



CHUFFY LICKWOUND

Sadistic Chuffy is horrible indeed. He loves to sneak up on his enemies and stab them. If he gets the chance, he also likes to light fires; lighting fires is Chuffy's idea of great fun—almost as enjoyable as causing big explosions. Chuffy's developed a delightful new passion for poison, but after he accidentally poisoned himself for the seventh time, he made an unusually wise decision to have his friend Mogmurch apply poison to his crossbow bolts when the time comes, since Mogmurch is so much better at it.

Chuffy has adapted to chieftom quite well. He enjoys bullying the other goblins in the tribe, and really likes that they bring him things when he asks for them. For entertainment, he sets up deadly pranks and waits for one of the goblins to fall into them.

Even though he's as bored as the others, he spends a lot of time with Mogmurch, watching him blow stuff up. Chuffy also wanders around in the woods when he's able. While on these walks, he's always looking for frogs, sparrows, or bugs to feed to his pet spider (who has grown a bit from this special treatment).

CHUFFY LICKWOUND

Male goblin rogue 4 (*Pathfinder RPG Bestiary* 156)



NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +5 Dex, +1 dodge, +1 size)

hp 33 (4d8+12)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *dogslicer* +10 (1d4/19–20)

Ranged mwk hand crossbow +10 (1d3/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 8, **Dex** 20, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +1; **CMD** 17

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Bluff +5, Disable Device +14, Escape

Artist +12, Knowledge (local) +8, Perception +8, Ride +13, Sleight of Hand +12, Stealth +20

Languages Common, Goblin

SQ rogue talents (bleeding attack +2, combat trick), trapfinding +2

Combat Gear +1 *flaming bolts* (3), *potions of cure moderate wounds* (2), *potion of invisibility*, Medium spider venom (4 doses); **Other Gear** +1 *studded leather*, +1 *dogslicer*, mwk hand crossbow with 10 bolts, cowbell (worn), curved sewing needle, grappling hook with 30 feet of rope, jar of pickled crickets (equivalent to 1 day's trail rations), lock of hair tied around a dog's paw (worn on a thong about Chuffy's neck), metal skewers (3), mwk thieves' tools, stuffed raven, tindertwigs (4), wire cage containing pet spider named Stankrush

GOBLIN TRAIT

Pustular Your face is covered in unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you're also used to discomfort. Whenever you're subjected to an effect that causes the sickened condition, you can make two saving throws to avoid the effect (if a saving throw is allowed), taking the better of the two results as your actual saving throw.

CHUFFY'S SONG

CHUFFY'S FACE MIGHT MAKE YOU SICK,

BUT CHUFFY'S KNIFE IS AWFUL QUICK.

AND IF YOU ARE HIS STABBY PICK—

THEN KNIFE GOES IN YOU, STICK STICK STICK!

WE BE GOBLINS FREE!

MOGMURCH

Ten-year-old Mogmurch is deranged. Since he's become a chieftain in the Birdcruncher tribe, he's been able to get better at his hobby of blowing things up. He spent some time with other fire enthusiasts learning some of their favorite techniques. One of the other goblins even introduced the idea of using bird poop to mix in with his explosives—a discovery that really packs a punch.

When not blowing things up, planning to blow things up, figuring out new ways to blow things up, or dreaming about blowing things up, Mogmurch likes to mix chemicals and invent new destructive things. Mogmurch shares many of these alchemical creations with others, because he enjoys making the other goblins in the tribe think he's smart.

MOGMURCH

Male goblin alchemist 4 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 17, flat-footed 15 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield, +1 size)

hp 29 (4d8+8)

Fort +7, **Ref** +8, **Will** +0; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk club +4 (1d4-1)

Ranged bomb +9 (2d6+3 fire)

Special Attacks bomb 7/day (2d6+3 fire, DC 15)

Alchemist Extracts Prepared (CL 4th)

