

THE GOBLIN HYPOTHESIS

Goblins are not creatures. Goblins are a coupling. The standard fantasy encyclopedia describes a goblin as “small, green, antagonistic, lives in holes.” This zine argues that the only honest description is field-theoretic.

A goblin, properly understood, is the lowest-energy excitation of a localized chaos field around a region of human story-making. Where stories accumulate, goblins precipitate.

THE STANDARD FIELD

Take a region of narrative space. Around any campsite, any tavern, any unattended cart of cabbages, there is a low background level of *incident-pressure*. Normal regions have a flat field. But certain regions, near players, near roads, near treasures, develop perturbations.

When the perturbation crosses a threshold, the field discretizes. A goblin appears, exactly enough goblin to relieve the local pressure, and not one ounce more. This is why goblins always seem to arrive in the precise number needed to make a problem interesting.

A goblin is not a noun. A goblin is a verb that became briefly embarrassed about being a verb.

PREDICTIONS

If the hypothesis is correct, we should observe:

1. Goblins are scarce in regions of low narrative pressure (libraries, accountants' offices, lighthouses with one keeper).
2. Goblins cluster near unattended treasure proportional to the treasure's *narrative weight*, not its monetary value.
3. Two-goblin encounters are far less common than one-goblin or six-goblin encounters, because two is too obviously a fight and not enough to be a skirmish. The field disfavors uninteresting solutions.

All three are observed in published modules. Score one for goblin field theory.

THE QUANTUM BIT

Here is the part that will get me uninvited from conventions: I claim goblins are entangled.

When a party kills a goblin in dungeon A, a second goblin three corridors away in dungeon B becomes statistically more aware of the player party, even if no in-world signal could possibly have reached it. The mechanism is the GM. The GM is the entanglement bus. The GM is

reading the same notebook for both encounters, and the notebook is the local copy of the universal goblin field.

This is not mysticism. This is just acknowledging that the table is the substrate of reality.

That's it. Buy me a coffee if this changed your mind, or just print it out and tape it to the wall behind the GM screen, which is the natural habitat of this kind of thinking.