

# GOBLIN POWER

Thoughts of Uthden the Thunker











## Fight as pack. Share the spoils.

Long ago Uthden watch wolf pack for three whole day. Uthden hiding in tree because wolf pack also watch Uthden for three whole day. Wolves look hungry. Uthden look tasty.

Big wolf walk away first. Small wolf walk away after. No wolf spend all day arguing who walk first.

One young wolf try leave pack and hunt alone. Wolf come back with no rabbit, one sore leg, and much less confidence. Other wolf not laugh. Much.

Later, big wolf find deer. Too big for one wolf. Too fast for one wolf. Too angry for one wolf.

Pack chase together. One wolf bite leg. One wolf bite tail. One wolf get kicked and fly through bush. Eventually deer become dinner.

Goblin chief hear story and say, "Then strongest wolf get biggest meat. Wrong thought."

Strong wolf eat first. Weak wolf eat later. But less hungry wolf tomorrow help hunt better. Dead wolf help nothing. So wolf pack stay wolf pack.





## Dragon Not Care Who Own Gold

Uthden once listen to ten goblin chiefs argue over treasure cave. 1 chief say gold belong to his tribe. Other chief say his tribe find cave first. Argument last three day. Nobody get richer. Everybody get louder.

On 4th day, dragon come and not ask question. Dragon not care about tribe border. Dragon take gold then take 3 chiefs. Later, surviving goblins return to cave. Gold gone. Chiefs gone. Cave suddenly very quiet.

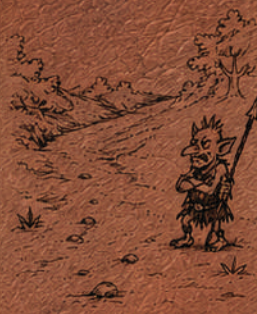
Many seasons later goblins build watchfires on hills. A tribe watch north. A tribe watch south. A tribe watch sky because remember dragon attack from sky.

When dragon return, horns sound from every hill. Dragon see many goblins. Dragon see walls. Dragon see spears. Dragon leave and eat cows instead. Cows never organize.

Goblin chief hear story and say "Then hide gold better". Uthden think chief miss point. Dragon find hidden gold sometimes. Dragon find lonely tribe almost every time.

If ten tribes stand alone, dragon find ten easy meals. If ten tribes stand together, dragon find one big problem meal and go eat cows instead.





Destroy all once = goblin fed once.

Disrupt all often = goblin fed often.

Utthden watch goblin tribe ambush merchant wagon. Good ambush. Merchant lose wagon. Tribe lose three goblin. Chief celebrate. Meat for days. Shiny for month. Everybody happy.

Then road empty. No wagon. No merchant. No horse. No supplies. Tribe spend many day hiding in bush waiting for next ambush. Bush not contain many merchant.

Different tribe try different idea. They stop wagon. Take little gold. Take little food. Tell merchant. "Pay toll if want safe road."

Merchant complain. Merchant pay. Merchant come back next month. Then merchant bring

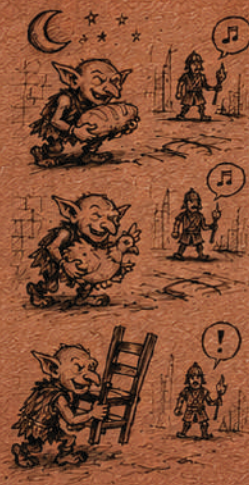
friend. Then merchant bring bigger wagon. Then merchant bring more gold than first wagon have.

Goblin chief hear story and say. "Should take all gold." Wrong thought. Take all gold once. merchant stop coming. Take some gold many time. merchant become income.

Very important goblin word. Income. Later. bandits attack road. Merchant pay goblin tribe protect caravan. Bandits very confused. Goblin tribe also confused. but gold still spend same.

Utthden think many goblin mistake meal for farm. Meal good today. Farm good all tomorrows!





## HUMAN CITY BIG BECAUSE HUMAN LAZY

Uthden once see human city for first time. Human build house. Then many more houses. Humans stay in one place and collect many things.

Goblin have caves. Goblin have villages. But human city bigger than any sensible creature would make. Barrels. Tools. Food. Coin. Chickens. Chairs. Uthden not understand why human need so many chairs.

One goblin chief see city and say, "We take everything." Uthden ask how. Chief point at city. Very large city. Very ambitious chief.

One goblin sneak into city and take loaf of bread. Nobody notice. Next night, goblin take chicken. Nobody notice. Third night, goblin take chair. Human notice. Uthden still not know why chair matter more than chicken.

Soon more goblins sneaking into city. Then somebody get caught. Human become very motivated. Human follow tracks. Human ask questions. Questions eventually arrive at goblin cave. Uthden think chief make mistake.

Take little. human think accident. Take much, human think robbery. Best treasure is treasure human not realize missing or not blame goblins.

Another goblin chief say, "Then attack city beside cave." Uthden think this chief also miss point. If human angry, first place human look is nearby. Goblin should be inconvenient.

When bear angry, squirrel not build nest beside bear den. Human city big because human lazy. Goblin smart enough to take little and stay quiet stays alive for long time.





## Even bad things can lead to good things. Give Time.

Big tree fall near goblin camp. Many goblin sad because tree hold rope swing. Chief also sad because tree fall on Chief's hut. Tribe leave before winter and follow the herds. When spring come, goblins return to same valley.

Old tree still there. Now whole log covered in mushrooms. Goblins come with baskets. Everybody suddenly mushroom expert.

One goblin eat red mushroom and spend afternoon arguing with rock. Rock win debate.

Second goblin eat spotted mushroom and spend two day fighting spiders nobody else see. Third goblin eat wrinkly brown mushroom and spend rest of life dead.

Important lesson. Not all mushroom same mushroom.

Uthden eat little blue mushroom. Very little. Then Uthden understand why river keep moving and why birds sing and why chief never listen. Very brain good afternoon.

When strange colors finally stop. Uthden pick only good mushrooms. Whole tribe eat for many week and dry enough mushrooms for summer travels.

Chief say fallen tree bad luck because it crush hut. Uthden think chief only looking at first season. Old tree become mushrooms. Mushrooms become food. Food makes happy tribe.

After bad thing happen. come back and look again. Sometimes dinner grow from disaster. Sometimes poison grow there too. Tribe need Uthden the Thinker to know difference.



