

MY DATE WITH A GOBLIN GIRL



A SOLO JOURNALING RPG
BY TWISTINGTOXIC

MY DATE WITH A GOBLIN GIRL

The World's Greatest Goblin Dating Game,
Brought to you by TwistingToxic

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Introduction

Welcome to *My Date With a Goblin Girl*! In this game, you will embark on a solo, narrative-driven experience of taking a goblin girl out on a date.

By drawing cards from a deck, you will discover new details about your date, be subject to random events, and make your way through an evening of romance, lust, and chaos.

Supplies Required

- Something to write with
- A set of dice (d4, d6, d10, d12)
- A deck of playing cards

Alternatively:

- Virtual dice: tacticaltokens.com/dice-roller
- Virtual cards: missingdice.com/random-playing-card-shuffler

Journaling

My Date with a Goblin Girl is an exercise in creative writing. Random prompts will guide you along a journey of discovering more about a goblin girl and how the date with her unfolds.

The game is self-guided, meaning you are free to interpret each prompt in any way your imagination pulls you. You can write as much or as little as you choose. Should a prompt not fit, simply draw another.

The more written for each prompt, the more inspiration you will find for future prompts, as ideas and events can develop over several cards. What could be written for a prompt now, only to be expanded on later? How do previous prompts foreshadow the current one?

Gender

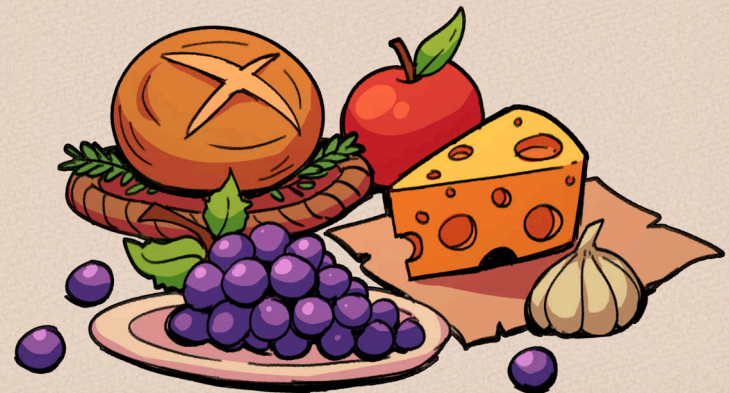
Throughout the book, the date is referred to using she/her pronouns, but these can easily be replaced as desired. Rolls such as 'bust size' may be substituted for alternative features. The prompts presented act as suggestions, and they can be interpreted however you wish.

The Setting

The game can take place in any setting that allows for a dinner date. This could be a tavern in a medieval fantasy world, a classic American diner from the 60s, or a cyberpunk bar in a dystopian future.

Several options for Likes and Dislikes assume a modern setting. You are encouraged to be creative when it comes to interpreting these prompts in the context of the setting: What could 'technology' mean in a traditional fantasy world? What kind of 'fishing' does she enjoy in a cyberpunk future?

If a roll doesn't work, don't be afraid to re-roll.



Step One: Who are You?

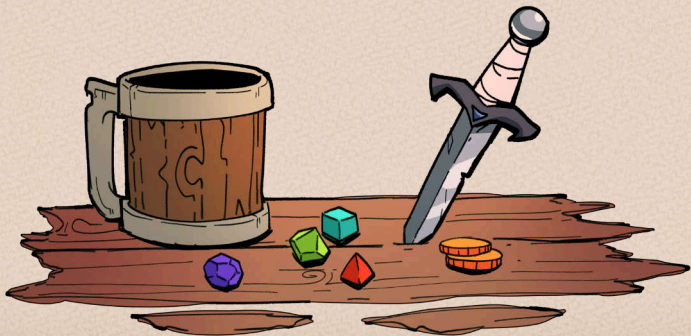
To begin, you should decide who you will be during the date. You could be a confident businesswoman with a certain charm women can't resist, or a shy knight who's never been laid before. Maybe an existing character from a previous campaign, or just be yourself.

While the creation of the player character is narrative, you can use any role-playing system to build your character if you wish.

A good idea of who your character is helps provide a clear mindset when interpreting prompts. However, it could easily be kept open-ended and determined through play; there are no solid rules here.

Below are some questions to help you create your character:

- What do you look like?
- What's your occupation?
- How long have you been single?
- What are your hobbies or interests?
- What's your relationship with your family like?
- What motivates you?
- What kind of first impression do you normally make?
- What's your biggest strength?



Step Two: Who is She?

