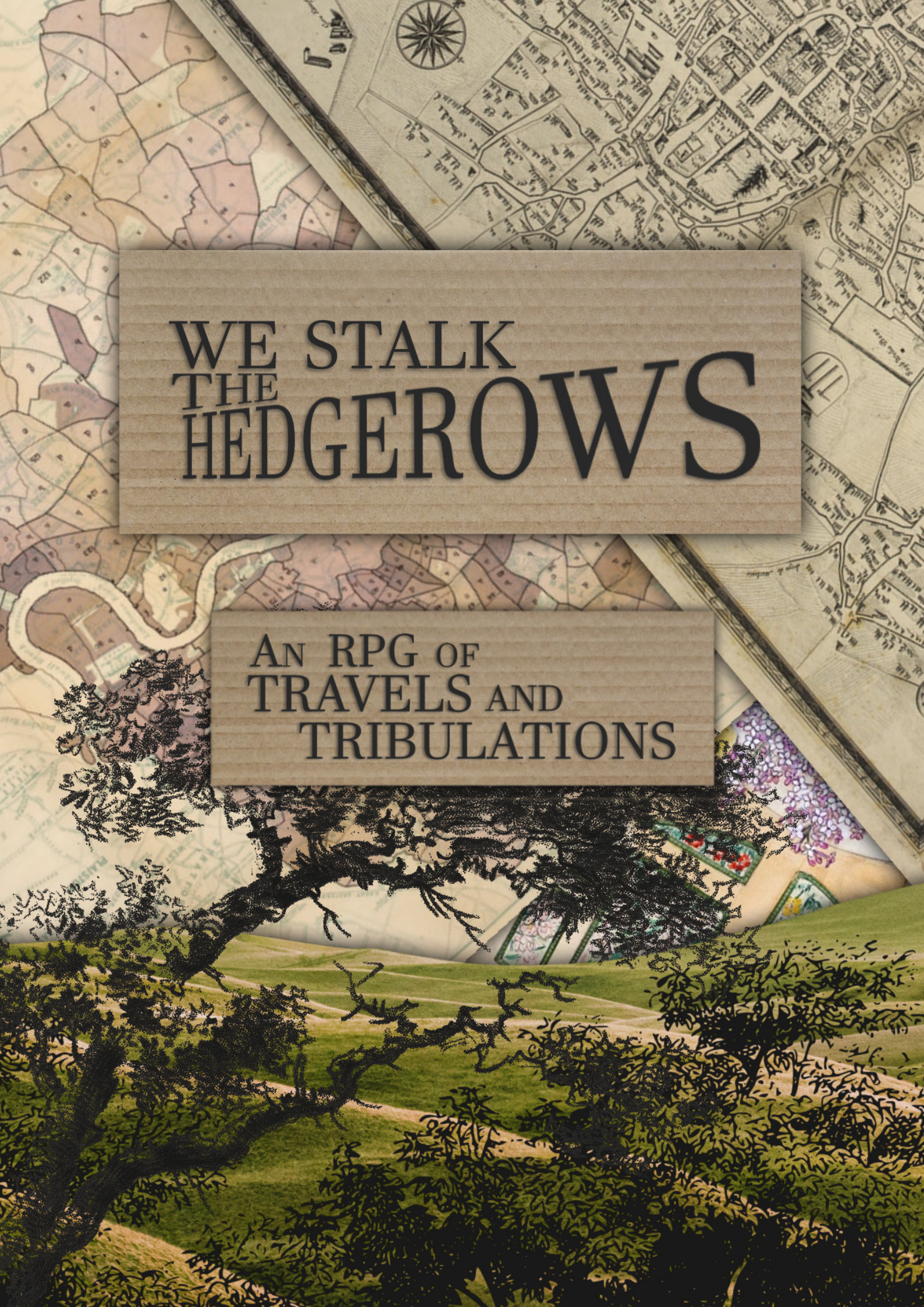




WE STALK THE HEDGEROWS

AN RPG OF
TRAVELS AND
TRIBULATIONS





WE STALK THE HEDGEROWS

A Storytelling RPG of Travels and Tribulations

Writing, Game Design, Illustration & Graphic Design by LP Mills

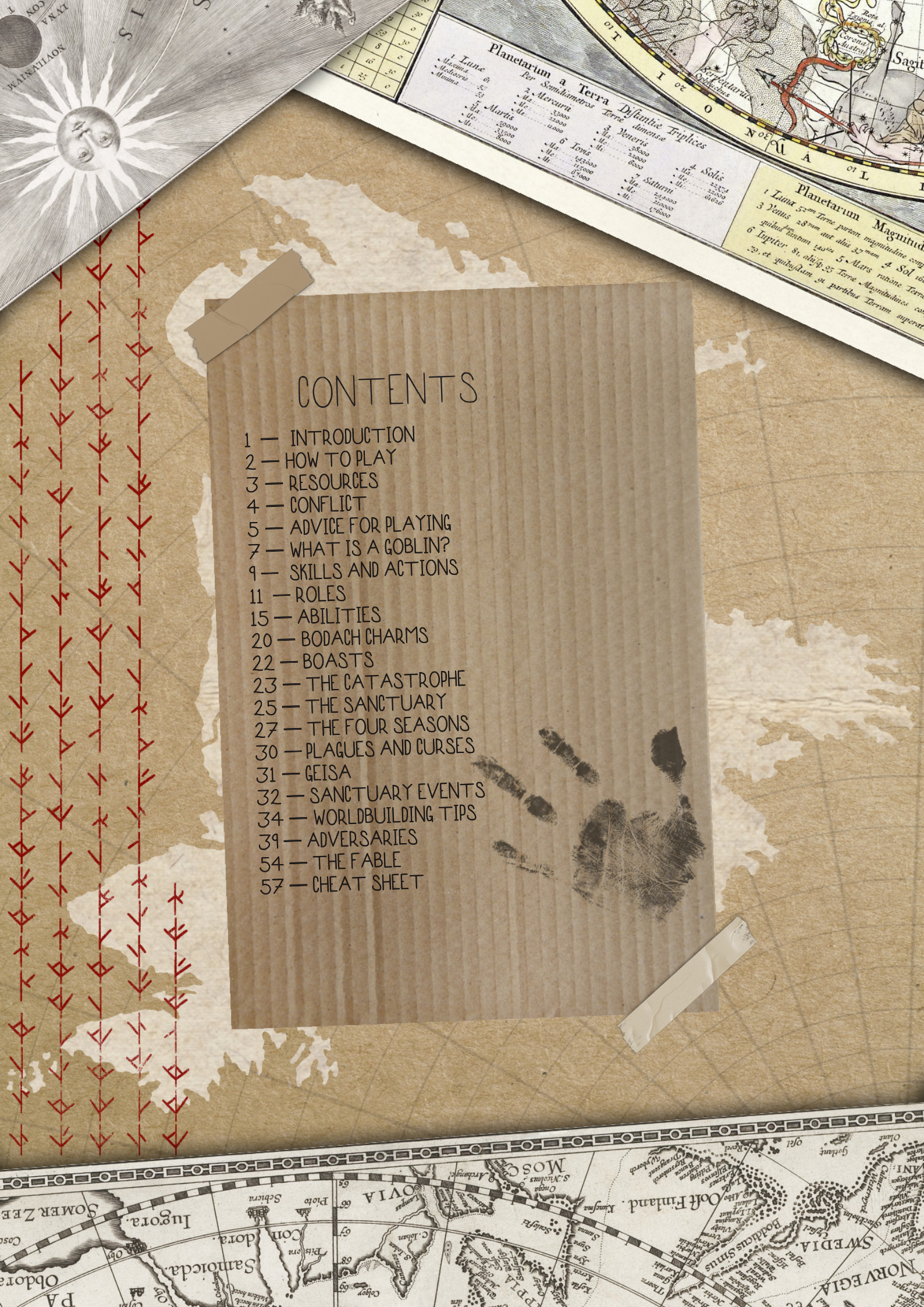
Dedicated to the Scramble Slags and the brave goblins of
Maggimullaech's Stick.

The logo for Sealight Studios features the text "SEALIGHT STUDIOS" in a stylized, blocky, monospace-style font. The text is centered and overlaid on a circular, textured blue background that resembles a watercolor splash or a cluster of small dots.

SEALIGHT
STUDIOS

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ou would be forgiven for thinking that there were no goblins left... Alas, this isn't so. They yet live, hiding on the fringes of civilisation, wandering the unseen wilds.

They dwell in burrows, abandoned by rabbits and badgers and repurposed to accommodate their needs. Some make their homes in mine shafts, sprawling caverns deep beneath the earth. Out in the hinterlands, some clans have staked claim to ruined churches, hidden temples, and the crumbling remains of ancient aqueducts.

Contrary to what you may have heard, goblins are a peaceful folk. They lack the ambition of dwarves or the spite of elves; they are not so whimsical as piskies, nor are they as careless as Oi-Men. They are clever, and often turn their wiles towards the most holy arts of mischief and misrule. They enjoy art and song, and know well their histories.

They are small creatures, and piteous to look upon. However, what they lack in strength, they more than make up for in cunning and guile, witchery and spellcraft, guts and resolve. They are treasurers of trash, finders of forgotten things, and champions of chaff.

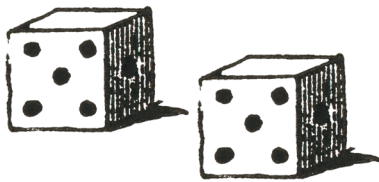
Today, we come together to tell a story of these little creatures. The story of a clan, dispossessed of home and hearth, cast into a cruel and unpredictable future. We shall follow them, this tribe of reluctant nomads, as they explore the world in search of a new home, a Sanctuary to call their own. The way shall be long and treacherous, and the perils shall be many, but fear not, for their hearts are strong and their wits are sharp. They are goblins, after all, and goblins are survivors by nature.

Come with us, then, and venture deep into the wild bracken and lonely heath. Traipse across fens and valleys. Face dangers untold and horrors aplenty. Keep one eye open for predators and perhaps, with luck, you shall see our goblins on their arduous journey. After all...

WE STALK THE HEDGEROWS!

How to Play

To play this game, you will need:



Two six-sided dice



A pen or pencil



Some paper

This game is for between three to five players. One player takes on the role of the **World**, a representation of fate and fortune within the setting. The other players shall take on the role of the **Warren**, a clan of goblin refugees, forced by a deadly Catastrophe to flee from their home.

At the beginning of gameplay, the World will roll to determine the nature of the **Catastrophe** that has befallen the Warren (page 23). This Catastrophe will determine the **resources** the Warren starts the game with. The World may also take this time to roll on the **Sanctuary** table (page 25) to generate the destination the Warren are striving to reach.

While the World is generating the Catastrophe and Sanctuary, the goblins will select their **Roles** (pages 11-14). These Roles determine a goblin's strengths, weaknesses, inventory, and starting **Ability**. Make a note of your Role's skills in the **Fable**, found at the rear of this book.

Before gameplay begins, the World will roll 1d6 four times to work out what **obstacles** and **events** the Warren will encounter in their first year. Each event will represent a full **season** and may prove either positive or negative. This process will be repeated at the start of each year.

To overcome the obstacles generated by the World, each goblin will have access to certain Actions. The success of these Actions is determined by a roll of 2d6 + one of three skills: **Mind**, **Body**, and **Soul**. These

Actions may be used to anticipate danger, seek out resources, or further engage with the goblin's environment. At the end of each season, each goblin will receive either a new Rumpus, Trickery, or Glamour Ability (pages 15-19).

Throughout their journey, the Warren may also receive **Geisa** (page 31). These optional missions will usually take a month to complete, and will bestow new Abilities and bonuses to the goblins that take the time to complete them. The Warren may also be periodically blessed with free time, which may be spent however they see fit.

The ultimate goal of *We Stalk the Hedgerows* is to survive long enough to reach the Sanctuary. A goblin will perish when they have run out of **Hearts**. Hearts refer to the physical and mental fortitude of a creature, as well as their general health and willpower. When a creature runs out of all of its Hearts, it will die (or retire from the journey, if you would prefer to avoid such morbid topics at your table). Hearts can be healed through the use of certain Actions and Abilities.

It will take an average of three years of travelling for the Warren to reach the **Sanctuary**, though on page 5 you will find different modes of gameplay that are designed to accommodate for different campaign lengths. Upon reaching the Sanctuary, the Warren will find one final challenge that they will need to overcome.

RESOURCES

The main thrust of gameplay in *We Stalk the Hedgerows* involves gathering and managing three resources: **Morale, Means, and Merit**. These resources are shared by the entire Warren, and are gathered as a reward for overcoming obstacles, defeating enemies, and surviving certain encounters. Resources can be spent to perform Abilities. The game ends when the Clan runs out of all three resources; furthermore, there are penalties for running out of each resource (outlined on page 30).

MORALE

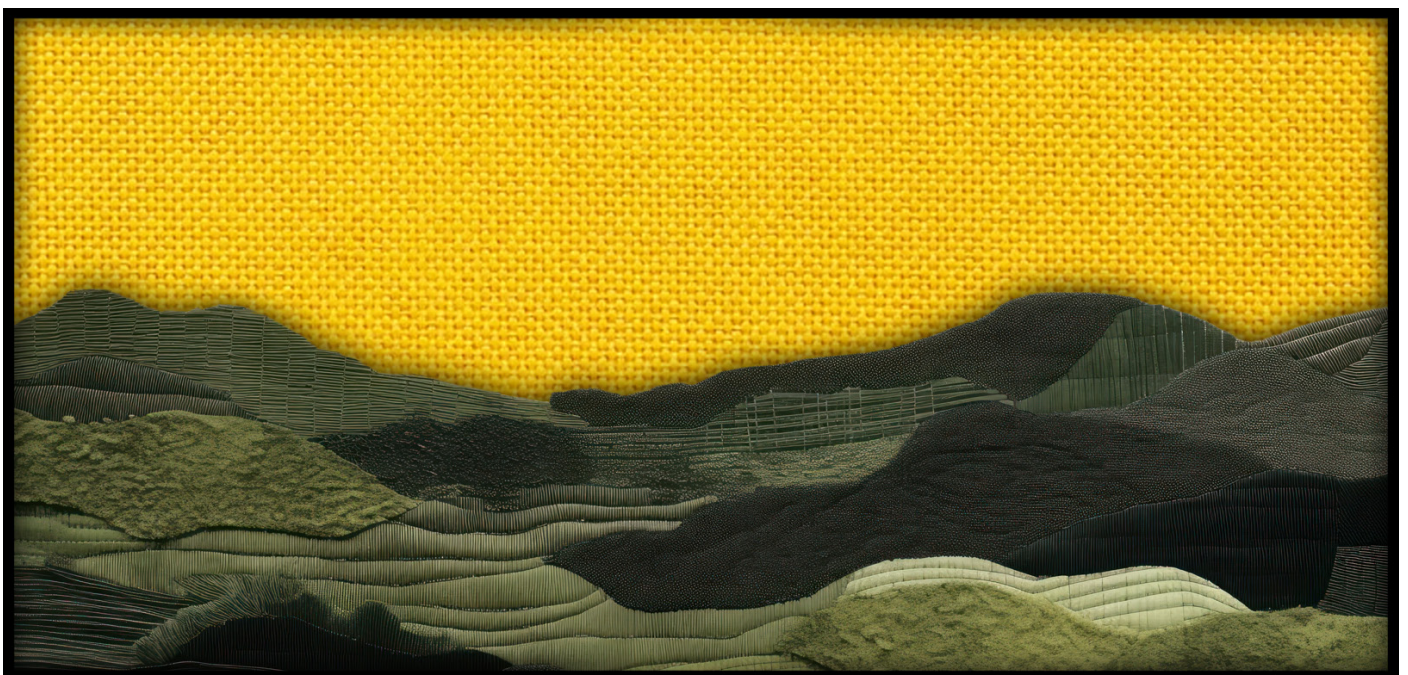
Morale refers to the Warren's willpower, resolve, and overall mood. The Warren gathers Morale through acts of affirmation and acclaim, and loses Morale when disheartened and dismayed. Morale is spent when casting spells that exhaust and distress the Warren.

MEANS

Means refers to the raw materials — Wood, bone, stone, metal, etc. — the Warren has access to. These resources are gathered through hard work and acts of Labour, and are spent to create cunning machinery and intricate tools.

MERIT

Merit refers to the Warren's overall reputation. Merit is gained through acts of bravery, trickery, mischief, and kindness, and is lost through Abilities and Actions that contravene social norms and taboos held by goblinkind.



