

Dr. Jeblin, Mr. Gobe

1



The duality of a goblin.

Dark Side

If paired in the battlefield with any of the following cards: Victor Goblinstein, Goblin Artificer or Goblin Quack, Mr. Gobe takes over and **the card now has the Power value of 6.**

Goblin Thrall

1



Throws pebble at foes,
screams at the face of oppression.

Coward

Flees from the front line. **Survivor**
has to pick this card after the battle.

Goblin Archer

1



For some reason,
always goes for the knee.

Unison Arrowstorm

If there are **two or more archers** in the Horde, every archer has a Power of 3 instead of 1.

Goblin Marauder



Slays and steals with efficiency.

Hoarder

Has a loot sack. If you have a Goblin Marauder in your hand **at the end of the game, add 100 gold to your score.**

Goblin Cut-Throat



*Cold-hearted killer
with a macabre taste.*

Morbid Collection

Has a set of human earlobes. If you have a Goblin Cut-Throat in your hand **at the end of the game, add 10 trophies to your score.**

Robogoblin

2



Part fang, part machine, all goblin.

Goblin Scanner

Know your enemy. Foe's Power
is halved for a round.

Goblin Berserker

4



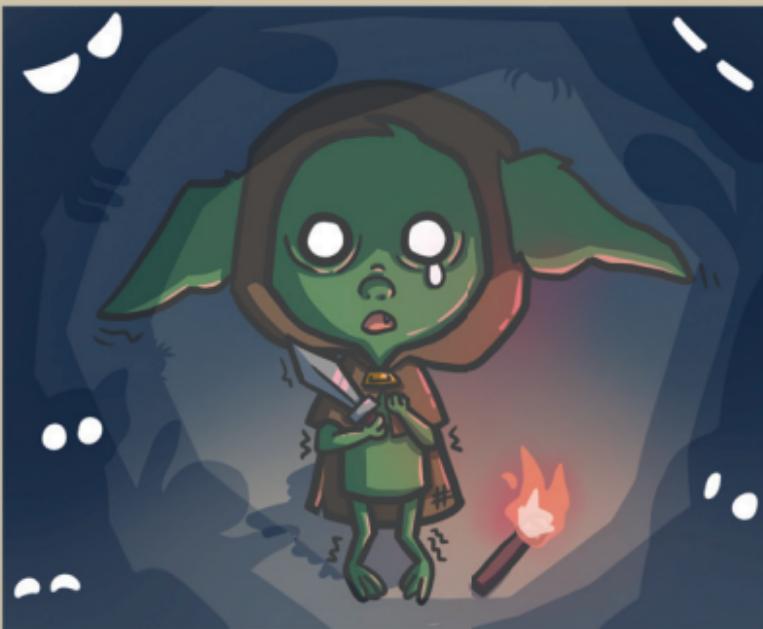
*Big and strong (for a goblin),
bears a grudge.*

Rampage

Nobody's safe. If the battle is won this round, there are **no survivors**.

Goblin Rogue

2



Always ready to stab
an adventurer in the back.

Backstab

If there is another goblin with a Power of 4 or more on the battlefield, the opponent is distracted, and Goblin Rogue counts as 6 instead of 2.

Goblin Rabblerouser



Small in stature, high in pitch.

War Cry

The Power of the **previous round**
may be added to this round's Power.

Goblin Impersonator

2



The most annoying goblin of the horde.

Occult Mimicry

Players may choose to **roll “odds and evens” on a d20** to perform an imitation. If you fail, the Impersonator’s **Power drops to 1**. If you succeed, the Impersonator’s **Power equals the strongest goblin of the Horde**.

Goblin Conjuror

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The goblin who always lights up some suspicious incense.

Summon Swarm

Players may choose to roll a d20 to summon a swarm of pests. The roll may be added to the Power of the Horde, if it **meets or falls below** the Horde's Power alone. If not, the Horde will succumb to the infestation and lose the round.

Goblin Spider-Rider

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Live to ride.

Dramatic Entrance

**Discard the weakest goblin of the Horde and place it in the Pile.
Discarded card doesn't add to the Horde's Power.**

Goblin Chariot

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Ride to live.

