



SNOT AND STITCHES

Victims of the Demon Lord

Strange in habit, bizarre in appearance, notorious thieves, liars, and even murderers, goblins live on the tattered edges of civilization. Since being driven out from the hidden kingdoms, they have made their way in the mortal world. As exiles and freaks, goblins are tolerated—but only just. They make their homes wherever they can, whether in the forests and hills of the countryside or in the sewers and rubbish heaps of the cities.

Still, no matter how hard their lives or how filthy or foul their homes, goblins hold their heads high, knowing they are more than they appear. Goblins have the will and ingenuity to turn a bad situation to their advantage. They might be a wretched people, but they embrace their wretchedness. They seem to revel in squalor, never bothered by the muck and grime, nor do they shirk from foul acts to gather food, clothing, and shelter.

Snot and Stitches peers into the stinking and strange world of the goblins, revealing their origins and how they fit into the world. This supplement also offers detailed character creation rules to help you develop intricate backgrounds for your goblin characters.

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ONCE UPON A TIME

Goblins have many stories about how they came to be. Some say they grew from the maggots infesting the world's carcass after creation. Another popular myth is the Great Sneeze. According to goblins, the Faerie Queen blew them from her nose after scenting the sweet odor of the garagara flower, a plant said to grow only in dim places and only if watered with children's tears. Most, however, know that an ancient and powerful fey lord, the Goblin King, brought them into being by warping the faeries living in his domain into strange and awful forms for his amusement.

Like many other faerie lords and ladies, the Goblin King owed fealty to the Faerie Queen, and he counted himself one of her most ardent supporters against the wicked Devil. Service to such a beauty was never enough for the Goblin King, though. He coveted her, resenting the hold of the Robin Prince's memory. Though he was long dead, murdered by the King of Trolls, the Faerie Queen was still lost in grief for her fallen lover. The Goblin King plied her with blandishments, offered her treasures, and gave her many goblins to breed the hobgoblin foot soldiers in her armies. But no matter what he tried, she would not be moved.

Frustrated by failure, the Goblin King turned to dark magic to accomplish what his honest efforts had failed to do. He cast a vile spell that enchanted his lips so that anyone he kissed would become enamored with him for a thousand years and a day. He gathered up a host of goblins and came to Alfheim, setting loose his minions to wreak havoc. While they created a distraction, he slipped into the queen's palace to steal a kiss. Into her chambers he crept, leaned over her bed, and planted a kiss on the sleeping form within. To his horror, he discovered that instead of his beloved, he had kissed a pig, one who was now completely in love with him.

The Faerie Queen's spies had warned her of the Goblin King's plot, and she had convinced a friendly pig to assume her likeness and wait in her bed for the scoundrel. The kiss ensorcelled the swine and broke the spell, causing it to resume its normal form. Just then, Titania and her guards swept into the room, her anger as fierce as a summer storm.

The Goblin King fled the queen's wrath and hid in his dominion behind a great and terrible maze (see *Terrible Beauty*, page 32). Unable to vent her wrath on the presumptuous elf, the Faerie Queen laid a heavy curse on all goblins, taking from them their immortality and barring them from ever returning to Alfheim on pain of death.

Some goblins followed their king into the maze, where they endure his caprice and whimsy, but most fled for the mortal world. Many found refuge in the wild places, lands not yet claimed by the

ever-expanding humans. Many more found human civilization more to their liking and infiltrated the great cities, making their homes in places no one else would or even could live.

WRETCHED AND UNCLEAN

Most people think of goblins as foul creatures who revel in filth and squalor. Most people are correct. Goblins thrive in inhospitable environments. They can be found sloshing through the muck of a stinking sewer or crawling up rubbish mountains. They don't mind the stink of a tannery or notice the screams from a slaughterhouse. Goblins infest such places and others like them, seemingly untroubled by the vile atmosphere, but they would happily live elsewhere. They are relegated to these environments out of the disdain most mortals have for goblins as their neighbors.