As with the player character, the goblin girl could be a pre-existing character or an entirely new creation. You can either select from or roll randomly on the tables on the next page to determine:

- Height
- Body type
- Bust size
- Hairstyle
- Hair colour
- Eye colour
- Extras and accessories
- Fashion style

As an optional feature, you can roll for her goblin species. (See more information at twistingtoxic.com/gobllore)

In addition to her physical features, you should determine a handful of personality traits. To get started, it's recommended your goblin has:

- Two Traits
- One Like
- One Dislike

Throughout the game, you will learn more about your date, so a smaller starting list leaves room to develop her personality. She may even start as a total mystery, but at least one aspect of her drew you together for a date.

Physical Features

<i>d12</i>	<i>Height</i>	<i>Body Type</i>	<i>Bust Size</i>	<i>Hairstyle</i>
1	Small (under 3ft)	Muscular	Flat	Ponytail
2				Bun
3	Average (3'-3'6"ft)	Lean	Small	Let down
4				Braid
5		Scrawny	Average	Bangs
6				Bob
7		Average		Side Shaved
8				Pixie
9		Large	Pigtails	
10			Double Buns	
11	Tall (3'7"-4ft)	Thicc	Very Large	Mohawk
12	Very Tall (over 4ft)	Extra Thicc		Half-up Half-Down

<i>d12</i>	<i>Hair Colour</i>	<i>Eye Colour</i>	<i>Other</i>	<i>Style</i>	<i>(Optional) Species</i>
1	Brown	Brown	Freckles	Gothic	Forest
2	Blonde	Yellow	Glasses	Girly	Mountain
3	Black	Black	Ear Piercing	Sporty	Volcano
4	Red	Red	Facial Piercing	Nerdy	Swamp
5	Orange	Orange	Scar	Grungy	Ice
6	Blue	Blue	Tattoos	Business	Savannah
7	Green	Green	Bandages	Casual	Jungle
8	Purple	Purple	Necklace/Choker	Elegant	Cloud
9	Pink	Pink	Bracelet	Punk	Desert
10	White	White	Ring	Bohemian	Tundra
11	Grey	Grey	Beauty Mark	Streetwear	Sea
12	Multicoloured	Heterochromia	Birthmark	Artsy	Hybrid

Personality Traits

	<i>D6</i>					
<i>d10</i>	1	2	3	4	5	6
1	Impulsive	Irritable	Ambitious	Energetic	Dishonest	Compassionate
2	Friendly	Generous	Submissive	Dominant	Immature	Greedy
3	Extroverted	Mature	Apathetic	Cautious	Jealous	Trusting
4	Stubborn	Agreeable	Enthusiastic	Introverted	Sensible	Gullible
5	Confident	Talkative	Cruel	Judgemental	Graceful	Empathetic
6	Logical	Depressed	Irrational	Lazy	Charming	Unpredictable
7	Curious	Sarcastic	Reserved	Persistent	Cynical	Clingy
8	Innovative	Brave	Optimistic	Disorganised	Impatient	Vain
9	Proud	Insecure	Independent	Honest	Adventurous	Serious
10	Rebellious	Arrogant	Clumsy	Cowardly	Patient	Pessimistic

Likes / Dislikes

	<i>D4</i>			
<i>d10</i>	1	2	3	4
1	Fighting	Fishing	Collecting	Technology
2	Board Games	Sports	Mythology	Writing
3	Reading	Singing	Food	Cooking
4	Alcohol	Travelling	Film	Nature
5	Dancing	Science	Gambling	Fashion
6	Art	DIY	History	Pottery
7	Baking	Politics	Astrology	Meditation
8	Theatre	Vehicles	Insects	Fitness
9	Crafts	Weapons	Weather	Animals
10	Video Games	Cleaning	Music	Gardening



Conflicting Results

When rolling random traits, some results may appear to conflict with existing traits ('mature' and 'immature', for example). You may wish to re-roll these conflicts.

However, there may be an explanation: perhaps she's mature most of the time, but when it comes to toilet humour, she's incredibly immature. The same applies to her Likes and Dislikes.

Such nuances can help develop an interesting character.

Step Three: Set the Scene

With your player character and the goblin girl created, it's time to figure out the setup for the date. The answer to each question could be a scene on its own, or it could exist as some quick notes to call back to during the date.

How did you meet?

Decide how you first met the goblin girl. Did you have a shared taste in music when you met at a concert? Maybe an online interaction while gaming? The personality traits from the previous step are a good place to start.

Why are you going on a date?

No matter how you met, something about the goblin led you to this date. Perhaps her dominant personality made her ask you out on the spot. Or maybe her fashion choice was so eye-catching that you couldn't help but express your interest.