CONFLICT

Life is dangerous for the little folk of the land. Goblins are both weak and delicious — a dangerous combination for any prey species — and as such they have many Adversaries. A comprehensive list of these enemies can be found in the Bestiary at the end of this book. For now, let us look at how a goblin Warren might work to defend itself from its foes.

Conflict takes place through a series of turns. Unless said conflict is initiated by the Warren, the World will always take the first turn. From that point on, turn order is determined by a 2d6 roll + a goblin's Body score. The goblin with the highest roll will go first after the World, then the goblin with the next highest roll, and so on. Each turn of conflict can consist of a maximum of **ONE ACTION, ABILITY, or CHARM INVOCATION**. A turn takes a maximum of ten seconds.

Each creature in a conflict will have a set amount of Hearts. For the goblins, this number is always three (though certain Abilities and items can temporarily increase this amount). A creature is removed from combat when it runs out of Hearts. In some cases, running out of Hearts results in the death of the creature in question; in other instances, running out of Hearts is equivalent to passing out from exhaustion, or being forced to retreat. Most Adversaries are much tougher than their goblin foes, and as such must first be weakened before they can lose Hearts. All Adversaries will have at least one vulnerability that can be used to weaken them.

Turns need not necessarily be combative; a goblin may spend their turn observing their enemy, influencing a character's decisions, healing their fellow goblins, investigating the cause or origin of their current plight, or devising a cunning plan. As goblins are invariably weaker than the Adversaries that hunt them, most conflicts are best resolved through wiles, observation, and comradery.

AN EXAMPLE OF CONFLICT

Let us run through a hypothetical combat encounter between a Warren of three goblins and a vicious Oi-Man exterminator (page 41). In this encounter, our Warren will consist of a Barghest, a Brownie, and a Hob. The exterminator goes first, and challenges the Brownie to a contested Body roll. The exterminator rolls a flat 10, while the Brownie (who only has a +1 bonus to Body rolls) rolls an 8; as such, the Brownie takes one Heart damage! Next up, our Warren establishes turn order. They roll, and we end up with the following order:

- **Brownie (who rolled a total of 10)**
- **Hob (who rolled a total of 7)**
- **Barghest (who rolled a total of 6)**

The Brownie, unfamiliar with exterminators, wishes to seek any weaknesses the Adversary might possess. Luckily, they have the Sixth Sense Ability (page 18), which allows them to understand the Powers and Weaknesses of a chosen creature. They roll 2d6 + Body and are successful, and now know that exterminators are **weakened** when their protective suit is damaged. With that in mind, the Warren sets about their new task. The Hob goes next, and they use their Sunder Ability (page 16) to disable the exterminator's armour and grant the Barghest a +5 on their next Action against it. The Barghest uses its Bestial Nature Ability (page 13) to attack the exterminator with their claws, and between the two 6s they roll on the dice, their +4 bonus to Body rolls, and the +5 granted by the Hob's Sunder Ability, they end up with a whopping total of 21! With that, the Barghest knocks off two of the exterminator's Hearts, leaving it with a total of three. If they can survive long enough to get the exterminator down to zero Hearts, they will win this encounter for certain!

LENGTH OF ADVENTURE

While a “standard” journey in *We Stalk the Hedgerows* will take three years for the goblins to complete, there are different modes that allow for different campaign lengths. These modes are:

- **Jaunt** — One year of gameplay, can usually be completed in one four-hour session. Ideal for one-shot sessions or familiarising one’s self with the system.
- **Trek** — A “standard” journey of three years, usually takes between three to four sessions to complete.
- **Pilgrimage** — Four or more years. This mode takes as long as the Warren likes, and consists of indefinite encounters until the Warren are ready to settle down.

OPTIONAL RULE: MEMORY

Goblin heads are quite small, and can only contain so much. After the Warren’s first year, whenever a goblin rolls to take a new Ability, you may decide that they must first choose to forget one of their existing Abilities to “make room” for it in their minds. This rule is especially recommended for longer playthroughs.

ADVICE FOR PLAYING THE WORLD

It should be remembered that the role of the World is not an inherently antagonistic one. The World is part of the storytelling experience, rewarding brilliance and punishing failure accordingly, and while their word is the law, that law need not be heavy handed.

When it comes to rewarding or punishing the Warren, additional resources or treasures may be given or taken beyond solely what is mentioned in the rulebook. For example, a ravenous fox may be tamed by the Warren and, in addition to any Merit they earn for this task, the World may wish to reward the players for their ingenuity by giving them a vulpine ally. Of course, such an alliance is risky, and the fox may exact retribution if treated poorly by its new friends.

It’s also worth remembering that the flavour text in this book is primarily there to guide you. This RPG borrows heavily from the fairy myths of Western Europe — with specific attention given to the folklore of the Great Britain and Ireland — but there is also room to introduce your own interests and culture to gameplay.

ADVICE FOR PLAYING THE WARREN

This is a role-playing game, and as such you are free to determine attitude, demeanor, and behaviour of your goblin however you see fit. The ways in which you interact with characters and accumulate resources is open to interpretation: The Merit you gather might be through brilliance, ferocity, or kindness; the Morale you bolster yourself with might be born of optimism, self-affirmation or zealotry.

This RPG also offers you opportunities to think outside of the box. Just as is the case in folklore, certain Abilities and items have a slight vagueness to their definition, so you’ll find a little cunning will go a long way. The way you navigate this game is between you and the World.





the

WARREN



was comprised of those goblins that survived the dreadful Catastrophe that had destroyed their home. They were heroes, but not as you might understand that word. They did not fight with swords, but with savvy; they knew no accolades in their time, but we sing songs of them to this day.

Let us meet these brave goblins, in the hopes that we might learn more about them: The strengths they wielded, the Abilities that protected them, and the marvellous gifts they possessed.



WHAT IS A GOBLIN?

In strictly biological terms, goblins are a mystery. Resembling a hodgepodge of animal, plant, and human characteristics, goblins evade categorisation as readily as they evade bathing. The method by which they sprang into the world is a mystery: Some claim that goblins are the result of naughty children transformed by the dreaded erlkings, while others have argued that they miraculously sprung up from the earth like some kind of metaphysical fungus. Suffice to say, we simply do not know where goblins came from.

Instead, let us focus on what we *do* know.

Goblins are found across the world, though they have different names and cultural identities depending on where they are found. While their numbers have decreased in recent years, goblins continue to be the most populous of the faery folk, and there are countless breeds and subspecies of faery that are all thought to fall under the umbrella of goblinkind.

While there are a few commonalities shared by all goblins, each individual goblin is vastly different from its fellows. It is not unheard of for goblin litter-mates to resemble entirely different species to one another, bearing traits from mammals, reptiles, birds, amphibians, and even the occasional mushroom. The main characteristic shared by all goblins is their diminutive stature, and even this is subject to variety.

As faeries, goblins have an innate capacity for magic and cunning. However, unlike the eldritch erlkings or the academically-minded dwarves, goblins tend not to bother with practiced magic, preferring instead a sort of ramshackle witchcraft that prioritises trickery, disruption, and glamour. The same also goes for their technology and grooming practices.

WHAT IS A WARREN?

Goblins are very communal creatures by nature, and instinctively form societies comprised of ten members or more. These communities — or Warrens, as they are better known — tend to spring up around the forgotten spaces in which goblins like to make their home. Badger sets, abandoned cellars, forgotten forts and ancient trees are all common places in which a Warren might be formed.

Warrens are traditionally ruled over by a singular Hob, or chieftain, though the word “ruled” is probably not very accurate. Instead, Hobs serve to loosely guide their Warrens, deciding on broad matters of administration while ensuring that the Warren remains fed, sheltered, and happy. While different Warrens have different faiths and ideals, many goblins venerate the moon god Balor, as well as a selection of ancestral deities. The most popular ancestor spirit is Cousin Crow, who is thought to have been the first of the goblins.

Much like the magic they cast, Goblin culture is oftentimes cobbled-together. The common tongue of goblinkind, Hobthrust, is eerily similar to the human language known as Cymraeg, though it has no known script and it is thought that goblins consider writing to be a great and terrible taboo. Goblins enjoy making art, and tend to prioritise creative uses of existing materials and artworks over the production of something wholly new.



SKILLS AND ACTIONS

Much of what a goblin can do comes down to their Mind, Body, and Soul skills. Each of these skills is associated with a suite of Actions and Abilities that allow your goblin to interact with their environment and fellow goblins.

To determine your scores when performing an Action, you will roll 2d6 plus the number of points your Role has in that specific skill. For example, if a Brownie — who has a Mind score of 4 due to their Role — rolled a 7 on an Invent Action, their total roll would be 11. While higher rolls result in a greater degree of success, any roll that amounts to 6 or lower is classed as a **Catastrophic Failure**. When this happens, the World may devise a suitable penalty: for example, a failed attempt at Mischief might result in the prank backfiring onto the prankster, while a failed Heal roll might result in the goblin inadvertently harming their patient.

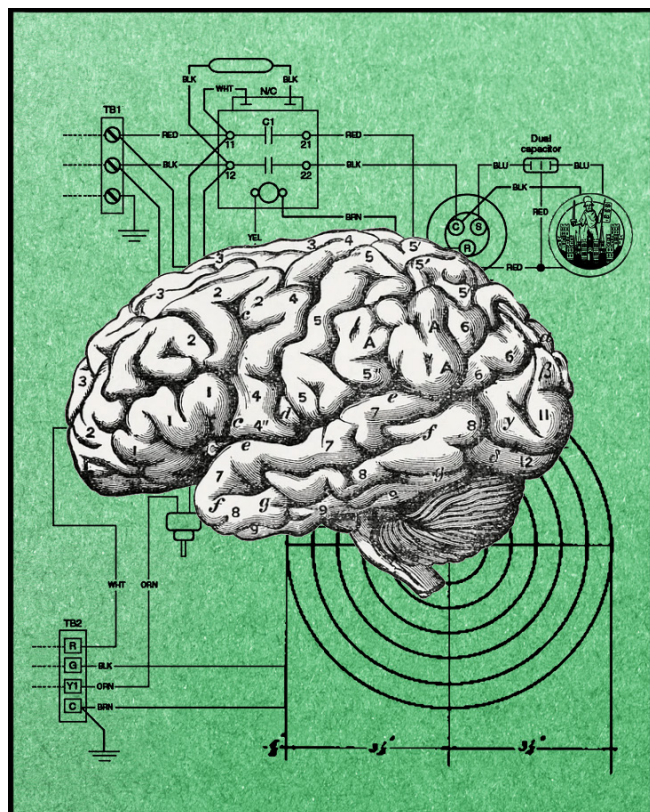
In some instances, you may be able to automatically succeed on an Invent, Flee, or Panic Action by spending a set amount of resources. This resource cost is always equivalent to **double the number of goblins in your Warren**. For instance, if you were in a Warren of five goblins and you wanted to automatically succeed on an Invent Action, you would spend 10 Means.

Occasionally you will be required to directly compete against an Adversary or fellow goblin. In such instances, you will be asked to make a **contested roll**, in which all affected players roll with their respective skills. The party with the highest roll wins the contest.

MIND

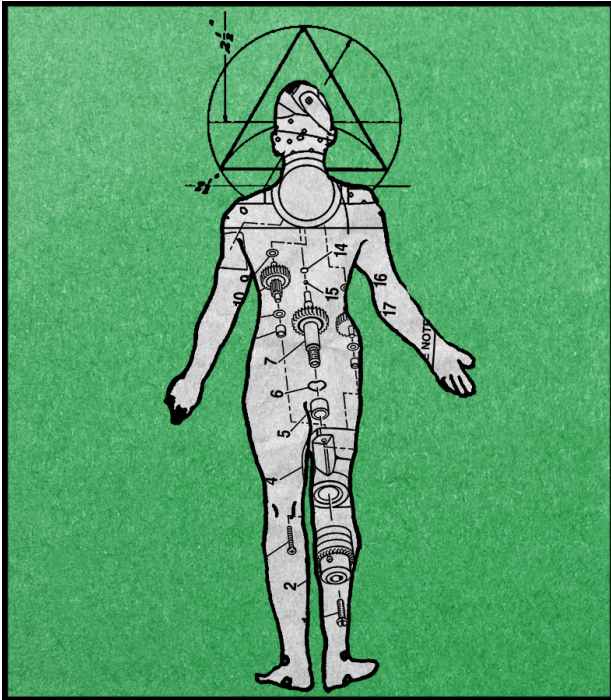
The Mind skill determines a goblin's intelligence, creativity, imagination, and guile. Goblins with a high Mind skill are alert, educated, and enlightened, and tend to rely on trickery and ingenuity to get what they want. The success of the following Actions is determined by the Mind skill:

- **Prank.** Make merry mischief and get up to no good! Use one of your **Trickery** Abilities.
- **Comprehend.** Glean order from chaos and learn the unlearned. This action can be used to determine an object's purpose, or the true meaning of an unknown text.
- **Barter.** Goblins know that the true worth of a thing is seldom fixed. This action can be used to increase or decrease the worth of an item, a piece of information, a life.
- **Scrounge.** The world is what you make of it; this is doubly true of garbage. This action can be used to add $2d6 + \text{Mind's worth of Means}$ to your resources.
- **Invent.** Bridge the gap between the physical and imagined. This action can be used to create something completely new. You may choose to spend a number of Means equal to **double the number of goblins in your Warren** to automatically succeed on this roll.



BODY

The Body skill determines a goblin's dexterity, durability, alacrity, and reactivity. Goblins with a high Body skill can be swift, stealthy, boisterous, and acrobatic, and are often capable of incredible feats of physicality. The following Actions are associated with the Body skill:

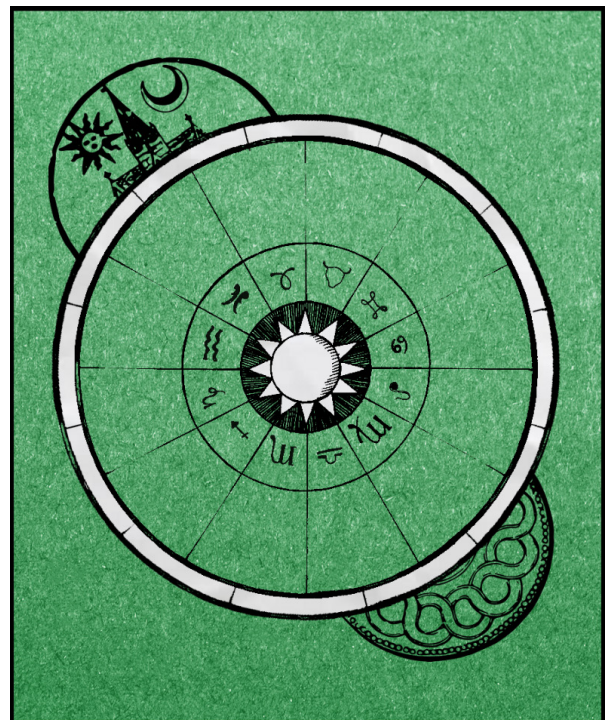


- **Riot.** Your body is a vector for chaos! Use one of your **Rumpus** Abilities.
- **Sneak.** Avoid detection and slink in the shadows. This action can be used to successfully hide from another creature or master an act of sleight of hand.
- **Graft.** Hard work does not come naturally to goblins, and yet it is often required of them. This action can be used to successfully lift, jump, run, or climb.
- **Perform.** While they may struggle with work, goblins are experts at play. This action can be used to add $2d6 + \text{Body's worth of Merit}$ to your resources.
- **Flee.** Goblins are seldom able to overpower their foes, but they excel in outmaneuvering them. Use this Action to successfully disengage from a conflict. You may choose to spend a number of Merit equal to **double the number of goblins in your Warren** to automatically succeed on this roll.

SOUL

The Soul skill represents a goblin's emotional, spiritual, and metaphysical nature. Goblins with a high Soul skill tend to be intuitive, charismatic, and highly talented in the magical arts. The following Actions are associated with the Soul skill:

- **Hex.** Befuddle, bewitch, beguile and besot! Use one of your **Glamour** Abilities.
- **Heal.** Mend the body and guide the spirit. This action can be used to restore one Heart. This Heart can either be your own, or belong to another creature.
- **Enchant.** Speak from the heart, and win the minds of those listening. This action can be used to influence a creature's decision.
- **Bond.** Come together, and be merry! This action can be used to add $2d6 + \text{Soul's worth of Morale}$ to your resources.
- **Panic.** Fear is a vital emotion to goblins, and has many uses. Use this Action to preempt attacks from unseen foes, or to gain deeper insight into potential hazards. You may choose to spend a number of Morale equal to **double the number of goblins in your Warren** to automatically succeed on this roll.



