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Goblins of Golarion

Goblin Racial Traits

Goblins are defined by their class levels—they do not possess racial Hit Dice. All goblins have the following racial traits.

-2 Strength, +4 Dexterity, -2 Charisma: Goblins are fast, but weak and unpleasant to be around.

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Fast: Goblins are fast for their size, and have a base speed of 30 feet.

Darkvision: Goblins can see in the dark up to 60 feet.

Skilled: Goblins gain a +4 racial bonus on Ride and Stealth checks.

Languages: Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose any of these bonus languages: Common, Draconic, Dwarven, Gnome, Halfling, or Orc.

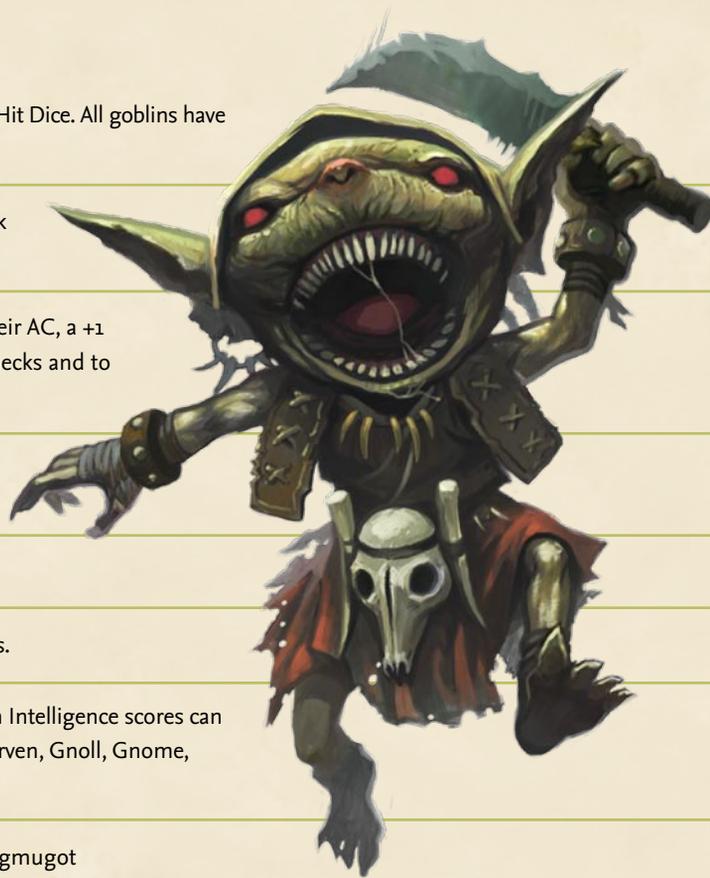
Favored Deities: Hadregash, Lamashtu, Venkelvore, Zarongel, Zogmugot

Favored Regions: Isgar, Mediogalti Island, the Sodden Lands, Varisia

Chieftain Names: Dogchewer, Firesinger, Gutwad, Hogparts, Horsebiter, Mancooker, Moonslaver, Pokestick, Ripnugget, Stabsnacker, Stumpbumper, Swampstomper, Toechopper

Female Names: Aka, Chee, Fewa, Gretcha, Janka, Klony, Lupi, Medge, Namby, Olba, Rempy, Reta, Ruxi, Vruta, Yalla, Ziku

Male Names: Chuffy, Churkus, Drubbus, Gawg, Ghorg, Irnk, Kavak, Lunthus, Mogmurch, Mogawg, Murch, Nurpus, Pogus, Poog, Ronk, Unk, Vogun, Zord



Favored Goblin Deities

Deity	AL	Areas of Concern	Domains	Favored Weapon
Hadregash	LE	slavery, supremacy, territory	Evil, Law, Strength, War	flail
Lamashtu	CE	madness, monsters, nightmares	Charm, Death, Evil, Knowledge, Trickery	falchion
Venkelvore	NE	famine, graves, torture	Death, Destruction, Earth, Evil	spear
Zarongel	NE	dog killing, fire, mounted combat	Animal, Evil, Fire, Travel	dogslicer
Zogmugot	CE	drowning, flotsam, scavenging	Chaos, Evil, Trickery, Water	sickle

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Goblins of Golarion

This Pathfinder Player Companion works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

Table of Contents

Goblins of Golarion	2
Goblin Tribes	18
Combat: Goblin Battle Feats	24
Faith: Goblin Gods	26
Magic: Goblin Magic	28
Social: Goblin Player Characters	30

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Goblins of Golarion

*Goblins chew and goblins bite.
Goblins cut and goblins fight
Stab the dog and cut the horse,
Goblins eat and take by force!*

*Goblins race and goblins jump.
Goblins slash and goblins bump.
Burn the skin and mash the head,
Goblins here and you be dead!*

*Chase the baby, catch the pup.
Bonk the head to shut it up.
Bones be cracked, flesh be stewed,
We be goblins! You be food!*

-Traditional Goblin Warchant

Goblins of Golarion

Once, there were no goblins.

Most goblins agree that this was an unacceptable state of affairs.

The first goblins came from the blood spilled by four barghests Lamashtu stole from Asmodeus's kennel, beasts she initially released eons ago to prey upon the land's still-primitive natives. The barghests found that, when they spilled human blood, it grew into strange creatures that were like smaller versions of themselves—goblins. As the barghests grew in power, they whelped litter after litter of young. With their children in tow, the four barghests set about building kingdoms for themselves—these tales are told in what goblins call the First Songs.

Hadregash was the most powerful of the barghests. He gave his followers the gift of the tribe, showing the goblins that together, they could be mighty. As his children gathered at his side, they felt their strength grow, and in the shadow of their living god they became not only stronger but more cunning.

Venkelvore gave her children hunger. Her domain quickly became a wasteland, and she sent her young into the world to bring her food from all the world's corners. Thus she gave the goblins the gift of raiding.

Zarongel, blessed with hair of fire, was the most wolflike of the barghests. He sent his children to hunt and gather, but their scent was soon picked up by wild dogs, who hunted them almost to the last of their number. Only by fleeing the lands on the backs of wolves did they escape, and so Zarongel gave his children the gift of riding.

Finally Zogmugot tried to tame her domain by the sea, but she soon discovered that her children, like her, could not breathe water. They found the sea rich in food and salt, and learned to use the two to feed their hunger. More importantly, the waves brought them gifts, washing all manner of tools and weapons and prizes up on the shore. Zogmugot sent her children down to comb the beaches daily for new treasures, and in so doing gave her children the gift of scavenging.

Countless verses of the First Songs exist, each detailing different events, such as the time when Hadregash's blood spilled onto a worm and turned it into a goblin snake, or how Zarongel tamed the king of the goblin dogs by overwhelming it with his own dander and parasites. But the time of these first goblins eventually drew to an end, for Lamashtu saw how humanity was growing more and more powerful. And so she called the barghests back to serve her and rewarded them for bringing goblins into the world. She created a place for them near her realm in the Abyss, calling it Basalfeyst. Goblin heroes believe that it is to this realm that they go to serve their masters when they die. Or, if they're failures, to feed them.

Today, Golarion's goblins have strayed far from their ancestral homes. The largest concentrations of goblins exist along the coastline of Varisia, where it is said Zogmugot first walked into the sea, and Isgar, where Venkelvore's far-reaching children rode wolves into the mountains. Yet still the First Songs go on, and new verses are added every year as goblins endure new triumphs and tragedies—for each of these has to have a meaning that can be traced back to the beginning of it all.

Goblins are commonly found throughout Golarion, but in the Inner Sea region, they are most prevalent around coastlines and along rivers in Varisia, or in the higher mountains and foothills of Isgar where they thrive. Scavengers, they like to remain as close as they dare to settlements and roads to enable them to mount frequent raids, if only on junkyards. This close proximity to more civilized regions is often their undoing. Trapped by their need to feed off others, they invariably bring destruction and mayhem upon themselves by over-harassing the very neighbors they scavenge from to survive. Goblin settlements therefore tend to be small, well defended, and extremely well hidden. Some goblins have developed cunning ways to live nomadic lives, able to raid and move on, thus lessening the likelihood of serious reprisals.

Life as a Goblin

Everyone who encounters goblins—including most goblins—agrees that goblins are short and very ugly. They have bloated heads crammed with pointed teeth in overlarge mouths that seem perpetually locked in wide grins. Goblins stand about 3 feet tall when fully grown, with skin tones in various colors—usually green, gray, or blue, depending upon the predominant landscape around them. Blue goblins tend to be encountered by the shores of warmer seas, while those with gray skin are usually found on more temperate coasts. Green goblins are more common in forests. Some reports suggest that over time, goblins absorb the color of their surroundings; pallid goblins certainly live in the north, while pitch-black goblins have been found in deep mines.

Goblins have huge mouths filled with needle-sharp teeth and piggy red eyes. Their heads have been likened to balloons waiting to burst, and enormous pointed ears hang from the sides. These ears are generally rigid, but in old age or great sadness, goblin ears hang flaccid. Males tend not to have hair, a fact that makes many wear hoods to keep their heads warm, while females often sport dark wiry hair. Female goblins tend to be similar in build to males, with smaller heads and larger eyes. Goblin young have even more comically enormous heads, which they eventually grow into. Newborns seem to be almost entirely head, with flimsy dangling limbs—old dwarven jokes talk about

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goblins being born sideways, and often refer to non-goblins of unfortunate appearance as “sidebirths” as a result.

Goblins reach maturity at 5 years old, but rarely live beyond 20, even if extremely lucky. Occasionally a chief kept out of harm’s way or a religious leader with access to healing magic can live longer, although a lifespan beyond 50 years is practically unheard of.

Warfare

“Stab the gnome! Spike the man! Slice the dwarf! Light the pan!”

One curious thing about goblins and combat is that the fewer goblins there are, the more unpredictable their tactics become. Small groups of goblins think nothing of rushing into combat, changing their mind, then leaving one of their number at the feet of a mighty warrior. Goblins are capable of acts of idiotic bravery and reprehensible cowardice—often at the most awkward and inappropriate of times.

If possible, a small group of goblins fights dirty, sneaking into ambush positions, crawling into spots where they can spike passing feet, or climbing into high spots to fire arrows or drop rocks (or, if available, bags of stinging nettles or biting insects). Once a group of goblins feel they have the upper hand, their sense of wild bravado kicks in and they attack with abandon, but the second they feel they are in trouble, they flee, leaving behind any and all companions without a thought. This is one reason why goblins love to ride into combat—mounted combat solves both issues in that it allows swift strikes and swifter escapes.

A goblin’s weapons of choice are short blades and light missile weapons, with so-called “dogslicers” and short bows being the most commonly encountered. A dogslicer is a signature goblin weapon—a crudely made short sword, often crafted from scrap metal, with its wide blade sharpened and punched with holes to lighten its weight. Numerous local variations exist, for goblins are adept at making things out of flotsam and junk. Weapons studded with sharpened sea shells, pointed sticks, jagged cogs, and rusty spikes are given different names depending upon their purposes. All goblin weapons that aren’t magic or masterwork have one thing in common—they break easily (on a natural roll of 1), leaving the goblin to improvise or (more often) flee.

One other weapon deserves a mention: fire. No self-respecting goblin commando would enter a fray without a lit torch or, better still, a bottle of alchemist’s fire—or best of all, some sort of firework. Many tribes train warriors to use torches in combat, and the Catch Off-Guard and Throw Anything feats are commonly taken in place of Improved Initiative (or in addition to it at higher levels) by such tribal warriors.

A goblin raid can be formidable, but their inborn cowardice generally prevents tribes from attacking well-defended settlements. It’s not unheard of for advancing goblins to accidentally kill a significant number of their allies as they charge in to attack, taking each other’s heads off as they swing their axes on approach or firing arrows at the back of the heads of the warriors in front of them. Yet when properly organized by a suitably brutal or terrible leader, they can achieve a remarkable degree of tactical ability. This unfathomable skill also appears when particularly large groups of goblins get together, almost as if they grow smarter when massed.

Fighting Dirty

“Catch the wasp and smack his wings! Throw him quick before he stings!”

Goblins are fond of fighting dirty, and many carry supplies of clutter useful in such pursuits. Pouches of sand, wasp nests, and angry snakes in tip-top condition (unless the goblin gets peckish) are particular favorites. When a goblin fights dirty, he does so using the dirty trick combat maneuver, as detailed on page 320 of the *Advanced Player’s Guide*, but uses the following additional rules as well. A goblin must make a successful dirty trick combat maneuver to make use of any of these effects.

Angry Snake: Using a tossglove (see page 13) a goblin can “safely” handle a venomous snake (use the stats for a viper; *Pathfinder RPG Bestiary* 133) and either toss it at an opponent or sneak it into a pocket or pack of those passing—goblins who don’t use tossgloves provoke a single attack of opportunity from the snake when they throw it or plant it. Throwing a snake requires a ranged touch attack with an improvised weapon. If the goblin hits, the snake lands on the foe in such a way as to cause the foe to become shaken until he takes a move action to divest himself of the unwelcome guest. The snake won’t bite its target on the round it lands (the snake is generally too disoriented to do so), but if it’s not removed as a move action, it makes a bite attack against the foe on which it is climbing on its turn each round.

Sand: When a goblin throws sand at a foe, he most often attempts to get the grit in the enemy’s eyes to blind him. Some goblins, though, have a stranger tactic—they aim for the mouth. A goblin that successfully sands a foe’s mouth makes it difficult for the foe to speak until he takes a move action to clear his mouth—until then, all spells cast by the foe that use a verbal component have a 10% spell failure chance.

Wasp Nest: A wasp nest (or bee nest, or any sort of stinging insect hive) can be sealed with wax or oiled cloth and then used as an improvised missile weapon by a goblin. When hurled with a successful touch attack,

Goblins of Golarion

the nest bursts open on the target creature, allowing the goblin to make a dirty trick combat maneuver to sicken his target. Note that while the wasps released by this tactic are angry, they're not nearly aggressive or numerous enough to constitute an actual wasp swarm. In order to recover from the effect, the victim must take a move action to physically move out of the square he started in—the wasps don't follow, and dissipate naturally after 1d4 rounds. A goblin who rolls a natural 1, 2, or 3 when attacking with a wasp nest drops it at his feet or accidentally crushes it in his hand, resulting in an automatic miss and targeting the goblin himself with the nest's full effects as if he successfully made the combat maneuver against himself. If the goblin uses a tossglove to make this attack, he only automatically fails on a natural 1.

Fire!

"Fire is pretty. Sure is neat. Hook that orphan! Burn his feet!"

Goblins adore fire and consider the ability to control it a mark of great prowess. Sometimes weaker goblins rise through tribal ranks more quickly than others simply because of their ability to manipulate fire. Goblin spellcasters who can use fire spells are generally among the most adored members of a tribe.

All goblins learn how to start fires, usually before they can talk, and most carry the means to start one quickly. Alchemist's fire and tindertwigs are preferred, but those methods are also expensive. Flint and steel are reliable, but take time to use. A fire carrier is a common tool among goblin tribes—this object is detailed on page 13.

