

CHUFFY LICKWOUND

Horrible little Chuffy had few friends in the whelping cage, thanks largely to his habit of stabbing any other whelps stupid enough to turn their backs on him. As he grew older and wiser, though, Chuffy began to realize he couldn't survive all alone, and he has since started assembling a very exclusive list of people not to stab until he really, really needs to. To sate the stabbing urge, he stabs mud, or sticks, or bugs, or anything else that wanders by. Or just happened to be sitting nearby minding its own business.

Despite being a goblin, Chuffy is severely allergic to the ratlike goblin dogs the Licktoads periodically keep as pets, leaving him covered in itchy, ugly, oozing hives. While most humans would be horrified by such a fact, Chuffy considers his boils to be loyal companions and convenient conversation starters. He named his latest and largest boil "King Bubble," and these ugly little pimple companions have spurred a love of all potential pets in the otherwise sadistic little goblin.

Chuffy loves surprises, and prefers to sneak up on his enemies so they can enjoy the surprise together. 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 LICKWOUND

Male goblin expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)

hp 7 (1d8+2)

Fort +1, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.

Melee sharpened rock +0 (1d3-1)

Ranged dart +4 (1d3-1)

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 9, **Wis** 11, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 11

Feats Weapon Finesse

Trait pustular

Skills Acrobatics +7, Disable Device +7, Escape Artist +7, Ride +7, Sleight of Hand +7, Stealth +15

Languages Goblin

Gear padded armor, dart (1), sharpened rock (functions as an improvised dagger), bottle of pimple squeezings (functions as oil), cicada shell (counts as empty calories), extra juicy earthworm (for later)

GOBLIN TRAIT

Pustular (Ex) Your face is covered with unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you are also used to discomfort. Whenever you're subjected to an effect that causes the sickened condition, you may 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.

Special Challenge Talent Chuffy has a special talent that provides an unexpected boon while attempting to win Licktoad badges. His nasty, pus-filled sores make him extra sticky, granting him a +2 bonus on combat maneuver checks during the Animal Fiendship challenge.

CHUFFY'S SONG

CHUFFY'S FACE MIGHT MAKE YOU SICK,
BUT CHUFFY'S KNIFE IS AWFUL QUICK.
AND IF YOU ARE HIS STABBY PICK—
THE KNIFE GOES IN YOU, STICK STICK STICK!



MOGMURCH

Mogmurch only wants love. Love and fire. Well, mostly fire. Big, beautiful, smoky, warm, lovely fire! Mogmurch loves fire! He has learned some secrets of fire by watching the herbalist Cackleface from inside the whelping cage, and has started more conflagrations than any other whelp, using a much wider variety of tools. In imitating Cackleface's experiments, Mogmurch likes to mix chemicals and see if they burn. Thus far his supply of chemicals has been mostly limited to mud, oatmeal, and more mud, but the one explosion he produced left him feeling very empowered by his research. His latest triumphs are three gourds filled with what he hopes works as an explosive sludge. Unfortunately, Mogmurch hasn't had a chance to try them out and can't remember how he made them in the first place, anyway.

Mogmurch is very sensitive about his birthmark, which resembles a delicious butterfly and earns him more than his fair share of bullying from bigger whelps. His worst tormentor is pint-sized Rempty, a particularly vicious whelp who bites him in his sleep and pulls his ears. Neither screaming tantrums nor application of fire has kept his tormentor away, and Mogmurch hopes that escaping the whelping cage will finally free him from the tyrannical girl's attentions. Failing that, he hopes to find something cool he can use to cover the horrible, horrible mark, if not remove it forever.

MOGMURCH

Goblin expert 1

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)

hp 7 (1d8+2)

Fort +1, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee club -1 (1d4-2)

Ranged thrown rock +3 (1d3-2)

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** -3; **CMD** 9

Feats Throw Anything

Trait bouncy

Skills Heal +3, Knowledge (nature) +5, Perception +3, Ride +7, Sleight of Hand +6, Stealth +14, Survival +3

Languages Goblin, Varisian

Gear padded armor, club, bottles of oil (2), flint and steel, pumpkin seeds (16), swamp gourds filled with fire paste (3, functions as alchemist's fire), throwing rocks (4)

GOBLIN TRAIT

Bouncy Your bones, flesh, and skin are a bit more elastic than those of most goblins—when you fall, you tend to bounce a little better 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 trait bonus on all Reflex saves made to avoid unexpected falls.