FURTIVE FAERIES

Goblins' reputation for being sneaky little bastards is well deserved. They have had thousands of years to perfect the art of stealth: how to move and where to hide to avoid attracting attention. A goblin can duck into a pool of darkness and slip away without making a sound. These techniques developed long ago when goblins would sneak into mortal communities to rustle cattle and make off with children to pay the Hell Tithe. Now these same talents let goblins avoid notice and enemies, and best of all, come in handy for mischief and crime.

ONE LIFE TO LIVE

Goblins now live as long as mortals do, but their souls are bound to their bodies, as with all faeries. Death is final for them; there is no return, short of magic. Most goblins have, after many generations, come to terms with their finitude and make the most of the time they have. They tend to be bold, adventurous, and always curious, eager to sample all the sights, smells, and tastes the world has to offer.

Some goblins resent the curse, however, and for good reason. After all, many had nothing to do with the Goblin King's wickedness. This resentment has blossomed into hatred, leading some goblins to hunt and slay faeries in revenge for what had been done to them. Other renegades gather in large tribes in the wilderness or underground. They raid homesteads and farms, ambush caravans, and generally cause trouble for everyone living nearby.

HAUNTED BY DEATH

The goblins who earned the Faerie Queen's curse are dead and gone, but they saddled their descendants with a genuine and lasting fear of death. Its looming, nightmarish presence is never far away.

Some goblins seek to unravel the curse, spending their limited years picking at the magical threads binding it to them, only to find that death beats them to the solution every time. Others indulge in all manner of hedonistic pursuits, drinking their fill of life before cruel fate rips the cup from their hands. Whether they work to redeem themselves or embrace darkness and wickedness, they all die just the same.

Thus, goblins consider it good sense to flee a fight if the outcome looks dire. And when in the presence of a powerful and dangerous authority figure, they bow and scrape to keep their master happy. It's all a matter of survival.

TEMPTED BY DARKNESS

With no afterlife awaiting them, goblins have nothing to fear from indulging their darkest desires. Although many can resist the temptation to do evil, plenty embrace wickedness and steal, burn, and kill without remorse or regard for their victims. Thus, devils find goblins easy to corrupt and transform into agents of Hell.

Not all goblins give in, however. Just as there are good and bad humans, so too are there good and bad goblins. Many goblins just try to get by in a harsh and unforgiving world, doing the best they can in the hopes of proving to the Faerie Queen that the curse should be lifted.

GODLESS PEOPLE

Goblins have no gods and doubt the deities of other peoples exist at all, though most keep such opinions to themselves. Lacking gods does not mean there aren't goblin priests. Goblins form strong attachments to faerie lords and ladies, sometimes pledging to serve them and advance their causes in the world. While they have no expectation of some supernatural reward, their faith confers on them special powers to use magic. Most goblin priests are devotees of the Goblin King, but other powerful faeries might sometimes gain goblin servants.

Goblin priests who follow the Goblin King can choose their magic traditions from Enchantment, Fey (see *Terrible Beauty*), and Illusion.

THE KING'S GIFT

Goblins descend from those first faeries who suffered the mutating effects of the Goblin King's imagination, and the line has been forever after tainted. Each goblin bears some abnormality in physical form that sets him or her apart from all others. Odd bulges, exaggerated facial features, extra digits and orifices, and weird colorations merely scratch the surface of what forms the Goblin King's gift might take. Goblins take great pride in their

differences and celebrate their own unique qualities as well as those they find in others.

As different as goblins are from one another, certain dominant strains have evolved along tribal lines. Not all goblins belong to a breed, however. Some are just goblins.

Mites: The smallest of their kind, mites stand around 18 inches tall and weigh about 15 pounds. Their thin, spindly bodies typically have coal-black skin. Mites live alongside other goblins.

Peskies: Found in forests all across the Empire, peskies are most common in the Mistwood, living in the shadow of the lands from which they were exiled. They stand about 3 feet tall and weigh 40 pounds or so, with skin the color of snot and phlegm-yellow eyes. They are a cruel and wicked people, and regularly range from their forest homes to raid farms and homesteads.