Goblins are also skilled at identifying things that burn well—a goblin fire, once started, rarely goes out accidentally. Sudden rain showers are the number one cause of goblin fires being extinguished before the little arsonists want them to go out—such events are sure causes of depression and disappointment. Fire is often used to torture prisoners, the process fulfilling two aims for the goblins beyond soliciting responses from the victim: the fire amuses the goblins and, in time, cooks the meat for dinner. Many goblin festivals are celebrated with great fires, with some tribes spending months gathering just the right kinds of firewood for an important ceremony.

Friends, Enemies, and Pets

"We be goblins—we be best! Much, much better than the rest!"

Goblins aren't tough. They make up for that deficiency by being sneaky, cruel, and craven, traits that make it difficult for them to find friends. They hate kobolds, who they see as rivals, and laugh at orcs (though never to their faces). While they admire the way gnolls live as scavengers, they hate how often gnoll-goblin relationships end up

with goblins being enslaved. Larger creatures such as giants and ogres are viewed with fear, but also grudging respect for the mayhem they cause. Goblins can prove useful to powerful creatures, as they are good at sneaking and hiding. When a particularly powerful creature wants to recruit a goblin tribe, the tribe often agrees simply out of delight and pride at being selected by such a dangerous monster. Barghests are an exception to the general rule that other races are hated or feared, for what goblin doesn't dream of growing up to be a barghest? These creatures are often followed as living gods whom goblins swarm to serve, particularly if the barghest is a greater kin of its kind. Goblins celebrate the barghests' feeding in their own death rituals and number their hero-gods among such monstrosities.

It might seem that, as fellow goblinoids, bugbears and hobgoblins should get along famously with goblins. This is not usually the case. Between the two, bugbears are generally the more welcome of the two in a goblin tribe, but only in small numbers and in roles like bodyguard or food guardian. Particularly powerful goblin chieftains are notable for the number of bugbears they can keep satisfied and in their employ.



PATHFINDER

PLAYER COMPANION

Hobgoblins, on the other hand, generally loathe working for goblins and have no compunction about slaughtering any goblins who try to subjugate them. Indeed, it usually works the other way around, with hobgoblin tribes enslaving goblins to use for all sorts of dangerous or menial tasks. The Goblinblood Wars of Isger are a massive and recent example of this, for the hobgoblin tribes there made great use of enslaved goblins as disposable infantry in their battles against humanity.

Goblins tend to have a better relationship with mounts—especially in cases in which the mounts are less intelligent than they. Goblins ride nearly anything if given the chance, often to their own peril. Wolves and giant lizards are commonly encountered mounts, but goblin riders of giant bats, boars, deinonychuses, giant frogs, giant insects, wolverines, and even stranger mounts have been seen.



Two mounts are preferred above all others: goblin dogs and worgs. Both are quick, easy to train, and enjoy the same things goblins do—mayhem, biting, and blood. Special mounted commando units have their own preferred methods of attack based on various mounted combat feats—Spirited Charge is a favored method of many, but Trample speaks well to the goblin's sense of violence. Mounted Archery appeals to some goblins' sense of self-preservation, allowing them to be violent at a distance. The only two creatures one is never likely to see a goblin ride are horses and dogs—perhaps because of these two creatures' strong associations with humanity, but more likely due to an almost inborn hatred and fear all goblins have of these animals.

Worgs are particular allies of goblins, though the relationship is often a tricky one, as it is difficult to work out who is the master. When a goblin rides a worg, it is almost always the worg who remains in control, the beast using the goblin as a handy ally for its attacks. Goblins think of worgs like humans think of horses, prizing them above many things, and a chief may honor a warrior with a worg as a gift, although the worg might not always agree with the new position and do its best to ensure its new master meets an unfortunate end. For their part, worgs find associations with goblins useful, especially as it often ensures food (even if it has to be young goblins snatched from a cage). Although goblins tend to find trouble without looking for it, the life of a worg associated with a goblin tribe is often easier and safer than that of a worg in a free-roaming pack.

Lesser goblin tribes use wolves as a substitute for worgs, although when worgs lead, wolves usually follow. Dire wolves and the more elusive winter wolf are much admired, and honored chieftains might have a particular bloodline of such creatures to use for amusement (letting them loose on bound prisoners, for example) or to ride in combat.

The most common goblin mount, though, is the hideous goblin dog. These rodent-like canines have several features that make them excellent mounts: they're easily trained, goblins happen to be one of the few creatures immune to the irritating dander goblin dogs exude, and even to goblins these creatures generally qualify as inedible. Goblin tales are punctuated with stories of starving heroes eating goblin dog flesh and suffering the unfortunately explosive intestinal consequences.

Goblins of Golarion

Some tribes raise specialized breeds of goblin dogs. Tunnelmaws, for example, are squatter but stronger than most goblin dogs; their legs are shorter and their mouths are huge—these goblin dogs gain Improved Natural Attack (bite) as a bonus feat, but have a speed of only 40 feet. The plaguedog has a back bristling with sores and boils—this variant has no natural armor score, but gains Ability Focus (allergic reaction) as a bonus feat. One of the most dangerous breeds, though, is the duskhound. These goblin dogs possess the advanced creature template—in addition, their large red eyes afford them darkvision to a range of 60 feet.

Occasionally, stories surface of goblins riding vermin like giant spiders. In most cases, these tales are cases of mistaken identity, and the “goblins” in question are actually mites. Goblins find mites—and gremlins in general—to be particularly pitiful, and the notion that a goblin could be mistaken for one of these creatures is often enough to make any goblin forget his natural cowardice and lash out at whoever dared levy the insult at goblinkind in the first place.

Beyond riding and eating, animals often serve goblins in one final horrific way. When goblins aren't particularly hungry and have a large animal not suited for riding (usually because the animal is too docile or harmless), they've been known to use such animals as impromptu weapons by daubing them with tar, setting fire to them, and then driving them at their enemies. These tar-daubed flaming animals are terrible to behold, and affect the morale of opposing troops as well as spreading fire rapidly. Such tactics are almost exclusively used on the outskirts of civilization where food is plentiful—although amused by the sight of a bleating, burning sheep, a goblin would usually rather eat it than watch it. Of course, these tactics often help to make goblins all the more eager to win their battles, since if they do win they get to eat the well-cooked tar-caked remains they find scattered across the battlefield.

Dogs and Horses

“Dog and horse—they be bad. If you see one, run like mad!”

So why are goblins so scared of dogs and horses? Many goblins believe that a goblin killed by a horse or dog has his soul absorbed by its teeth or hooves and spends eternity biting and trampling other goblins.

Yet a more precise reason becomes apparent to the scholar of goblin history. Goblins love to work the odds in their favor—sneaking into combat and slinking away, or charging into the fray, stabbing, and then rushing back to their forces. The earliest goblin stories tell cautionary tales of when goblins first met humans. These humans used dogs as guards, and when the goblins tried to escape

A Dozen Goblin “Treasures”

Goblins collect everything, and an ancient warrior (say, an 11-year-old) could have a fascinating collection of oddments. Here's a small selection of objects a goblin might collect and wear.

- 1 A set of false teeth worn as a necklace
- 2 A false eye on a leather cord
- 3 A magpie skull with rusty nails hammered through it
- 4 A mummified human finger wrapped in rusty wire
- 5 A dead rat bound in copper bands, with a blue marble stuffed in its mouth
- 6 A magnifying glass without the glass, worn as an anklet
- 7 The paws of a beloved dead goblin dog skewered onto a hatpin and worn as a brooch
- 8 A whole dead stoat used as a ruff and held in place by silver wire
- 9 A scabbard made of leather, set with pieces of colored glass
- 10 The hilts of a dozen knives made into a necklace
- 11 Two dozen rings made from crudely sawn copper pipes
- 12 A helm made of poorly welded horseshoes.

from combat, the dogs chased them down holes and bit them. If the goblins tried to move on land, the horses of men trampled them or rode them down. Both animals have abilities to counter the goblins' best methods of attack—smaller dogs are capable of tunneling after a fleeing goblin and squeezing through the smallest gap, while bigger dogs are swift and have huge mouths full of pointy teeth. Dogs are also unpredictable, with a loud bark that alerts their keepers and sharp teeth that bite. Horses are fast, have hard hooves, and can charge through hordes of advancing goblins and crush them, while wild horses are as unpredictable as dogs. Horses are also easily startled, make loud noises that alert their masters, and gallop about recklessly, caring nothing if they trample a goblin. In fact, they seem to like doing it.

Family Life

“Put your baby in the cage. He comes out when he's of age!”

Goblins typically don't live very long, and while alive, are generally more interested in pulling the wings off butterflies and setting fire to things than mating. Whether or not goblins practice monogamous relationships varies from tribe to tribe, but in regions where goblins are

Goblin Heroes

Self-destructive and violent, goblins rarely live long enough to make much of anything of themselves, so those who do are much admired by their companions and followers. In general, a goblin becomes noteworthy as soon as he takes his first level in a PC class rather than an NPC class. Once a goblin achieves 2nd level, he's achieved a "heroic" feat, even though other races would hardly ever quantify such feats as leading a successful raid on a helpless human village "heroic." Some particularly famous goblin heroes include:

Mighty Gugmuff XXXII (NE male goblin ranger 7/sorcerer 2) had a chain of severed heads he trailed behind him. His mount was a worg called Grask who had half his face missing from an axe wound. Gugmuff wielded a Small greataxe, and many goblin warriors name their axes in his honor.

Zob Eversong (NE male goblin bard 8) is considered the finest song-singer among goblins, and revered almost as much as a hero-god. He was said to be the first son of Hadregash and could tell tales lasting many years. His story is one of outfoxing enemies with cunning and inventing the world's meanest insult.

His Portly Obesity Lord Hoggmaw the Insatiable (NE male goblin rogue 4/fighter 4) is a living hero who is said to dwell on the top of a great mountain in northern Isger, from where he allegedly can see all the goblins in the world. Many goblins claim to hear the songs of Hoggmaw in their sleep, guiding them to great deeds and greater meals.

relatively uncommon, open relationships are generally the rule. Goblins who form strong relationships tend to do so not out of love for their partner, but out of a mixture of convenience and fear. Particularly dangerous goblins are considered good choices as mates simply because there's less of a chance that a goblin would hurt its mate. In theory.

Further, mated goblins often form a sort of truce. They'll help the other scavenge food or protect a treasure on the understanding that when necessary, the role of guardian can be reversed, allowing the previous guardian the chance to raid or play or otherwise act irresponsibly. Instances of miscommunication are common, though, with both goblins sometimes abandoning their responsibilities at the same time.

Despite all of this, some goblins do get lonely. In such times, they'll often go to extraordinary lengths to secure a mate. The hopeful goblin takes great pains to look impressive or alluring, but regrettably, like many goblin acts, they go over the top in this regard and end up

covered in outlandish dyes, wearing ridiculously garish attire, or adorned with trinkets that are frankly too large for them or just look stupid. The same approach goes for scents—goblin cologne or perfume is always attention-grabbing, but not necessarily pleasant to experience. Common scents include those of rotting fish (to inspire hunger), charcoal (to make some strange connection between them and fire), or other even more noxious scents (to overwhelm the smell of goblin).

Goblins generally have one or two children at a time, but gestation is relatively short at 5 months. Goblin babies are quite self-sufficient when born, coming complete with their first full set of teeth. A lone goblin would, in theory, care for its children, but one of the advantages of a tribe is that it allows goblins to adopt a more communal and horrific method of raising young. Babies are placed in hutch-like cages and raised almost as if they were pets. Accidents and even death can occur among these unsupervised children, but this is hardly a cause for distress among goblins, since the general thought is that goblins who are too fragile or helpless to survive childhood wouldn't have much to offer the tribe when they grew up anyway.

Those goblins who survive into adulthood eventually start getting called something. These names tend to be short for two reasons: first, short names are easier to shout out in fights, and second, unless a goblin is very important, another goblin could quickly get bored and wander off trying to finish saying the name (two syllables is pushing it unless the goblin being named is far too important to be ignored). Goblin chiefs and other powerful individuals have longer names that reflect their battles, prowess, and qualities, although many chiefs take the same name as the previous chief especially if they have consumed part of their predecessor's spirit (see Death on page 12).

Gods and Chieftains

"Mighty Mother, hear my cry! Help me not be first to die!"

Goblins are incredibly superstitious, and see the influence of Lamashtu and their barghest hero-gods frequently in the world around them. A tree stump might look like a barghest's face, while a big round mushroom might resemble the bloated belly of the Mother of Monsters. Goblins often tenderly care for such objects, and a chief's throne room may have countless likenesses in endless (often amusingly obscure) objects. This belief also manifests itself in terror, with some tribes convinced that the sky might drop on them unless they perform a certain ceremony at a certain time, or that the world is bound to open up and let out "the dog-horse army" unless they sacrifice exactly the right-colored pig at exactly the right moment. The constant possibility of

Goblins of Golarion

divine retribution is something that must be faced daily, and only by having their gods on their sides can a goblin hope to see the day through unscathed.

Goblins rise to leadership through one of two paths—they are either born into the position, or they scare all the other goblins so much that no one dares disagree with them when they announce that they're in charge. This is often achieved by publicly and brutally murdering the previous chieftain. Since many tribes tend to confuse their chieftains with their gods (or, at the very least, see them as the favored heroes of the gods), anyone capable of killing a goblin chieftain is obviously the real chieftain, and that previous loser was just that: a loser.

Of course, this means that once a goblin achieves a position of power, he generally either grows complacent or becomes paranoid. To a chief, followers are all potential assassins. Goblin leaders are the worst kind of dictators, expecting their followers to do anything for them without question or suffer the consequences.

A goblin chief does not expect to be answered back in any way, and many leaders refuse to even communicate with their followers directly, claiming that such actions would somehow sully, poison, or weaken them. Sundry trusted advisors are often used as go-betweens, although a goblin leader is all too quick to blame any fault, defeat, or disappointment on those closest to him and punish them accordingly. The position of chief's advisor is therefore seen as a punishment more than a promotion in many tribes.

Dress

“Take the bucket, make a hat; dress it up with that dead cat!”

Goblins never throw anything away, since you never know when something might be useful in the future. After all, anything and everything can be used to build weapons and armor and houses and cages—throwing out today's “garbage” might be the difference between life or death a year, month, or even hour down the road. As a result, goblin clothes tend toward a mishmash of clashing materials and styles in various states of disrepair.