Class Betrayal

Unless discarded, Chariot stays in play during the next round. **Next round, Chariot's Power counts as 1.**

Goblin Firebug

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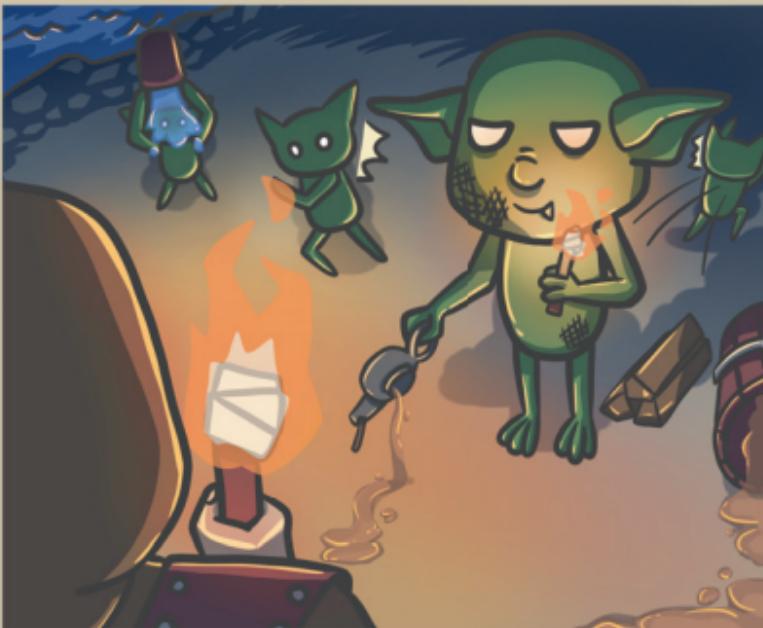
"LIGHT THE TORCH ALREADY!"

Pyromania

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Goblin Firehazard

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*Some goblins just want
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Inferno

If the foe uses fire, the players **may** choose to roll a d20 to let the flames engulf the cavern. The roll may be added to Horde's Power, if it **meets or falls below** the Horde's Power alone. If not, the Horde will lose the round.

Victor Goblinstein

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When a goblin plays god-lin.

Raise the Dead

Pick a random card from the Pile.
Add its Power and its feat to the Horde.

Goblin Jester



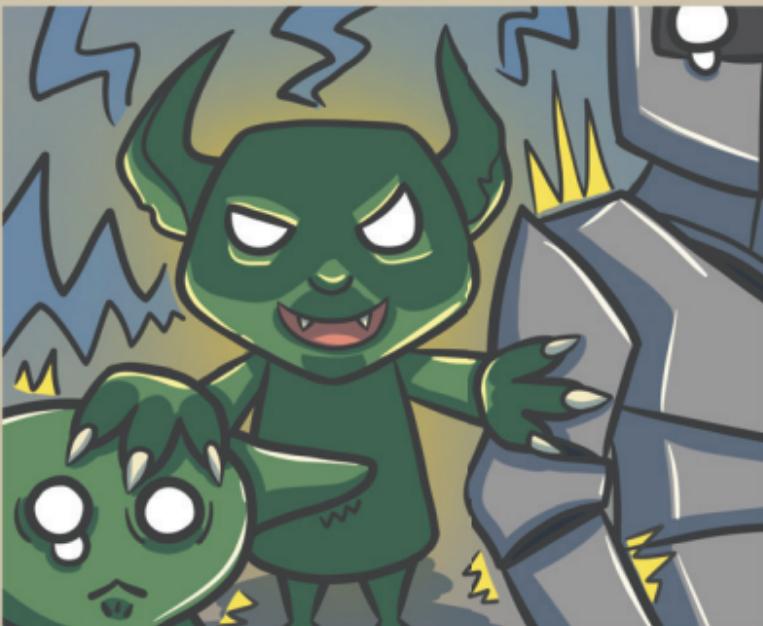
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One-Man-Show

Discard all played cards and put them to the Pile, **with the exception of Jester.**

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Turn Tail

Players may choose to roll “odds and evens” on a d20. On a successful roll, the foe is frightened and **the Horde’s Power is doubled for a round**. On a failed roll, all goblins are frightened and **the Horde’s Power is halved**.

