



CHUFFY LICKWOUND

Sadistic Chuffy has always been terrible indeed, but since becoming a chief, he has grown increasingly restless. Chuffy's latest way to pass the time is to wander into the nearby woods and scream for help, and then leap onto any opportunistic goblin that comes to investigate.

Chuffy's boredom has led him to drink any concoction that Mogmurch throws out. So far, this habit has made Chuffy break out in even more explosive pustules (which he loves to pop), made his burps smell like burning wood, and allowed him to talk to his pet spider, Stankrush (though Stankrush doesn't talk back to him).

CHUFFY LICKWOUND

Male goblin rogue 6 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +5 Dex, +1 dodge, +1 size)

hp 48 (6d8+18)



Fort +5, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *dogslicer* +8 (1d4/19-20), mwk *dogslicer* +8 (1d4-1/19-20)

Ranged mwk hand crossbow +11 (1d3/19-20)

Special Attacks sneak attack +3d6 plus 3 bleed

STATISTICS

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

Base Atk +4; **CMB** +2; **CMD** 18

Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14 (+19 when making high or long jumps), Bluff +7, Disable Device +16, Escape Artist +14, Knowledge (local) +10, Perception +10, Ride +15, Sleight of Hand +14, Stealth +22; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ rogue talents (bleeding attack +3, combat trick, resiliency), trapfinding +3

Combat Gear +1 *human-bane crossbow bolts* (12), +1 *shocking burst crossbow bolts* (4), *potion of cat's grace*, *potion of cure moderate wounds*, *potion of haste*, *antitoxin* (2), *giant wasp poison* (4); **Other Gear** +2 *studded leather*, +1 *dogslicer*, mwk *dogslicer*, mwk hand crossbow with 10 bolts, *cloak of resistance* +1, *elixir of swimming*, *ring of jumping*, mwk thieves' tools, cowbell (worn), curved sewing needle, grappling hook with 30 feet of rope, leather helmet fashioned from scraps of an old badger, lock of hair tied around a dog's paw (worn on a leather cord around Chuffy's neck), metal skewers (3), sack full of old pickle ends, stuffed raven, 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 SUPER GOBLINS!



MOGMURCH

Ten-year-old Mogmurch has devoted himself to his hobby of blowing things up, but he has been growing tired of his life with the Birdcrunchers. He loves watching them vomit or pass out when they drink his concoctions, but lately he's run out of good explosive materials for his bombs. Mogmurch has started taking his anger out on everyone else by hitting them with a big stick he found near a snake's nest by the river.

MOGMURCH

Male goblin alchemist 6 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 23, touch 18, flat-footed 18 (+3 armor, +2 deflection, +1 dodge, +4 Dex, +2 shield, +1 size)

hp 45 (6d8+12)

Fort +8, **Ref** +9, **Will** +1; +4 bonus vs. poison

OFFENSE

Speed 30 ft.

Melee +1 *light mace* +5 (1d4)

Ranged bomb +10 (3d6+3 fire) or
concussive bomb +10 (3d4+3 sonic)

Special Attacks bomb 9/day (3d6+3 fire, DC 16)

Alchemist Extracts Prepared (CL 6th; concentration +9)

2nd—*cure moderate wounds*, *elemental touch*^{APG},
fire breath^{APG} (DC 15), *invisibility*

1st—*cure light wounds*, *enlarge person* (DC 14),
expeditious retreat, *shield* (2)

STATISTICS

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

Base Atk +4; **CMB** +2; **CMD** 19

Feats Brew Potion, Dodge, Extra Discovery^{APG}, Great Fortitude, Throw Anything

Skills Craft (alchemy) +12 (+18 to create alchemical items), Heal +8, Knowledge (nature) +12, Perception +8, Ride +11, Sleight of Hand +13, Stealth +18, Survival +8;

Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin, Orc, Varisian

SQ alchemy (alchemy crafting +6), discoveries (concussive bomb,

explosive bomb, extend potion, precise bombs [3 squares]), mutagen (+4/-2, +2 natural armor, 60 minutes), poison use, swift alchemy

Combat Gear *elixir of hiding*, *potion of barkskin*, *potion of cure moderate wounds* (4), *potion of enlarge person*, *potion of rage*, *salve of slipperiness*; **Other Gear** +1 leather armor, the big scraper board (+1 buckler), +1 *light mace*, *ring of protection* +2, black eye patch (with hole to see through cut in it), fine belt pouch, formula book (contains all extract formulae he knows, recorded as drawings because words are scary), half-eaten snake eggs, jar full of beetles floating in old pickle juice, lucky pet toad named Amfibier, shoe full of the best smelling pieces of blankets stolen from longshank babies, skull face mask

GOBLIN TRAIT

Bouncy Your bones and flesh are more elastic than those of most goblins—when you fall, you tend to bounce a little more than them 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. Poog's inadequacy at mounted combat is his not-so-secret shame, so he's started trying new riding techniques. His latest attempt involved using a large chain to tie himself to Squealy Nord, which resulted in him falling off and getting dragged on the pig's underside.

Poog's latest religious ceremony involved burning an old hut full of night-flying birds as a sacrifice. The fire proceeded to burn the rest of the tribe's huts. Poog proclaimed the fire was Zarongel's blessing—at least until realizing his own hut was one of the casualties.