As a raid is never far around the corner, and since raiding involves sneaking, most goblin attire is made to blend into surroundings and to aid in stealth. It's this knack for making clothing that blends into the wild that helps goblins be the excellent sneaks they are. Most goblins prefer light, practical attire, with plenty of places for snack jars (and enemies' fingers and ears), hooks for weapons (and trophies, like enemies' fingers or ears), and most importantly, tribal fetishes and souvenirs from past battles. Goblin warriors love to decorate themselves in objects taken from raids. No two goblins dress exactly alike, and the stronger the warrior, the greater the number

Goblin Felt

Woven with great skill from available flotsam, goblin felt is a patchwork of wool and burlap, pieces of metal, wood, and lint. In the hands of most other races, these castoff bits would constitute trash, but some goblin tribes have developed great skill in using goblin felt to make armor and clothing. Goblin felt clothing often has hidden pockets sewn into the lining. Such pockets are for useful objects, emergency pickles, poisoned hatpins, pet (or accidental) spiders, and such. These pockets require a Perception check to notice (DC 10 to 15 depending upon their quality). Goblin felt armor is identical to studded leather armor.

of trophies. Although goblins are generally not concerned with money, shiny objects do appeal to them, and such valuable objects may be found hanging from a goblin's neck, hidden under his armpit, or tied around his head.

Senses

“Sneak up on the man at night; if he can't see you, he can't fight!”

One word defines a goblin's senses: restless. Goblin eyes constantly hunt the horizon for foes, their ears are ceaselessly on the listen for danger, and their noses incessantly sniff for food or fire. Despite this, goblins aren't, as a rule, very perceptive. They can see quite well in the dark, but even then they're prone to being distracted. Goblins who associate with mounts like goblin dogs or worgs quickly learn to depend upon that creature's better senses.

Ironically, the least-developed of a goblin's senses is taste—although this might perhaps be viewed as a mercy, given what goblins eat. They can taste strongly spiced, very sour, or heavily salted food fine, though, which helps to explain a goblin's delight in pickled foodstuffs. Particularly hot spices like peppers are highly valued, since goblins enjoy the pain and the “mouth fire” that these delicacies bring on.

Goblin Hunger

“Goblins hungry, we like food. Even slug is nice if stewed.”

There is an old goblin saying: “If it moves eat it. If it doesn't, pickle it and eat it later.” Able to digest practically anything organic, a goblin is always hungry, and prefers to eat meat (ideally cooked and well salted) but is pretty much happy to eat anything with plenty of salt in it. In times of great need, they can subsist on virtually anything, but their hunger usually drives them to a raid long before their stomachs begin to growl properly.

PATHFINDER

PLAYER COMPANION

Since goblins are always hungry, they find storing food difficult. Pickling things in brine is one way around this issue—it both preserves food and softens things that are too hard to eat immediately. Goblins are very proud of their teeth and take care of them by chewing on stringy plants—a toothless goblin quickly becomes a starving goblin, and soon thereafter a dead goblin. It's not unusual for a party of adventurers to come upon a tribe of goblins carefully picking their teeth with needles, brushing them with ferns, or sharpening them with files.

Food storage rooms in goblin lairs are often easily identified due to their sparse contents—unless well guarded, a goblin food store is quickly depleted by ravenous or bored visitors. Of course, setting goblins to guard the room is no solution. Some tribes actually go through the trouble of hiring or forcing other creatures like bugbears or ogres to guard food, but this can backfire as well if the guard is too powerful and decides to hold the food ransom. Other tribes try to fight the problem of pantry raiding by stocking only bland foods that goblins tend to not like. Things like cabbage, carrots, or turnips are generally the last things a goblin wants to eat—provided, of course, that the vegetables aren't pickled. Because brine is delicious.

Cannibalism occurs in some tribes, particularly after a death, and goblins do have an unfortunate habit of eating anything if they are hungry enough. There's no real social stigma for goblins regarding cannibalism, but notorious goblin cannibals quickly become shunned and feared for the same reasons a goblin might fear anything that's developed a taste for goblin flesh.

Because they have a high tolerance for salt, goblins can exist for a short time by drinking saltwater. Indeed, some tribes have developed various tribal concoctions with saltwater as their primary ingredient.

Writing

“Sing words out and you'll do well. Write them down—you'll go to Hell!”

Every goblin knows that writing words down steals them out of your head, but this fear and suspicion of writing is only the start of their strange relationship with writing. Fear of writing is ingrained in goblin young with terrible (usually very bloody) fairy tales about what happens to goblins who dare to write down words. Such cautionary tales invariably end with the goblin's head sagging like an empty bag, bursting like a balloon, or catching fire from the inside out.

This fear almost certainly originated when the original barghests, the progenitors of all goblins, signed their true names on a scroll of hag hide, giving their power to Asmodeus. A goblin believes that once he writes any word

down, all his power drains away, along with his body and mind. When they find written words, they prefer to burn them, believing that by burning their enemies' words, they burn the authors, too.

This fear of words can make life difficult for some goblins—particularly alchemists and wizards, who would normally need to keep formulae or spellbooks. In some cases, these somewhat “enlightened” goblins simply do their best to hide the fact that they're engaged in writing. Of course, if the goblin in question is already a hermit or exile, he doesn't have to worry. In other cases, though, the alchemist or wizard instead keeps a book of pictures and diagrams to help him record his spells and formulae. These crude and often baffling notations blur the line between diagrams and pictographic language. This method works fine for the goblin in question, but since these pictures and diagrams are difficult to decipher, using them to learn new formulae or spells imparts a –10 penalty on the Spellcraft check made to learn the magic. As a general rule, goblins who learn new spells or formulae from scrolls do so on the sly and then burn the scroll to hide the evidence of their transgression.

Songs

“Goblin voice spread goblin song. Sing so loud you can't be wrong!”

For such sadistic, destructive little menaces, goblins possess a long and colorful racial history. They love to sing, and while their songs may be a little bawdy or violent for most tastes, few could argue that goblin songs aren't at least catchy.

Goblin songs play a key role in recording their oral history—it's easier to remember a bunch of musical rhymes, after all, than a list of dry statistics. Goblin songs tend to be blunt and brutal, the rhymes simple, the words rude and violent. While they usually sing songs in their own language, goblins are uncommonly talented translators when it comes to music. Many goblin bards and chanters take pains to learn the languages of their enemies so that those enemies know exactly what's coming.

Singing forms almost as large a part of goblin training as does actual drilling and practicing with weapons. To be a good commando, a goblin doesn't only need to be able to use a dogslicer or shortbow, but to be able to sing songs about what he will do with them to his enemies. These training chants vary in length, but are generally a dozen or two verses long. They describe in detail tactics used by the tribe, giving helpful hints for the goblin on how to use snakes, pointed sticks, hedgehogs, poison roots, and things with spikes against the enemy. Many dirty fighting techniques are taught using these chants,

Goblins of Golarion

and often would-be attackers can learn the whole range of goblin tactics they might face by concealing themselves near a goblin campfire and listening to their songs.

Distractions

“When you’re cooking puppy gravy—wait, is that a two-headed frog? CATCH IT!”

Goblins have a tendency to be easily distracted by seemingly irrelevant things, suddenly stooping to squash a slug or pausing to pick their nose or belch loudly, regardless of the danger facing them at the time. Only true terrors, like horses, can keep a goblin’s attention for a significant amount of time.

This distraction is caused partly by a goblin’s notoriously short attention span, but also by their love for pretty things, their cruel senses of humor, and their endless hunger. A goblin might suddenly stop to pick and eat a toadstool or pause to admire the glistening dew on a spider’s web at dawn, even though a greatsword is about to cleave him in two. Accidents and peril suffered by other goblins are often particularly amusing—especially if the other goblin is a jerk. In most cases the goblin’s primary senses (a love of shiny things and endless hunger) overcome the goblin’s sense of immediate danger.

Games

“If you’re bored just light a fire—if that don’t work just burn it higher!”

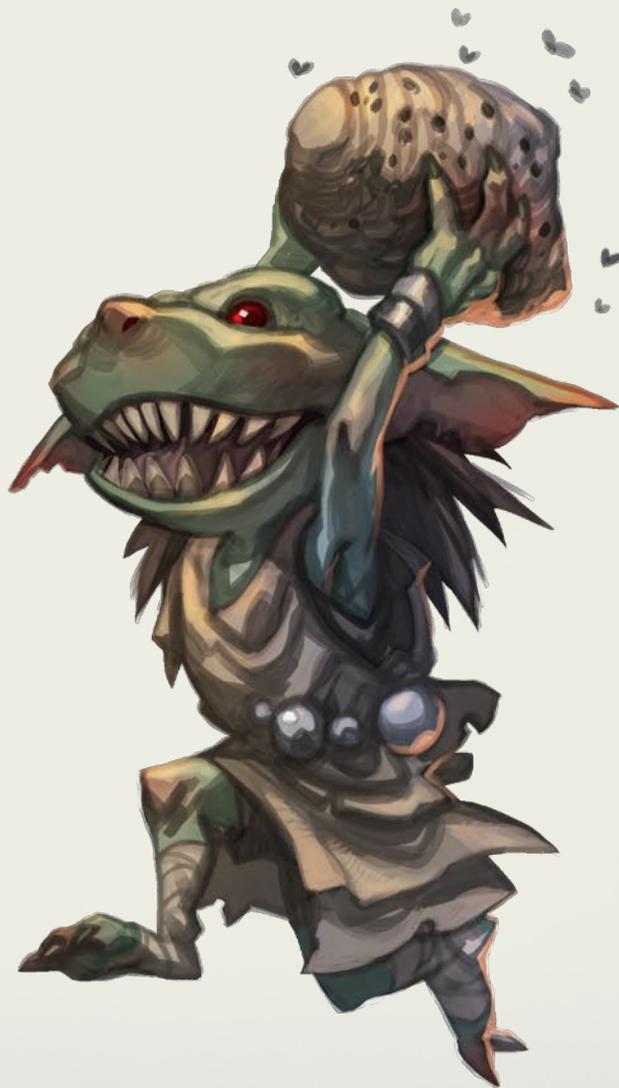
Goblins have very short attention spans and get bored quickly. Left with nothing to do, a goblin’s boredom can develop into vandalism or self-destructive acts that can cripple a tribe’s strength. The wisest of goblin chieftains ensure that their goblins are never idle for long—but raiding too often can be even more destructive to a tribe than letting them find their own entertainment. One common way to keep a goblin host distracted is to introduce them to various games. Of course, being goblins, safe and fair games are nowhere near as interesting as those that are risky and cruel.

Beyond the usual tests of prowess (firing arrows or hurling spears, javelins, darts, axes, or anything else that may hurt at a living target) and games of violence (arm-wrestling, play fighting, and the like), goblins show an evil inventiveness in the games they devise. Generally, goblin games are an excuse to inflict pain on small harmless creatures or defenseless prisoners. “Rabbit conkers” is one such game, in which rabbits are used to replace conkers in the traditional game. Another is “killgull,” wherein several goblins take turns trying to knock a tethered sea gull out of the sky using thrown objects, while another goblin holds the tether and tries to yank the flying bird out of harm’s way. Playing tag or scoring goals with oiled

pigs is said to have been a goblin invention, as well as the old goblin game of “spider-rat-knife,” for which rules vary wildly between tribes, but which always involves the objects named, and often permanent scarring.

Games involving mounts are common, although when worgs are involved, the mounts are careful not to put themselves at any risk, aware of goblin recklessness and their ingrained love of seeing animals suffer. Such games often involve hunting for quarry, leaping over a course, or charging at another mounted goblin wielding a variety of weapons, from hefty pieces of lumber to lances. Acts of prowess while mounted are also greatly admired, and a goblin that can perform tricks this way can quickly establish himself as a hero.

Although they’re not quite games, dares are also a favorite goblin pastime. Goblins love dares, and some tribes use these as ways to test the abilities and cunning of members, rewarding goblins who successfully carry



PATHFINDER

PLAYER COMPANION

out dares with the loan of valuable equipment or items from the chief's treasury. A goblin dare differs from a game in that it has a reward, and as a consequence, is almost always *much* more dangerous. Goblin dares involve lifting metal objects out of fire pits, swimming over waterfalls, or sneaking into a human settlement and stealing something. Goblin heroes often boast of insane dares, and such are a way to gain great respect in a tribe.

Death

“Don't be shy, just give it a try—the worst that could happen is that you'll die!”

Death is a very real fact in goblin society. From being raised in cages where brothers and sisters are often forced to murder for survival, to the day-to-day perils of living in a society that adores fire but builds most of its homes out of weeds and dry branches, death is never far from a goblin's mind. Of course, goblins also assume that death is something that happens to other goblins, not themselves. When a goblin is finally faced with a situation where there's a real possibility of being killed, the revelation is generally an overwhelming shock—this is the primary reason why goblins are such cowards. They run from battles not because they're worried about dying as much as because the point when they run is the first time in their lives when they realize they can die. Accidental death is nothing to be afraid of, since no goblin thinks he'll ever die in an accident, and once he does, he's past considering the accident's implications. A goblin that survives a potentially fatal accident simply assumes that he was never in all that much danger in the first place—a mindset that often leads a goblin to repeat a dangerous stunt until the odds catch up with him.

Once a goblin does die, what happens to the body depends very much on what caused the death and where the goblin died. Goblins slain on a raid are left to rot where they fall, especially if the raid resulted in a rout and the surviving goblins fled. The bodies of goblins who die among the tribe, though, suffer different fates. If a goblin is killed by another goblin, the victor gets the dead goblin's stuff and decides what to do with the body. Often, this results in using the body for a humiliating purpose. Goblins who die of natural causes (very rare) or accidents become the property of the first goblin to reach the corpse, a tradition that sometimes results in more death as two or more goblins squabble over the spoils. Goblins generally don't bury their dead, but neither are they fond of the smell of rotting goblin meat. Many tribes keep a scavenger like a boar or otyugh handy to dispose of these bodies, though often they're just dumped in a pit or off the side of a sea cliff. In certain cases—particularly in areas where food has grown scarce—necessity determines

a dead goblin's ultimate resting place: the bellies of his still living kin.

Goblin Equipment

Goblins are incredibly inventive when it comes to using scrap and rubbish to make things, resulting in endless variations of local weapons and equipment. Some items, however, have become standard for goblins, even across great distances, and songs of making are sung about useful items every goblin should carry. Dogslicers and horsechoppers are two of the most notorious goblin inventions—these weapons are detailed on page 290 of *Pathfinder Campaign Setting: Inner Sea World Guide*.

Presented below are several other items often used by goblins. In some cases, these items already see use in other societies as well, while others are specific goblin inventions that non-goblins might find uses for.

Goblin Goods

Item	Cost	Weight
Caltrops, vicious	50 gp	4 lbs.
Cobbled item	Special	Special
Fangfile	3 gp	2 lbs.
Fetish, tribal	5 gp	—
Fire carrier	1 sp	1 lb.
Goblin pickles (1 jar)	4 sp	1 lb.
Pig grease	1 sp	1 lb.
Tossglove	1 sp	1 lb.

Caltrops, Vicious: These specially modified caltrops have clusters of needle-sharp spines that are slightly longer and more brittle than those on normal caltrops. Like standard caltrops, a 2-pound bag of vicious caltrops covers a 5-foot-square area. Vicious caltrops work just like normal caltrops, save that they have an attack bonus of +4, do 1d2 points of damage, and require a DC 20 Heal check to fully treat.