Where are you going?

The game takes place in a dining establishment, but it's up to you what kind of place that is. Pick a setting, such as a seedy tavern in a strange neighbourhood or a luxurious restaurant atop a futuristic skyscraper. What kind of food does it serve? What are the other patrons like? Why was the date arranged here?

Step Four: The Date

How does it start?

With the stage set and the characters made, it's time to begin the date. Write the introduction scene before drawing any cards to help set the mood. How was the journey here? Who turned up first? How long did you have to wait?

Eventually, you sit down together. What does she look like? Does she seem pleased or annoyed? Who speaks first? If you want guidance on how to get started, roll on or select from the starting point table:

1d12	Starting Point
1	You turn up late. How does she react?
2	She turns up late. Does she apologise? Are you annoyed?
3	Your greeting is awkward. How do you recover? Does it shake your confidence?
4	Your greeting is smooth. What do you chat about as you sit down together?
5	You forget her name. Does she notice before you remember? Do you ask her to remind you?
6	You bring a small gift for her. What is it? Does she appreciate it?
7	She brings a small gift for you. What is it? How do you feel about the gesture?
8	You accidentally bump into each other. Do you laugh it off together, or is it awkward now?
9	You both arrive and realise there's a special event at the restaurant. What is the event? Is it a magic show, or a live band playing? How do you both react?
10	She comes through the door a moment after you but immediately trips over. Do you catch her? Does she seem embarrassed?
11	She arrives after just trying a new hobby. What does she have to say about it? Does it lead to an interesting conversation? Roll a Like or Dislike.
12	Your date arrives but something seems different from when you first met. How do you react? Do you like it, or do you feel thrown off? Roll a Trait.

The date itself takes place as cards are drawn from a shuffled deck, guiding your writing with prompts:

- Hearts represent *Lust*
- Diamonds represent her *Goblin Nature*
- Clubs represent the *Environment*
- Spades represent *Traits*

Once your setup is established, draw a card from the deck. The card prompt gives inspiration for the scene, and you write your interpretation of the result. Once satisfied, the next card can be drawn, and the date progresses. Scenes may occur back-to-back, or some time may pass between each result.

The date ends when a set number of kings are drawn. For an average-length game, ending on the second king typically provides a suitable number of events. For longer games, the third or fourth king could be when the date concludes.

Ending on kings is only a suggestion: These cards provide some of the more impactful prompts that lend themselves to finishing the night. However, you may decide that another prompt works better as a conclusion. When assessing if the date should end after a certain prompt, consider the amount of time passed, how the date has gone so far, and what the ending may mean for the future.

Optional: Jokers and Chaos Events

The joker cards are typically removed from the deck during play. However, if you desire a chance of chaos interrupting the date, leave them in. When a joker is drawn, you must roll on the Chaos Event table (see page 22). These results will dramatically impact the date, at best derailing all expectations and, at worst, completely breaking the game.

For a more serious goblin dating experience, jokers should not be included.



Hearts//Lust

A	Your date seems flustered and distracted; she's been hiding something saucy from you. Maybe something you said turned her on. Perhaps she's had a discreet toy in and has been struggling to suppress her reactions. Does the revelation excite or frighten you? How does she act now that the truth is out?
2	Your date hands you something, perhaps a drink to try or salt for your food. Her fingers brush against yours momentarily. How do you both react to the brief contact?
3	A quick glimpse at one of her features sets your heart racing and your thoughts going down dirty avenues. Was it the brief, mischievous look in her eye? Did her top strap fall from her shoulder, revealing more skin?
4	List three things you find alluring about your date.
5	With a bout of confidence, you compliment your date. What do you say? How does she react?
6	You catch your date stealing glances at you when she thinks you're not looking. What part of you is she drawn to, and how do you react when your eyes meet? Do you call her out and tease her, or is she quick to move onto a new topic?
7	Your date leans in close to whisper something teasing in your ear. What does she say? How does it make you feel?
8	Your date can't help but be curious about a difference between the two of you. Perhaps it's how tall you are, or maybe you compare hand sizes. How does she react? What do you say in response?
9	She casually invades your personal space, leaning over across the table or pressing her knee against your thigh. How do you handle this close proximity?
10	Something she says or does undeniably turns you on, and your date notices it. Whether your arousal is visible or more subtle, how do you both react? Does she pretend not to notice, or does she tease you about it?
J	Her body language shifts, subtly or not, as she tries to make a move on you. Do you notice, or are you oblivious to her desires? Do you show your interest back?
Q	Your date has a wardrobe malfunction. Perhaps her bra falls down, revealing a peek at her nipple, or maybe she bends over to reveal the lack of panties under her miniskirt. Does she notice? How do you react?
K	Your date has been struggling to keep her feelings in check, but her goblin instincts finally take over, and she jumps at you to kiss you passionately. If this is your endpoint King, your date is so overcome with feral lust that she needs relief. You may decide to take her back home, or she might be so desperate that she drags you into the toilets to get busy. Perhaps you're so shocked that you decide to ditch the date altogether.