2nd—*elemental touch*^{APG} (DC 15), *invisibility*

1st—*cure light wounds*, *enlarge person*, *expeditious retreat*, *shield*

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 17

Feats Brew Potion, Dodge, Great Fortitude, Throw Anything

Skills Craft (alchemy) +10, Heal +6, Knowledge (nature) +9,

Perception +6, Ride +9, Sleight of Hand +11, Stealth +16, Survival +6

Languages Common, Goblin, Orc, Varisian

SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bombs, precise bombs [3 squares]), mutagen (+4/-2, +2 natural, 40 minutes), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (4), *potion of barkskin*, *potion of fly*, alchemist's fire (4), tanglefoot bags (2), thunderstone; **Other Gear** leather armor, mwk buckler, mwk club, *defoliant polish*^{APG}, *elixir of hiding*, *ring of protection +1*, *salve of slipperiness*, black eye patch (with hole to see through cut in it), fine belt pouch, formula book (contains all extract formulae known, recorded in the form of sketches and drawings because words are scary), gourd of pickled leeches (equivalent to 1 day's trails rations), lucky pet toad named Amfibier, skull face mask, metal codpiece, spectacles (for show)

GOBLIN TRAIT

Bouncy Your bones and flesh are more elastic than those of most goblins—when you fall, you tend to bounce a little better than they do as a result. Whenever you take falling damage, the first 1d6 points of lethal damage taken in the fall are automatically converted to nonlethal damage. You also gain a +2 bonus on all Reflex saves to avoid unexpected falls.



MOGMURCH'S SONG
THINGS GO BOOM WHEN MOGMURCH THROWS,
MUCH MORE FUN THAN USING BOWS.
SOMETIMES WHERE THE BOOM BOOM BLOWS
IS NOT MY FAULT—THAT'S HOW IT GOES.



POOG OF ZARONGEL

Poog is a frightening little cleric of the goblin deity Zarongel, the sacred god of dog-killing, fire, and most holy mounted combat. That Poog isn't very good at mounted combat is his not-so-secret shame, so he funnels most of his energy into attempts to overachieve at his god's other sacred teachings—killing dogs (although he's only killed a couple of them so far) and lighting fires (something he's done a hundred times).

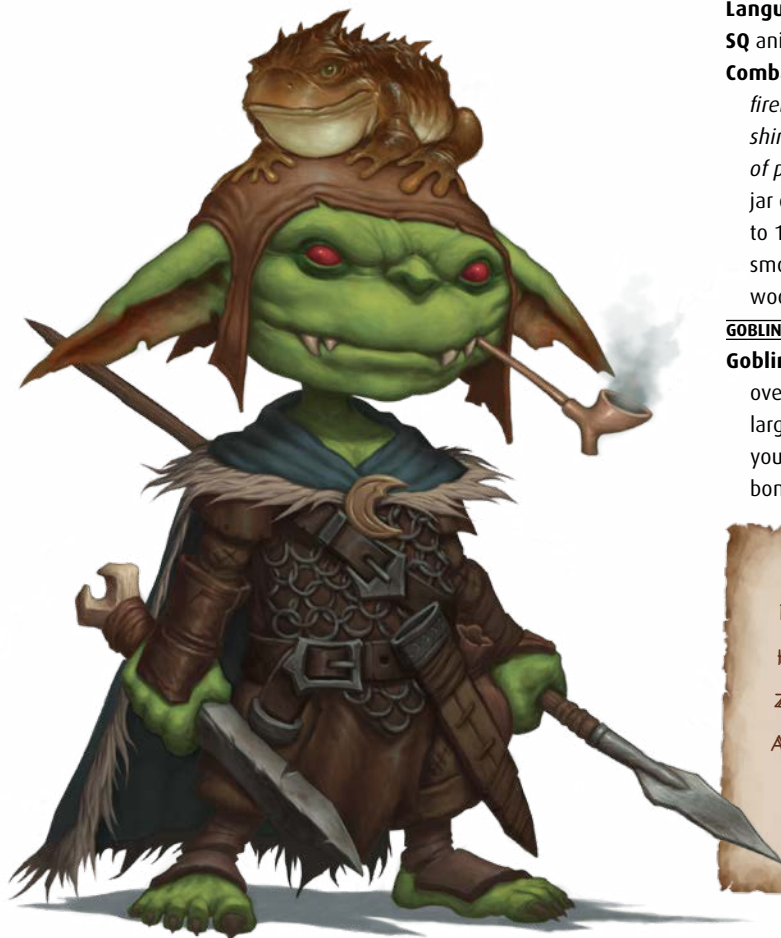
Since becoming a chieftain of the Birdcruncher tribe, Poog's been able to convert seven other goblins to the worship of Zarongel, the most devout of whom is Trimple Rotmouth. Poog even built a shrine to Bark Breaker in the Birdcruncher tribe's cave, and he taught the other goblins how to make dog bone fetishes. The Zarongel worshipers take part in services that attract a lot of attention from the other goblins in the tribe, mainly because the services always include setting fires. What goblins can resist the lure of flickering flames?