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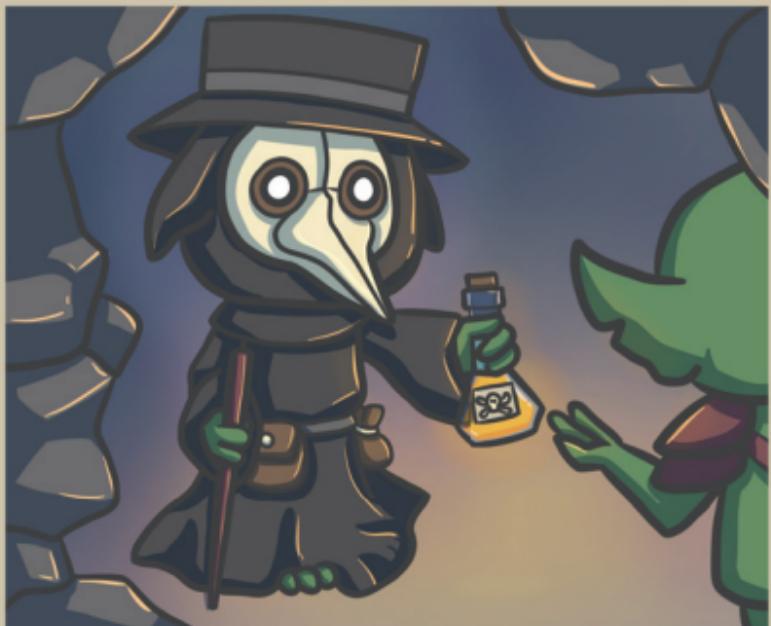
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Goblin Quack

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Chef of miraculous concoctions.

Sawdust and Cyanide

Choose a Minion card from the previous round and add it to the Horde.

Goblin Bard

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Everyone hates a bard.

Song of Pest

If the Horde loses the round,
discard only the bard. All the other
goblins will stay in play during the
next round.

Goblin Schemer

1



Evil laughter.

Plan B

For a round, ignore foe's abilities.

Goblin Connoisseur

2



"Meat is back on the menu."

Principles of Taste

When this card is revealed, the players may choose to feed the Connoisseur. The players then **sacrifice cards from their hand to the Pile**. For every card sacrificed, Connoisseur's **Power grows by 1**.

Goblin Catapult

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Riding on the wind.

Daredevil Assault

The players may choose to have goblins launched at the foe. Roll “**odds and evens**” on a d20 for every goblin launched. On a successful roll, the goblin will have its **Power doubled**. On a failed roll, **discard the goblin**.

Goblin Fancypants

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Looks and smells better than their kin.

Master of Disguise

Should the Horde be defeated this round, **roll “odds and evens” on a d20**. On a successful roll, Fancypants will **stay in play even during the next round**, being mistaken for an innocent gnome.