Diamonds//Goblin Nature

A	It's revealed that your date pickpocketed you earlier, maybe before you even sat down. She couldn't resist whatever interesting trinket or gadget you had. What was it she stole? How did she steal it without you noticing? Does she give it back?
2	A shiny object catches your date's eye, and she becomes obsessed with obtaining it. Do you help her acquire it, or try to distract her?
3	She becomes jealous of someone looking at you and gets aggressive. How do you calm her down and reassure her? Did you expect this jealousy from her?
4	She becomes defensive when asked about her past or something she considers personal. How do you go about talking to her about it? Does she react well, or does she become more guarded?
5	She becomes fiercely protective of you when someone seems to threaten or insult you. How do you handle her aggressive defence? Is this a new side of her you haven't seen before?
6	A nearby table is vacated, leaving some food or valuables behind, which your date notices and decides to try and claim for her own. Are you surprised and appalled, or do you join her?
7	Your date catches you looking at someone else passing by. How does she react? Does she seem insecure, or intrigued?
8	Your date seems to be getting bored. How do you appeal to her goblin nature to keep her entertained?
9	You get into a conversation about her family and learn something about goblin customs. How is it different from your own? Is it something she likes, or does she resent it?
10	Another patron seems to catch your date's attention. Is it the fact that they're covered in gold jewellery? Did she overhear them trash-talking a friend of hers? How does she react, and what do you do?
J	You catch a whiff of her scent. What does she smell like? Does she have a natural goblin musk, or does she wear a sweet perfume?
Q	You bring up a fact you heard about goblins to ask your date if it's true or not. What do you ask, and how does she respond?
K	Your date's chaotic side gets you both into trouble—maybe she's too aggressive with a waiter, pulls a prank too far, or tries to steal a shiny candlestick. Whatever it is, the owner is called over to have a stern word. If this is your endpoint King, you're kicked out of the establishment. Depending on how your date went, this could be the end, and you go back home relieved to be away from that psycho. Or maybe crazy is just your type, and you find a venue to wreak more havoc upon.

K
♣



♣
K

Clubs//Traits

A	Your date has been lying about something—maybe a hobby she made up to sound cool, secretly liking country music, or pretending to be stoic when she's actually a goofball. How do you feel about this revelation? Does she seem remorseful? Re-roll an existing Trait, Like, or Dislike.
2	You and your date end up disagreeing on a certain topic. Maybe she thinks that pineapple belongs on pizza, or that any other genre of music besides goblinpop sucks. Roll a Dislike.
3	You discover your date shares a common interest with you. It could be that you both like going to the theatre or that you're both cat people. Roll a Like.
4	During your conversation, your date reacts strongly to a topic or situation, revealing a new personality trait about her. Perhaps she has a fixation on ancient pottery, or she feels particularly cynical about the latest video game release. Roll a Trait, and roll a Like or Dislike.
5	Your date mentions a hobby or interest that you didn't expect. How does this come up, and what do you think about it? Roll a Like.
6	You find out that you and your date have had a similar life experience or adventure. How has it impacted both of your lives? Roll a Trait.
7	You notice something that annoys your date. Perhaps she has a pet peeve for restaurants having too much cutlery, or she sees another patron wearing a tacky coat. What is it that bugs her? Roll a Dislike.
8	Your date shares a memory that reveals something important about her personality. What is the memory? What does it tell you about her? Roll a Trait.
9	Your date talks about her favourite way to spend a weekend or free time. Is it obscure, or is it something you would also enjoy doing? Roll a Like.
10	Your date expresses a strong interest in a particular culture or tradition. Perhaps she loves how decadent elven food is, or she admires orcish fishing boats. Is it strange, or is it something you also like? Roll a Like.
J	You talk about different seasons and why you like or dislike them. Perhaps she loves summer because of ice cream. Maybe she hates winter because she struggles to grow vegetables. Roll a Trait, and a Like or Dislike.
Q	During your time together, you notice the type of humour your date appreciates. Is it something you understand and also find funny, or is it obscene in a cute kind of way? Roll a Trait.
K	You and your date discover something so intriguing about each other that you plan your next date around it. If the last card was Hearts, roll a Like; if Diamonds, roll a Dislike; if Spades, roll a Trait; if Clubs, you choose. If this is your endpoint King, you decide to leave the date immediately. Based on your roll, why do you leave? Maybe you both hate Italian food, despite being in an Italian restaurant, or you realise she's too introverted for such a busy place and head to her place to play video games. Perhaps you both love theatre and take her to performance tonight.