Cobbled Item: Goblins are masters at crafting things from bits of rubbish. The category of “cobbled item” is a general catchall to describe any piece of equipment that has been repaired or modified by goblins. Such items are of an inferior quality—whenever they're used as part of a skill check or attack roll, they have a 10% chance of being broken. Cobbled items can never be masterwork items. A cobbled item is of lesser quality than a normal item, and thus costs only 75% as much as the normal item, but is often much bulkier. Any cobbled item of 1 pound or more in weight actually weighs twice as much as a normal item of its type. Any item that normally costs more than 50 gp can never be a cobbled item, nor can alchemical items be cobbled. At the GM's discretion, other items may not be able to be cobbled items either.

Goblins of Golarion

Fangfile: This narrow metal file is used by goblins to sharpen their teeth. The file ends in a pointed spike in case tooth-sharpening is interrupted by combat—a fangfile can function as a punching dagger when used in combat.

Fetish, Tribal: Tribal fetishes vary from tribe to tribe, but are generally small, carved wooden or stone religious symbols, luck tokens, or curious naturally occurring objects specially carved to resemble something of significance (such as an acorn with a wolf fangs, a dried mushroom with skull-shaped blotches, or a stone with a lizard carved on it). A goblin divine spellcaster can use a tribal fetish as a divine focus for spellcasting.

Fire Carrier: A fire carrier is a conical device made of thickly insulated leather and wood designed to carry a live coal under a layer of ash. A fire carrier can keep a coal red hot for 24 hours and allows anyone to light a fire in normal conditions without having to resort to Survival checks, alchemical devices, or magic.

Pickles, Goblin (1 jar): Goblins pickle everything, and thus goblin pickles can be composed of almost anything. Their only shared characteristic is that they're mostly edible. At the GM's discretion, a non-goblin who eats a goblin pickle must make a DC 10 Fortitude save to avoid being sickened for 1 hour. A single jar of goblin pickles provides a goblin enough nourishment for a day.

Pig Grease: Maybe it's the wide heads, but more likely it's the lack of common sense that causes goblins to so often get stuck in narrow spaces. In such cases, a dose of pig grease is really helpful. An application of pig grease applied to the body grants a +2 circumstance bonus on all Escape Artist checks for 1 hour.

Tossglove: A tossglove is a hefty leather and metal glove made for holding and throwing an insect, snake, or other tiny creature that would otherwise bite the goblin. Those who don't use a tossglove when attempting to sling such creatures provoke an attack of opportunity from the animal they attempt to throw or stash. The glove has overlapping plates that cover the goblin's arm up to the elbow. It's a full-round action to put on or take off a tossglove, and while it's worn, that hand can't be used to perform acts of fine manipulation (such as making a Disable Device check or firing an arrow). The gloved hand can still wield a melee weapon.

Class Roles

When a goblin can be bothered (or if it lives long enough), it can take levels in a character class. Known as goblin heroes to their kin, these goblins typically serve important roles in their tribes such as chieftain, shaman, or kennel master. Goblins with more than four class levels are exceptionally rare and are usually the chief or champions to the chief. Goblins with more than seven

class levels are true exceptions to the race—these are almost always loners who have sought out a role beyond the typical goblin tribe, and often live among other creatures, working as mercenaries or assassins.

Goblins' typical attitude toward various classes and the type of roles filled by each class are listed here.

Alchemist: Goblin alchemists are a dilemma. They make brilliant explosions and bombs, but they write things down, an act no sane goblin would ever do. As such, most goblin alchemists operate in secret, or else have to develop unique methods of recording their formulae through non-writing methods. The goblin hero-god Zarongel is blessed with hair of fire, and is most often associated with goblin alchemists. Some goblin cults (most notably the seldom heard of Cult of Belching Fire in Isgar) have incorporated alchemy into their ceremonies and teachings, and, although hidden as a dark and terrible secret, these goblins inspire awe and terror in fellow goblinoids. When a goblin studies alchemy alone, he often does so in blatant disregard for his life and sanity. Which, to most goblins, is a great reason to study alchemy.

Barbarian: While admired for their ferocity, goblins are generally ill-suited to be barbarians because of their Small size and low Strength. Although the mayhem of a raging barbarian might appeal to goblin sensibilities, the unfortunate fact for most is that their rage overrides their already marginal sense of self-preservation, making those few who adopt this class short-lived, even by their peoples' pitiful standards. Goblin barbarians above 1st level are perhaps the rarest of all classed goblins.

Bard: Word of mouth is the only way goblins record history, and goblin bards, with their bawdy and often unbelievably violent songs, are much revered as the keepers of that oral tradition. Goblin bards favor Perform (song), although oratory and occasionally more obscure performances (such as buffoonery) are also used to inspire. Each goblin tribe tends to have a tale-teller or a song-leader, bards whose tales and songs inspire those around him. Many of the greatest goblin heroes come from the ranks of bards.

Cavalier: Goblins are natural riders, and the cavalier's association with mounted combat makes this a great class for goblins. Most often, a goblin cavalier belongs to the order of the cockatrice—although they tend not to identify themselves as being a member of this order per se, but rather made-up orders along the lines of "Most Fearful Order of Bark-Chewers" or "The Great Worg Riders of Doom Order." It's relatively unusual for any two goblin cavaliers, even two in the same tribe, to claim allegiance to the same fanciful "order." Goblin cavaliers often undertake special oaths as well. The *Decree of the Mother* is a frequently encountered goblin cavalier cause;

PATHFINDER

PLAYER COMPANION

such goblins swear to create chaos from order, and bring war to lands of peace. The *Undertaking of Flame* similarly requires a goblin cavalier to spread fire like a plague across lands and civilizations. A goblin cavalier never, under any circumstances, uses a horse or a dog as a mount. Most instead ride goblin dogs or wolves.

Cleric: Goblin clerics tend to worship Lamashtu or one of the goblin deities (see page 26). The worship of the Mother of Monsters is ideal for goblins; what with the combination of howling, screaming, intoxication, and sacrificing humans and animals (who are, naturally, eaten afterward), her rituals are quite popular. When particularly devout goblin tribes are encountered, the ferocity and terror of their bloodletting ceremonies greatly disturbs any who see them, as the goblins' cruelty gives a new edge of malice to their worship of their god. The barghest hero-gods of goblins often have a secondary role to play in worship, and this is often reflected as a second class for such clerics—those who revere Hadregash favor the fighter class, while those who worship Venkelvore are generally druids. Followers of Zarongel become rangers

or cavaliers, while those who idolize Zogmugot often become rogues.

Druid: Goblins may be arsonists and maniacs, but they have a healthy respect for their surroundings. They are gifted at working with the environment and excel at turning it to their advantage, making fortifications out of thistles and traps out of quicksand, for example. Goblin druids often take animal companions that can double as mounts, but never take dogs or horses as companions. Goblin druids back their abilities with stern tales of the power of nature, and their spells are recognized to be of great value to a tribe. So valuable are these gifts considered that druids are often kidnapped by other tribes, and forced by pain or persuaded by honor to serve the needs of their new tribe.

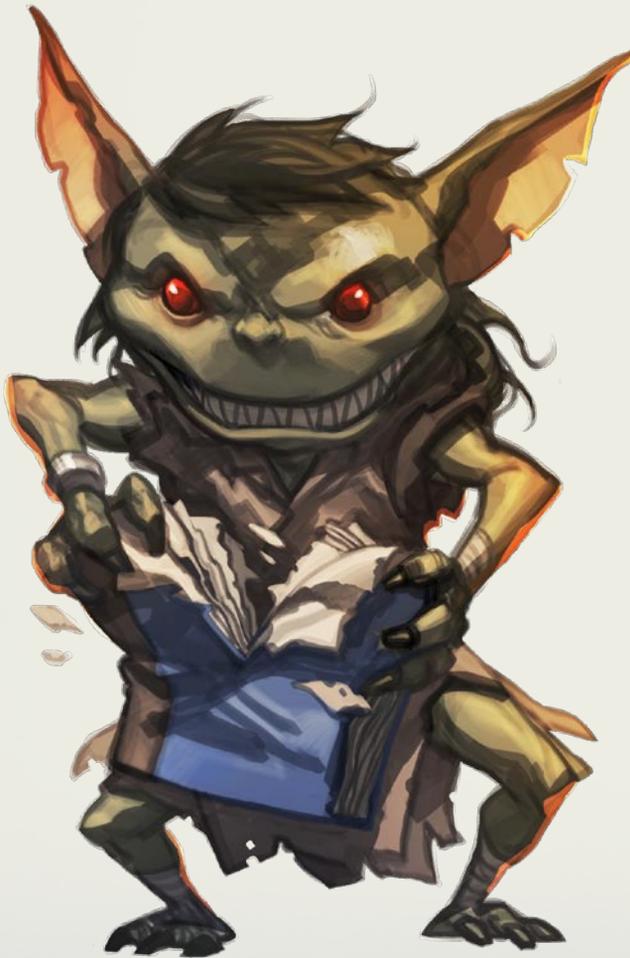
Fighter: Along with rogues, goblin fighters are among the most commonly encountered goblins (although still not as commonly encountered as simple goblin warriors). The combination of multiple feats and the ability to progress as mounted fighters is very appealing to most goblins. These toughest (and generally loudest) members of a tribe are often found at the front of goblin raids and ambushes, and as such are often the shortest lived. Goblin fighters prefer to choose mounted combat feats, since these gain the greatest prestige among tribes.

Gunslinger: What greater glory could goblins hope for than becoming gunslingers? They shoot guns, after all! In regions where firearms are more common, goblins have a dangerous obsession with these devices—but actual goblin gunslingers are extremely rare, since most goblins aren't interested in the discipline and respect for the gun that being a gunslinger requires. They're more apt to accidentally shoot their eye out.

Inquisitor: Goblin inquisitors are rare, and most often encountered on the periphery of larger settlements and forces, when obedience to a deity is driven by great need, or in times of battle. Occasionally, a sub-cult of the god Lamashtu emerges, with inquisitors within its ranks who help recruit new followers—or else. While the idea of godly punishments and pain appeals to goblins, they are generally too hungry and obsessed with the next raid to allow inquisitors to disrupt their ranks.

Magus: As with wizards and alchemists, the fact that a magus requires a spellbook keeps goblin magi a significant rarity, especially as such savants must master both spells and swords. Few goblins have the attention span to master a single topic, much less multiple areas of study. Perhaps there are a handful of such goblins found across Golarion, but they wisely keep their spellbooks and uncanny aptitude hidden.

Monk: Goblin monks are an unlikely lot. Goblins just don't have the patience, time, or discipline to follow



Goblins of Golarion

a path of enlightenment—they're just too hungry and distractible. The idea of treading a path of discipline is alien to most goblins—those who do are often derided and mocked by their kin, who enjoy calling them things like “minihobs” (a reference to the perception that such lawful-minded goblins are trying to be hobgoblins).

Oracle: Goblin oracles are often seen as heralds or portents by those around them. Some goblin tribes think of oracles as living gods and worship them, while other regard them as portents of doom, to be outcast or slain. Oracles therefore fulfill two roles in goblin society: supernatural terrors that young goblin warriors are warned to avoid, and patrons of strange mystical forces that can lead a tribe into a time of plenty. In some cases goblins believe that oracles have written down words, and, as a consequence, are cursed as a punishment from the gods.

Paladin: The idea of a goblin paladin seems a total contradiction, and no tales have been heard of any existing. Perhaps, somewhere, an outcast goblin has been taken in by goodly priests, absolved of his sins by prayer, and introduced to a holy and honorable path. Such a tale seems unlikely, however. Goblins pretending they're paladins, though, is not unheard of—but usually only occurs when an unlucky goblin is forced to take on the role of the paladin in popular games like “Stick the Paladin with the Stick” or “Knight Dragging.”

Ranger: Goblin rangers are common and admired. Their ability to track and their knowledge of the wilderness are invaluable in raids and when scavenging. Such heroes often rise quickly in tribal ranks and are greatly admired by chiefs. Many of the saner goblin chiefs have ranger levels. Often, such rangers have animal companion mounts that are as revered and admired as their riders, and a ranger's influence among it's mount's kind is considerable. Goblin rangers can take goblin dogs as animal companions.

Rogue: Along with fighters, this class represents the most common character class found among goblins. Being sneaky and adept at treachery are skills many goblins naturally excel at. The combination of being great at sneaking and stalking, as well as being deadly in certain combat situations, make the rogue an ideal class for goblins. The fact that goblins take particular glee in being able to inflict significant amounts of damage on unsuspecting foes only further increases the attraction of this class to the little monsters.

Sorcerer: The power to wield magic is scary to goblins, but the ability to summon fire and explosions appeals to them enormously. Sorcerers are greatly valued, and thus greatly protected by their companions, and a goblin chief advised by a sorcerer is a force to be reckoned with.

Any goblin who can cast a *fireball* spell is going to be the subject of hero-worship for the rest of his days, although fear may drive others to rash acts of jealousy.

Summoner: Goblins find summoners hard to fathom. Their abilities and use to the tribe are acknowledged, but the presence of their strange idolons makes goblins nervous. Some tribes suggest that summoners and their idolons are actually physical manifestations of barghests, with both goblin and monster physically present; such tribes' summoners go on to gain respect and fear in equal measure from their tribe. Other summoners fare less well. The ability to summon something that can be eaten but then suddenly vanishes makes many goblins cross, and a cross goblin chief is a dangerous thing indeed. When chiefs can be persuaded of the value of such creatures, the summoner may secure a place of honor at his side.

Witch: Goblin witches are occasionally encountered, although they usually live on the edges of goblin tribes, kept at a safe distance until they are needed. Some tribes actively hunt goblin witches, blaming them for charming warriors into slaves and making love philters to trick goblins into pursuing relationships with humans or halflings or dogs or tree stumps. Like druids, however, witches can earn reputations and become respected among tribes for their abilities (most importantly, making fire from nothing).

Wizard: The problem with goblin wizards is that they must have a spellbook, which, if discovered, leads to goblin death, or worse. Goblin wizards are almost always exiles or hermits who live alone—if a goblin really wants to wield arcane magic, he almost always seeks the path of the bard, sorcerer, or witch instead.

Goblin Traits

Traits represent unique advantages conferred by a character's formative experiences or innate qualities. The twisted, mad, and cowardly world of goblins manifests itself in a unique set of abilities and curious “talents.” Full rules on traits can be found in the *Advanced Player's Guide*.

Race Traits

Listed here are several goblin race traits.

Advantageous Distraction: Like most goblins, you're easily distracted. Unlike most goblins, though, you have a knack for being distracted at the right time, especially when it comes to avoiding pain. Once per day as a swift action, you can be momentarily distracted in combat—ducking an axe swing to inspect a toadstool, or stooping behind a tree to lick some bark and accidentally avoiding an arrow, and so on. When you activate this ability, you gain a +2 dodge bonus to your AC for 1 round.

PATHFINDER

PLAYER COMPANION

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. Any Escape Artist checks that requires you to squeeze your head through a tight space take a –8 penalty.

Big Ears: Your massive ears are your pride and joy, and other goblins claim you can hear a flea scream as it falls off a goblin dog. While this might not quite be the case, you gain a +2 bonus on all Perception checks made to hear noises. Additionally, you can hear noises that normally only dogs or other animals can hear, like the sound of a dog whistle.