ROLE

Each goblin within a Warren fulfills a specific niche; a **Role** that dictates their skills, starting Ability, and equipment. There are **six** playable Roles in *We Stalk the Hedgerows*.

HOB

Leadership is not a highly-valued skill among goblin society, but it is a vital one nonetheless. Hobs are the cultural and tribal leaders of goblinkind, thrust into positions of power and influence by the members of their Warren. It is their duty to make the final say on tricky decisions, and to recall and record the histories of the Warrens they belong to. The Role of Hob is a thankless one, but often garners a great deal of respect and prestige.

MIND

2

BODY

1

SOUL

2

Keeper of the Lineage. It is vital that the Warren's history be kept alive, no matter the cost. You begin the game with **one Bodach Charm** (page 20).

Starting Equipment:

A symbol of office (such as a cool bug)
Historic texts of your Warren
3x small statuettes of goblin gods



REDCAP

Out on the fringes of the Warren, the Redcap lurks. These goblins are skilled hunters and scouts, and have even been known to defend their homes from wild beasts and the clumsy footfall of Oi-Men. Redcaps are somewhat anomalous within goblin society, preferring the promise of wide, open space to the stuffy safety of a Warren interior. They tend to be solitary souls by nature, but are not above a raucous riot or a devious prank when the mood calls for it.

MIND

2

BODY

2

SOUL

1

Ensnaring Trapper. Once per season, you may lay a trap that will ensnare an Adversary until the end of their next turn. If the Adversary sees you lay this trap, they will attempt to avoid it.

Starting Equipment:

Ritualistic bone knife
Sturdy hobnail boots
A red cap (stained with blood)



GOODFELLOW

Pranks are a sacred art among goblinkind, and a good joke is taken more seriously than any poem or prayer. Goodfellows are the holy practitioners of the capering arts, and are masters of joviality, japes, and jests. While a Goodfellow's main duty is to bolster spirit within the Warren, they are also responsible for seeking and administering justice for those who have been maligned. Hubristic Hobs and tyrannical traitors alike would do well to fear a vengeful Goodfellow.

MIND

1

BODY

2

SOUL

2

Pious Prankster. Any time you make a Prank Action against an Adversary that has directly harmed a goblin in your Warren, the resource cost is reduced by half. This does not apply to Free Use Abilities, or Abilities that require Components.

Starting Equipment:

Brightly-coloured clothing

Some humorous or tiresome tchotchke

The sacred written laws of goblinkind



WIRRY-COW

As with any small, vulnerable species, goblins place a lot of value in the art of nervousness. Wirry-Cows are priests of fear, funnelling their innate anxiety into a quasi-mystical prescience. Omen-readers and soothsayers, Wirry-Cows are often responsible for predicting and anticipating dangers that might befall the Warren, as well as administering aid to those for whom ill fortune has already befallen.

MIND

0

BODY

1

SOUL

4

Stress-filled Soothsayer. Whenever you succeed on a Panic Action, your Warren gains 2d6 Merit.

Starting Equipment:

A small, ceremonial lantern

An ancient talisman, found on the moors

A soothing tonic, to quiet the horrors



BROWNIE

For reasons known only to themselves, some goblins develop a fascination with the creations and machinations of other species. These inquisitive, inventive souls are known as Brownies, and they specialise in adapting whatever junk they come across into magnificent creations that would rival the works of even the most seasoned dwarven masterminds. Though considered eccentric outliers by their peers, the inventions of these canny folk nonetheless have a tendency of changing the course of goblin history.

MIND

4

BODY

1

SOUL

0

Trial and Error. No shame in failure. You gain a +2 to the next roll you make after a failed Invent Action.

Starting Equipment:

A screwdriver, slightly too large for easy use
Schematics, hastily sketched out
Something extremely explosive

BARGHEST

The line between beast and Barghest is a blurred one. These shaggy-furred goblins are giants among their folk, sometimes reaching four foot in height and weighing almost as much as a sack of potatoes. Barghests are born rarely and those that are invariably become bulwarks against the outside world, defending their Warrens against invaders and brigands. In especially rare instances, a Barghest might set off from their Warren and make a life of their own among dwarves, elves, or Oi-Men, disguising themselves as dogs or goats to more thoroughly blend in.

MIND

0

BODY

4

SOUL

1

Bestial Nature. Once a season, you may make a contested Body roll against a weakened Adversary to strike them with your claws: on a success, your target loses **two Hearts**.

Starting Equipment:

An especially large stick

An intricately-carved animal bone

A chunk of dried flesh, origin unknown



BOGGART

Goblins are a prodigiously unfortunate bunch, and none are quite so unfortunate as the Boggart. Pitiful and ill-fated, these sorry wretches perform a vital Role within a Warren: They act as lightning-rods for bad luck, leaving the rest of their community relatively unharmed. Such goblins are chosen by fate: many Boggarts are the seventeenth pup of a seventeenth pup, selected by the gods to soak up grim fortune. As such, it is seen as taboo for a goblin to have more than sixteen children: However, it is very easy to lose count.

MIND

0

BODY

0

SOUL

0

Misplaced Misfortune. Once a year, you may redirect your terrible luck onto another creature, causing them to lose **three Hearts**. This Role Ability works even if the Adversary in question has not been **weakened**.

Starting Equipment:

Ragged clothes (ill-fitting)

Rusted tin can (empty)

Sentimental trinket (hideous)



ABILITIES

As you progress through the seasons, you become more adept at weathering challenges and deciding your fate. In game, this is represented by your **Abilities**.

Each of the following Abilities is numbered. At the beginning of each season, you may roll 2d6 and add either a **Trickery**, **Rumpus**, or **Glamour** Ability to your Fable. If you roll for an Ability you already possess, you may either roll again, or choose to **upgrade** the Ability to gain certain bonus effects. You can only upgrade an Ability once.

Certain Abilities possess the **Free** tag, meaning they can be used as often as the Chieftain wishes so long as they succeed on the requisite roll. Other Abilities have requirements, such as **resource costs** or **components**. These Abilities do not need to be rolled for, but attempting to use them without the required resources or components will cause the Ability to fail and the Chieftain to waste a turn.

TRICKERY

A goblin never says what they mean, never means what they say, never appears as they are, and are never entirely as they appear.

Calamity — Requires you to have made a Catastrophic Failure on your last roll

- 2 If things are going bad, sometimes it helps to make them worse. When you use this Ability after making a Catastrophic Failure on your last roll, you escalate the effects of the failure, causing a weakened Adversary of your choosing to lose one Heart. When upgraded, you also gain a +5 on the next attempt at whatever Action caused your initial Catastrophic Failure.

Pot of Gold — 5 Merit

- 3 Despite what economists might tell you, the true value of something is determined by how shiny it is. You create an illusory pot of treasure, usually situated beneath a rainbow. This treasure is irresistible to dwarves, piskies, and Oi-Men, and they will waste their turn trying to claim it. When upgraded, the treasure can be used for the purposes of bartering, despite it being worthless.

Bespoil — 10 Morale

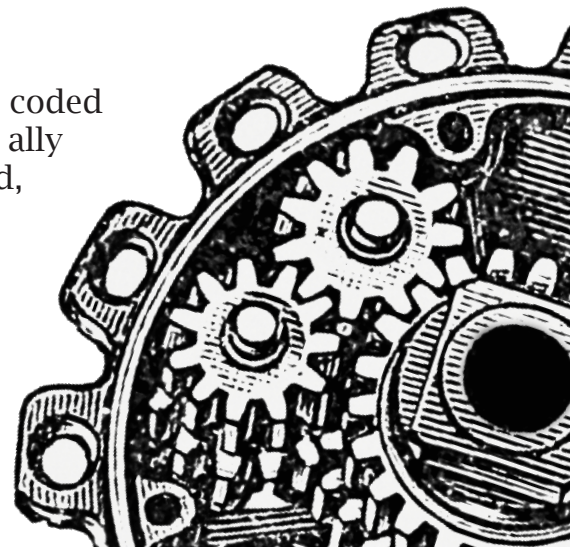
- 4 Select up to half an acre's worth of land. For one season, any crops produced on that land shall fail, all milk shall spoil, and any water sources shall dry up or turn bitter. When upgraded, you can choose to make it so that any Beasts that graze on this land will die as though poisoned or cursed.

Sabotage — 5 Means

- 5 Dive headfirst into the inner workings of the machine, and see what there is to chew on. This Ability causes mechanical Adversaries to have a -2 on all rolls for the rest of the season. When upgraded, the Adversary has a -4 on all rolls for the rest of the season.

Errendrake — Free

- 6 Using smoke signals, semaphore, or some other coded language, you are able to transmit a message to an ally that is within 1 mile of your location. When upgraded, the range for this Ability increases to 5 miles.



Masquerade — Free

7 An outfit whipped up out of rags, trash, detritus, and a trenchcoat. Wearing this outfit allows you to disguise yourself as another creature that is similar in size to you, such as a rat, fox, imp, or dwarf. When upgraded, you may collaborate with one other member of your Warren to disguise yourselves as a taller creature, such as an Oi-Men or erlking.

Sunder — 10 Means

8 Armour can be incredibly useful, so long as nothing else can get inside it. This Ability allows you to dismantle or disable any armour worn by one Adversary you can touch, granting a +5 to the next roll made against it. When upgraded, this Ability also automatically **weakens** the target, allowing them to be harmed on until the end of their next turn.

An Act of Humble Kindness — Free

9 Many-a homesteader can attest to the benefits of befriending a goblin. This Ability allows you to rapidly perform any simple tasks about a civilised household, such as tidying up, cooking a large meal, or basic shoe repair. Creatures you do this for may be inclined to treat you as an ally for the foreseeable future. When upgraded, you can use this Ability to complete more complex tasks, such as mechanical maintenance or animal grooming.

Inexplicable Growth — Requires a pinch of bonemeal

10 The sixteenth sermon of Cousin Crow states: *“Goblins are as the weeds that break through the cracks in the cement”*. For 24 hours, plants grow rapidly in your presence, quickly overwhelming otherwise civilised locations. When upgraded, Beasts that spend at least one season with you double in size.

Shadow Self — 5 Morale

11 They can't hit you if you're in two places at once. With this Ability you can create an illusory duplicate of yourself that exists until it is hit. Creatures that want to make Actions against you must make a contested roll against your Mind skill: on a failure, their Action will affect the duplicate instead, causing it to disappear. When upgraded, this process can be done twice before the duplicate disappears.

Copy Cat — Requires an unbroken mirror

12 Echoes are the voices of aeons past, and the voices are telling you to mess with people. Select one creature: for your turn, you will effortlessly replicate the last Power that creature used on its turn. When upgraded, you can choose any of the Powers you have already seen the creature use. The mirror you used to perform this Ability is destroyed during your turn.

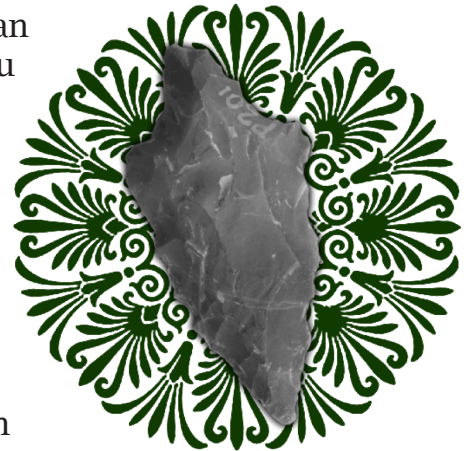


RUMPUS

With just a little rumpus and ruin, a goblin can move mountains — or, at the very least, make the mountain very unpleasant to live on.

Aelfshot — Requires a neolithic stone arrow, destroyed on use

2 The ancient Oi-Men knew little of goblinkind, but the things they left behind have their uses. You fire an enchanted neolithic arrow at a weakened creature you can see. That creature must make a contested roll against your Body skill; on a failure, the creature loses one Heart. When upgraded, the target is infected with one Plague of your choosing on a failed contest roll.



Breakdown — 10 Merit

3 Gremlins don't exist: That would be silly. However, goblins *do* exist, and they love trashing stuff. You may use this Ability to partially dismantle a mechanical Adversary, gaining 4d6 Means in the process. When upgraded, you may force a contested roll against your Body skill to cause the weakened Adversary to lose one Heart while you dismantle it.

Bulwark — 15 Morale

4 Fling yourself in harm's way, and spare your companions. Select one of your allies: For one turn, Adversaries cannot harm that ally or cause them to lose any Hearts. When upgraded, this Ability can be used to protect up to three allies.

Gross Out — Requires a glob of something awful, fetid, or disgusting

5 The ninth sermon of Cousin Crow states: "*Cover thineself in filth; for when they catch you, they too shall catch filth.*" After using this Ability, any hostile Beast, Spirit, or Faery that would otherwise want to eat you loses its appetite, and will instead target something else. When upgraded, any creature that *does* eat you loses two Hearts and becomes Poisoned (page 30).

Burrow — 10 Means

6 Goblins rarely make their own homes, but they can do in a pinch. Over the course of one hour, you may dig a simple burrow into the earth, so long as you are standing on soil. This burrow cannot be invaded by Adversaries, and any Heal or Bond Actions will have a +2 bonus when made inside it. When upgraded, you can make burrows in concrete, stone, and steel. The burrow collapses in on itself after 12 hours.

Faery Ride — Requires a bridle made out of grass

7 Make a contested Body roll against a weakened Beast in order to tame it. A successfully tamed Beast will become your mount and ally for up to one year, and while you ride this Beast, you may use its Powers on your turn. When upgraded, the Beast will continue to be your mount and ally indefinitely.



Sixth Sense — Free

8 For one turn, all of your senses are heightened, allowing you to detect all living beings within a 30 ft radius. When upgraded, you can sense one Power or Weakness of an Adversary of your choosing.

Stampede — 10 Morale

9 Whip up a frenzy, and let chaos consume you! So long as you can move at least 10 feet in one direction, any Adversary that is no more than three feet taller than you that you run into is knocked over and must spend its next turn getting back up. When upgraded, you may sacrifice one Heart to knock over and **weaken** an Adversary of any size.

Purge — 20 Merit

10 Turn sickness into strength. Using this Ability when Cursed, Sick, or Poisoned allows you to expel your sickness outwards, causing one creature you can see to receive the same Curse. When upgraded, this Ability also cures you of your affliction.

Centre of Attention — 5 Means

11 Make a ruckus, and force all eyes on you. For the next three turns, any Adversaries will be unable to make Actions against any creature other than yourself. When upgraded, this Ability also grants you +2 to any rolls you make.

Raise Hell — Free

12 Bellow and roar, roar and bellow; None shall batter this Goodfellow! Create such a tremendous din that all creatures are pushed at least 5 ft. away from you. When upgraded, any weakened creatures pushed away from you must succeed on a contested Body roll or lose one Heart.



GLAMOUR

It is said that when Balor made the first goblins, he wept at how little they were. By way of apology, he gave each goblin a vast and mighty soul that would fill their small bodies.

Year Walk — Free

2 On the darkest night of the year, the Spirits shall walk the earth. Upon using this Ability, the goblin enters a trance-like state for 24 hours, in which they wander the moors of the spirit realm. In this trance, they shall speak with the ancestors of goblinkind and gain insight into **all four seasonal events** that will occur in the coming year. This Ability can only be performed during winter: if the goblin attempts it during any other season, they shall be **cursed**.

Will O' Wisp — Requires a fistful of peat and a lit match

3 Transform yourself into a flickering blue flame that bounces on the wind. While in this form, you can frighten Beasts away from you, and lure Oi-Men towards you. When upgraded, this form allows you to communicate in the language of Spirits, granting a +5 to interactions with them.

Shuck — 20 Morale

4 Cast off your paltry form, and become as a Beast of the land. You can transform yourself into any creature, but with certain conditions: The creature must be no larger than a wheelbarrow and no smaller than a horseshoe; the creature must be black; and the creature's eyes must glow red by the moonlight. When upgraded, the goblin can communicate with other Beasts while transformed. If the goblin spends a full season in their new form, they will forget they were ever a goblin to begin with.