Ouphes: A strain of city-dwelling goblin, ouphes get along well with other peoples and make their homes in the poorer quarters. Ouphes stand about 3 feet tall, weigh around 40 pounds, and have brick-red skin.

Boguns: The vilest of goblins of all, boguns are sometimes called dark goblins. They present a great threat on the frontiers, where large bands of them menace settlers, killing and looting wherever they go. Boguns have sickly yellow skin and red eyes.

Hobs: Larger than other goblins, hobs are the stock from which the Faerie Queen made hobgoblins. They stand 4 feet tall and weigh 100 pounds. Hobs' bodies are thin to the point of being skeletal and are covered with thick black hair.

HOBGOBLINS

From goblins, hobs in particular, the Faerie Queen created hobgoblins to be foot soldiers in the wars against trolls and other peoples. All hobgoblins look the same, having been shaped into their forms by the magic that made them. Each has a thick trunk with a heavy, sagging belly, spindly arms and legs, and a face dominated by hanging jowls. Hobgoblins do not consort with other goblins for the most part, finding them too erratic and unpredictable to be trusted. For more information on hobgoblins, see *Terrible Beauty*.

FECUND BREEDERS

Most faeries reproduce slowly, with some having but one child every century or so. Goblins don't have this problem. They breed like crazy and produce litters of three to four youngsters every couple of years. Goblins couple freely, mating with as many different partners as they can within the same tribe, which is seen as an extended family. The raising of young falls to the entire tribe, so goblins have no special attachments to their offspring.



GOBLIN NAMES

Goblins adopt unconventional names, usually as a display of crude humor or to remark on something they have found interesting (such as a pool of dog vomit or an unusually tasty scab). Goblins aren't insulted by be called Puke or Clot or any of the other bizarre names by which they are known. In fact, these names might be passed down from famous goblins who came before, and bearing them is a great honor. Sample goblin names can be found in *Shadow of the Demon Lord*.

ODD HABITS

Just as they display unusual physical qualities, most goblins develop habits and mannerisms that others find disturbing or bizarre. Goblins might collect their excrement in small bottles, lick things to claim them as their own, giggle at inappropriate times, or become attached to strange objects. These odd behaviors likely stem from the trauma of being stripped of their immortality, which deeply affected their psychology to the point of derangement.

GOBLIN RELATIONS

Even though goblins live alongside other folk, they have a hard time gaining respect. If it's not their filthy habits and secretive manner, their bizarre appearance and mischievous inclinations make people uncomfortable around them. At best, other peoples tolerate goblins and at worst, seek their harm.

Humans: By now, many humans have grown accustomed to goblins. This doesn't equate to trust, but at least tolerance for them and their sometimes off-putting ways. Goblins find humans interesting, though they too are cautious, having suffered repeatedly at human hands. Shared communities have an arrangement in which the humans extend protection to the goblins in exchange for doing the jobs no one else wants.

Changelings: Goblins open their arms to changelings, giving refuge to those exiles and runaways grappling with the truth about their unnatural existence. In exchange, goblins expect them to help work mischief, exploiting their shapechanging abilities to steal, gather secrets, and generally cause trouble. Changelings wisely distrust goblins, and in general don't long associate with them.

The most powerful goblin magicians have mastered the magic required to create changelings.

Clockworks: Goblins find clockworks fascinating and are always eager to examine their construction. Some hope to find the secret to prolonging their lives inside the living machines and brave the iron

components in search of that knowledge. Others just enjoy pulling the metal creatures apart or giving them interesting paint jobs. For these reasons, clockworks tend to avoid goblins, especially in large numbers.

Dwarfs: Goblins and dwarfs do not mix. Dwarfs have not yet forgotten their people's suffering at goblin hands during the vicious wars against the faeries. Goblins served in the faerie armies as guerrillas and saboteurs, sneaking into dwarfen territory to collapse tunnels, poison water supplies, and set nasty traps, frustrating and weakening the defenders.

