





# GOBBLE

Two cave goblins attempt to become pop stars on a surface world that much prefers they didn't.





# SYNOPSIS

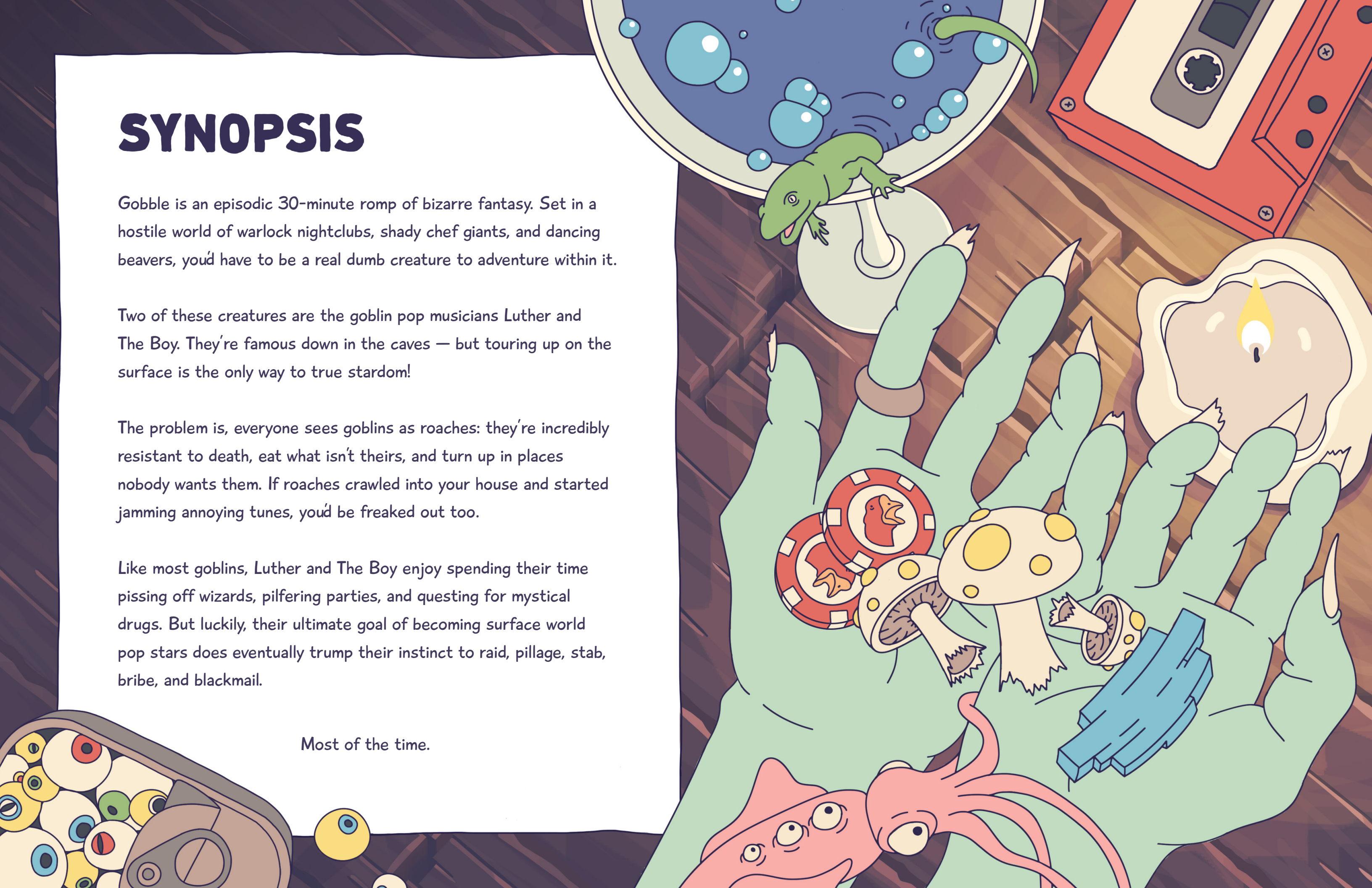
Gobble is an episodic 30-minute romp of bizarre fantasy. Set in a hostile world of warlock nightclubs, shady chef giants, and dancing beavers, you'd have to be a real dumb creature to adventure within it.

Two of these creatures are the goblin pop musicians Luther and The Boy. They're famous down in the caves — but touring up on the surface is the only way to true stardom!

The problem is, everyone sees goblins as roaches: they're incredibly resistant to death, eat what isn't theirs, and turn up in places nobody wants them. If roaches crawled into your house and started jamming annoying tunes, you'd be freaked out too.