Weather Witchery — Requires a wand hewn out of ash bark

5 The goblin calls upon the spirits of air and rain, causing storm clouds to bloom or wither. When upgraded, any hostile creature caught in the storm must succeed on a contested Soul roll or lose two Hearts.

A Fellow of Great Renown — 10 Merit

6 As the twelfth sermon of Cousin Crow states: *"I know a guy."* The next trow, pisky, erlking, or dwarf you meet will be aware of you, either through reputation or through having met you already. Roll a d6 — on a 1-5, the creature thinks of you positively, and considers you a friend; on a 6, the creature despises you, and considers you an enemy. When upgraded, this Ability can be extended to Spirits and Oi-Men.

The First Flame — Free

7 It is said that Cousin Crow once crept up on the sun while she slept, and plucked out her eye as a joke. The eye became jagged and red and that, they say, is where fire comes from. This Ability conjures a small flame in the goblin's hand that burns for one hour. When upgraded, this flame burns for up to 24 hours.

The Chain Remains Unbroken — 5 Morale for every Ally

8 There is strength in numbers. Select one creature you are allied with. After using this Ability, that creature gets a bonus equal to the number of allies it has present in a 10-foot radius centred on itself — for example, if a goblin has three friendly goblins surrounding it, its next roll will have a +3 bonus. When upgraded, the radius is extended to 30 feet.

Faery Braid — Requires your target to have at least three inches of hair

9 For generations, farmers have awoken to find their horses unsettled in their stables, their manes braided by tiny hands. Any creature you use this Ability on has -1 to its next roll. When upgraded, the targetted creature must also lose one Heart trying to untangle their hair.

Blind the Eye of Balor — 15 Merit

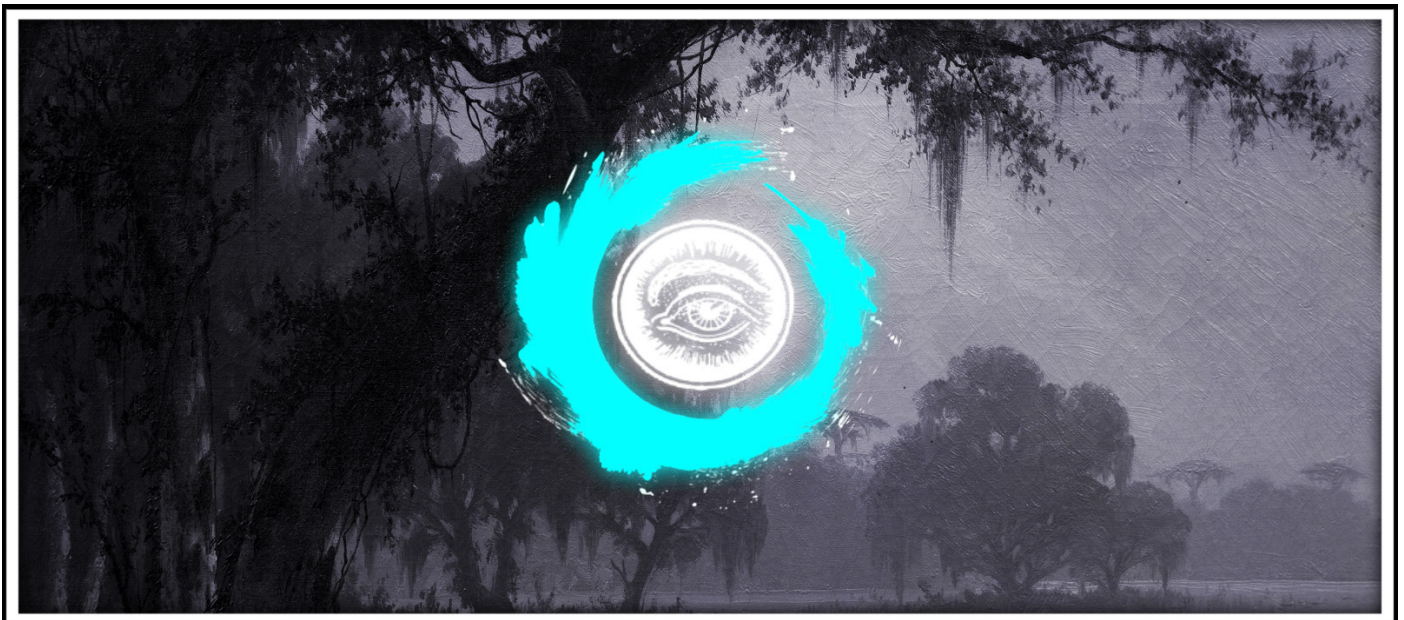
10 Balor's eye sees all things, but sometimes it would be better if He blinked. This Ability causes the moon to be covered by a thick layer of cloud, dimming all light and allowing goblins to creep about unseen. All goblins gain +2 to Sneak rolls for the next two hours. When upgraded, this bonus increases to +5.

Homeward Bound — Free

11 Home is where the hearth is. Using this Ability allows you to instantly return to the last place you rested, leaving a sodden trail of footprints in your wake. When upgraded, this Ability allows you to regain one lost Heart.

Sandman's Slumber — 20 Morale

12 One weakened creature of the goblin's choice falls into a deep slumber until the start of the following day, at which point they continue their actions as normal. When upgraded, this Ability lasts until the start of the next season.



BODACH CHARMS

The cultural memory of a Warren is recorded on a powerful artefact known as a **Bodach Bracelet**. These simple totems consist of a single cord of wire festooned with intricate charms and trinkets, gathered and created over the course of a full year. Each of these **Bodach Charms** will confer certain bonuses and extra Abilities when activated, but with a catch: the magic of the Bodach Bracelet is limited, and only **one Charm** may be activated each season.

At the end of each year, roll 2d6 and claim a Bodach Charm from the list below. Alternatively, on a successful Invent roll, a goblin may **choose** one of the Charms listed below and spend a full year crafting it instead of receiving a random Charm.

Oi-Men Charm

2 Gobblins that have spent much time poking about Oi-Men ruins will be all too familiar with this strange sigil, which can be found inscribed onto blasted metal and burnt scraps of wood. Invoking this Charm will cause it to suddenly and violently explode, causing **all creatures** within a 5-foot radius to lose three Hearts without being weakened first.

Nixie Charm

3 The haunting song of the Nixie is known and feared by those that frequent the brook by night. Invoking this Charm grants a +5 to any Perform or Barter rolls for the next hour.

The Old Wad's Charm

4 The Wad is the rumoured queen of the piskies, though whether that raucous lot ever listen to her is another matter entirely. Invoking this Charm prevents your choice of Trickeries **or** Glamours from affecting the Warren until the end of the season.

Young Lambton's Charm

5 Few Oi-Men are worthy of respect among goblinkind, but the drake-slaying Yan Lambton is an exception. Invoking this Charm covers one member of the Warren in razor-sharp spikes, causing any weakened creature currently touching it to lose three Hearts.

Arkan Sonney Charm

6 A symbol of good fortune, in the form of a plump white hedgehog. Invoking this Charm grants a +3 to all contested rolls made within the next hour.





Balor Charm

7 Balor is the Hob of the goblin pantheon, and it is his single ivory eye we see when we look up at the moon. Invoking this Charm reveals unseen Spirits and brings cold moonlight to dark spaces.

Habetrot Charm

8 Deep beneath the barrow-lined earth, the Habetrot Hag weaves the fate of goblinkind. Invoking this Charm forces the World to re-roll one seasonal event of your choosing.

Hungry Grass Charm

9 On a nor'western isle, the faerie folk have devised a cunning enchantment to keep their lands safe. Invoking this Charm creates a 10 ft. ring of cursed grass around your current location: Any creature that is currently looking for you that stands on this grass will be beset by a gnawing hunger which will distract them from their search.

Basilisk Charm

10 Thankfully, all the basilisks have long since died out, and their dreaded breath has been stilled forever. However, memories of their grim countenance live on in this trinket. Invoking this Charm causes one creature you can see to become paralysed, forcing them to waste their next turn.

Gog-Magog Charm

11 The great and terrible Gog-Magog was the first king of the ettin, and a mighty creature even by their standards. Invoking his Charm allows the goblin with the lowest Body skill to suddenly grow in size until it stands at 12 ft. tall. While transformed in this manner, the goblin has an additional two Hearts. This transformation lasts for 12 hours.

God of Auld Charm

12 A simple figure hewn to resemble an ancient and long-forgotten god. Such gods are lost to us now, and as we all know, goblins have a habit of finding long-lost things. Invoking this Charm grants a Geis to the goblin with the highest Soul skill.

OPTIONAL RULE: BOASTING

If there's one thing goblins love above all else, it's boasting. Throughout history, the fair folk have told tales of their outlandish escapades to just about anyone who will listen. If these Boasts turn out to be false, all the better: as the seventy-sixth sermon of Cousin Crow states, "Never let the truth get in the way of a good time".

When you start your game, each play may roll on the following table to determine a Boast. These Boasts could be true, false, or anything in between, and may involve other members of your Warren. These Boasts have no innate mechanical benefit, but the World may see fit to grant certain bonuses and boons to your Warren based on your past exploits.

- 2 "One time, my cousin and I were hunting for mushrooms when we fell into the open mouth of a slumbering Ettin. It took us two weeks to escape, and I'd rather not discuss how."
- 3 "Before I came to the Warren, I travelled with the Unterthane, the merchant king of the dwarves. We were best friends in every way, and he still considers me a true and honest dwarf."
- 4 "I once saw my grandfather successfully prank a great iron maw. He cut one of its tendons, and the vile monster ran straight into a nearby river as though it could not be stopped. That simple act saved his Warren!"
- 5 "Long ago, I came across a church grim in a long-abandoned temple. The church grim gazed through the veil of time and selected me for great things. I am destined for incredible bravery, cunning, or mischief."
- 6 "You might not believe me, but I have been selected by destiny for an absolutely dreadful existence. Truly dire fortune, an utterly terrible time. The gods hate me more than they hate you, or anyone else that has ever lived."
- 7 "For one whole year, I pretended to be an Oi-Man child. I learned much of their ways, and developed a love of Oi-Men cuisine. After a while I got bored and ran away without so much as a word."
- 8 "As a young goblin, I had a beloved pet goose. That goose protected me for many-a season, and they were my best friend until they eventually flew South for one final winter."
- 9 "Before I came to this Warren, I dwelled in an Oi-Man sewer with a colony of rats. They considered me their Hob, and I held dominion over them for many years. Often I think I can hear their squeaking on the wind."
- 10 "One midsummer night's eve, I pulled off the single greatest prank of all time. The target is still after me to this day, and if they were to ever catch up to me they would no doubt kill me on the spot."
- 11 "Before I came to this Warren, I survived a great and dreadful catastrophe. I rescued several other goblins and lead them here, where the Hob took me in and congratulated me on my exceptional bravery."
- 12 "Everyone insists that dragons no longer exist, but I saw one! It was dwelling in an ancient barrow, and its breath was rank and poisonous. I am lucky to have made it out alive!"





the WORLD

was cruel in those days. Enemies lurked about every corner, and each season was beset by malady and disarray. However, there was also great wonder in this World, and the Warren knew much of glory and grace in those days.

Now we shall study this World in detail: We shall observe the Catastrophe that forced our Warren from their erstwhile home; the Sanctuary the Warren bravely sought; the troubles and trials that lie in wait; and the rewards, dangers, and visions offered up by fate.



THE CATASTROPHE

The first thing that will happen in a game of *We Stalk the Hedgerows* is the Catastrophe. This cataclysmic event will be the catalyst for our story, and will force the players out of their original home and into the open world. The Catastrophe also serves to determine what resources the Warren begins the game with.

There are **six** Catastrophe events: To determine the nature of your game's Catastrophe, roll 1d6 and consult the following pages. Each Catastrophe will focus around a single threat that appears inexplicably and causes tremendous devastation to the Warren. If you would like to warn your players in advance of the Catastrophe, there are two ways you can go about this:

- **Observation:** The goblin with the highest Mind score begins to notice strange changes in their environment. Footprints may appear in otherwise difficult to reach areas, or a protective structure appears to be in sudden disrepair.
- **Intuition:** The goblin with the highest Body score may get a subtle feeling that something bad is about to happen. Such a feeling cannot be put into words; there is something in the air, something about the way the soil feels beneath their feet, something that is just plain *wrong*.
- **Intervention:** The goblin with the highest Soul score receives a vision of the future, hinting to a devastating event on the horizon. Perhaps they will see their Warren fill with blood, drowning their fellow goblins until none remain; maybe they will see demons stalking the land, armed with shovels and spears that will quickly rip them asunder.

However your Warren is able to pre-empt this Catastrophe, there will ultimately be no way to prevent it. The dangers present will be too great, and many goblins — unable to comprehend such a powerful threat — may even dismiss these dangers as fantasy or paranoia.

DEATH FROM ABOVE

1 The Warren is beset by perils from the world atop its head. Predators descend with tooth and claw, perhaps, or Oi-Men spraying poison and bile.

Following this Catastrophe, your Warren will be left with the following resources:

Morale: 20

Means: 40

Merit: 40

DEATH FROM BELOW

2 You have courted the wrath of some great, terrible thing beneath your Warren. Perhaps you have stumbled upon a slumbering wyrm, or a vengeful dwarven viceroy.

Following this Catastrophe, your Warren will be left with the following resources:

Morale: 40

Means: 20

Merit: 40

DEATH FROM WITHIN

3 This Catastrophe comes from the heart of your Warren, and shall spell its ruin. A plague festers within your ranks, or talks of sedition and mutiny.

Following this Catastrophe, your Warren will be left with the following resources:

Morale: 40

Means: 40

Merit: 20

WAR OF THE WARRENS

- 4 A trow clan, jealous of your fruitful home, seeks to claim it for themselves. Your Warren is invaded, and you are ousted to an unforgiving world.
Following this Catastrophe, your Warren will be left with the following resources:

Morale: 10

Means: 70

Merit: 20

NATURAL CATAclysm

- 5 The natural world cannot be predicted, nor can it be placated. Cracks in the dam have given way to a great flood, or an earthquake has torn your home asunder.
Following this Catastrophe, your Warren will be left with the following resources:

Morale: 20

Means: 10

Merit: 70

BANISHMENT

- 6 For your heresies, you have been condemned by your people. You are exiled, forced to seek a new home in which your ways might be tolerated.
Following this Catastrophe, your Warren will be left with the following resources:

Morale: 70

Means: 20

Merit: 10



THE SANCTUARY

Even as tragedy befalls the Warren, there is always the promise of Sanctuary. After the Catastrophe forces the Warren out into the World, one of its goblins will receive a vision. The source of this vision is unclear: Perhaps they are blessed by the goblin gods, or an ancestral spirit that watches over them; perhaps instead, it is a vision born of sheer optimism, a glimpse into a shining future. Regardless of its origins, the vision will always depict one thing: Sanctuary.

The Sanctuary represents the ultimate goal of the Warren as they make their way through *We Stalk the Hedgerows*. Oftentimes the Sanctuary is a single place, far from the Warren's original home and free of the dangers and strife that marr the land. Upon arriving at the Sanctuary, the game will be over and the goblins will be free to enjoy their new home. However, claiming this Sanctuary will not be easy.

Just as with the Catastrophe event, there are **six** Sanctuaries to select from. To determine the nature of the Warren's Sanctuary, roll 1d6 and consult the following pages. It will take **three full years** to reach the Sanctuary, and upon arriving in the winter of their third year the Warren will be faced by a **Sanctuary Event**, which are discussed in more detail on pages 32-33.

1 A SHADED HILLOCK

The soil is light and dry, and the woods deep and remote. You have journeyed long and your bones are weary: Lie upon this warm grass, and feel the winter sun upon your skin. You are home.

2 A MISTY BARROW

An ancient burial ground, untouched for aeons. None have known these halls but the shadows that dwell here, the lingering whispers of the long-dead. After all you have been through, such silence here is a blessing.

3 A SCRAPYARD

What is discarded by the Oi-Men may yet serve you well. Amidst the tangle of rebar and steel, you might build a mighty castle. Wire and rust shall be your symbols of office; discarded trash shall be your most coveted treasures.

4 A WIND-BATTERED BEACH

A shipwreck-strewn stretch of coastline, where the grey waters meet the grey skies. The sea offers many secrets, and in time you shall decipher the cawing of gulls, the writing of waves upon sand.

5 AN ANCIENT TREE

The oldest oak in the oldest forest, wrapped in rusted chains by unknown hands. This tree has seen countless folk come and go, and has sheltered small beasts and frail sorts beneath its canopy since the young days of the earth.