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 suffered 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.

Color Thief: Your skin is an odd tint that somehow absorbs background colors. Maybe because your mother drank a lot of potions when you were still inside her belly. Maybe because you've been blessed by the barghests. Maybe because you're just better than the other boring goblins. In any case, you gain a +2 trait bonus on Stealth checks, providing you wear only light armor or no armor.

Dog-Sniff-Hate: You gain the scent special quality (*Bestiary* 304) but only against canine creatures, like dogs or wolves, including monstrous hounds such as hell hounds, yeth hounds, and even werewolves. You gain a +2 trait bonus on attack rolls against dogs you can smell.

Foul Belch: Once per day as a standard action, you can force a particularly odious belch at a single opponent within 5 feet. The character affected must make a DC 12 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based.

Goblin Foolhardiness: You have a tendency toward gross overconfidence in combat. When facing an enemy that's larger than you are, 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.

Pustular: 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're 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.

Rude Songs: Providing an opponent can hear and understand you, the lyrics of your songs are so personally

insulting that you gain a +2 trait bonus on all Perform (song) checks. Perform is always a class skill for you.

Ugly Swine: You are a repulsive little freak whose origins are unclear. Your head is small for a goblin and your mouth oddly narrow, allowing you to pass in urban environments as an unidentifiable mongrel, providing you keep a low profile. However, if examined closely, your goblin origins are revealed. You gain a +2 trait bonus on Disguise checks, and Disguise is a class skill for you.

Regional Traits

Listed here are several goblin regional traits.

Cliff-Master (Varisia): You are adept at scavenging along the cliffs by the sea, and have become a skilled climber. You gain a +1 trait bonus on all Climb and Survival checks.

Goblin Pirate (Shackles): Although you might prefer life on board a ship, you often end up in the water for some odd reason. You gain a +1 trait bonus on Profession (sailor) and Swim checks, and Swim is always a class skill for you. You might also have a peg leg or a hook for a hand, but that's not so helpful.

Monkey Goblin (Mediogalti): You are adept at arboreal activity, and are more at home in the branches of a tree than you are on the ground. You gain a +2 trait bonus on Acrobatics and Climb checks while climbing trees.

Scion of Goblinblood (Isger): The fury of the Goblinblood Wars still courses through your veins. Whenever you're within 60 feet of an enemy hobgoblin, you gain a +1 trait bonus on all weapon damage rolls.

Religion Traits

Listed here are several goblin religion traits.

Flounderer (Zogmugot): You are adept at swimming and holding your breath. You gain a +1 trait bonus on Swim checks, and can hold your breath for a number of rounds equal to three times your Constitution score before you risk drowning.

Mother's Teeth (Lamashtu): Your teeth are more jagged and pointed than normal. You can make a bite attack for 1d2 points of damage as a secondary attack.

Restless Hunger (Venkelvore): If you have a piece of food (or something a goblin might consider food), you can quickly eat it as part of a charge attack once per day. Doing so increases your speed by 10 feet for 1 round.

Strength of the Barghest (Hadregash): The blood of the barghests is strong in you. Once per day as a free action, you can gain a +2 trait bonus on any Strength check or Strength-based skill check.

Wolf Cub (Zarongel): Your body has clumps of ugly fur, a sure sign of wolf blood! You win! Once per day as a standard action, you can take a deep breath through your nose to gain the scent ability for 1 minute.

Goblins of Golarion

Goblin Tribes of the Inner Sea Region



PATHFINDER

PLAYER COMPANION



Goblin Tribes

Damnedest thing I ever saw. There's this wrecked ship in a sandbank not far from the Three Cormorants. You know, those islands off Shank's Wood? Anyway, our captain sniffed a storm so we pulled close to shore rather than keep sailing for Sandpoint. Storm actually did come, but by then we had goblins to worry about. Those crazy little bastards got ahold of a catapult on the wrecked ship, and they used it to shoot themselves at us! Held these big leaves in each hand that they flapped around like they was wings. Only they didn't really work that well—did more damage to themselves than to us, but what damage they did do was enough to send us back into the storm rather than risk getting a hungry goblin to the face!

—Ulgomus Trell,
local fisherman and noted tall-tale teller

Goblins of Golarion

Goblins steal, scavenge, and adapt with startling ease, but their laziness and lack of initiative often keeps them from becoming true threats. Yet their adaptability also allows them to live almost anywhere. Sure, goblins tend to flourish in certain areas, particularly in Isger, Mediogalti Island, the Shackles, and Varisia, but it's not unusual to find a tribe of goblins eking out a filthy existence anywhere else in the Inner Sea region—often in the most unlikely of places. Willing to eat garbage and sleep in filth, and rarely posing enough of a threat to make exterminating them worth the trouble, goblins stubbornly survive in circumstances that few other creatures would tolerate. Goblins are the weeds of the monster world.

Although goblin tribes sprout up everywhere, four different parts of the Inner Sea region currently suffer from major infestations. Each of these areas—Isger, Mediogalti, the Shackles, and Varisia—warrants a brief discussion of how goblins, particularly some of their more prominent or notorious tribes, specifically impact them.

Minor Goblin Tribes

Goblins can be found all across the Inner Sea region, living in such undesirable places as leaking caverns, moldy shipwrecks, and stinking sewers. Although most congregate in the previously noted lands, some goblin tribes have made names for themselves far from regions typically frequented by their kind. The tribes detailed below present a quick sampling of some of the more noteworthy minor goblin tribes found in the Inner Sea region. GMs creating adventures and PCs penning character backgrounds should feel free to create their own goblin tribes and add them to the map on page 17 as their stories require.

Frostfur Tribe: In frozen Irrisen, the Frostfur goblins wear thick pelts the color of fresh snow when they go on the hunt. Extraordinarily patient and adept at blending into the arctic wastes, these pallid goblins have a reputation for snatching prey from among large groups and getting away clean. At least some of this nearly legendary talent for stealth stems from their favorite tactics of digging ambushes into the snow and bursting out to attack passersby, or creating snow-covered pit traps and hiding in the walls. These tactics have resulted in the incorrect belief that the Frostfur goblins can burrow through snow like fish swimming through water.

Ghostmask Tribe: Members of the Ghostmask tribe lurk in the hills around the southern coast of Conqueror's Bay, where they gather moon nuts and then chew the tough shells and soft meat together until it forms a strange glowing silver paste. This habit takes its toll on the Ghostmasks' teeth—many of these goblins have stubby,

dull teeth. The silver paste thus produced is used as war paint. The goblins decorate their bodies with vivid streaks of argent radiance before they go to war. In shadowy Nidal, these ghostly blurs of faint white light darting between rocks and trees inspire their own sort of dread.

Jurdan's Volunteers: In Cheliax, along the northern edges of the Barrowood, a sizeable tribe of goblins have pledged their loyalty to a non-goblin leader. The remnants of several different tribes displaced by renegade slaves settling in the forest, these goblins banded together and found a new purpose—and a new name—by pledging service to aristocrat alchemist Jurdan Terzain and his paramour, the transmuter Galilia. With the active support of the Church of Asmodeus, these two conduct numerous alchemical and magical experiments upon their goblin “allies.” These experiments leave many goblins hideously deformed, but most are still able to function. A few—just enough—emerge with strange and unusual abilities that keep the goblins hopeful and Jurdan focused on the research. The goblin elders dream of one day reclaiming the Jeni hills with a younger generation of powerful goblin mutants, but such a goal is still quite a long way off.

Screamwing Tribe: Deep within the heart of the Mwangi Expanse, the Screamwing tribe rides giant bats into war. They produce unnerving shrieks and shrill cries in battle, aping the noises created by their mounts. Some scholars believe that the Screamwing lair is actually located in Nar-Voth's upper reaches, and that the goblins fly up out of the Darklands at night through a nameless and unknown chasm in order to hunt for food and slaves.

Spelleater Tribe: Countless centuries spent wandering the Mana Wastes have given the nomadic Spelleater tribe a peculiar ability to feed off magic. Spindly and short, even for goblins, they rarely pose much of a threat in direct battle. However, when exposed to a chaos storm or lesser sort of magic, they draw in its power. This not only keeps them safe from the magic but also either heals their wounds or infuses them with a brief burst of vigor if they are uninjured.

All members of the Spelleater tribe have the advanced creature simple template. In addition, they have spell resistance equal to 11 plus their total Hit Dice. Whenever a Spelleater successfully resists a spell, it heals damage equal to the spell's level—excess hit points are lost. Spelleater goblins have a hard time casting magic, whether divine or arcane. Any time a Spelleater casts a spell, he has a 10% spell failure chance, as if he were casting an arcane spell while wearing armor. This spell failure chance applies to all spells, whether divine or arcane, and stacks with additional spell failure chances granted from wearing armor.

Isger

Just over a decade ago, Isger almost toppled before a massive eruption of goblinoids from the dense tangles of Chitterwood, in a time now known as the Goblinblood Wars. Despite the pain and horror inflicted upon Isger's people, no race suffered higher casualties than the goblins themselves, who were forced to serve as expendable infantry by their hobgoblin masters. An entire generation of goblins had died on the battlefield by the war's end, leaving the remaining goblins without warriors to defend them in the years to come.

Now, only 14 years later, the goblins of Isger are finally beginning to recover physically, but mentally they may never be the same. The horrors of that war broke something inside many of Isger's goblin tribes. The cringing servility demanded by the hobgoblins and the unspeakable abuse those masters inflicted left a mark on the collective goblin psyche. Some tribes continue the cycle by inflicting the same miseries upon their own children, passing on the pain and the humiliation to the next generation. Other tribes behave even more erratically than normal for goblins. Those detailed here provide a few examples of how the cultural wounds of the Goblinblood Wars continue to bleed.

Bulbhead: Claiming territory along the burn-scarred edges of Chitterwood, members of the Bulbhead tribe wear crude masks fashioned from brightly colored gourds. During the war, some hobgoblins amused themselves by forcing goblin troops to wear gourds filled with wasps or spiders. The goblins took to wearing masks on their own as a way of keeping the hobgoblins from tormenting them further and the practice has continued. Covering their entire heads, these ungainly masks feature carved holes for eyes and mouth and often cause the goblins to stagger and spin if they miss a blow or to stumble when their feet tangle with overlooked roots and rocks. Though at first comical, Bulbhead goblins fight with such a mad frenzy that their foes rarely laugh for long.

Cinder Seekers: Not so much a tribe as a movement, the Cinder Seekers wander through Chitterwood, determined to prevent their fellow goblins from ever allowing themselves to serve hobgoblins again. They do this by waging a campaign of arson against their former masters. Some of the more radical members of the group actually set themselves on fire and then leap upon hobgoblins or their goblin collaborators in an attempt to inflict a fiery embrace.



Hookback: Boiling up from caves in the southern Chitterwood, members of the Hookback tribe have metal chains, rings, and actual hooks embedded directly into their flesh. During the war, some goblins, revolted by the horses used by a few of their hobgoblin masters, protested just a little too loudly. The hobgoblin officers decided to use the goblins to pull chariots and siege engines in place of the horses that so offended them. Rather than simply using harnesses, they opted for something more permanent. These piercings bore right into

their bones and muscles, making them almost impossible to remove. Hookbacks have taken to inflicting these same piercing on their offspring, and now view them as horrific badges of honor.

Mudrub: Claiming parts of the now often flooded and fenny eastern rim of the Chitterwood, members of the Mudrub tribe always coat themselves in a thick layer of swamp muck that covers everything except their glaring little eyes. Although they fight as if they have nothing left to live for but violence, the threat of water or anything that might wash away their crust of filth sends them into a panicked flight. During the war, some hobgoblin officers, knowing how goblins felt about writing, made branding their troops with words a common punishment. Most of those goblins died, hurling themselves into battle in hopes of washing away the shame with their blood. Once the war ended, the illiterate survivors took to burning and scarring their children with random patterns. Though few of the Mudrubs still carry actual scars of words on their bodies, they continue to act as if they do.

Slashface: Popping up in small bands throughout the Aspodell foothills, members of the Slashface tribe bear hideous scars across their heads, arms, and hands. They earn these marks by harvesting lashweed, a rare but potent narcotic that grows in isolated hollows throughout the area. During the war, some goblins were simply too cowardly to fight, earning the eternal disgust of their hobgoblin masters. They were assigned an even more painful and difficult task: gathering lashweed for hobgoblin use. Even now, powerful hobgoblin tribes control the hollows where lashweed grows. Any adult goblins found in one of these areas get dragged to a patch and chained until they pick their quota, ensuring that nearly all goblins in the region bear horrible scars from such slave labor. Many Slashfaces, learning from their parents, are tremendous cowards. When threatened, they cringe, beg, and weep with almost comical energy.

Goblins of Golarion

Mediogalti Island

The so called “monkey goblins” of Mediogalti come as close to a self-sustaining civilization as goblins have ever managed. The island boasts an actual community, the hanging treehouse “city” of Ganda-Uj, an unconventional settlement large enough that distinct neighborhoods have formed among its branches. The buildings of this tangled cluster of rough platforms and snarled branches are linked by crude rope bridges or handy vines. Whenever destroyed, whether by enemy attack, hungry predators, or accidental fire, the city soon rises again in a different part of the jungle.

Unfortunately for the goblins, enemy attacks happen far too often. The island teems with kobolds and lizardfolk who want nothing more than to eradicate the goblins once and for all. When outnumbered or outmatched, the monkey goblins (a nickname well deserved) never hesitate to scamper up the trees and flee through the jungle canopy. Their fantastic talent for climbing, coupled with their practice of making war from above, gives them a critical edge in jungle combat. Taking full advantage of the cover and concealment they gain from branches and leaves, they excel at raining cascades of stones and spears down upon foes below. Only those wily enough to pursue them into the trees, those large enough to reach them from the ground below, or those armed with powerful ranged attacks and magic can drive off a fully-enraged monkey goblin assault.

On Mediogalti, even within “cosmopolitan” Ganda-Uj, most goblins still cling to the tribal system, though they typically organize by shared purpose rather than blood. Goblins tend to drift into the city soon after reaching adulthood and join up with a hunting band. These groups rise and fall with the fortunes of their members, but the most skilled or lucky eventually secure membership into one of the more permanent and celebrated groups. Immortalized in song and treated as heroes by lesser goblins, these tribes perform important tasks for goblinkind. A few examples of these hero tribes appear here.

Egg Sucker: Accepting only the most ruthless and cunning hunters into their ranks, the Egg Suckers take this insulting nickname and make it their own by waging war against their kobold and lizardfolk enemies. They spend much of their time outside of goblin territory, raiding and terrorizing, burning whatever they find, and deliberately feasting on the eggs and young of their foes. Even other goblins sometimes wonder at the atrocities

committed by the Egg Suckers. The hatred they inspire stiffens their spines; Egg Suckers who cannot escape a losing battle fight to the death.