Special Challenge Talent Mogmurch has a special talent that provides a boon while attempting to win Licktoad badges. His flexibility offers a hilarious advantage in self-inflicted injuries, providing Mogmurch with a +2 circumstance bonus on Charisma checks in the Happy Beat challenge.



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

Poog boasts a lot about serving no one and nothing, usually while bigger goblins sit on his head, but deep down he adores the goblin hero-god Zarongel, even learning a few tricks and prayers by mimicking the tribe's latest cleric, Nasty Grammel. Poog feels less of a holy calling to the god of dog-killing, fire, and mounted combat, and more of a fannish devotion, steadfastly insisting he and the demigod are "just friends" and "don't want to make things too serious." Poog has tried riding smaller whelps to be more like his divine hero, but so far the technique eludes him. Hopefully non-goblins will prove easier to ride once he encounters one.

To compensate for his utter failure (thus far) to charge into combat astride some monster, Poog funnels most of his energy into attempts to overachieve at his god's other sacred teachings: killing dogs (although he hasn't yet killed one, he hopes to do so some day) and lighting fires (something Poog is already pretty good at).



POOG

Goblin adept 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)

hp 5 (1d6+1)

Fort +0, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee club -1 (1d4-2)

Adept Spells Prepared (CL 1st; concentration +2)

1st—*burning hands* (DC 12), *cure light wounds*

0 (at will)—*detect magic, guidance, touch of fatigue* (DC 11)

STATISTICS

Str 7, **Dex** 14, **Con** 11, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** -3; **CMD** 9

Feats Improved Initiative

Traits goblin bravery

Skills Ride +6, Spellcraft +3, Stealth +10

Languages Goblin

Gear padded armor, club, chewed stick, half a banana, handfuls of dirt (3), square of burlap, wooden goblin doll, wooden holy symbol of Zarongel (has some teeth marks)

GOBLIN TRAIT

Goblin Bravery You have a worrying propensity for overconfidence in combat. When you're 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.

Special Challenge Talent Poog has a special talent that provides an unexpected boon while attempting to win Licktoad badges. His bravery means he'll dig deep and hurl out insults other goblins might be afraid to during the Blistering Words challenge, granting him a +2 bonus on corresponding Intelligence checks.

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 B4 GOBLINS!



RETA BIGBAD

Reta likes to torment small, harmless animals and usually has a pocket full of insects to taunt in case she gets bored. She hears rumors of terrible beasts like “dogs” and “horses” from the older goblins, but surely nothing so horrible could truly exist, could it? If it does, Reta wants to see first-hand, and beat it up to prove she’s the scariest thing around! (If they don’t exist, Reta still wants to beat something up, but she isn’t sure what just yet. Maybe a tree? Trees are pretty big.) To defeat such large and crafty foes, Reta is especially interested in finding new sharp and pointy objects.

Thanks to her weirdly round head (a trait that’s relatively peculiar for goblins), Reta finds it hard not to shout when she speaks; her opinion is the best one, after all, and louder means more right. She also has keen eyes to better watch her fellow whelps and make sure no one steals her amazing club or the gigantic beetle she defeated in battle. She loves taking risks in combat to scare her enemies, and she is starting to realize she likes inspiring fear even more than she likes committing violence. Her favorite color is red.

RETA BIGBAD

Female goblin warrior 1

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)

hp 8 (1d10+2)

Fort +3, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee club +2 (1d4)

Ranged thrown rock +4 (1d2)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 9, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Perception)

Trait balloon headed

Skills Perception +8, Ride +6, Stealth +10

Languages Goblin

Gear padded armor, club, throwing rocks (3), red pebbles (5), short length of twine, someone’s ear (not sure whose), literally the biggest beetle ever (it’s almost the size of an apple!), hat made out of a dead rat, pocket full of insects (mostly wood lice and one six-legged spider)

SPECIAL GOBLIN TRAIT

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

Special Challenge Talent Reta has a special talent that provides an unexpected boon while attempting to win Licktoad badges. Her eager embracing of violent acts, combined with her creativity in expressing these violent urges grants her a +2 circumstance bonus on Charisma checks in the Happy Beat challenge.



RETA'S SONG

RETA CHOP AND RETA BITE!

RETA SLAY AND RETA FIGHT!

RETA STAB AND RETA SMITE!

RETA KILLS IT ALL JUST RIGHT!