6 SUNKEN VILLAGE

The water rose and the people fled, but the village still stands beneath the waves. Secret passageways still lead to well-stocked larders and plentiful beds. If you are cunning, you could live here for countless generations.



THE FOUR SEASONS

Each year of gameplay is comprised of four seasons, starting in spring and ending in winter. At the commencement of each year, the World will roll 1d6 four times to determine the events the Warren will face in each season as listed on the following pages.

The Warren will tackle events one season at a time, and each event may be navigated however the Warren sees fit. These events come with a few suggestions (written in green) designed to guide the World, though where wording is vague, the World has an opportunity to add their own particular flare to the event at hand and reward the Warren accordingly. Successfully navigating these events will grant the Warren access to resources, alliances, and other benefits. Failure, however, will result in the Chieftain losing resources, Hearts, or the meagre few possessions they have thus far gathered.

FREE TIME

Occasionally, inclement conditions or the swift resolution of a simple task will grant the Warren some time to themselves. When this happens, each goblin may choose to outline how they spend their free time. The following suggestions are included, in case the Warren decides they could do with some guidance:

- The Warren seeks new resources. Will they raid the stockpiles of nearby Oi-Men for food and Means? Seek to impress their fellows in search of Merit? Come together in the hopes of raising Morale?
- The Warren engages in trade with its neighbours in order to gather materials and Ability components. Seeking different audiences with which to trade may yield different results: A dwarven merchant might possess wares unknown to a hedge mage or a spriggan, for instance.
- The Warren seeks council from a higher power. Will they turn to the spirits of the land, or to their fellow fair folk? Will they impeach the goblin ancestors? Will they deign to make contact with Oi-Men?
- The Warren seeks to fulfil a Geis (page 31). Doing so will grant the Warren and its members with certain wondrous advantages. While completing a Geis might prove difficult, they are often worth doing.
- The Warren seeks out an Adversary that might do great harm if left unchecked. The land is criss-crossed by screecher threads that leave Faery folk blinded and deafened; the earth teems with linnorms that poison the land and taint the very soil. Such Adversaries, if adequately dealt with, may even yield great rewards.



SPRING

Life stirs in the dew-kissed grass.

1. An awful sound from up ahead. It batters at your ear-drums and blocks your passage. In short, it must be dealt with if you are to continue your journey. (The noise could be caused by a network of screecher threads; a clattering of imps causing a ruckus; a lubber fiend furiously tolling its bell).
2. The babbling of a brook, awoken from the snowmelt. You hear a lively, melodious tune rising from the burbling water. (This is the song of **nixie** — using either pisky or erlking stats. If befriended, the nixie may be willing to teach **one goblin** the either **Will o' Wisp** or **Raise Hell Abilities**).
3. Beneath the light of the new moon, you are visited by a stranger wrapped in horsehide. (The stranger may be a wandering spirit, such as a banshee or a dullahan; it may be a trow, in search of a Warren to join; perhaps the stranger is Cousin Crow himself, looking to impart wisdom upon a clever goblin).
4. An open road stretches ahead, and you hear the sound of creaking wheels. Ho! A merchant approaches! (The merchant might be a dwarf or spriggan, a hedge witch trading Glamours for coin, or a trow Brownie with inventions to spare).
5. Alas, tragedy has sown its seeds into the earth and shall duly reap. You encounter a group of 1d6 trow, afflicted by the Catastrophe that drove you from your homes. (The trows can be aided through a donation of 2d6 Means. Failing to help them will cause the Warren to lose 4d6 Merit).
6. All is in great flux, as the new year awakens the world. Your way is blocked by a natural occurrence. (This could be a flooded reservoir, a sudden and violent thunderstorm, a great fissure in the land, or the results of some natural disaster).

SUMMER

A daffodil sun hangs in the sky.

1. Today is a holy day among the fair folk, for it is Midsummer Night's Eve. Tonight, the spirits compel you to seek great mischief. (The Warren, as per goblin custom, must spend Midsummer Night's Eve planning and enacting the greatest prank of all time. A goblin prank can be judged on many different conditions: the complexity of the prank, the sadism or righteousness on display, or the haughtiness of the target all factor into a truly great goblin prank).
2. The spirits bless the land with fine weather and good tidings. Such weather is for idleness and merry-making. (The Warren has one season of free time).
3. A river-bed recedes under the withering sun, and a secret is revealed. (Roll 1d6. If the result is odd, the Warren discovers a Bodach charm from a trow Warren lost to history. If the result is even, the Warren encounters a forgotten horror, such as a linnorm or a volatile sod that has long slumbered beneath the water).
4. As you bed down for the night, you see flickering lights on the horizon. Dread fills your heart. (Perhaps a trow raiding party grows near; perhaps the lights are the flashing eyes of an owl or fox; perhaps a steel wind approaches).
5. Two Warrens meet in a field. Custom dictates that a Boasting Duel must be had. (The opposing Trow Warren consists of 1d6 goblins, each of whom has a Boast (page 22). The goblins of each Warren will take it in turns to share their Boast. Once all Boasts have been shared, the World must decide which Warren wins the Boasting Duel. The winner receives a random Bodach Charm).
6. As you cross a winding concrete river, you come across a sickly beastie. The poor thing needs aid; but perhaps whatever harmed it is still nearby... (The Warren will gain 4d6 Merit if they help the creature. The thing that harmed it might be a steel wind, a hunter, another Beast, or some other cruel being).

AUTUMN

The world is touched by red and gold.

1. While seeking shelter one eve, your Warren comes across a strange door. Wherever could it lead? (The door will take the Warren to an Otherworld, populated with dwarves, spriggans, erlkings, or piskies. Time moves strangely in this Otherworld: roll 1d6; if the result is odd, it will be the following Summer when they leave).
2. The land here is barren and faded; something deadly stalks these grounds. (This area is the territory of a powerful Adversary, such as a linnorm, great iron maw, or volatile sod).
3. Evening falls, and a flickering campfire may be seen in the distance, with flashes of blue and green dancing amidst the flames. (The campfire is occupied by a hag. The hag will offer to teach one of its Abilities to **one goblin** from the Warren, on the condition that the goblin becomes their **familiar**). As a familiar, the goblin must complete one **Geis** chosen by the Hag).
4. The sound of heavy footsteps betray their presence long before they are seen: an Oi-Man. (The Oi-Man will be hostile towards the Warren, and will attempt to capture them in order to wring them of faery gold. However, they will also be easily tricked).
5. The shadows deepen and the walls between realities grow thin, for tonight is Samhain! (Samhain is an important day for magical creatures: All Abilities cost half as many resources as normal, and Panic Actions automatically succeed. However, dullahans, imps, and banshees stalk the land this night).
6. A piteous sight: You come across a family of Oi-Men, struggling to make ends meet. (The Warren will receive 4d6 of any resource if they choose to help the layfolk. Refusing to help them will result in the Warren losing 4d6 Merit, unless they have a personal slight against Oi-Men).

WINTER

Biting winds and speckled frost.

1. A rumour has spread: A deadly Plague is spreading among the Beasts and Faeries of the land (The Plague can be any of the Plagues listed on page 30. A cure can be identified with a successful Heal Action, but the Warren must gather four bushels of St. John's wort and grind it into a poultice to actually cure the Plague).
2. Winter is a time of hardship, but also of warmth. Today, you may celebrate the Winter Solstice. (The Warren receives 2d6 Morale and one season of Free Time.).
3. A murder of crows flock about a barren stretch of land. No matter how many times they are driven away, they always return. (The crows are protecting an unseen treasure. If the Warren can scare the crows away for a long enough time, they will be able to dig the treasure up, gaining 4d6 Means).
4. On the darkest night of the year, strange spirits may rise. At the edge of the churchyard you see it: a goat-headed man in clerical robes, beckoning you closer. (The creature is a church grim, and it will be willing to teach one goblin the Year Walk Ability so long as they complete an **impossible task**).
5. The land is buried by an unseasonal blizzard. Seek shelter from the storm, or find its source, lest you freeze to death! (Goblins will lose 1 Heart for every 5 minutes of gameplay spent in the blizzard. The blizzard's source may be a banshee, or an accidental spell cast by a fledgling hedge mage. If the blizzard cannot be stopped, the World will roll 1 additional winter event instead of the next spring event).
6. An abandoned churchyard makes for a handy resting place; however, such hallowed grounds are seldom unoccupied. (The churchyard is occupied by a lubber fiend, or some other spirit in the form of a screaming skull. Deciphering its message will bless the Warren with a Geis).

STATUSES, PLAGUES AND CURSES

Life is seldom easy for the little folk. Certain failures may result in sickness, starvation, despair, or ill fortune. These Curses and Plagues can be cured or resolved, but doing so will often involve meeting certain requirements established when the ailment is placed.

DESPAIR

Your will to live wanes, and weakness of the spirit shall surely follow. This status occurs when the Warren runs out of **Morale**. While in despair, the Warren suffers from -2 to all Soul rolls and its members cannot receive Geisa until the status is remedied.

EMPOVERISHED

One cannot survive on good will alone. The impoverished status occurs when the Warren runs out of **Means**. While impoverished, the Warren suffers from -2 to all Body rolls, and none of its members can use their Bodach charms.

REVILED

You are despised for your failures. The reviled status occurs when the Warren runs out of **Merit**. While reviled, the Warren suffers a -2 to all Mind rolls, and will find no allies among other Faeries. Especially reviled Warrens will find themselves hunted by Oi-Men exterminators.

POISONED

The results of a simple, deadly toxin. A goblin that has been poisoned loses one Heart a day until the poison is cured.

GRENDDEL'S AGUE

A fever common to the fens and spinneys, where it breeds among Pests. Creatures infected with this **Plague** suffer from -1 to all rolls, and use twice the normal amount of **Morale** when performing Abilities.

ST. ANNALISE'S DANCE

A bizarre malady that affects Oi-Men and fair folk alike, causing spasmodic episodes and a general flailing of limbs. Those infected with this **Plague** automatically fail on any Sneak or Graft Actions they take.

BOGGART'S BLESSING

A **Curse** that affects those who have suffered **three Catastrophic failures** in a row. Sufferers of a Boggart's Blessing automatically fail at any Scrounge, Perform, and Bond Actions they make. If left untreated for two seasons, an afflicted goblin will become a Boggart (see page 14).

THE CURSE OF THE BANSHEE

A **Curse** that affects those that hear a banshee's scream. Any creature affected by this curse has their total number of Hearts reduced by **half (rounded down)**.

BOOBRIE POX

An ugly little **Plague** that covers its victims in seeping boils and pustules. Any creature infected by the Boobrie Pox has a -10 to any Enchant or Barter Actions they make. Boobrie Pox is incredibly contagious.

HILDEGARD'S FEVER

A blissfully rare condition among goblins, this **Plague** causes the sufferer to become unmoored from regular time and space. A creature suffering from Hildegard's Fever will suffer a -5 to all Mind rolls, but will receive a +5 to all Panic Actions they make.

OI-MAN'S MALAISE

A sorry **Curse** that can be contracted by those who spend too much time around Oi-Men. Sufferers of Oi-Man's Malaise steadily become less magical in nature; if untreated for more than one year, the afflicted will never be able to perform any Glamour Abilities ever again.

GEISA

It is difficult to make a goblin do something it doesn't want to do, and so Balor saw fit to created the Geis as a way of incentivising them. A Geis (pronounced *gee-ish*, plural *Geisa*) is a form of spoken prophecy that serves to dictate a goblin's potential future, heralding the arrival of joy, peace, or success, so long as certain conditions are met. While a goblin has no obligation to undertake a Geis upon receiving it, doing so may prove to be greatly beneficial in the long-run. To determine which Geis the goblin receives, the World must roll 1d6 and consult the table below.

- 1 *There is a prophecy of the fabled Gremlin, a goblin whose mastery of technology shall liberate goblinkind from the tyranny of the Oi-Men. (To fulfil this Geis, one goblin must defeat **three** mechanical Adversaries. Doing so will allow that goblin to use the Faery Ride Ability on mechanical Adversaries).*
- 2 *Witchfolk are known to enchain goblins for use in their vile magicks. In this land there is one such mage: Find them, defeat them, and free those subjugated beneath them. (To fulfil this Geis, the Warren must seek out and defeat one hag. Doing so will add 1d6 trow allies to the Warren, as well as one Spirit ally).*
- 3 *Long ago, a cobbler implored a Warren to aid in his work. That cobbler's descendents yet live, and their work is incomplete. (To fulfil this Geis, the Warren must locate the cobbler and help them to fix 4d6 pairs of shoes in a single evening. Doing so will grant the Warren a +5 to all interactions with Oi-Men).*
- 4 *With midsummer comes the Hobbididance, a holy rite of ruin and rumpus. 'Tis a ritual that binds goblinkind, pisky, and erlking alike, and grants glad tidings among them. (To fulfil this Geis, the Warren must gather an erlking and a pisky together by the end of midsummer's night, and perform a sacred morris dance. Doing so will grant the Warren with a random Bodach Charm).*
- 5 *An Oi-Man child raised among the goblins is said to become a magical thing indeed. Such changelings are destined for witchery, but one has not been born in many-a decade. (To fulfil this Geis, the Warren must seek out an Oi-Man infant and raise it as their own. Ideally, the child would be better off having been raised among goblins than it would among Oi-Men. Completing this Geis will grant the Warren one Layfolk ally. After one year, roll 1d6: on an even result, the child will become a hedge witch; on an odd result, they will become a hag).*
- 6 *Unicorns are the rarest of Beasts, and bow to none. And yet, it is said that those who manage to shod a unicorn are blessed above all others. (To fulfil this Geis, a goblin must track and subdue a unicorn before fitting each of its hooves with horseshoes made of iron. Doing so will grant each goblin in the Warren one additional Heart, and a permanent +1 to all of their rolls).*



SANCTUARY EVENTS

Upon reaching their promised Sanctuary, the Warren may find themselves face-to-face with a new danger. These Sanctuary events occur at the end of the Warren's three-year journey, and represent a final obstacle for them to overcome. Upon dealing with this Sanctuary Event, the Warren's journey will be complete, and they will be at last able to rest in their new home.

THE SHADY HILLS DEVELOPMENT

There is no site so pure that an Oi-Man would not seek to spoil it. An Oi-Man crew wish to build upon this **shaded hillock**, and they will tear it apart in order to plant their foundations. *The Oi-Man construction crew will consist of ten **layfolk**, one **honcho**, and two **great iron maws**. The Oi-Men themselves will be unaware of goblinkind, and this may be used against them: The Warren may be able to **sabotage their wares**, play into **Oi-Men superstition**, or recruit more **powerful beings** to wage war against your foes.*

THE COURT OF THE CARRION KINGS

This **misty barrow** has gone undisturbed for aeons untold; but that does not mean it is not occupied. Here, beneath the earth, mighty kings hold court and lordly sorts yet dwell. *The barrow is occupied by a **spriggan** and its court of pests. Alternatively, the barrow is occupied by 4d6 **predators** serving a mighty **linnorm**. If the barrow is occupied by a spriggan, the Warren must prove themselves worthy of joining the spirit's court; if the barrow is a linnorm nest, they may either fight the wyrm and its servants, or seek to placate it.*

WHAT LIES BENEATH THE TANGLED IRON

There are many secrets buried within the Oi-Men **scrapyard**. Some will provide great wonder and delight; others shall bring misery and destruction. Be wary, goblins, for a great horror sits heavy in this earth.

*The scrapyard contains a discarded **volatile sod**. Such a deadly artefact cannot be defeated in combat, nor can it be persuaded or placated. To rid their new home of this threat, the Warren must either **relocate** the volatile sod or find some way to dismantle it.*





THE BUGGANE OF THE BEACH

On the **wind-battered beach**, the Warren will come across an awful, corpse-eating **ettin** named Cormoran. This ettin must be defeated or subdued before the Warren may settle here, for it is his steaming breath that causes ships to crash ashore here.

*Defeating Cormoran in combat will be almost impossible, and he must instead be tricked or outsmarted. In addition to the usual ettin Abilities, Cormoran will also possess the **Shuck Ability** without any of its normal conditions. Furthermore, despite living near water, Cormoran is unable to swim. Cormoran is a boastful, dim-witted being, and seldom thinks through the consequences of his actions.*

THE ARBOREAL CURSE

A sorry fate has befallen the **ancient tree**. A curse has entwined itself betwixt the branches and left it sickly, withered, and crooked. The Warren, through proximity to the tree, will soon be cursed as well.