POOG OF ZARONGEL

Male goblin cleric of Zarongel 4 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3



DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 size)

hp 27 (4d8+6)

Fort +6, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d4/19–20)

Ranged javelin +6 (1d4)

Special Attacks channel negative energy 4/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

At will—*spek with animals* (7 rounds/day)

6/day—fire bolt (1d6+2 fire)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*cure moderate wounds*, *hold person* (DC 15), *produce flame*⁰, *sound burst* (DC 15)

1st—*burning hands*⁰ (DC 14), *command* (DC 14), *cure light wounds*, *divine favor*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize*

D domain spell; **Domains** Animal, Fire

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 14

Feats Improved Initiative, Lightning Reflexes

Skills Handle Animal +3, Ride +6, Spellcraft +5, Stealth +9

Languages Goblin

SQ animal companion (pig named Squealy Nord; see page 11)

Combat Gear *wand of cure light wounds* (43 charges), *wand of fireball* (3 charges), *elixir of fire breath*; **Other Gear** +1 *chain shirt*, javelin, mwk short sword, *cloak of resistance +1*, *pearl of power* (1st-level), broken wooden flute, empty salt shaker, jar of pickled seagull feet just about ready to eat (equivalent to 1 day's trail rations), lucky pet toad named Flybreath, smoking pipe, squashed dead toads (2), tindertwigs (5), wooden holy symbol of Zarongel (partially singed)

GOBLIN TRAIT

Goblin Bravery You have a worrying propensity for overconfidence in combat. When facing an enemy that's larger than you, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant you a +1 trait bonus on attack rolls with non-reach melee weapons.

POOG'S SONG

POOG SAY ZARONGEL IS THE BEST,
HE HELP BURN THINGS AND HEAL THE REST.
ZARONGEL'S FAVOR MAKES POOG BLESSED.
AND POOG ALSO STAB YOU WITH KNIFE IF
YOU MAKE FUN OF HOW HE ISN'T GOOD AT
RIDING ANIMALS.

WE BE GOBLINS FREE!

RETA BIGBAD

Reta likes to torment small, harmless animals, and usually has a pocket full of such creatures in case she gets bored. She finds it hard not to shout when she speaks, and loves taking risks in combat to scare her enemies.

After Reta became a chieftain, most of the goblins in the Birdcruncher tribe were really impressed with her fighting and ability to kill things. Reta is especially happy that so many of the Birdcrunchers are afraid of her. She knows that they know she's better than they are and couldn't stand up to her in a fight. Because of this, she gets to do whatever she wants. Sometimes when she's especially bored, she makes a couple of the other goblins fight each other for her own entertainment.

RETA BIGBAD

Female goblin fighter 4 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +3 Dex, +1 size)

hp 38 (4d10+12)

Fort +6, **Ref** +4, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 *dogslicer* +9 (1d4+3/19–20)

Ranged mwk shortbow +9 (1d4/×3)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dog-Sniff Hate, Point-Blank Shot, Rapid Shot, Skill Focus (Perception), Weapon Finesse

Skills Intimidate +2, Perception +8, Ride +10, Stealth +10

Languages Goblin

SQ armor training 1

Combat Gear +1 *animal bane arrows* (6), +1 *flaming arrows* (6); **Other Gear** +1 *breastplate*, +1 *dogslicer*, mwk shortbow with 15 arrows in a quiver decorated with dog ears, bridal veil, dented metal tea ball, Halfling ladies' corset, leather dog collar (worn as a belt), lucky pet toad named Spotol, rope with dead moles sewn into it (20 feet),

small jar of smashed caterpillars (partially fermented), small silver mirror, toasting fork

GOBLIN TRAIT

Balloon Headed Your head is particularly wide and large, even for a goblin. You gain a +1 bonus on Perception checks, and Perception is always a class skill for you. You take a –8 penalty on any Escape Artist check that requires you to squeeze your head through a tight space.

FEAT: DOG-SNIFF HATE

Unlike many goblins, you're not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad—very mad.

Prerequisites: Skill Focus (Perception), goblin.

Benefit: You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creatures, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.



RETA'S SONG

RETA CHOP AND RETA BITE!

RETA SLAY AND RETA FIGHT!

RETA STAB AND RETA SMITE!

RETA KILLS IT ALL JUST RIGHT!