Knotsnarl: Trained in the use of nets and gifted at improvising snares from their surroundings, the Knotsnarl tribe focuses on capturing prisoners, whether for ransom, sacrifice, or something more grisly. Although the Knotsnarls claim no territory and prefer to constantly patrol the jungle, they tend to rely upon the reports of lesser bands of hunters to locate suitable targets. The

fact that these other tribes freely cede the right of hunting and capturing prisoners to the Knotsnarls gives just a hint of the respect they command.

Longlung: Few things offer a better chance for immense riches than a wrecked ship, as the goblins of the Longlung tribe know all too well. They devote themselves to gathering whatever bounty the reefs and storms can offer. Dedicated to Zogmugot and practiced at holding their breath for extraordinary lengths of time, Longlungs spend their days searching the wrecks off Mediogalti’s shores, particularly in the island’s great northern lagoon. When pickings get slim, Longlungs take up the role of wreckers, using fires to lure passing ships into crashing upon reefs or ragged shores.

Pulpdrool: These elite berserkers take their name from the partially fermented but mostly rotten fruit they eat before going into battle. Strong and fearless, with smears of foul-smelling pulp dripping down their chins, these goblins take battle madness to another level. Although they have little understanding or interest in developing their own complex tactics, they do follow orders fairly well. Goblin leaders typically gather the staggering members of the Pulpdrool tribe from their base in Ganda-Uj and then send them in to break formations or to drive enemies out of cover so other, more sensible goblins can unleash ranged attacks.

Spikespur: Claiming the exclusive privilege of riding the many dinosaurs that flourish on Mediogalti, the Spikespur tribe takes its name from the heavy metal barbs members strap to their ankles. In truth, particularly when capturing wild dinosaurs, Spikespurs often seem to spend more time clinging to a creature and shrieking than actually riding it, and these spurs help them to stay mounted on the lumbering beasts. A sudden charge by a group of dinosaur-mounted Spikespurs has saved the day on more than one occasion, and as such, the Spikespurs are idolized and often (fatally) imitated by less-talented young goblins.



The Shackles

Goblins tend to flourish in places that offer little in the way of law and order—places where their natural inclination for mayhem won't immediately inspire retribution from neighbors. As a result, the Shackles, with its ruling council of pirates, is a perfect place for goblins. They avoid dwelling too close to the large, central islands where the pirates hold sway, instead occupying smaller, outlying islands where they can live their lives mostly beneath the notice of their more powerful neighbors. Making their homes in partially flooded caves, nests in toppled trees, or, best of all, the storm-drenched ruins of Ghol-Gan, goblins in the Shackles have bitter and violent tribal conflicts with each other.

As one would expect from those inhabiting a cluster of islands, the goblin tribes found in the Shackles have a strong relationship with the sea. Although these goblins relish chances to steal ships from others (or to harvest loot from a wreck), most make do with what they manage to create or scavenge on their own. A few of the more advanced tribes produce their own crude ships, but the majority of tribes settle for rafts and dugout canoes.

In the Shackles, the goblin tongue uses the same word for “home” as for “beach.” Very few islands play host to more than one tribe. When multiple tribes occupy the same island, the inevitable result is a short but decisive war. Typically, the victorious tribe absorbs the remnants of the losing tribe as slaves, concubines, or food, but not always. Although goblins constantly war with tribes on neighboring islands, these raids seldom produce the same frenzied spasm of murder as an actual invasion or attempted colonization.

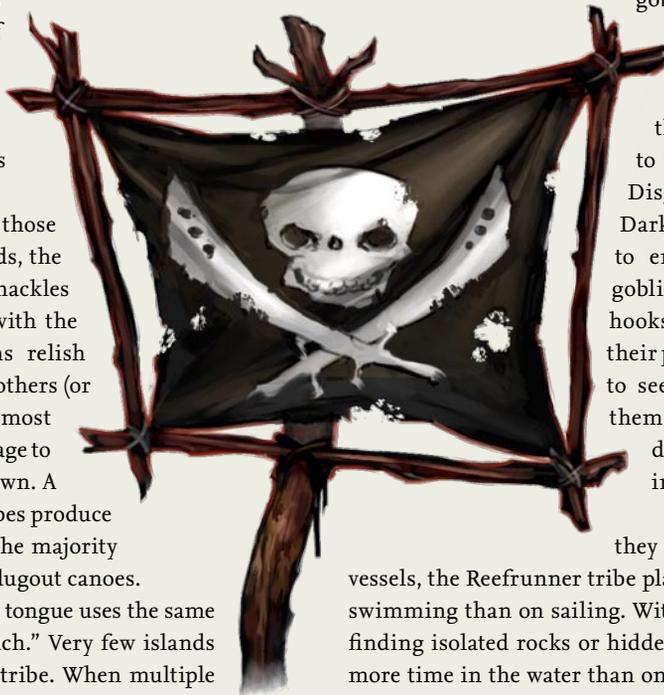
Bigbarb: Hailing from a southern island, the Bigbarb goblins regard their dugout canoes as not just transportation but also weapons. Each canoe features a prow equipped with a ram and twisted spikes. When such a canoe is propelled by as many as 10 goblin paddlers, it can strike ships with surprising force. Often, a properly aimed ram can end the battle before it even begins, with the Bigbarb goblins abandoning their canoe, swimming to shore, and then waiting for the targeted ship to sink and its crew to drown before swimming back out to loot the wreck. If these goblins fail to cripple a ship in the early moments of a battle, they typically retreat, knowing they have little chance against an alert and armed crew.

Dark Hook: Claiming an island along the northern edge of the Shackles, the Dark Hook tribe sails ships that often seem more like ramshackle mounds of debris than actual vessels. These goblins go to great lengths to imitate human pirates, wearing patches over their eyes, talking in nautical gibberish, dressing in piratical garb, and painting logs to look like cannons (or to look like what they believe a cannon might look like). While this does little to earn them the respect of human pirates, Dark Hook ships do prove surprisingly adept, and these goblins occasionally manage

to claim the occasional merchant ship. Though willing to give chase, they prefer to use stealth to take down their enemies. Disguised as flotsam, the Dark Hook crafts drift close to enemy ships before their goblin pilots use grappling hooks to silently clamber over their prows. The goblins' ability to see in the dark often gives them a decisive edge against drowsy crews snoring away in hammocks.

Reefrunner: Although they use rafts and other small vessels, the Reefrunner tribe places a greater emphasis on swimming than on sailing. With an uncanny instinct for finding isolated rocks or hidden banks, they often spend more time in the water than on their boats or their home island, deep within a tangled snarl of reefs and sandbars. They capture ships by luring them into dangerous waters and causing them to founder. Less aggressive than many other tribes, they sometimes permit the passengers and crew of these ships to take to lifeboats and flee. They prefer to plunder an abandoned ship rather than risk their lives in battle. Of course, if hungry, or simply in a bad mood, they have little compunction about claiming a few prisoners.

Squidwhistler: Considered weird even by other goblins, the Squidwhistlers have learned how to use the shallow tidal pools of their remote eastern island to lure, trap, and then train squid, octopi, and similar creatures to aid them in battle. As their name suggests, they make use of strange, high-pitched whistles when they need help from their pets. Almost inevitably, a Squidwhistler begins battle by flinging her pet mollusk at a foe, allowing the octopus or squid a chance to wrap itself around the enemy's face. Unable to see, half choking, with salty, slimy, tentacled beasts grasping their faces, opponents rarely put up much of a fight.



Goblins of Golarion

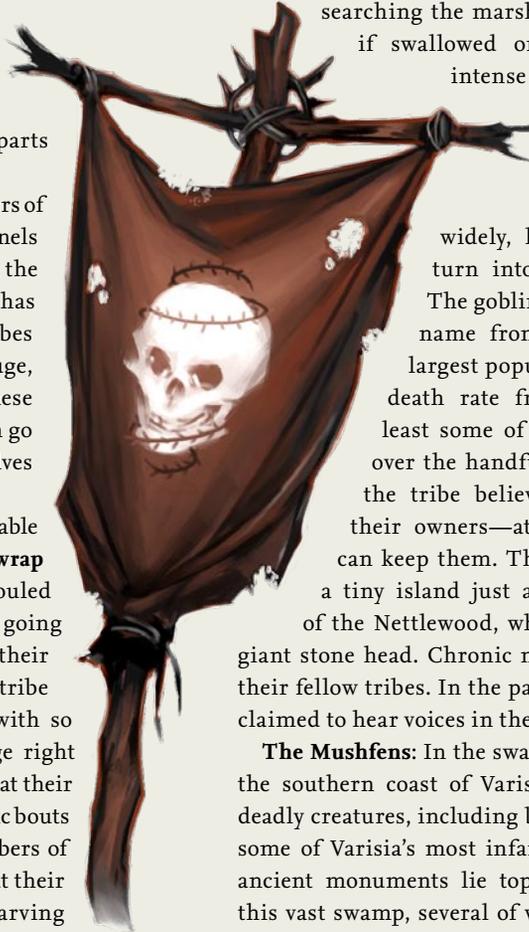
Varisia

No region of Golarion has more goblins living within it than Varisia. This vast frontier is home to just a few city-states only recently beginning to extend their influence inland, and conflicts with the indigenous goblin tribes is the inevitable result of this expansion. The sheer number of tribes, and the many different regions that comprise Varisia, make it difficult to highlight more than just a few of the most prominent ones. Thus, the tribes below represent a brief survey of some of the tribes that flourish in particular parts of Varisia.

Caves of the Craven: Immense numbers of goblins live in the twisted bundle of tunnels and natural chambers found beneath the Calphiak mountains. Although no one has done an exact count, likely dozens of tribes claim their own territories in this huge, tangled maze. The goblins living in these tight and claustrophobic quarters often go to great lengths to distinguish themselves from their neighbors.

Inspired by garbled tales of unstoppable mummies, the members of the **Darkwrap** tribe swathe themselves with befouled bandages, bits of rope, and rags before going into battle. Revered and feared by their neighbors, members of the **Firewalker** tribe conduct rituals that leave their feet with so much scar tissue that they can charge right over the buckets of hot coals they throw at their enemies during battle. Suffering periodic bouts of a condition similar to lockjaw, members of the **Gaptooth** tribe habitually knock out their front teeth to keep themselves from starving when unable to chew. Easily recognized by their oddly angular scar tissue, members of the **Sharpbumps** tribe show their bravery by gathering arrows that miss them and embedding the heads in their flesh. Members of the **Wart Tongue** tribe drink from a pool of dirty gray water—filled by a steady overhead drip—that seems to be the reason for the grotesque moles and growths along their lips, gums, and tongues, which they consider the height of beauty.

Lost Coast: In the wilds along Varisia's western coast, a loose confederation of five goblin tribes exerts a great deal of influence. These tribes sometimes cooperate in complex schemes, but turn against each other just as often, though they do seem slightly more willing to bend to the will of non-goblins than other Varisian tribes. This makes them useful minions for those seeking to do Sandpoint harm.



Traditionally the least aggressive (by goblin standards at least) of the local goblin bands, the **Birdcruncher** tribe lives in caves along the western edge of Devil's Platter. Excellent trappers, they earn their name and much of their food supply by snaring wild birds and eating them raw. The **Licktoads** of Brinestump Marsh are excellent swimmers who spend much of their free time searching the marsh for little white toads that, if swallowed or slobbered over, provoke intense visions and dreams. The tinkering goblins known as the **Seven Tooth** tribe claim Shank's Wood as their home, but wander widely, looking for junk they can turn into weapons or odd devices. The goblins who live in and take their name from the **Mosswood** have the largest population, but also the highest death rate from personal quarrels. At least some of this stems from squabbles over the handful of "magical" objects that the tribe believes gives special rights to their owners—at least for as long as they can keep them. The **Thistletop** goblins claim a tiny island just a rope bridge off the coast of the Nettlewood, which looks a little bit like a giant stone head. Chronic meddlers, they often stir up their fellow tribes. In the past some of their chiefs have claimed to hear voices in the night.

The Mushfens: In the swampy bogs that stretch along the southern coast of Varisia live numerous tribes of deadly creatures, including boggards, marsh giants, and some of Varisia's most infamous goblin tribes. Several ancient monuments lie toppled within the depths of this vast swamp, several of which have become lairs for generations of goblins. In many cases, these ancient ruins have been sculpted and rearranged over the ages with crude but gigantic goblin features, or with slowly chipped away tunnels that have gradually transformed into vast warrens. Yet monolithic lairs represent just one idiosyncrasy of the Mushfens goblin tribes. Members of the **Breakbag** tribe so love the sound of shattering glass that they carefully gather every broken piece in pouches or sacks and choose their leaders by weighing their collections. Although they must often inherit it from a parent, or use poison to bring down their own dog, every warrior of the **Houndgutter** tribe wears dog hide armor when going into battle. Members of the strange **Wind Whisper** tribe not only collect the heads of their foes but also hold extended conversations with them—sometimes even claiming to take their advice.



Combat

Goblin Battle Feats

Goblin “tactics” squeeze cowardice, lunacy, and savagery into one manic package. Members of other races never quite know what to expect when facing goblins. The feats here draw upon the unique world view and physiology of goblins in order to give goblin characters some interesting, and memorable new options during combat.

Ankle Biter (Combat)

You know how take a mouthful out of anyone who tries to overpower you.

Prerequisite: Goblin, Escape Artist 1 rank.

Benefit: If you are the target of a combat maneuver you can, as an immediate action, attempt to bite your opponent in addition to any attacks of opportunity or other consequences your opponent might incur from attacking you. This bonus natural attack does not provoke an attack of opportunity itself and deals base damage appropriate for a creature of your current size (usually 1d4 for Small creatures). If grappled or pinned, you can continue to make this additional bite attack each round as swift action on your turn. You gain a bonus on any attempt to break the grapple equal to the damage you dealt with your bite that round.

Special: You cannot make this bite attack when you are the aggressor, including if you manage to reverse a grapple or make any other attack of opportunity.

Battle Singer

Your battle songs can drive your fellow goblins to new heights of frenzy.

Prerequisite: Goblin, bardic performance class feature.

Benefit: When using bardic performance to inspire courage in allies, you can choose to sing in Goblin—allies who do not speak Goblin gain no benefits from this performance. Allied goblins who hear your battle songs become more energetic and brave, and thus add the bonus granted by your inspire courage ability to all saving throws as a morale bonus.

Burn! Burn! Burn!

You take the goblin love of arson and fireplay to a whole new level.

Prerequisite: Goblin, Disable Device 1 rank.

Benefit: You deal an extra 1d4 points of fire damage when you attack with fire from a non-magical or alchemical source (such as with torches or alchemical fire) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or putting yourself out when on fire. Additional damage caused by this feat does not apply to magical attacks or to splash damage.

Dog Killer, Horse Hunter

Embracing fear and hatred of your ancestral foes allows you to make particularly telling blows.

Prerequisite: Goblin, Handle Animal 1 rank.

Benefit: You gain a +2 morale bonus on all attack and damage rolls made against dogs and horses (including dog-like and horse-like targets such as nightmares or worgs). Additionally, you gain a +2 bonus on rolls to confirm critical hits against these foes.