*The ancient tree bears two of the **Curses or Plagues** outlined on page 30. In order to live beneath this tree, the Warren must seek out the cause of the curse and eliminate it. The curse may have been cast by a **bitter erlking** or foolhardy **hedge witch**, or it could be the result of pollution from a **dwarven doodad** built into its roots.*

A PARLEY WITH THE DROWNED FOLK

The waters of the **sunken village** hide more than a sodden churchyard. In this dark basin, creatures unknown to the Warren yet dwell. Their ways are unknown and their tongue is strange. And yet, you have travelled so far... Surely an accord might be reached?

*The sunken village is inhabited by a race of magical creatures. These might include: **Kelpies** — horse-like water spirits that use **unicorn** stats without their vulnerability to iron; **Greenteeth** — aquatic trow that can breathe underwater and do not speak any known goblin languages; or **bolotniks** — frog-like entities that live in brackish water and use **spriggan** stats. These creatures will not be hostile initially, and will be willing to strike a deal with the Warren in exchange for either **gold**, **protection**, a **cure**, or an **alliance**.*

WORLDBUILDING TIPS AND ADVICE

Part of the World's role in *We Stalk the Hedgerows* is to create a setting that feels both alive and lived-in. The following pages provide some resources that should make the process easier.

GLOSSARY

Many of the terms used in this game are specific to the setting of *We Stalk the Hedgerows*. This list covers some of the basic terminology you'll need in order to familiarise yourself with the setting.

Balor	The goblin moon god, thought to be the creator of the world and all within it.
Bodach Bracelet	A material record of a Warren's history, consisting of several Bodach Charms. Each Charm depicts a specific event.
Cousin Crow	The first goblin created by Balor. Venerated as a culture hero among goblins; the sermons of Cousin Crow are considered holy texts.
Hob	The leader of a goblin Warren. Usually elected by members of that Warren.
Hobthrust	The common language of all goblins. Similar to the human language Cymraeg, though it uses a unique script.
Trow	A general term for a goblin that does not belong to one's Warren.
Warren	A collective of goblins, as well as the location in which that collective lives.

NAME GENERATOR

The setting of *We Stalk the Hedgerows* is filled with many peculiar creatures and characters. To save the World from having to name these NPCs on the fly, they may choose to roll 2d6 and generate a name using this table.

#	Faery Names	Monstrous Names	Oi-Men Names	Mythical Names
2	Paribanou	Trecobben	Rossetti	Taliesin
3	Bill'o'Blind	Thunderdell	Ramkin	Amaethon
4	Stochdaill	Yellerclaw	Browning	Lludd
5	Goss'Mour	Galehault	Pratchett	Airgetlám
6	Yalleribraun	Hrungir	Henson	Ogmios
7	Naggeneen	Hvedrung	Jansson	Lugh
8	Maggimullach	Loðinfingra	Adams	Tailtiu
9	Skill'o'Widdens	Bøyg	Westwood	Padraig
10	Douregubben	Ysbadden	Shakeshaft	Merrodin
11	Peaseblossom	Fafnir	Kristensen	Suibhne
12	Black Annis	Aslaug	Grimm	Gwydion

MERCHANTS, COMMERCE, AND EQUIPMENT

Goblins don't bother all that much with commerce, but the fair folk and Oi-Men they encounter often do. Whenever the Warren encounters a merchant, you may use this table to randomly generate that merchant's inventory. This page can also help you to determine the cost of various items; remember, the creatures your Warren encounter may have magical methods of trade, and may even accept Morale and Merit as currency.

#	Merit	Means	Morale
2	A single egg of unknown origin	A ring of mysterious keys	A spellbook written in an unknown tongue
3	A tin of beans	A peculiar map	A crystal ball
4	A piece of ancient treasure	Information on an Adversary	Gibberish written on a scrap of paper
5	A friendly pet beetle	An iron horseshoe	A wand of ash bark
6	A packet of grass seeds	A blueprint for a Doodad	A lucky rabbit's foot
7	A vial of holy water	A silver-backed mirror	A full badger skeleton
8	An antidote for poison	An Oi-Man timepiece	A hag's cauldron
9	A regular chicken egg	A single boot	A battered church bell
10	A friendly pet frog	A Steel Wind toy	A single magic bean
11	A disgruntled beast of burden	A small bag of blackpowder	A carved mandrake root
12	A new Ability	A Bodach Charm	A Geis

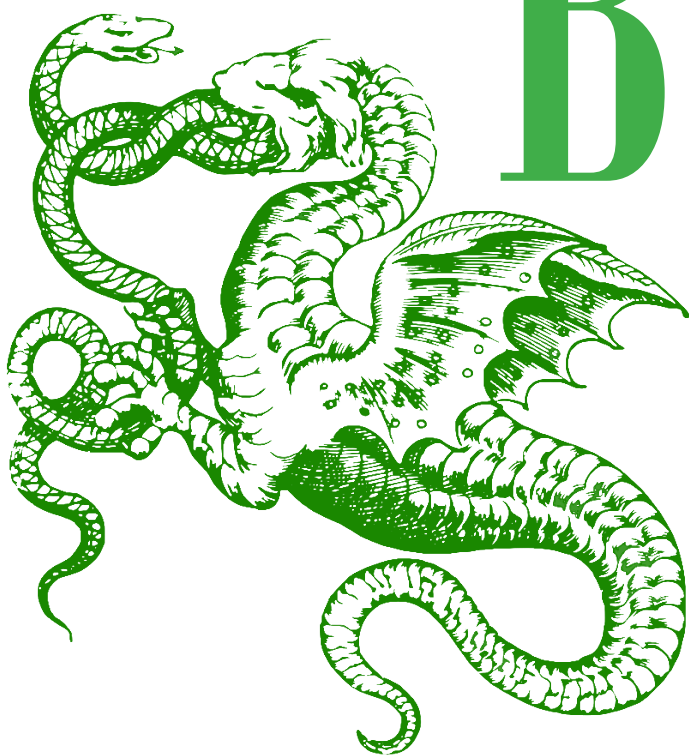




the BESTIARY

of foes encountered by the Warren was a dense and hefty tome indeed. Enemies of every stripe walked the earth, and to the goblins it seemed as though danger was ever-present.

Let us now think on those Adversaries: Their Strengths and their Weaknesses; their motives, and the hungers that drove them; and the wonders and treasures they greedily guarded.



ADVERSARY RULES

All Adversaries will have at least two Powers and one Weakness. To use a Power, the World must **roll 2d6**: on a 6 or higher, the Adversary **succeeds on its Action**; if it rolls lower than a 6, the Adversary **fails that Action** and **wastes a turn**. An Adversary is counted defeated if the Warren successfully **dissuades** or **frightens** it away, or if they manage to reduce its total number of Hearts to 0. An Adversary must be **weakened** before it can lose any Hearts, unless otherwise specified. To weaken an Adversary, the Warren must fulfil one of the conditions of that Adversary's Weaknesses.

BUILDING AN ADVERSARY

To create an Adversary of your own, you may use the following tables. Each Adversary will have a set number of Hearts, a type, between two and four Powers, and at least one Weakness. The number of Hearts roughly corresponds to the difficulty of defeating the Adversary: to determine how many Hearts a creature has, roll 1d6 and either **half it** (easy encounter), **keep it** (medium encounter), or **double it** (hard encounter).

TYPE

- **Beast.** A simple creature of the land. This type includes mundane animals like crows, foxes, and fish, as well as magical beings like unicorns and linnorms.
- **Machine.** Inventions of Oi-Man and Dwarven make. This type includes passive dangers such as volatile sods and screecher threads, as well as active threats like great iron maws.
- **Spirit.** Entities of thought, will, and power. This type includes banshees, spriggans, imps, and invaders from adjacent realities.
- **Oi-Men.** The most populous — and most invasive — dweller of this land. This type includes both mundane and magical Oi-Men.
- **Faeries.** The ancient dwellers of this world. This greatly varied type includes everything from your fellow goblins, through to dwarves, the erlkings, and even ettin.

POWER (CHOOSE 2 - 4)	WEAKNESS (CHOOSE AT LEAST ONE)
The Adversary... • knows up to three Abilities. • has a bonus to its Actions. • can infect one creature with a Status, Plague, or Curse. • can control or command another creature. • is immune to one or more Abilities, Charms, or Actions. • cannot be weakened under certain conditions, such as location or time of day. • cannot be frightened or dissuaded unless it has been weakened or damaged. • cannot be frightened or dissuaded at all. • steals, uses, or destroys resources. • deals a certain amount of Heart damage to one specific creature of its choosing that fails on a contested roll against it. • cannot be physically harmed. • grants additional Hearts to the creatures it is allied with.	The Adversary... • is easily frightened, outwitted, or tamed. • is frightened of a specific creature or Adversary type. • is weakened by a specific element, such as fire, iron, or silver. • is weakened by certain conditions, such as location or time of day. • is weakened by a specific Ability or Bodach Charm. • can be dissuaded through acts of persuasion, kindness, or bribery. • can be tamed or weakened by those with a specific secret knowledge. • cannot move of its own volition. • cannot take any Actions unless controlled by another creature. • any successful attacks reduce twice the normal amount of Hearts. • loses all of its Hearts if certain conditions are met.

BANSHEE



Type

- The banshee is a **Spirit**.

Powers

- The banshee can inflict a creature with the Curse of the Banshee (page 30).
- The banshee deals 2 Heart damage to a creature that has failed a contested Soul roll.
- The banshee cannot be physically harmed.

Weaknesses

- The banshee will lose all of its Hearts if its **unfinished business** can be fulfilled.
- The banshee is weakened in sunlight.

There are few sights as pitiable as that of the dreaded banshee. Resembling a beautiful erlking maiden shrouded in robes of white lily petals, these mournful spirits flutter at the boundaries between life and death. Thought to be the spectral remnants of those erlkings and Oi-Men that passed before their time, the banshee's cry is said to herald a coming misfortune; more often than not, they are said to warn others of death's approach. **Defeating a banshee awards the Warren with 20 Morale.**



CHURCH GRIM



Type

- The church grim is a **Beast**.

Powers

- The church grim cannot be weakened while in its churchyard.
- The church grim can inflict the Hildegaard's Fever Plague (page 30).
- The church grim knows the Year Walk and Shuck Glamours.

Weaknesses

- The church grim can be dissuaded through acts of kindness.

In ancient days, the dwellers of this land fortified their temples by sacrificing a sacred Beast. The spirits of these Beasts yet dwell, lurking in the churchyards their blood served to sanctify. Fierce and noble in disposition and intimidating in visage, these church grims are gifted with sorcerous sight, and may be willing to teach this skill to others. **Defeating a church grim awards the Warren with 30 Merit.**



DOODAD



Type

- The doodad is a **Machine**.

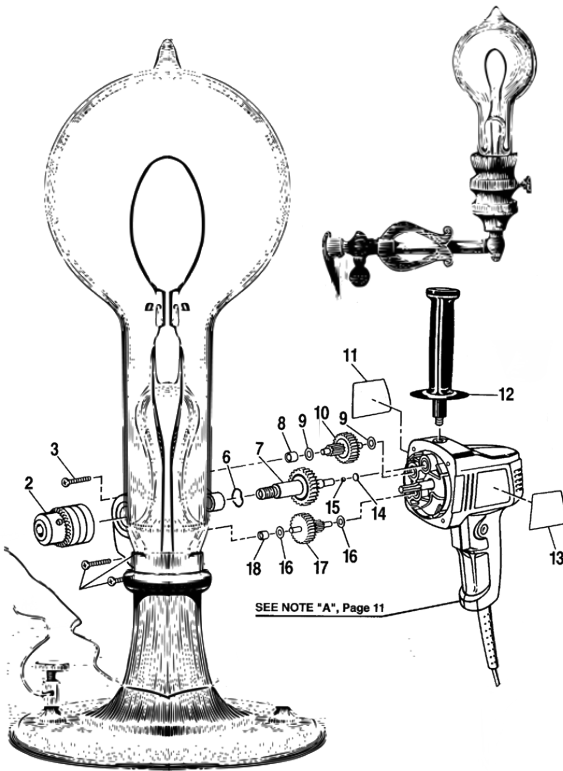
Powers

- The doodad knows one Ability of the World's choosing.
- The doodad cannot be dissuaded or frightened.

Weaknesses

- The doodad cannot take Actions unless controlled by another creature.
- The doodad can be weakened by those who understand how it was made.

“Doodad” is a goblin term for any piece of machinery that was not created by goblin hands. A doodad might refer to anything from an Oi-Man firearm to an inexplicable dwarven engine, and their functions vary wildly based on the whims and needs of the creator. **Defeating a doodad awards the Warren with 10 Means.**



DULLAHAN



Type

- The dullahan is a **Spirit**.

Powers

- The dullahan deals 2 Heart damage to a creature that has failed a contested Soul roll.
- The dullahan has a +2 bonus to Soul rolls.
- The dullahan steals 4d6 Morale.

Weaknesses

- The dullahan can be weakened by those who possess its head.

Armed with a horse's spine in one hand and its own severed head in the other, the dreaded dullahan is perhaps the most feared spirit to have ever blighted these isles. These vile spectres silently charge across the landscape, striking terror and malaise in the hearts of those that feel its grim presence. There are those strange sages who believe the dullahans are the last remnants of the land's original fertility gods, beheaded in ancient days by Oi-Men saints and forced to wander eternal. **Defeating a dullahan awards the Warren with 40 Merit.**



DWARF



Type

- The dwarf is a **Faery**.

Powers

- The dwarf can control up to three doodads.
- The dwarf steals 2d6 Means.

Weaknesses

- The dwarf can be dissuaded by acts of bribery.
- The dwarf is weakened in sunlight.

Goblin folklore holds that dwarves were one of the first clever folk created by Balor. Balor, who was drunk when he made them, accidentally made them too tall and ugly to live among the goblins; in his embarrassment, he swept the dwarves beneath the mountains, where no-one might notice his mistake. Understandably, dwarves don't like goblins very much. Despite their supposedly shameful origins, dwarves are brilliant and cunning folk, capable of many-a trick and trinket. **Defeating a dwarf awards the Warren 30 Means.**



ERLKING



Type

- The erlking is a **Faery**.

Powers

- The erlking knows three Glamours of the World's choosing.
- The erlking can control up to 2d6 piskies or 1d6 spriggans.
- The erlking steals up to 3d6 Merit.
- The erlking grants one additional Heart to any piskies it controls.

Weaknesses

- The erlking is weakened by iron.
- The erlking is weakened by those who know its true name.

The noblest and most powerful of the fair folk is undoubtedly the erlking. These regents of elvenkind are intensely magical, clever, and malicious, with a haughty attitude and a penchant for sadism. While the erlkings are invariably graceful, gorgeous creatures, but the emptiness of their eyes bely a talent for cruelty that has served them well in their clashes against the other fair folk. Goblins largely avoid erlkings where they can, as the elven courts have historically used goblinkind as servants, pets, and dinner. **Defeating an erlking awards the Warren 50 Merit.**

ETTIN



Type

- The ettin is a **Faery**.

Powers

- The ettin knows three Rumpus Abilities of the World's choosing.
- The ettin deals five Hearts damage to any creature that fails a contested Body roll against it.
- The ettin has a +5 bonus to all of its Actions and contested rolls.

Weaknesses

- The ettin is easily outwitted.

Long before the Oi-Men came to these isles, the land was ruled by the ettin. Colossal entities of prodigious strength, goblin folklore holds that the ettin were born of the highest mountains and the brightest fires. Like the flames that spawned them, they are ravenous and violent; like the mountains they are hewn from, they are massive and impassable. Such is their strength that much of the landscape can be attributed to these formidable folk; in the distant past the ettin worked to carve canyons into the earth, digging up great stones that were used in the construction of rudimentary temples.

Ettin are a peculiar bunch. Many are born with multiple heads or too many teeth, and their exceptional size is offset only by their exceptional stupidity. This is a blessing, as it provides them a singular weakness: Many-an ettin has been felled by a cunning goblin or a crafty Oi-Man.

Luckily, ettin are few and far between these days, dwelling only in the farthest-flung reaches of habitable land. If one were mad enough to actively seek an ettin, they might find one slumbering along a wind-swept beach or propped up against the walls of a twisting valley, waiting for the day that they might retake the land they once ruled. **Defeating an ettin awards the Warren with 100 of any resource.**



EXTERMINATOR



Type

- The exterminator is an **Oi-Man**.