Spades//Environment

A	It's been revealed, either by her or someone else, that your date has caused a scene at this restaurant before. Perhaps it was a loud drunken rant from atop a table or buying the whole establishment a round of drinks. Do the staff recognise her? Does she own it or stay quiet? Do you try to smooth things over or unintentionally make it worse?
2	The couple at the next table starts having a heated argument. How do you and your date react to the rising tension nearby?
3	A live band starts playing. Does it add a romantic ambience, or does it only make it more difficult to hear each other?
4	The waiter accidentally spills a drink on you or your date. How do you both handle the situation? Does it lead to laughter or anger?
5	An animal has made its way to your table. Perhaps a rat skitters about your feet looking for crumbs, or a dog whines at your date for some of her meal. How do you and your date react to the unexpected guest?
6	The venue is either too hot or too cold for your date. Do you offer your jacket to your date? Was the temperature really an issue, or was she just wanting to see how you reacted?
7	You hear voices from the next table talking about you and your date. What are they saying? How do you respond?
8	Take in your surroundings. What does the venue look like? Has it gotten busier since you first got here? What are the fellow patrons like?
9	How much time has passed since you arrived here with your date? How do you think it's going, or going to go?
10	Your date excuses herself to go to the toilet, leaving you alone for some time. How do you pass those minutes? Do you worry she might not come back?
J	An odd guest appears at your table. They might be trying to sell you a rose, or maybe they're going to demonstrate a magic trick for entertainment. Do you and your date welcome the intrusion? Does your date like this stranger, or does she seem irritated?
Q	From across the room, you or your date notice an ex-partner. What do they look like? Does an argument break out? How do you and your date react to this potentially awkward encounter?
K	A major event disrupts your date, grabbing everyone's attention—maybe a power outage steeps the room into darkness, the head chef quits dramatically, or a guest has a near-death experience from choking on a peanut. If this is your endpoint King, the event is so impactful that the establishment has to shut down for the night. This end may be so disastrous that you and your date part ways, or perhaps you decide to continue your date elsewhere.

1d12

Chaos Event**1**

Your singular goblin girl is revealed to actually be three goblin girls in a trench coat. How did they all fit in there? What is going on?

2

Your date reveals she's been lying about her personality this whole time. Why was she doing this? Can you continue your date? Re-roll any Traits, Likes and Dislikes.

3

It turns out you're on the wrong date with the wrong person. How did this happen? Where is your real date? Was this her plan? How did you not notice?

4

Your date reveals she's actually royalty and has been hiding in disguise. What's her true status? Why is she hiding? Do you both run away from the king's guard that's chasing her?

5

Your goblin girl's goblin girlfriend turns up at the restaurant, fuming that she's being cheated on. Does your date end, or do things change when the goblin girl's goblin girlfriend realises she's attracted to you?

6

Your date's evil twin turns up and is the exact opposite of her in every way except one. What's different? How does this change your date?

7

Your date's identical twin turns up and is the same as her in every way except one. What's different? How does this change your date?

8

Your date turns out to be a hired assassin who was sent to hunt and kill you. Does she succeed, or can you convince her to back down? Why was she sent to kill you, and why does it low-key turn you on?

9

It turns out your date is a shapeshifter. How does this come up? Does she reveal her true form?

10

Your date is revealed to be an agent sent from the future. Why is she here with you? How far from the future is she?

11

You realise that you are the goblin girl, not the player. Your perspective changes, and any further prompt cards are written from her point of view.

12

Your date senses that time and space is all wrong, and realises she's in a solo RPG called *My Date with a Goblin Girl*. Does this break her mind, or does she take the opportunity to ruin the player's game?

Step Five: Ending

Be it good or bad, the date will eventually end, but perhaps this story is only just beginning. Afterwards, you may consider:

- How did the date go?
- Are you going back to her place to satiate her lust?
- Will there be another date in the future?

You may choose to take the same goblin on a second date. Maybe you ended up in a fist fight. Or perhaps you find yourself asking out the other goblin who had been eyeing you up from across the room...

Thank you for playing!



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TAVERN**