Lead from the Back (Combat)

You allies depend far too much on your leadership and encouraging words for you to actually put yourself in harms' way.

Prerequisite: Goblin, Intimidate 1 rank.

Benefit: During any round in which you gain the benefit of cover or concealment against at least one opponent, and you are not threatened by any opponent, you can bark orders and encouragement to your allies as a standard action. Doing so grants all allies within 30 feet a +1 bonus on all weapon damage rolls for 1 round.

Letter Fury

You go wild when someone tries to steal the words from your head.

Prerequisite: Goblin, rage class feature.

Benefit: If someone reads or writes in your presence (including casting spells like *glyph of warding* or *symbol*) you can, as an immediate action, choose to activate your rage class ability for 1 round. This round of rage does not count toward the total number of rounds which you can rage each day, but if you wish to continue your rage beyond that single round you must expend rounds from your daily rage allotment as normal. Once you use this feat you must wait at least 1 minute after you cease raging before you can use it again.

Goblins of Golarion

Roll With It (Combat)

You know how to take a hit, even if your reaction sends you bouncing and flying out of battle while shrieking at the top of your lungs.

Prerequisite: Goblin, Acrobatics 1 rank.

Benefit: If you are struck by a melee weapon you can try to convert some or all of that damage into movement that sends you off in an uncontrolled bouncing roll. To do so, you must make an Acrobatics check (DC = 5 + the damage dealt from the attack) as an immediate action. If you succeed in this check, you take no damage from the actual attack but instead convert that damage into movement with each point equating to 1 foot of movement. For example, if you would have taken 6 points of damage, you would convert that into 6 feet of movement. You immediately move in a straight line in a direction of your choice this number of feet (rounded up to the nearest 5-foot-square), halting if you reach a distance equal to your actual speed. If this movement would make you strike an object or creature of your size or larger, the movement immediately ends, you take 1d4 points of damage, and fall prone in that square. This involuntary movement provokes attacks of opportunity normally if you move through threatened squares, but does not provoke an attack of opportunity from the creature that struck you in the first place.

You are staggered for 1 round after you attempt to use this feat, whether or not you succeed.

Saddle Shrieker (Combat)

You sometimes get carried away when encouraging your mount to fight.

Prerequisite: Goblin, Ride 1 rank.

Benefit: You can choose to take a -1 penalty on all attack rolls and combat maneuver checks to grant your mount a +1 bonus on all attack rolls and damage rolls made with natural weapons. These effects affect you and your mount for 1 round. When your base attack bonus reaches +4, and every 4 points thereafter, this penalty increases by -1 and the bonus to your mount's attack and damage increases by +1 to a maximum of +5. You must choose to use this feat before making an attack roll.

Combat Distraction

Anyone who attacks you while you act like a lunatic exposes themselves to brutal counterattacks from your allies.

Prerequisite: Goblin, Acrobatics 1 rank, Escape Artist 1 rank.

Benefit: As a full-round action, you can choose to do something that seems to serve no useful purpose. Example actions could include laughing at another creature's misfortune, rooting in your pockets for a

snack, bending over to pick up what looks like a weird bug, or trying to fly into the air by flapping your arms like a sea gull. Although you're acting like a lunatic, your unpredictable actions are distracting. Any creature other than a goblin within 5 feet of you takes a -2 penalty on Perception checks and concentration checks for as long as you continue to be a distraction and remain in range. This penalty stacks with other goblins performing combat distractions, as long as you're both adjacent to the distracted target.

Vandal

Even other goblins admire your talent for mindless destruction.

Prerequisite: Goblin, sneak attack class feature.

Benefit: You treat unattended objects as if they were vulnerable to your sneak attack, but you only deal half as much damage as you would against an actual creature. For instance, if you rolled 12 extra damage from the sneak attack you would deal an extra 6 damage to the object. This only applies when attacking unattended objects.



Faith

Goblin Gods

The following presents more information about the four goblin hero-gods, their worship, and the abilities they grant to their most dedicated followers. Each entry includes a variant domain which clerics who serve these gods can gain. For more information on sub-domains see pages 86 to 98 of the *Advanced Player's Guide*.

Hadregash

Greatest Supreme Chieftain Boss

LE god of goblin supremacy, slavery, and territory

Domains Evil, Law, Strength, War

Subdomains Blood, Devil, Ferocity, Slavery

Holy Symbol A length of chain or a manacle

Favored Weapon flail

Hadregash, the leader of the four goblin deities, acts as the patron and mentor of goblin chiefs, especially when they make war. Chiefs who do particularly well in battle sometimes believe he stands at their side, whispering advice and encouragement from the shadows. His followers preach the goblin virtues of ambush, sneak attacks, and fighting dirty. Hadregash commands goblins to capture slaves and then work them until they break in mind and body. This creed has a certain amount of self-interest since he demands the sacrifice of any slave no longer able to work.

Venkehvore

Most Glorious Neverfull

NE goddess of famine, graves, and torture

Domains Death, Destruction, Earth, Evil

Subdomains Daemon, Catastrophe, Torture, Undead

Holy Symbol A half-eaten piece of food (traditionally a piece of cheese, meat, or a pickle)

Favored Weapon spear

Reckoned the most beautiful of the four barghest deities, this immense and grotesquely obese deity suffers from an insatiable hunger. Goblins credit her for their ability to eat just about anything. Her most ardent worshipers claim that goblins can also feed on pain itself and encourage them to regard torture as a sort of meal. Goblins seeking to honor her must make gifts of food. By custom, deceased priests of Venkehvore are often cut open and stuffed with tasty morsels before burial so they won't be hungry while they're dead.

Zarongel

Bark Breaker

NE god of dog killing, fire, and mounted combat

Domains Animal, Evil, Fire, Travel

Subdomains Arson, Daemon, Fur, Smoke

Holy Symbol Severed dog's paw

Favored Weapon dogslicer

Flame-haired Zarongel, the most independent of the barghests, taught goblins how to ride. He spends his days hunting dogs and setting fires. Goblins seeking his favor must kill a dog and then burn its corpse at least once in their lives. Those who pray to him before they have performed this ritual sometimes experience misfortune, especially when dealing with flames or engaged in mounted combat. Zarongel encourages risk taking among his followers, especially where riding and arson are concerned. He tells them that their lives are brief, brutal, and hard; but those who trust in luck can win a place in his worg cavalry.

Zogmugot

Lady Lastbreath

CE goddess of drowning, flotsam, and scavenging

Domains Chaos, Evil, Trickery, Water

Subdomains Demon, Flotsam, Thievery, Oceans

Holy Symbol A seaweed-draped, dripping treasure chest

Favored Weapon sickle

The most clever and observant of the four goblin hero-gods, but also the easiest to distract, Zogmugot encourages her followers to make the most out of their surroundings. Any goblin who discovers a way to make broken or discarded objects useful (or, even better, deadly) earns her favor. She rewards those who need her the least, showering luck and inspiration on goblins who find their own solutions to problems. Though she answers prayers as often as any of the four, her blessings frequently fade once her attention wanes. Goblins wishing to do her honor typically swim out of sight of land, hold their breath underwater until they nearly fall unconscious, or do something similar that risks drowning. As the closest thing goblins have to a patron of invention, craft, and creativity, most tribes have at least one member who pays her homage by creating weapons or clever deathtraps.

Goblins of Golarion

Subdomains

The goblin deities grant access to four unusual subdomains, specialized versions of the more standard domains.

Arson Subdomain

Associated Domain: Fire

Replacement Power: The following granted power replaces the fire bolt power of the Fire domain.

Call Fire (Su): As a standard action, you can stretch out your hand toward any visible fire source within 60 feet and beckon it toward you. This causes a ribbon-thin streak of fire to approach you in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) negates this damage. When the ribbon of fire reaches your hand, it either extinguishes or lights a flammable object of your choice that you're holding. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

Flotsam Subdomain

Associated Domain: Water

Replacement Power: The following granted power replaces the cold resistance power of the Water domain.

Sift (Su): Once per day at 6th level you can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × your cleric level. This object always has the broken condition upon being withdrawn from the water. The water you reach into must be at least deep enough to fully immerse yourself. At 12th level, objects you retrieve are not broken. At 20th level you can retrieve objects worth up to 5,000 gp. If retrieving an object which would not normally float, assume it rests on top of, or is entwined with, debris that does float. Objects retrieved in this manner disappear after 24 hours if they haven't yet been used up or otherwise destroyed.

Replacement Domain Spells: 2nd—*make whole*, 5th—*major creation*, 6th—*animate object*.

Slavery Subdomain

Associated Domain: Law

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Master's Yoke (Su): At 8th level you can attempt to assert your dominance over any visible creature within 30 feet by declaring the target your property. The target can resist this effect with a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the target fails the

save, it is affected as if by *dominate monster* for a number of rounds equal to 1/2 your cleric level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. This is a language-based mind-affecting effect.

Replacement Domain Spells: 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

Torture Subdomain

Associated Domain: Destruction

Replacement Power: The following granted power replaces the destructive smite power of the Destruction domain.

Painful Smite (Su): Prior to making a melee attack roll, you can choose to convert all damage from that strike into nonlethal damage, adding your Wisdom modifier to the damage. If you succeed in your attack, you can make an Intimidate check against your target to demoralize them as a free action. You gain a bonus on your Intimidate check equal to the nonlethal damage dealt by the painful strike. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pain strike**, 5th—*symbol of pain*, 8th—*demand*.

* See *Advanced Player's Guide*.



Magic

Goblin Magic

Goblins bring the same love for destruction, disdain of consequences, and sheer lunacy to magic as they do to every other facet of their lives. This makes goblin spellcasters among the most dangerous and unpredictable members of their race. The spells and magic items detailed below embody many of the obsessions, fears, or eccentricities goblins share.

Goblin Spells

The following new spells have their creation attributed to goblin spellcasters.

BLOT

School transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a bit of cloth made wet with saliva)

Range close (25 ft. + 5 ft./2 levels)

Area 10 ft.-radius burst

Duration 24 hours

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell reduces all types of writing and other recognizable symbols found on any sort of surface within range into illegible smears. It affects books, carvings on stone, or even tattoos with equal ease. It does not affect writing that is not actually on a surface, such as an illusion, projection, reflection, or anything similar. Spellbooks and magical items that contain writing (such as scrolls) gain a saving throw to resist the effects of this spell. Against magical writing created by spell effects (such as *glyphs of warding* or *symbols*), blot instead functions as a *dispel magic* spell capable of targeting all such spell effects in the area. This spell has no effect on writing found on artifacts or similarly unique surfaces.

FIRE SNEEZE

School evocation [air, fire]; **Level** alchemist 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (hot pepper soaked in oil)

Range personal

Target you

Duration 1 round + 1 round/2 levels

Saving Throw Reflex half; **Spell Resistance** yes

This spell causes you to begin sneezing gouts of fire that can not only set creatures ablaze but also drop them flat on their backs.

Once you cast this spell, you must sneeze each round as a standard action—you can take no other standard action as long as this spell is in effect, nor can you take full-round actions. Each time you sneeze, you produce a 10-foot-long cone of fire and wind. All creatures caught in this cone take 2d6 points of fire damage—a successful Reflex save halves this damage. Any creature that fails to resist this spell with a Reflex save must immediately make a DC 12 Fortitude save or be knocked prone by the blast of wind associated with the sneeze.

LIMP LASH

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a dead wasp)



Goblins of Golarion

Range 20 ft.

Target 1 creature

Duration special (see below)

Saving Throw none; **Spell Resistance** yes

You create a dark whip-shaped field of energy that wraps around an enemy's neck, leaving everything except his head paralyzed until you let go of the whip or it is destroyed. You must make a ranged touch attack with this spell. If you strike your target, he takes a 1d6 penalty to his Strength, Dexterity, and Constitution each round. This penalty cannot reduce any attribute to less than 1, and once any of these attributes reaches 1 the target collapses and his body, except his head, becomes paralyzed. While paralyzed in this way, the target retains full use of his senses, including the ability to feel pain, and can speak (including casting spells with only verbal components). The whip has a maximum length of 20 feet, 15 hit points, and a hardness of 5. The spell ends immediately if you let go of the whip or it is destroyed. When the spell ends, all penalties the target took from this spell also end.

Goblin Magic Items

Remarkable in both their strange creativity and destructive power, the following magic items are most often created and wielded by goblins.

DEVASTATING DOG WHISTLE

Aura faint necromancy; **CL** 3rd

Slot none; **Price** 1,500 gp; **Weight** 1 lb.

DESCRIPTION

When blown, this crudely carved reed whistle emits a painful sound that only dogs (or other canine creatures, like wolves, werewolves, or yeth hounds) can hear. All such creatures within a 30-foot-radius spread when a *devastating dog whistle* is activated must make a DC 11 Fortitude save to avoid taking 1d6 points of sonic damage. A creature that fails to resist the effects of this spell is also affected by magical silence, preventing it from speaking or making sounds with its voice (it can still make noise by movement—it just can't talk or bark or howl) for 1 minute. A devastating dog whistle can be used once per day without peril, but each additional use per day brings a 25% cumulative chance that the *devastating dog whistle* is destroyed upon activation.

CONSTRUCTION

Requirements Craft Wondrous Item, *silence, sound burst*; **Cost** 750 gp

EXPLOSION POCKET

Aura faint evocation; **CL** 1st

Slot none; **Price** 3,000 gp; **Weight** 1/2 lb.

DESCRIPTION

An *explosion pocket* looks like a cloth pouch just large enough to contain a Small or Medium humanoid's hand. When placed against a shirt, vest, jacket, trousers, or similar piece of clothing, this ragged green patch attaches to the clothing, creating a loose pocket. The pocket functions as a normal pocket, but once per day the *pocket's*

wearer can, as a standard action by speaking a command word while his hand is in the *pocket*, cause the *pocket* to create a single vial of alchemist's fire. If a vial of alchemist's fire is in the *explosion pocket* when it is commanded to create a vial of alchemist's fire, the *pocket* instead supercharges the existing vial within so that it inflicts double the normal fire damage a vial of alchemist's fire would normally inflict. An *explosion pocket* can be removed as a full-round action, allowing it to be placed on a different piece of clothing as the owner wishes. A vial of alchemist's fire created or supercharged by an *explosion pocket* reverts to a vial of inert bitter-tasting water 1 minute after it is created or supercharged.

CONSTRUCTION

Requirements Craft Wondrous Item, *burning hands*; **Cost** 1,500 gp

JUMPING CINDER

Aura faint evocation; **CL** 3rd

Slot none; **Price** 300 gp; **Weight** 1 lb.

DESCRIPTION

This piece of sooty coal has a tiny bit of flint embedded in it. The bearer of a *jumping cinder* can, as a standard action, order it to burst into flames and bounce around in random directions. Each round, the *jumping cinder* leaps into a randomly selected adjacent square. If a creature is in the square into which the *jumping cinder* lands, that creature takes 1d6 points of fire damage if it fails a DC 12 Reflex save. After 1 minute, the *jumping cinder* burns out, leaving behind a puff of smoke and a tiny smear of ash. Some goblin tribes use *jumping cinders* to randomly select volunteers for undesirable duties from a large crowd of goblins—anyone who takes fire damage from the *jumping cinder* but is not killed by the fire has to do the undesirable task.