Powers

- The exterminator deals 1 Heart of damage to a creature that fails a contested Body roll.
- The exterminator steals 2d6 of any resource.
- The exterminator can inflict the Poisoned status (page 30).

Weaknesses

- The exterminator is weakened by the Gross Out Ability.
- The exterminator is weakened if its suit is damaged.

The most curious and deadly caste of Oi-Men are the exterminators. Armed with poison-spraying doodads and protected by a suit of baggy, semi-translucent skin, these Oi-Men are specialists at hunting and killing Pests. Few exterminators are actually aware of goblins; however, the little folk are often caught in the crossfire between these Oi-Men and their quarry. **Defeating a exterminator awards the Warren 50 Merit.**



GREAT IRON MAW



Type

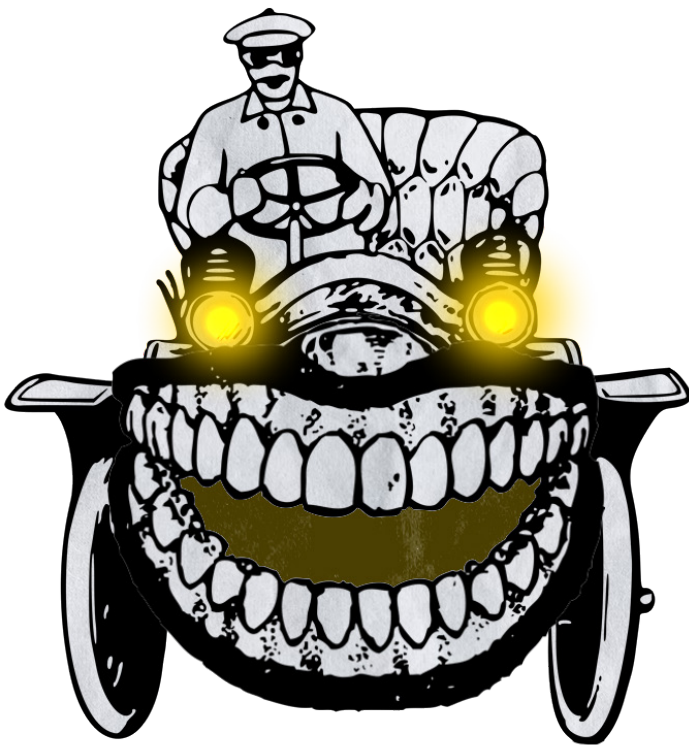
- The great iron maw is a **Machine**.

Powers

- The great iron maw cannot be physically harmed.
- The great iron maw deals 2 Heart damage to a creature that fails a contested Body roll.

Weaknesses

- The great iron maw is weakened by water.
- The great iron maw cannot take Actions unless controlled by an Oi-Man.



One of the deadliest doodads invented by the Oi-Men is the great iron maw. These colossal dragons of steel and spite exist solely to destroy their surroundings, flattening the earth beneath their mighty treads and chewing rocks into rubble. The goblin philosopher Klabautermann once described the great iron maw as “the greatest demon known to goblinkind”. **Defeating a great iron maw awards the Warren 60 Means.**



HAG



Type

- The hag is an **Oi-Man**.

Powers

- The hag knows any three Trickery or Glamour Abilities.
- The hag has a +3 to its Hex rolls.
- The hag can inflict one Curse on a creature.

Weaknesses

- The hag is weakened when its true name is spoken.
- Any successful attacks against the hag deal twice the normal amount of Heart damage.

The line between Oi-Man and fair folk is a thin one indeed. Hags are those Oi-Men that have mastered the cunning arts of the fae, and have turned to cruelty and sadism as a result. Despite their frankly misogynistic title, hags can be of any gender; after all, magick cares little for such paltry things. **Defeating a hag awards the Warren 30 Morale or one new Bodach charm.**

HEDGE WITCH



Type

- The hedge witch is an **Oi-Man**.

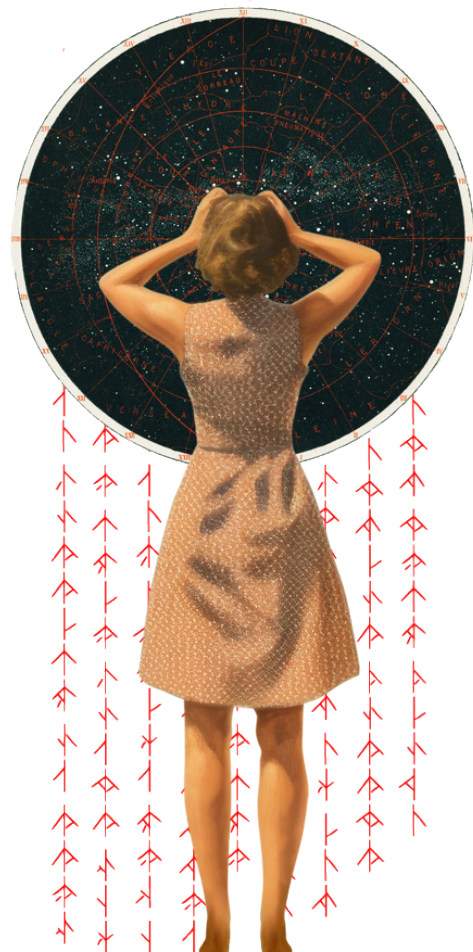
Powers

- The hedge witch knows any three Rumpus or Glamour Abilities.
- The hedge witch grants one additional Heart to the creatures it is allied with.

Weaknesses

- The hedge witch is weakened when its true name is spoken.

While some Oi-Men learn magick through their dealings with the fair folk, others gain their power through study and intuition. Hedge witches are those Oi-Men that use their magicks to manipulate the forces of nature, for good and for ill. **Defeating a hedge witch awards the Warren 30 Merit or one new Bodach charm.**



HONCHO



Type

- The honcho is an **Oi-Man**.

Powers

- The honcho controls up to 2d6 layfolk.
- The honcho steals 4d6 Means.
- The honcho can afflict the Oi-Man's Malaise curse (page 30) on one creature.

Weaknesses

- The honcho is frightened of Spirits, Faeries, and magical Beasts.
- The honcho is weakened when it has no more layfolk to control.

Above all else, Oi-Men are obsessed with hierarchy. An Oi-Man who claims dominion over another Oi-Man is known to goblins as a “honcho”, which approximately translates in Hobthrust to “gas bag”. **Defeating a honcho** awards the Warren 20 Merit or Means.



IMP



Type

- The imp is a **Spirit**.

Powers

- The imp knows either the Centre of Attention or the Bulwark Abilities.
- The imp steals 1d6 Morale.
- The imp can inflict the Boobrie Pox plague (page 30) on one creature.

Weaknesses

- The imp is weakened by holy water.
- The imp is frightened of church grims and lubber fiends.

The meekest denizens of the spiritual realm, imps are manifestations of minor affliction, misfortune, and malaise. Weak and pitiful in small numbers, imps are nonetheless dangerous Adversaries when they gang up. **Defeating an imp** awards the Warren 10 Morale, or a cure to one Curse or Plague.



LAYFOLK



Type

- The layfolk is an **Oi-Man**.

Powers

- The layfolk steals 2d6 Means.
- The layfolk can afflict the Oi-Man's Malaise curse (page 30) on one creature.

Weaknesses

- The layfolk is frightened of Spirits, Faeries, and magical Beasts.
- The layfolk can be dissuaded by the Act of Humble Kindness Ability.

The vast majority of Oi-Men are layfolk — simple people with simple lives. Goblins have a long and storied history with the folk of the land; in days gone by, goblins would help layfolk with their labour in exchange for milk, bread, and shiny scraps. **Defeating a layfolk awards the Warren 10 Means.**

LINNORM



Type

- The linnorm is a **Beast**.

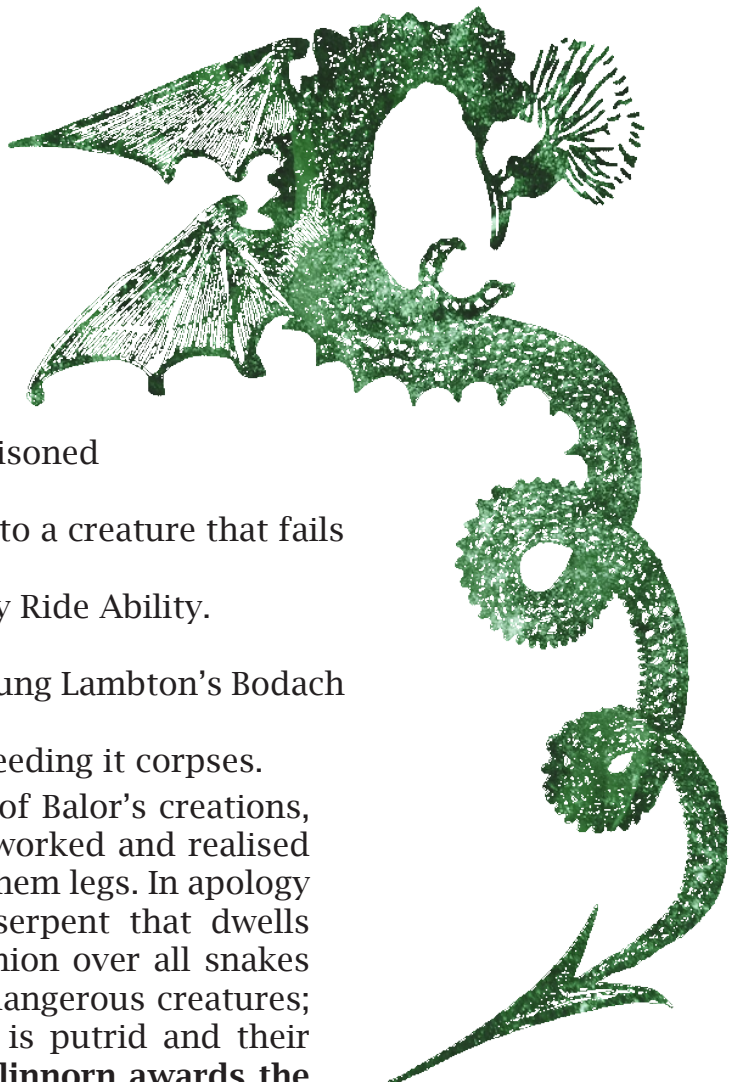
Powers

- The linnorm can inflict the Poisoned status (page 30).
- The linnorm deals 2 Heart damage to a creature that fails a contested Body roll.
- The linnorm is immune to the Faery Ride Ability.

Weaknesses

- The linnorm is weakened by the Young Lambton's Bodach Charm.
- The linnorm can be dissuaded by feeding it corpses.

It is said that the snake was the first of Balor's creations, but that he had his eye closed as he worked and realised too late that he had forgotten to give them legs. In apology he created the linnorm, a colossal serpent that dwells within the wet earth and holds dominion over all snakes and worms. Linnorms are incredibly dangerous creatures; corpse-eaters by nature, their breath is putrid and their hearts are black as coal. **Defeating a linnorm awards the Warren 80 Merit or Morale, or the Basilisk Bodach Charm.**



LUBBER FIEND



Type

- The lubber fiend is a **Spirit**.

Powers

- The lubber fiend steals 4d6 Morale.
- The lubber fiend controls up to 2d6 imps.
- The lubber fiend knows the Raise Hell and Stampede Abilities.

Weaknesses

- The lubber fiend is weakened if its bell is broken.
- The lubber fiend is weakened if it is not in its churchyard.

Spectral dwellers of the threshold, lubber fiends are noisy daemons that haunt temples and holy spaces. They are easily recognised by the large, battered church bell they often carry, clanging and banging in defiance of good manners. Lubber fiends can be quite ferocious, and often command small bands of lesser daemons to do their bidding. **Defeating a lubber fiend awards the Warren 40 Morale, or a chance to learn the Raise Hell Ability.**



PEST



Type

- The pest is a **Beast**.

Powers

- The pest can inflict Grendel's Ague (page 30) on one creature.

Weaknesses

- The pest is frightened of predators, exterminators, and Machines.
- The pest is easily frightened or tamed.

Little critters of the land, air, and water, pests are the Beasts most likely to be encountered by goblins. Be they crow, rat, toad, or bat, such creatures are often fond of goblin company, and are eager to ally themselves with fair folk of all shapes and sizes. **Defeating a pest awards the Warren 10 Means.**

PISKY



Type

- The pisky is a **Faery**.

Powers

- The pisky steals 4d6 of any resource.
- The pisky knows the Centre of Attention, Faery Braid, and Bespoil Abilities.

Weaknesses

- The pisky is easily frightened.
- The pisky is weakened by iron.
- The pisky is weakened by the Old Wad's Bodach Charm.

Do not be fooled: These pastoral little buggers are in truth the most aggravating, irritating creatures to have ever blighted this land. Lesser servants of the erlking courts, piskies possess a child-like love of mischief and misrule. Unlike children, however, piskies also possess an innate aptitude for magick, and a distinct lack of empathy, kindness, or charm. **Defeating a pisky awards the Warren 20 of any resource.**



PREDATOR



Type

- The predator is a **Beast**.

Powers

- The predator deals 1 Heart of damage to a creature that fails a contested Body roll.

Weaknesses

- The predator is frightened of ettins, exterminators, and linnorms.
- The predator can be placated with food.

The Hobthrust word for predator is “eneval”, which coincidentally also means “animal”. When you are less than three foot tall and spend much of your life underground, you would perhaps be forgiven for viewing almost all animal life as predatory. **Defeating a predator awards the Warren 20 Means.**



SCREECHER THREADS



Type

- The screecher thread is a **Machine**.

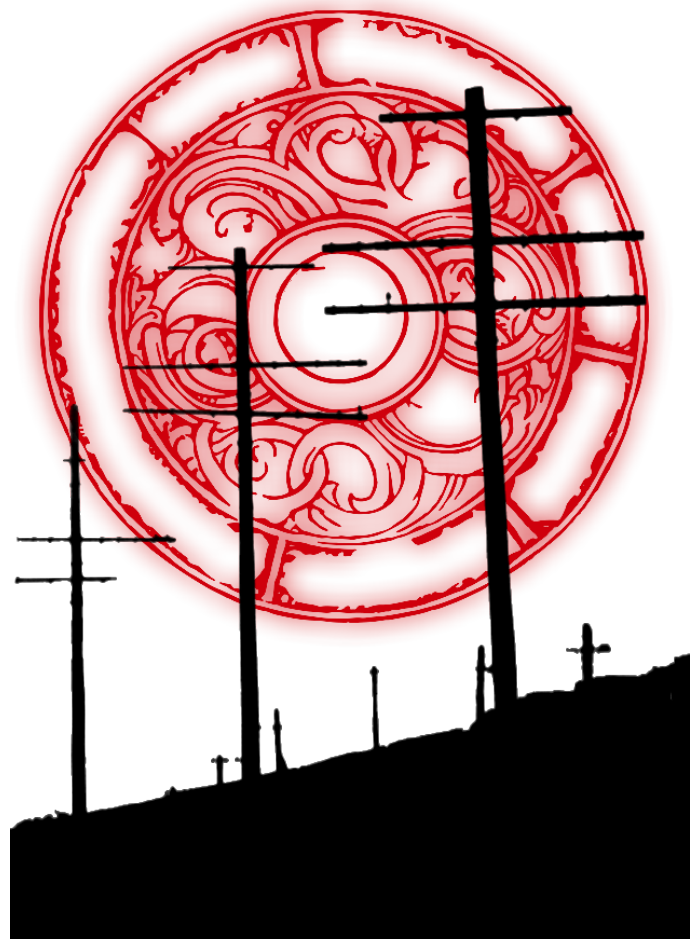
Powers

- The screecher thread steals 6d6 Morale.
- The screecher thread deals one Heart damage to all creatures that fail a contested Mind roll within 20 feet of its base.

Weaknesses

- The screecher thread cannot move.
- The screecher thread is weakened by the Sabotage and Break Down Abilities.

Of all the Machines created by the Oi-Men, the screecher thread is unintentionally the most destructive. The fair folk, you see, cannot bear the presence of electricity. The sound of an electrical current disrupts the air around it, causing Faeries to become disoriented and unwell. Unfortunately, screecher threads carry these blighted waves of sky-power across the land, forming impenetrable highways that torment those poor goblins attempting to cross them. **Defeating a screecher thread will award the Warren 100 Morale.**



SPRIGGAN



Type

- The spriggan is a **Spirit**.

