

Going Down! - The World of Nasty, Brutal and Short

Introduction

"Life is nasty, brutal and short & so are you."

With that phrase in mind this game gives you the opportunity to play a vicious, malicious, selfish, pompous, aggressive yet cowardly little git to your heart's content.

No noble quests for fair maidens, no heroic treks across the wilderness for just the fame, and no great battles against hordes of evil foes for just the glory!

Goblin, Character, Society and Manners

Goblins are unique. More than that, they are amazing! They can survive (and are frequently forced to) where no other creature can. They live in underground swamps, tombs, semi-submerged caverns, lava tubes (even active ones), under the floors of houses, in sewers and cesspits.

Because of their size and intellect they have been squeezed out of the fairer lands onto the margins of history and existence. But survive they do, and even seem to thrive on this adversity.

Goblin society is based upon a continuously changing pecking order related to each Goblin's accumulated malice.

All goblins believe they are hard done to (and they are frequently right) and each humiliation hardens their resolve and the malice they bear the rest of the universe.

All Goblins suffer from an 'Ooh Shiny' complex. They love bling, new gadgets, outlandish clothes and anything else that gives them even a shred of self-esteem.

The Goblin sense of humour is central to their character. In short it is about humiliating your friends, often in an inventive and vicious way. Because they can regenerate most damage a goblin will think nothing of putting a live grenade down another goblin's shorts.

Goblins band together in gangs because no goblin will last long on his own. More important or malicious goblins will intimidate or even hire lesser gangs to carry out a wide range of tasks for them.

These tasks may include stealing stuff from the World Above, doing over other gangs, investigating potential (and probably dangerous) sources of wealth and power, and anything else that might get them in trouble.

The other Elder races treat goblins with utter contempt. They enslave them, force them to work, mine and fight for them, and expect them to die in droves. Some even eat them (see Trolls). And what do goblins get in return? Absolutely nothing.

Many of the most malicious goblins (the notorious Hobgoblins) think that it is time to end this. They have been sending increasing numbers of gangs out to obtain weapons, armour, technology and anything else that might give them an edge against the other Elder races.

It's time to give someone, or perhaps everyone, a good kicking!

The World Above

What does Mankind know?

The vast majority of Mankind know nothing of the world below for reasons that will shortly become clear.

To the average Joe, goblins, elves and trolls are the stuff of fairy tales. If they should happen to come across one they will quickly rationalize the encounter to a more plausible explanation. It was just kids in masks, a trick of the light, how much did I drink?

If they don't then *The Agency* takes care of them.

The Great Compact

A thousand years ago mankind and the Elder races came close to total war. At the last moment a mission by the Sandestins of the Seelie Court managed to come to an accord with the combined Emperors of Mankind.

This gave man hegemony over the surface world for a thousand years. The Elder races retreated to a few surface preserves and below the ground.

The Great Compact will shortly end and there are many amongst the Elder races who don't want it renewed. They argue that man has devastated the planet and it is time to take it back, by force if necessary.

This has caused a state of unrest called the Uncivil War between the Courts and their followers (and lots of work for goblin gangs).

The Man

This is the name given to the faceless individual who runs *The Agency*.

The Agency

This ultra secret and powerful trans-national organization monitors the activities of the Elder races, and covers up any 'unfortunate' incidents.

With the Great Compact due to end there has been an upsurge of such incidents, especially by members of the Unseelie Court, the Vampires, Lycans and Goblins.

All members of *The Agency* dress in dark business attire and sunglasses.

The World Below

The Sidhe

These are divided into the Seelie and Unseelie Courts and include a wide range of beings from the noble Sandestins and Quastrells, through the more 'normal' Elves down to the troublesome Picsie clans (imagine teen Goths with real magical powers).

All are arrogant, aloof and adept at sorcery.

The Dwarves

These are the most man-like race and many have 'gone up' and joined mainstream human society where their incredible skills with mechanical and electrical devices has served them well.

Some human Corporations have taken advantage of this to their profit, but it has set them at odds with *The Agency*.

Trolls

Few people, even below ground, have ever beheld a troll. For those that have it was

probably the last thing they ever saw. Trolls are fierce, territorial and very, very dangerous. They are the only race to openly eat the others.

Ogres

These are much more common than their cousins the Trolls. Many serve as soldiers for the various Sidhe factions.

They are huge, slow-witted and aggressive. Many are regular steroid abusers.

Dragons

A few of these magnificent creatures do exist, but how many is hard to quantify. This is mostly because they are talented shape-shifters and amazingly powerful sorcerers.

Some people think they are behind the current dissent in the Elder races ranks.

Mythic Beasts

Every mythic beast in tale and fable did once exist. Some have survived a millennium in hiding, but many are thought to be lost.

Human Beasts

There are two sub-races of humans who were bound by the Compact on pain of being hunted to extinction by both sides.

The Vampyr - a number of small clans operate in the Old and New Worlds, but have grown accustomed to keeping their activities quiet.

It is thought that some may even work for *The Agency*.

The Lycans - barely a few dozen of these are thought to remain. They include Werewolves (Europe), Fox People (China) and Wendigo (America) and some others.

Running Games of NBS

As we're sure you can imagine, the aim of *Nasty, Brutal and Short* is to have a laugh. So when planning a game there are just 2 rules:

1. Keep It Short & Simple, and
2. Rules are for the obedience of fools and the guidance of wise men.

NBS is a cartoon of a roleplaying game, because the goblins can regenerate and they are actively encouraged to be 'naughty'.

An Acme anvil/piano/boulder falls on your goblin - so what? He delivers a lit stick of dynamite and waits around to see what happens when it goes bang - oops! He machine guns his buddies while trying to hit that damned elven ninja - sorry dudes!

Give the gang a fairly simple objective and let them loose. Typical adventures could include:

1. Steal a magical thingummyjig from a museum/elf's temple/vampire's lair.
2. Go 'shopping' in PC World/Guns'r'Us.
3. Put the squeeze on a rival's operations.
4. Perform some network for a Hobgoblin crime boss. Rub some mooks out!
5. Bungle a Dwarven genetics lab in a big human corporation (mutations galore!).

Another great source are popular films: 'Goblins of the Lost Ark', 'The Good, the Bad and the Goblin', 'Lock, Stock and Two Smoking Ogres', 'The Very Dirty Dozen' or even 'The Maltese Goblin'. In fact any thriller or gangster movie - need we say more?