CONSTRUCTION

Requirements Craft Wondrous Item, *flaming sphere*; **Cost** 150 gp

SCAVENGER'S STONE

Aura faint transmutation; **CL** 1st

Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This jagged, egg-shaped stone emits a faint red glow when not in direct sunlight. By rubbing a *scavenger's stone* against a damaged (but not destroyed) construct or object as a full-round action, you repair 1d6 points of damage to the object or construct. If this brings a broken object's hit points above half its maximum hit points, it loses the broken condition. As a standard action, you can smash a *scavenger's stone* against a destroyed object or damaged construct. Doing so immediately repairs the object to full functionality or heals a damaged construct of 10d6 points of damage. Destroyed magic items can be repaired in this manner if their caster level is no higher than 3rd—more powerful destroyed magical items cannot be repaired by a *scavenger's stone*. A newly-created *scavenger's stone* has 50 charges—smashing a stone against an object uses up 10 charges.

CONSTRUCTION

Requirements Craft Wondrous Item, *make whole*; **Cost** 1,000 gp



Social

Goblin Player Characters

Goblins are first and foremost villains. They may be comical on some level, but they're also quite evil. Goblins enjoy inflicting misery and causing pain, and a goblin who doesn't isn't truly a goblin—he's some sort of freak's freak. Which is precisely the kind of goblin that makes a good nominee for a player character.

Before you create a goblin character, you'll need to get permission from your GM. Many GMs prefer to leave goblins strictly in the role of monster—and they certainly work great in this role. But goblins are also relatively close in power to the other core races, like humans, elves, and gnomes. They may not gain as many racial abilities, but the fact that they're particularly fast for their size, combined with their unusually large Dexterity modifier makes them excellent choices for classes that don't particularly care if they have low Strength or Charisma. They excel in the role of ranged combatants (particularly when using things like crossbows that aren't penalized by Strength at all) or, even better, spellcasters who focus on ranged spells.

When creating a goblin PC, consult the inside front cover of this book for your basic racial traits. With your GM's permission, you may select character traits from page 15 of this book, or even some of the goblin spells or feats presented on page 28. Since some of these options work best with other goblins, not all of them are necessarily appropriate for a goblin PC.

Integration into a Campaign

If your GM is running a goblins-only campaign, you don't have to worry about how your goblin character fits in with the rest of the group or with civilization. The vast majority of campaigns, including all of those presented in *Pathfinder Adventure Path*, do not assume a goblins-only cast of player characters. Thus, if you want to play a goblin character, chances are great that you'll be playing an outcast.

If you play a goblin PC, you should think about what it is that appeals to you about the opportunity to play a goblin. If you're simply looking for an excuse to be disruptive, antagonistic to other players, or otherwise cause difficulties, you shouldn't play a goblin—you should instead look into running a game yourself where the player characters can fight against goblins and their kin.

Goblins don't have to be evil maniacs—just because most of them are doesn't mean your character is. In fact, playing a non-evil or even a good-aligned goblin can present some enjoyable and interesting roleplaying challenges. If you want to play a goblin because you're eager to explore these challenges, or because you like playing strange characters against their stereotypes, or because you enjoy playing “monsters with hearts of gold,” then you're on the right track for most campaigns.

In such a case, you should look at the majority of the flavor in this book in reverse—you can define your goblin character by playing a character with values opposite of many of the things most goblins define themselves. Perhaps your goblin is a patient scholar who specializes in languages and is attempting to catalogue the “true” history of the goblin race in a series of books. Maybe you're a cavalier who seeks to use dogs or horses as allies because you're convinced that the goblin fear of these creatures is one of your kin's greatest failings. Or maybe you were rescued as a child by a kindly adventurer who then turned your care over to a benevolent religion and you grew up with not only a deep respect for one of the gods of purity but a sense of shame that most of your kind worship barghests and demons.

None of this means you can't still enjoy playing up some of the goblin race's other quirks. Their ravenous hunger, their love of songs, their twisted senses of humor, and respect for nature are excellent traits that you can embrace as a goblin that don't disrupt parties or derail adventures. You can still maintain these classic goblin personality traits without also being a distraction to the game itself.

Note that even if you're playing a goblin paladin of Iomedae, the rest of the world won't necessarily see you that way. Goblins are, after all, quite common, and their reputation generally precedes them. In other words, the people of the Inner Sea region are quick to stereotype and judge a goblin on sight. As a result, even the slightest bit of eccentricity or strangeness on your part could well cause a violent overreaction among the locals. A simple trip to the tavern for a meal or an attempt to go shopping for new gear can be a problem for a lone goblin in a human settlement.

Talk with your GM about this before you decide to play a goblin PC. If the GM is okay with goblin player

Goblins of Golarion

characters, he will be open to methods by which your goblin character can interact with non-goblin societies in non-disruptive ways. He might require you to be accompanied by one or two non-goblin friends who can vouch for you, or he might ask you to make a DC 10 or DC 15 Diplomacy check in order to convince locals to allow you to shop or visit establishments without calling the guard. Certainly you'll need to be on your best behavior in these situations. In time, if your character spends several weeks or months in a town without causing problems, the locals will grow used to you and may even start treating you like a friend or neighbor.

Of course, not all campaigns are set in areas where goblin intolerance is so swift or deadly. Some regions are well noted for being open-minded in accepting unusual visitors into their midst—the city of Katapesh is a great example of this, for as long as visitors to the city don't disrupt trade, any manner of creature is welcomed within the city walls. When you speak with your GM about playing a goblin, talk with him about where the campaign is likely to take place—a campaign set in an area like Isgar or Varisia, where goblins have a strong negative association, might not make a good opportunity to play a goblin at all.

Playing a goblin also provides a character with the opportunity to be creative in the strangely charming and cleverly insane manners common to the race. Players of goblin bards (or fighters, or any other class for that matter) should consider this encouragement to spend some time composing their own goblin songs, riffing off of those presented throughout this book.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a goblin has the option of choosing from a number of other bonuses, depending on his chosen favored class. The following options are available to all goblins who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class award.

Favored class options similar to these can be found for all the other core races in the *Advanced Player's Guide*.

Alchemist: Gain fire resistance 1. Each additional level gained, increase fire resistance by +1. This fire resistance doesn't stack with fire resistance gained from other sources.

Bard: Add 1 to the goblin's total number of bardic performance rounds per day.

Cavalier: Add +2 hit points to the cavalier's mount companion. If the goblin ever replaces his mount, the new mount gains these bonus hit points.

Druid: Add +2 hit points to the druid's animal companion. If the goblin ever replaces her animal

companion, the new animal companion gains these bonus hit points.

Gunslinger: Add +1 to critical hit confirmation rolls made with firearms.

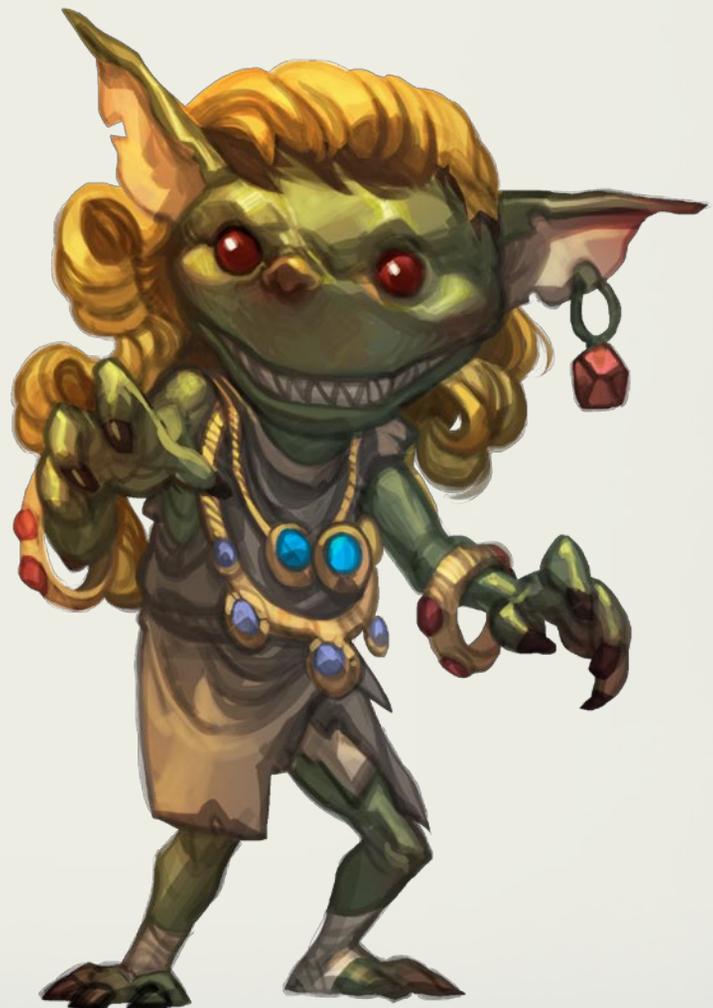
Oracle: Add +1 on concentration checks made when casting spells with the fire descriptor.

Ranger: Gain a +1 bonus to damage inflicted on dogs (and dog-like creatures), horses (and horse-like creatures) and on creature types the same as your highest favored enemy bonus.

Rogue: Add +1 skill rank—this skill rank must be spent on Ride or Stealth.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must have the fire descriptor.

Witch: Add 1 skill rank to the witch's familiar. If the goblin ever replaces her familiar, the new familiar gains these bonus skill ranks.



PATHFINDER

PLAYER COMPANION

Coming Next

Terrifying and unpredictable, merciless and destructive, the evil deities of the planes look upon Golarion with covetous eyes, seeking to sow chaos, bend civilizations to their will, or reduce the world to utter ruin. All they need are servants to help them. Discover the foul agendas of the masters of ultimate evil with *Faiths of Corruption*, a guide to the foulest faiths and most profane priesthoods in Golarion. Learn not just the ways of the deities themselves, but also of their sinister faiths, whether they be divine spellcasters, brutal mercenaries, ruinous mages, or members of any other class that might seek to further their goals by embracing the power of evil.

Six Evil Deities

What are the goals of a fighter who worships Asmodeus, a rogue who worships Norgorber, or a sorcerer who worships Lamashtu? What could a follower of Zon-Kuthon or Urgathoa hold as taboo? And who would dare take up the nihilistic crusade of Rovagug? Join the ranks of the servants and slaves of Golarion's evil gods with this insidious look into their faiths and far-reaching agendas.

Sinister Societies

The six most widespread gods of evil are far from the only sinister divinities or philosophies that debased cults adhere to in the Inner Sea region. Learn more about organizations and governments that ally themselves with evil cults, such as the diabolic government of the nation of Cheliox, the undead followers of the Whispering Way, the frozen machinations of the Winter Witches of Irrisen, the necromantic masters of Geb, the shadowy goals of Nidal, and the murderous ways of the Red Mantis.

Combat

Discover the various techniques, talents, and tricks used by cultists of these corrupt faiths in the form of several new feats.

Faith

Antipaladins swear themselves to chaos and evil alike. Learn what foul pacts and dark bargains the antipaladins of the Inner Sea make to win the blasphemous favor of their murderous deities.

Magic

Many new spells for all types of spellcasters devoted to the faiths of corruption await discovery in this section.

Social

The greatest unholy days and festivals are times of dread—learn how and when the faiths of corruption celebrate their vile patrons and how they honor dark gods with sacrifice.

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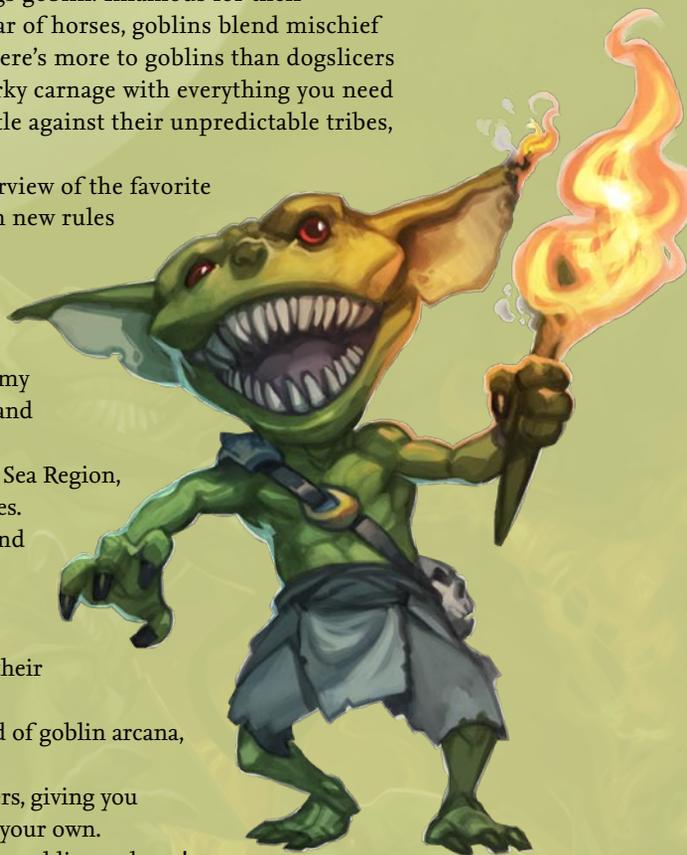


We Be Goblins!

The goblins are on the loose! Unleash the homicidal hijinks of Golarion's most maniacal menaces with this guide to all things goblin. Infamous for their unpredictable attacks, catchy raiding songs, and fear of horses, goblins blend mischief and murderousness like no other monsters. But there's more to goblins than dogslicers and games of killgull. Now you can join in the quirky carnage with everything you need to know about goblins, whether you plan to do battle against their unpredictable tribes, or lead them as a goblin hero!

Goblins of Golarion presents a player-friendly overview of the favorite foes of the Pathfinder campaign setting, along with new rules and information to help players customize goblin characters in both flavor and mechanics. Inside this book, you'll find:

- ▶ The secrets of goblin life, from their strange anatomy and deranged psychology to their baffling culture and hilarious quirks.
- ▶ An overview of goblin homelands across the Inner Sea Region, along with details on dozens of unique goblin tribes.
- ▶ New ways to fight like a goblin, with equipment and feats to help goblins skirmish and scavenge like only goblins can.
- ▶ Revelations on goblin religion, from their unique worship of Lamashtu, the Mother of Monsters, to their race's infamous hero-gods.
- ▶ Insights into the questionable and grotesque world of goblin arcana, with new goblin-made spells and magic items.
- ▶ Rules, traits, and advice for playing goblin characters, giving you everything you need to unleash goblin insanity all your own.
- ▶ New goblin songs, games, and tricks, and even more goblin madness!



This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.

Still need more goblins? Check out *Pathfinder Module: We Be Goblins!*, an insane adventure designed just for goblin characters!