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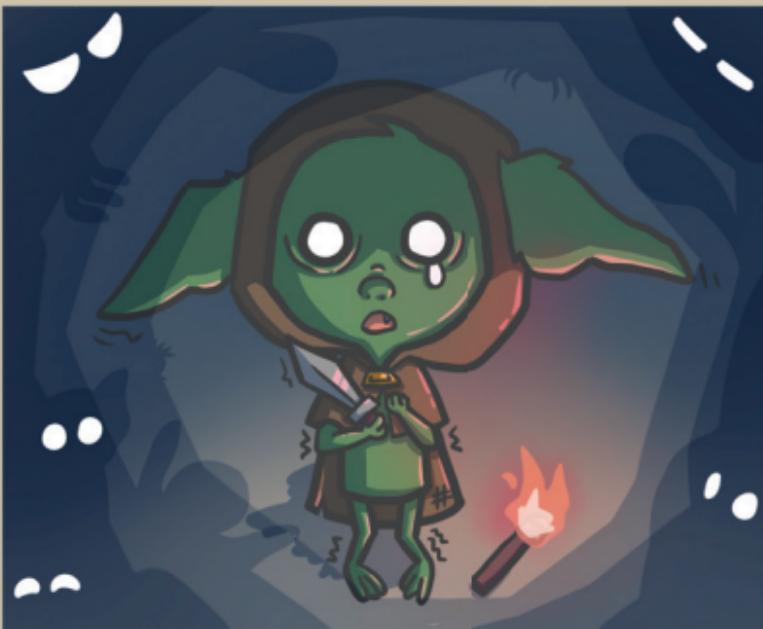
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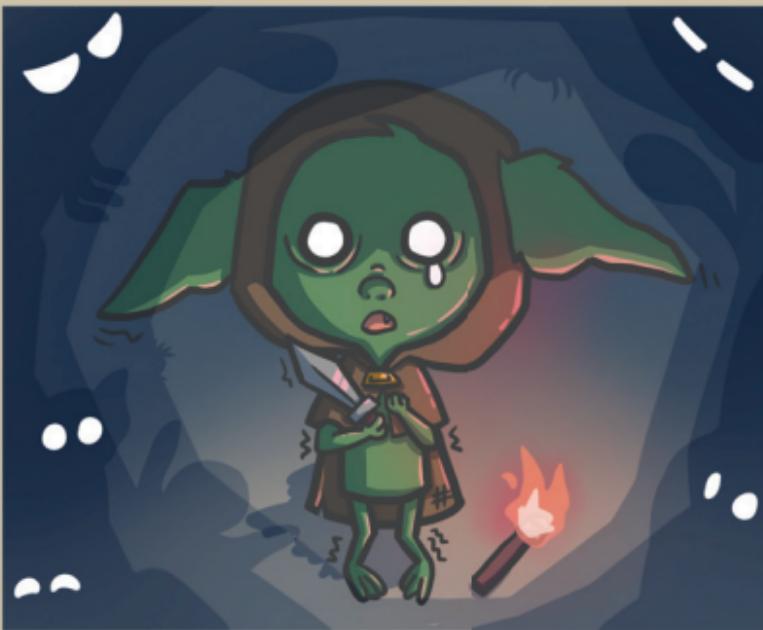
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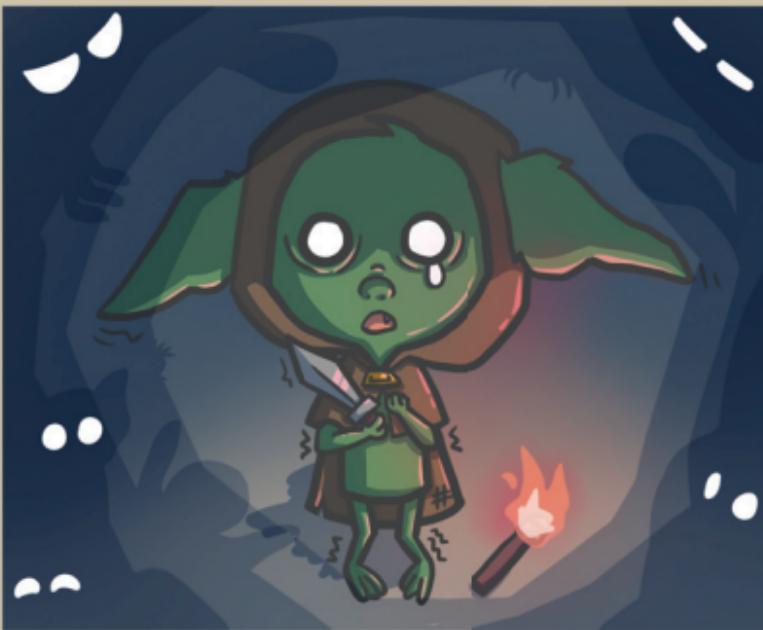
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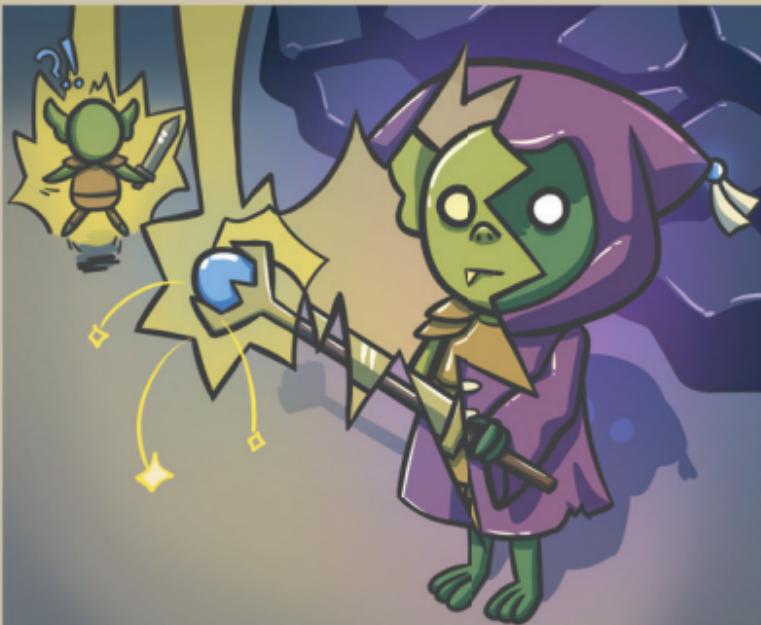
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Summon Swarm

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Goblin Spider-Rider

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Goblin Firebug

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"LIGHT THE TORCH ALREADY!"