Powers

- The spriggan controls up to 2d6 pests.
- The spriggan infects a creature with one Plague of the World's choosing.
- The spriggan grants an additional Heart to the pests it controls.

Weaknesses

- The spriggan is weakened when its true name is spoken.
- The spriggan is weakened by the Pot of Gold Ability.

The mishappen children of long-dead gods, the unsightly spriggans are guardian entities of the land. From their courts deep in the bellies of the earth, the spriggans hold counsel with their armies of plague-ridden pests, discussing all manner of queer and peculiar philosophies. **Defeating a spriggan awards the Warren 50 Means.**

STEEL WIND



Type

- The steel wind is a **Machine**.

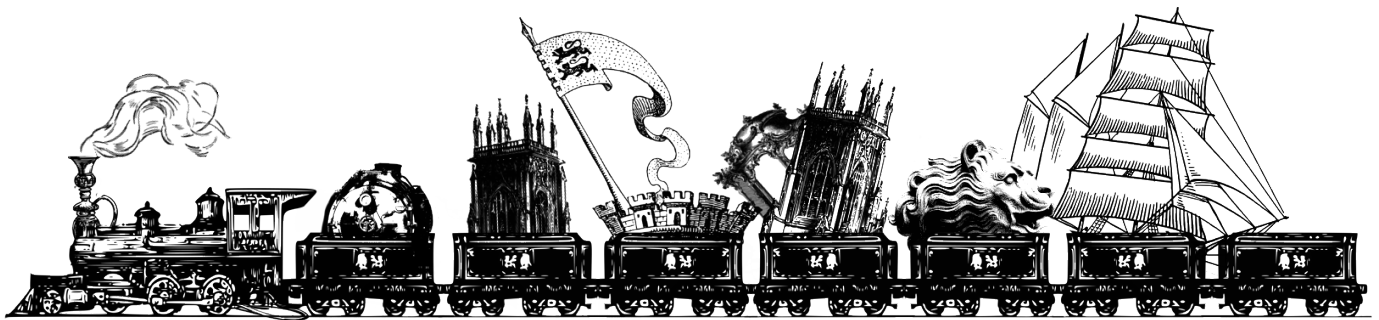
Powers

- The steel wind deals five Heart damage to a creature that fails a contested Body roll.
- The steel wind is immune to the Gross Out, Purge, Fellow of Great Renown, Shadow Self, and Aelfshot Abilities.

Weaknesses

- The steel wind cannot move or take Actions unless controlled by an Oi-Man.
- The steel wind can be tamed by those who understand its mysterious innards.
- The steel wind loses all of its Hearts if it is forced to stray from its path.

Every goblin is told tales of the steel wind. You might be out a-wandering, as is your wont, when suddenly a great and vile light shines upon you; before you know it, you have been devoured, ripped asunder by a monster too fast to be seen. Some Brownies claim to have ventured inside a steel wind, to have poked about in the strange iron innards that line the creature's heads and found ways to control its movements. These goblins, we can assume, are lying. **Defeating a steel wind awards the Warren 120 Means.**



TROW



Type

- The trow is a **Faery**.

Powers

- The trow knows any two Abilities.

Weaknesses

- The trow can be bribed.
- The trow is weakened by the Pot of Gold and Fellow of Great Renown Abilities.



The Hobthrust word “Trow” refers to any goblin that does not belong to one’s Warren. This generic term is not an indictment or an invitation to engage in tribalism: goblins, for the most part, tend to stick together. **Defeating a trow awards the Warren 30 Means or Morale, but costs 20 Merit.**

UNICORN



Type

- The unicorn is a **Beast**.

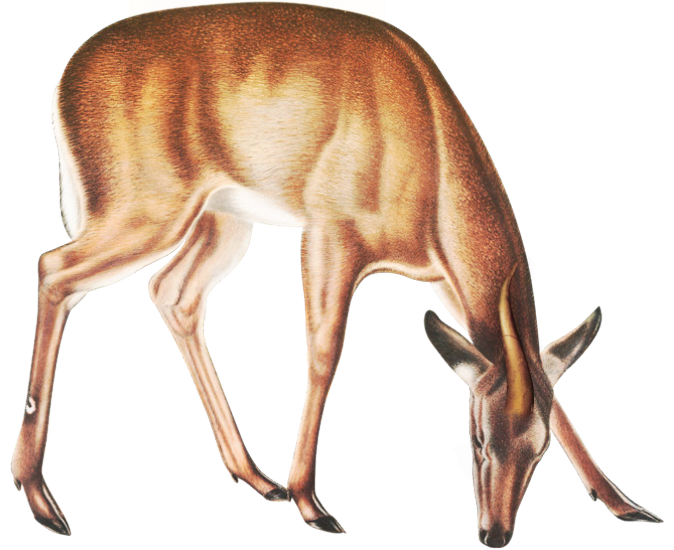
Powers

- The unicorn is immune to the Faery Ride Ability.
- The unicorn can inflict the Boggart's Blessing curse on one creature.

Weaknesses

- The unicorn is weakened by iron.

The most beautiful and noble Beast to walk the earth is undoubtedly the unicorn. Resembling a hart with a single curved horn, these glorious creatures are known to bestow curses and blessings to those they deem fit. The erlkings, obsessed as they are with appearance, are known to capture unicorns and ride them as mounts. **Defeating a unicorn awards the Warren 50 Morale, or the cure to a curse.**



VOLATILE SOD



Type

- The volatile sod is a **Machine**.

Powers

- The volatile sod deals twenty Heart damage to all creatures within 15 feet that fail a contested Body roll.

Weaknesses

- The volatile sod loses all of its Hearts if it deals any Heart damage.

A sod in this instance refers to a clump of grass or soil. A volatile sod, therefore, refers to a clump of grass or soil prone to spontaneously and violently exploding upon being stepped on. It is unknown why such awful things exist, but it is suspected that Oi-Men have something to do with it, the silly buggers. **Defeating a volatile sod awards the Warren 10 Merit, or the Oi-Men Bodach Charm.**

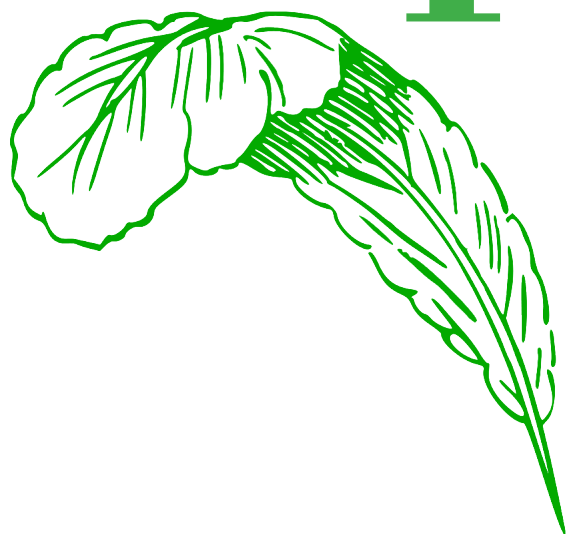






the FABLE

we have told was never written down by goblin hands. A pity, for it makes for quite a story.



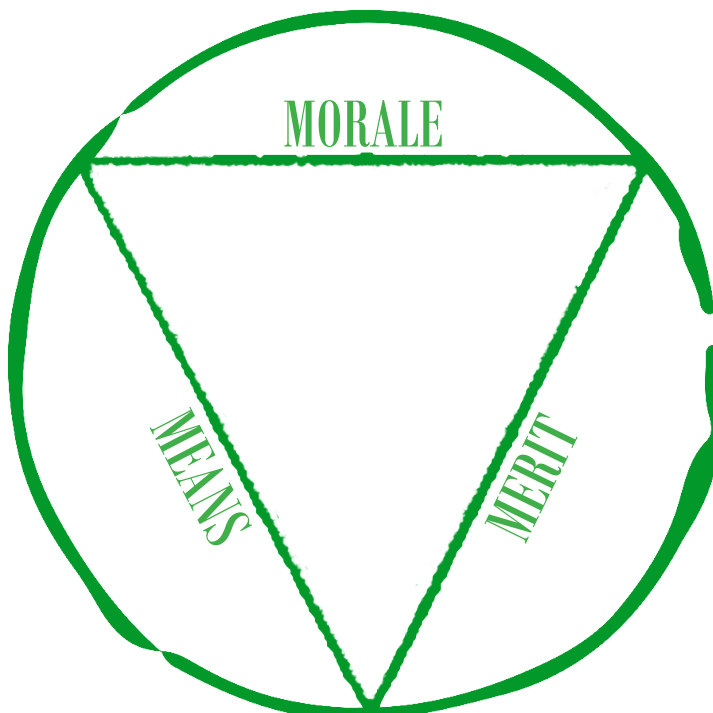
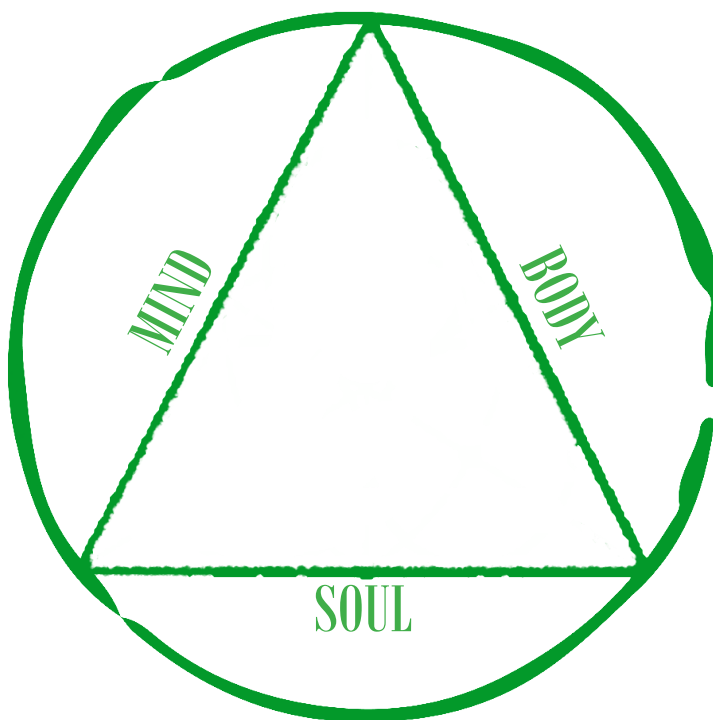
I suppose, then, it is up to us to write down what happened to those brave little goblins. Here we shall note down their Skills, their Abilities, the treasures they carried, and the many allies they made.



GOBLIN NAME:

ROLE:

WARREN NAME:



SPARE HEARTS:

ABILITIES:

COST:

[illegible]

CHARMS:

INVENTORY:

NOTES:

CHEAT SHEET

THE WARREN (PLAYERS)

Character Creation

- Select the Role you'd like to play as.
- Name your goblin and, with the other players, name your Warren.

Character Upgrades

- Each season, roll 2d6 and add either a Trickery, Rumpus, or Glamour to your Fable.
- At the end of each year, add a new Bodach Charm to your Warren's Bodach Bracelet.

Action Rolls

- Roll 2d6 + the relevant score (i.e. Mind, Body, Soul).
- Any roll lower than a 6 is a Catastrophic Failure.
- During conflict, one turn comprises of any one Action, Ability, or Charm invocation.
- The World always goes first in conflicts, unless the conflict was initiated by the Warren. Determine turn order by rolling 2d6 + Body.
- You may take any of the following Actions:

MIND

Prank
Comprehend
Barter
Scrounge
Invent

BODY

Riot
Sneak
Graft
Perform
Flee

SOUL

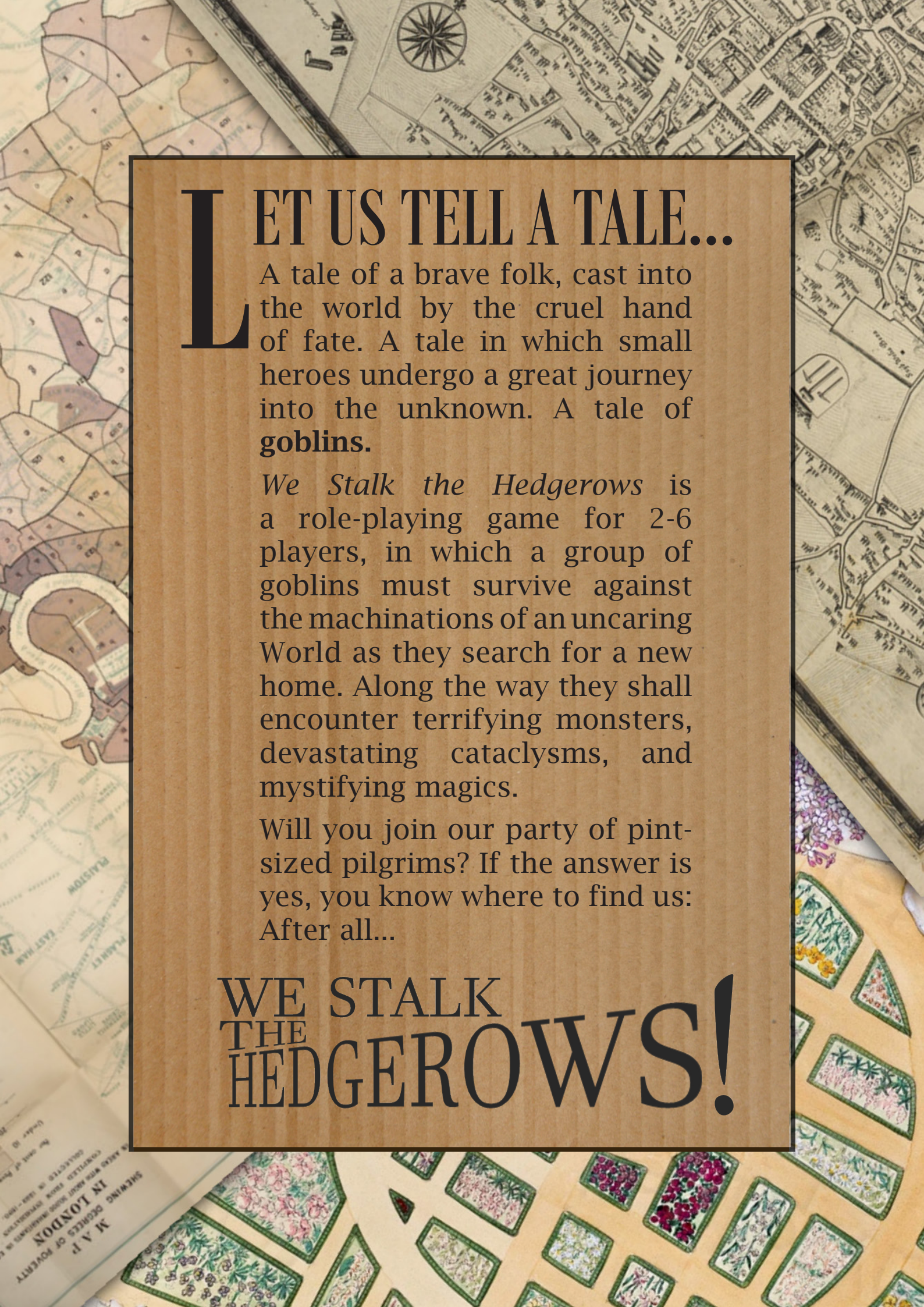
Hex
Heal
Enchant
Bond
Panic

THE WORLD (GAME MASTER)

At the start of the game

- Set the scene. Describe the Warren prior to the Cataclysm.
- Roll 1d6 to determine the Cataclysm and Sanctuary.
- Roll 4d6 to determine the season events for the first year.
- Award successes, punish failures.
- After three years, the Warren reaches the Sanctuary and encounters the Sanctuary Event.
- If a choice presents itself, always go for the most narratively interesting option (a complicated but ultimately positive outcome, a perilous threat that cannot be overcome easily, etc)





LET US TELL A TALE...

A tale of a brave folk, cast into the world by the cruel hand of fate. A tale in which small heroes undergo a great journey into the unknown. A tale of **goblins**.

We Stalk the Hedgerows is a role-playing game for 2-6 players, in which a group of goblins must survive against the machinations of an uncaring World as they search for a new home. Along the way they shall encounter terrifying monsters, devastating cataclysms, and mystifying magics.

Will you join our party of pint-sized pilgrims? If the answer is yes, you know where to find us: After all...

WE STALK THE HEDGEROWS!