not working out for you. You're naturally scrawny and weak, with exercise and exertion leaving you very quickly out of breath and your body lacking more strength than a young teenager or equivalent of your race. You're not entirely helpless, especially not with magic, but then your cowardice comes to the fore, as you can barely handle being on the edges of a battle. Just seeing a fight makes you tremble with fear and actually getting into a melee is almost guaranteed to have you flailing in fear.

Goblin Intelligence- +200

We weren't going to make you deal with the actual mind of a goblin but if you really want the rewards, prices must be paid. With this drawback, you've taken on the level of intelligence of the

average goblin, essentially equal to the average human child of around 5-7 years of age. You can't grow out of this, even if you're a Lord or Champion class Goblin, so you'll be stuck with the mind of a literal child. Try not to get in a leadership position.

Single Player RPG- +200

It's solo work for you my friend, since no one else around these parts looks like they want anything to do with you. You've got a reputation for being a very poor comrade and it is a reputation borne out in action, as you have almost unnaturally bad teamwork skills and get along extremely poorly with anyone else in an adventuring context, such as fighting or searching together. You can be friendly as a fox back in town, so long as the topic doesn't turn to dungeon diving or fighting together.

Blind- +300

A recent injury that just isn't the sort to heal. You've been struck blind, likely quite literally, and have the scars to prove it on your face. You are unable to see, except for the most vague of blurs at a very close range. One hopes you can adapt quickly to being blind, as your body certainly has not had the time to do so. Perhaps with enough skill you can take on some basic monsters while relying on your hearing.

Jumper Hunter- +300

Just as the Goblin Slayer hunts Goblins, the Jumper Slayer hunts you. A man who claims his family was brutalised and killed by beings just like you, he has made a living hunting your kind and done it very successfully. He's probably just half-mad and making things up but his power is no illusion. He's strong enough and has the right abilities to be a fairly serious threat to you already and has the benefit of The X Slayer perk just for you and your companions, putting him from serious threat to overwhelmingly dangerous foe. He'll be hunting you from the moment you step foot here and he's already got your scent.

Goblin Toy- +300

Your first year in this world is not going to be an enjoyable one. Not by a very, very, very long shot. You've been captured by a nest of goblins and your advantages aren't seeming to work at all. Even worse, those goblins are starting to look at you with very interested eyes. One hopes you have the mental and physical fortitude to stand up to what they will do to you for the next year, since that is how long it will take before you are rescued from your misery by a Goblin Slaying fanatic. At that time, you'll gain your abilities back. The trauma? That'll stick around for a while I imagine.

Ending

The days of goblin slaying have passed and you survived whatever trials you took on here. It's time to choose what happens next.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* in this world?

Do you want to *Continue On* to even greater adventures?

Notes

Super special thanks to my adorable, ever so dashing prince NuBee. We'll be a two person adventuring party forever and ever!