Pyromania

If the foe uses fire, Firebug's Power counts as 6.

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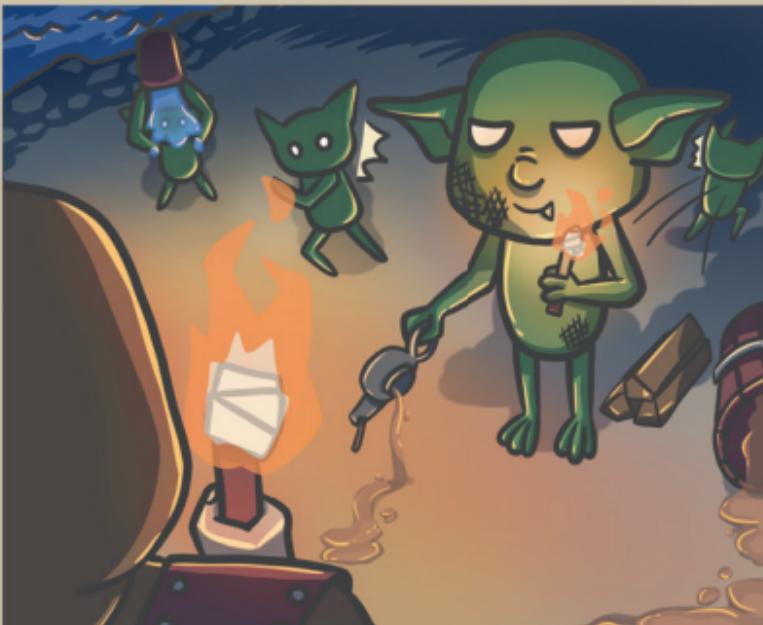
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Victor Goblinstein

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When a goblin plays god-lin.

Raise the Dead

Pick a random card from the Pile.
Add its Power and its feat to the Horde.

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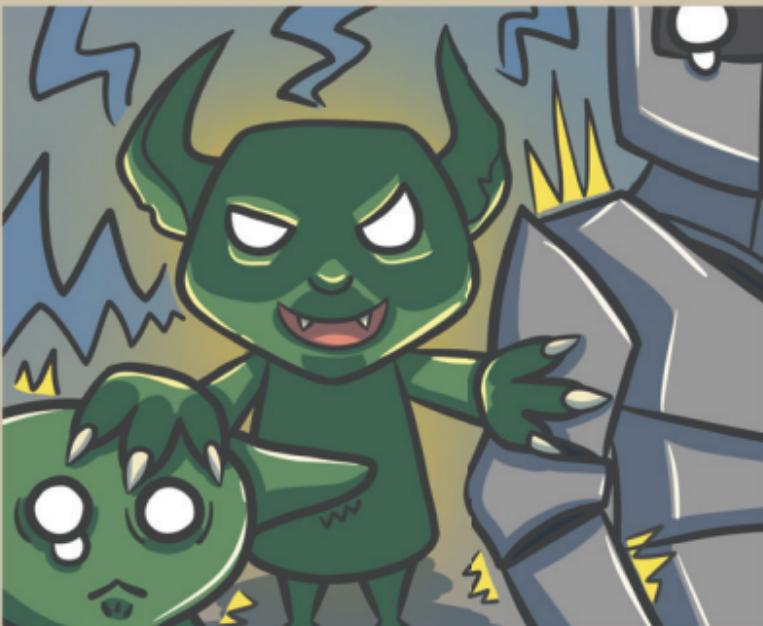
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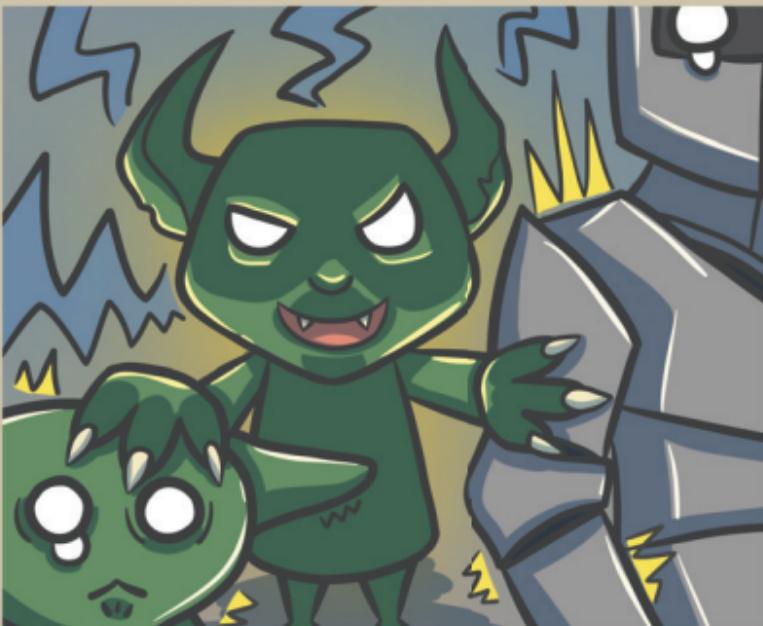
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Turn Tail

