

Miss Gojangles the **Flamey**

Female Goblin Sorcerer (Aberrant) 1

Init +2; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 8 (1d6+2)

Fort +2, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Melee "Pigstikka" +0 melee reach (d6-1/x3)

Ranged acid ray (30 ft., 6/day) +3 ranged touch, (d6+1 acid)

Spells (CL 1st; Concentration +8)

At will *dancing lights, spark, detect magic, acid splash* (DC 13)

1st (4/day) *grease, burning hands* (DC 14, 1d4 fire)

STATISTICS

Str 8, Dex 14, Con 14, Int 10, Wis 8, Cha 16

Base Atk +0; CMB -2; CMD 11

Feats Combat Casting, Eschew Materials

Skills Intimidate +5 (+7 vs. goblins), Knowledge (arcana) +4, Ride +6, Spellcraft +4, Stealth +10; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Goblin Trait 'Creepy Little Freak' (+2 Intimidate, +4 vs goblins.)

Gear small longspear ("Pigstikka"), small rusty dagger (gains broken condition on attack roll of natural '1'), patchwork rag outfit made from old varisian scarves ("Fancy dress"), 1 day's trail rations (pouch of crispy fried cockroaches), hand bag full of various flammable leaves, 1 lb of kindling, two tindertwigs, and a singed lucky pet toad ("Mr Sooty").

Background

Miss Gojangles likes setting fire to things. A lot. Her current lucky toad, "Mr Sooty" is her 23rd. She has a tendency to roast and eat them when running low on food. Lucky for her. Not so lucky for the toad. She is frequently banned from big goblin get-togethers because she burns everything down too early in the proceedings. She longs to become a great goblin hero and set fire to the tails of all the dogs in Golarion. She spends most of her time setting fire to things she finds, including her fellow goblins' possessions. Her favourite spell is spark.

Miss Gojangles' Song

Torch the building

Slip inside!

Where the humies

Try to hide!

Drink their blood!

Slake your thirst!

Have some mercy

Burn them first!



Jakkit the Knife

Male Goblin Ranger 1

Init +3; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Armor, +1 Buckler, +3 Dex, +1 size)

hp 11 (1d10+1)

Fort +3, Ref +5, Will +1

OFFENSE

Speed 30 ft.

Melee "Harold" +5 melee (1d6+3/19-20 x2)

Ranged javelin +4 ranged (1d6+3)

Special favoured enemy (animals): +2 to attack rolls, damage rolls, and bluff, knowledge, perception, sense motive, and survival skill checks versus animals.

STATISTICS

Str 16, Dex 16, Con 12, Int 8, Wis 13, Cha 6

Base Atk +1; CMB +2; CMD 16

Feats Weapon Focus (longsword)

Skills Climb +7, Knowledge (nature) +3, Perception +5, Ride +11, Stealth +10 (+12 gilly suit), Survival +5 (+6 to track); **Racial**

Modifiers +4 Ride, +4 Stealth

Languages Goblin

Goblin Trait *Twist the Knife* (+2 on critical confirmation rolls against targets larger than small size)

Gear small notched longsword (with 'Harold' scratched in halfling and common down the blade), 4 javelins, dogslicer, studded leather armour (each stud is a fingerbone), copper pot lid (counts as buckler), outrageous camouflage ghillie suit (+2 stealth if given 10 minutes to prepare in natural terrain), leather sack, small tin mug with 'Harold' engraved on it, 1 day's trail rations (small pouch full of pony jerky).

Background

Jakkit the Knife is a bit of a hero amongst the Licktoads. He is known for defeating a great halfling warrior who had plagued their lands for a seemingly endless 3 days. In actuality, the halfling whose name was Harold was eaten by a bunyip but Jakkit found and took the halfling's gear and all the credit. He has been known as Jakkit the Knife for his fine quality sword ever since. The goblins, including Jakkit, think the sword is called Harold and, thus, must be a mighty weapon of legend. They don't bother to mention the mug.

Jakkit's Song:

*Jakkit sneaks and Jakkit hides,
Jakkit hunts when it's dark outside,
Out of the forest, through the trees,
Jakkits' quiet in the leaves.*

*Jakkit sneaks and Jakkit hides,
Jakkit climbs up inside,
Must be quick with shiny knife,
Harold will snick snack take your life!*



Ten Fun Facts About Goblins

1: **Horse Hate:** Goblins excel at riding animals, but they don't quite get horses. In fact, their hatred of all things horse is matched only by their fear of horses, who tend to step on goblins who get too close.

2: **Dog Hate:** Although goblins raise horrible rat-faced doglike creatures to use as mounts (and ride wolves or worgs if they can get them—goblins are quick to explain that wolves are NOT dogs), their hatred of ordinary dogs nearly matches their hatred of horses. The feeling is mutual, so if your dog's barking at the woodpile for no reason, chances are good he smells a frightened goblin hiding in there somewhere.

3: **Goblins Raid Junkyards:** Garbage pits, gutters, sewers... anywhere there's garbage, you can bet goblins are nearby. They're weirdly adept at crafting weapons and armor from refuse, and are fond of killing people with what they throw away.

4: **Goblins Love to Sing:** Unfortunately, as catchy as their lyrics can be, goblin songs tend to be a bit too creepy and disturbing to catch on in mainstream society.

5: **They're Sneaky:** An excited or angry goblin is a noisy, chattering, toothy menace, but even then, they can drop into an unsettling silence in a heartbeat. This, matched with their diminutive size, makes them unnervingly adept at hiding in places you'd never expect... stacks of firewood, rain barrels, under logs, under chicken coops, in ovens, etc.

6: **They're A Little Crazy:** The fact that goblins think of things like ovens as good hiding places reveals much about their inability to think plans through to the most likely outcome. That, and they tend to be easily distracted, particularly by shiny things and animals smaller than them that might make good eating.

7: **They're Voracious:** Given enough supplies, a goblin generally takes nearly a dozen meals a day. Most goblin tribes don't have enough supplies to accommodate such ravenous appetites, which is why the little menaces are so prone to going on raids.

8: **They Like Fire:** Burning things is one of the great goblin pastimes, although they're generally pretty careful about lighting fires in their own lairs, especially since goblins tend to live in large tangled thistle patches and sleep in beds of dried leaves and grass. But give a goblin a torch and someone else's home and you've got trouble.

9: **They Get Stuck Easily:** Goblins have wiry frames but wide heads, and live in cramped warrens. Sometimes too cramped.

10: **Goblins Believe Paintings and Writing Steal Your Soul:** The walls of goblin lairs and ruins of towns goblins have raided are littered with pictures of their enemies. They never draw pictures of goblins, though—that's mean. Writing steals words out of your head. You can't get them back.

The Goblin Song

*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!*