Like most goblins, Luther and The Boy enjoy spending their time pissing off wizards, pilfering parties, and questing for mystical drugs. But luckily, their ultimate goal of becoming surface world pop stars does eventually trump their instinct to raid, pillage, stab, bribe, and blackmail.

Most of the time.







# LUTHER

Unlike most goblins, Luther is no stranger to venturing outside the caves. So far, however, his greatest exploits include being drafted into the Great Waterpark War and getting tortured for looting a wizard's taco party.

While Luther relishes infamy, he craves true fame; convinced that becoming a pop star on the surface world is his ticket. His dope synthesizer skills — together with The Boy's pure-hearted singing — means they might even stand a chance.

And though Luther's veteran expertise proves useful in protecting his wide-eyed bandmate, his greasy goblin logic often causes more trouble than they started with.



# THE BOY

Becoming a renowned singer aches in The Boy's heart; a dream he had even as a young gob trading shiny rocks for bootleg cassettes.

While The Boy is grateful that he and Luther are the biggest pop musicians in cave history, his starry eyes always seem to wander up to the surface. A goblin band heard by all creatures? Now that would be something.

The Boy prefers to empathize, not fight. Though this keeps his bandmate's deranged behavior in check, it just as often lands The Boy in extreme danger. The surface world is a hostile place for an optimistic young goblin.







# BARDTHOLOMAUS

The realm has never known a pop star so great as the wizard Bardtholomaeus. His concerts? Rife with life. Naked giants, gyrating nymphs, moshing dwarves; all there to hear his angelic voice. And of course, he never performs without his iconic hat: a living, breathing goblin head.

His sidekick; his friend — a literal goose — keeps him grounded, curbing his ever-increasing drug addiction. If this majestic bird happened to fall into a fiery pit of death because of two dumb goblins, his devastation would be limitless.

His revenge? Brutal. His resources? Immense. And unfortunately for our goblins, famous artists come with many allies...





## THEGATHON

A cave beast who just wants to hang out.

## BIGGY TOE'D

Head chef of the mischievous giants.

## FARMER MARG

Illegal blue-bark farmer and mama of two nasty piggies.

## BENEFIT CUCUMBER

The mayor of Figswath Grotto and his personal militia.

## BEATRICE

Technical director of Bartholomaeus's party tower.

## GOOSE MEN

Vengeful, high-rolling businessgeese.





# PILOT

From his colossal wizard tower, pop-superstar Bardtholomaeus is soon to grace the massive crowd with a fresh new single!

Dejected about their own unsuccessful tour, goblin musicians Luther and The Boy sneak into the tower with a mission: **Hijack the sound system and play their own tunes.** But upon glimpsing a vault stockpiled with every single drug in the realm, they promptly forget their mission and light up the pile in a celebratory bonfire.

Bardtholomaeus, trusted goose by his side, thrills the crowd with pop delight as the concert begins! Soon, however, the beyond-plastered gobs stumble into the concert control room and hijack the speakers. As their clumsy jamming blares through the tower, the rapidly-spreading bonfire collapses the dancefloor. Bardtholomaeus can only watch helplessly as his faithful goose and entire fanbase fall into the flames.

The next morning, Luther and The Boy saunter away from the rubble — hungover and completely oblivious of the powerful wizard they just pissed off.



## 1. PILOT

Dejected about their own unsuccessful tour, goblin musicians Luther and The Boy sneak into Bardtholomaus's party tower with a mission: Hijack the sound system and play their own tunes.

## 2. SEA MASTERS

With empty pockets and dirty swimsuits, the goblins spot a "Now Hiring" sign at a popular waterpark — unaware that it's soon to be ravaged by an ancient beast from the depths.

## 3. BEAVER DAM

The Boy tries to befriend a beaver colony with foreseeable dancing potential. Meanwhile, trouble arises when Luther pillages Farmer Marg's illicit Blue Bark orchard.

## 5. AHOY M'BOY!

The goblins commandeer a hot air balloon. They steer headfirst into a colossal goose with a luxurious casino strapped atop its back, just waiting to be pillaged.

## 4. CHEF GIANTS

Luther and The Boy attend an open mic at the greatest diner in the realm. However, the goblins' friendship is strained when Luther suspects the great chef giants hold a terrible secret.

## 6. GOOSE CHASE

Flashback: a young Bardtholomaus and his heroic friends journey to save his beloved goose from the dark clutches of goblins!

## 7. WELCOME TO FIGSWATH

Luther and the Boy receive great fanfare upon returning to their home cave. The mayor, however, knows they've drawn far too much attention to themselves...

## 8. FULL TWIRL

A psychotic Bardtholomaus and legions of mourning goose-men approach Figswath Grotto. Their one mission: destroy Luther and The Boy.





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