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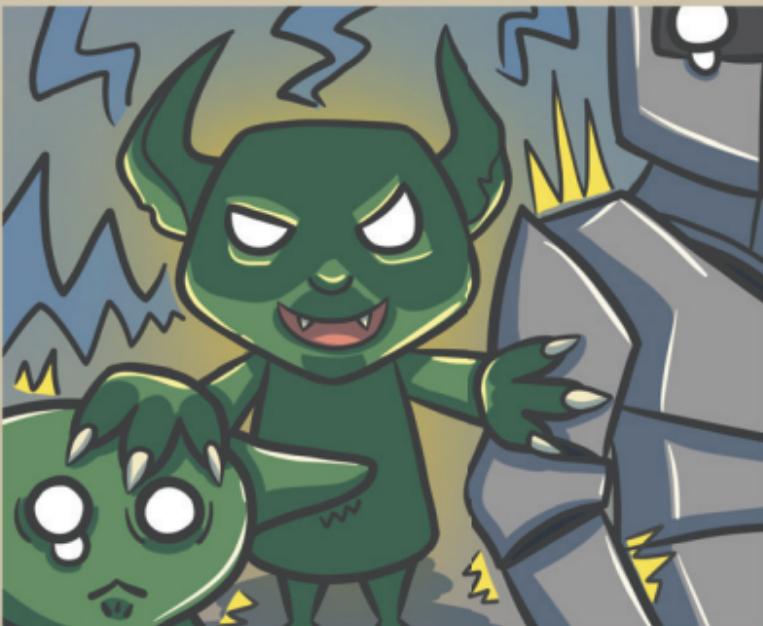
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Goblin Artificer

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One screwball of a goblin.

One-Hit-Wonder

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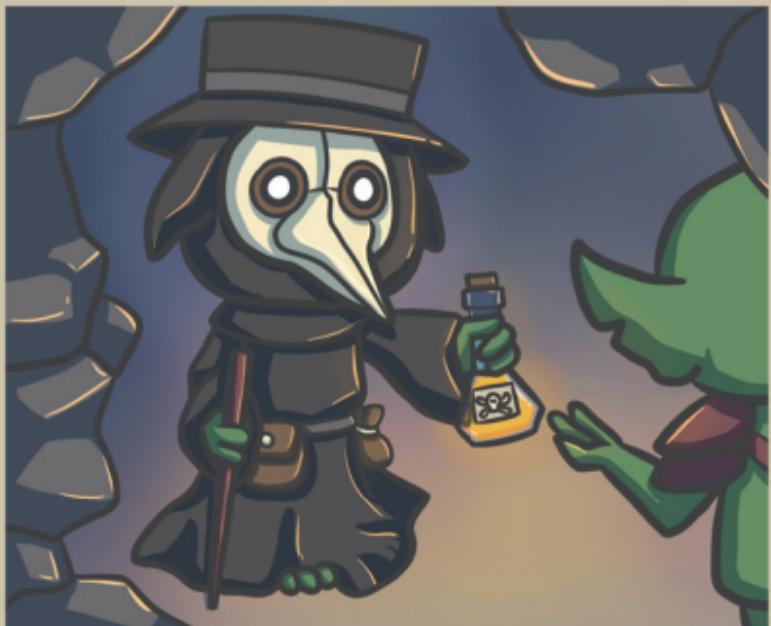
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Sawdust and Cyanide

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Master of Disguise

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Goblin Slayer-Slayer



GitHub

[HTTPS://GITHUB.COM/CRIPPI/GOBLIN-SLAYER-SLAYER](https://github.com/Criipi/Goblin-Slayer-Slayer)

DOWNLOAD AND INSTALL THE APPLICATION
FOLLOWING THE INSTRUCTIONS PROVIDED
ON THE GITHUB PAGE.



**GOBLIN
SLAYER-SLAYER**