POOG OF ZARONGEL

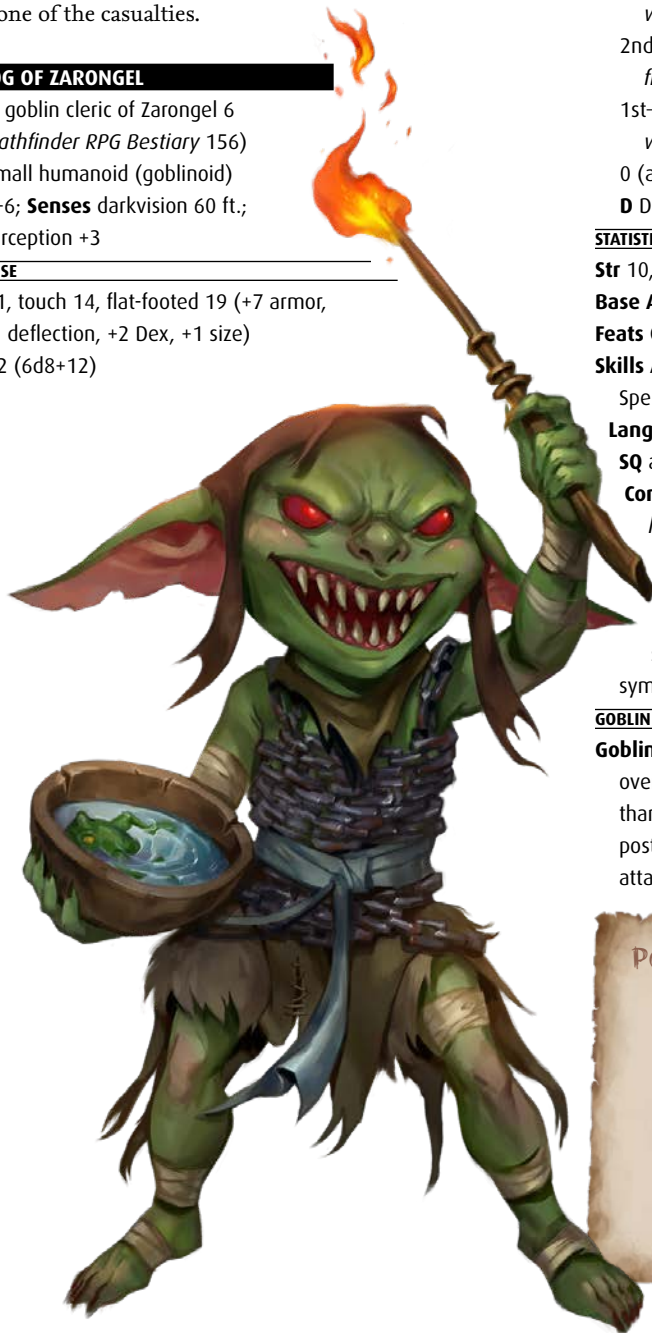
Male goblin cleric of Zarongel 6
(*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

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

DEFENSE

AC 21, touch 14, flat-footed 19 (+7 armor,
+1 deflection, +2 Dex, +1 size)
hp 42 (6d8+12)



Fort +8, **Ref** +8, **Will** +10

Resist fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk dogslicer +6 (1d4/19–20)

Ranged +1 heavy crossbow +8 (1d8+1/19–20)

Special Attacks channel negative energy 4/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

At will—*speak with animals* (9 rounds/day)

6/day—fire bolt (1d6+3 fire)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*cure serious wounds*, *fireball*⁰ (DC 16), *prayer*,
water walk

2nd—*cure moderate wounds*, *hold person* (DC 15), *produce*
*flame*⁰, *lesser restoration*, *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 +4; **CMB** +3; **CMD** 16

Feats Channel Smite, Improved Initiative, Lightning Reflexes

Skills Acrobatics –2 (–6 to jump), Handle Animal +4, Ride +2,
Spellcraft +6, Stealth +6; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ animal companion (giant frog named Mister Licks)

Combat Gear *pearl of power* (1st level), *wand of burning*
hands (44 charges), *wand of cure moderate wounds*
(32 charges); **Other Gear** +1 chainmail, +1 heavy
crossbow, mwk dogslicer, *cloak of resistance* +2, *ring*
of protection +1, lucky pet toad named Nosquish,
squished dead toads (3), tindertwigs (5), burned holy
symbol of Zarongel

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 SUPER GOBLINS!



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.

Reta still enjoys being chieftain, but she wore out her voice from yelling at all the other goblins. Now she just chases them with a flaming axe she found inside a wagon she burned—she loves watching goblins dither between admiring the axe's fire and running away. Rita has also started collecting ears from every animal she uses her new toy to torment. She thinks she has ears from every type of cute, fluffy creature in Varisia by now, so she's itching to find new animals somewhere else.

RETA BIGBAD

Female goblin fighter 6 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 size)

hp 55 (6d10+18)

Fort +7, **Ref** +5, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 flaming battleaxe +12/+7 (1d6+5/×3 plus 1d6 fire)

Ranged mwk shortbow +11/+6 (1d4/×3)

Special Attacks weapon training (axes +1)

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +8; **CMD** 21

Feats Cleave, Point-Blank Shot, Power Attack, Rapid Shot, Skill

Focus (Perception), Vital Strike, Weapon Finesse

Skills Intimidate +7, Perception +11, Ride +11, Stealth +13;

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ armor training 1

Gear +1 breastplate, +1 flaming battleaxe, mwk shortbow, amulet of natural armor +1, belt of giant strength +2, bridal veil, cockroach wings tied together on a string, dented metal tea ball, fur cloak made from a rabbit called Loud Chirp,

halfling ladies' corset, leather dog collar (worn as a belt), lucky pet toad named Spotol, pouch full of various animal ears, small silver mirror, toasting fork, wet bag full of pickled rabbit feet

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.



RETA'S SONG

RETA CHOP AND RETA BITE!

RETA SLAY AND RETA FIGHT!

RETA STAB AND RETA SMITE!

RETA KILLS IT ALL JUST RIGHT!