Unlike the dwarfs, goblins have moved on from the old wars. Most have no idea the two peoples ever fought, having lost much of their history in exile. Goblins still keep their distance from dwarfs, though, having faced their wrath and finding the stink of iron about them to be noxious. In the rare times when goblins and dwarfs are forced work together, the alliance is fragile and short-lived.

Fauns: Living on the fringes of the faerie realms makes allies of fauns and goblins. Both are trapped between two worlds, having the blood of faeries yet lacking the boon of immortality. In the wilderness, fauns and goblins sometimes share communities, though faun friendship does not extend to the more evil members of goblinkind.



Goblins: Above all, exile produced a sense of unity among goblins. While tribes do sometimes war against each other, most goblins regard their fellows as kin and treat them as such. There are no goblin strangers—only unmet friends.

Halflings: For some reason, goblins and halflings never got along. Goblins consider halflings so irritating that they lose their usual good humor and become aggressive. Halflings don't have this instinctive dislike, but having suffered at goblins' hands has made them wary. As well, halflings find goblins' filthy and disgusting habits hard to stomach, and so avoid them whenever possible.

Orcs: Big, hulking brutes with violent reputations, orcs terrify goblins, who rarely keep their company. The Empire has at times used orcs to clear out goblin infestations, which only adds to the others' fear. Orcs find goblins irritating but have no special loathing for them.

Elementals: Elementals live in isolation, so goblins have few opportunities to interact with them. Gnomes and goblins have fought in the past, usually over territory, and there is lingering animosity between the two peoples. Other elementals are neutral toward goblins, and the feeling is mutual.

Faeries: Most faeries feel pity for the goblins, fully understanding the horror of their existence. Pity does not, however, mean trust. After all, the goblins brought doom on themselves by aiding the Goblin King in his foul plot. For their part, goblins have complicated feelings toward other faeries, fearing, resenting, or even hating them. Some become withdrawn when in the presence of faeries, while others are fawning and servile.

GOBLIN CHARACTERS

Everything you need to create a goblin character can be found in *Shadow of the Demon Lord*. The rules in that book let you make a character rapidly with enough information to portray it in the game. This section offers advanced rules for making a goblin, with alternative features and a slew of tables to develop your character's background, appearance, and personality. If you use the rules presented here, you must also use those supporting tables to flesh out your character and determine your professions, the languages you know, and your starting equipment.

CREATING A GOBLIN

Choose whether to use random or fixed attribute scores.
Random Attribute Scores Strength 6 + 1d3, Agility 10 + 1d3, Intellect 8 + 1d3, Will 7 + 1d3

Fixed Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1/2, **Speed** 10, **Power** 0

Languages and Professions You speak the Common Tongue and Elvish.

Immune damage from disease; charmed and diseased afflictions

Iron Vulnerability You are impaired while you are in contact with iron.

Shadowsight You can see in areas obscured by shadows as if those areas were lit.

Sneaky You make Agility challenge rolls to hide and sneak with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You learn one spell or gain one of the following talents.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.

Twist the Knife When you get a success on an attack roll with an edged basic or swift weapon, you can use a triggered action to deal 1 extra damage.

Robust Constitution You take half damage from poison and you make challenge rolls to resist or stop being poisoned with 1 boon.

GOBLIN DEVELOPMENT TABLES

You can use the tables presented here to create a goblin character with a detailed background. If you use these tables, do not roll for random starting professions or starting wealth using the tables in *Shadow*—use the tables here instead. You must roll dice for each table and take the result of each roll.

FAMILY TABLES

Use the family tables to detail your character's upbringing.

GOBLIN BREEDS

3d6	Breed
3	Mite. Decrease your Size to 1/4 and your Strength by 2. Increase your Agility and Perception both by 1.
4–5	Pesky
6–12	Goblin
13–15	Ouphe
16–17	Bogun
18	Hob. Increase your Size to 1 and your Strength by 1. Decrease your Agility by 1.

TRIBAL COMMUNITIES

3d6	Community
3	You were raised by humans. Skip the remaining family tables.
4–5	You were raised by 2d6 goblins.
6–8	You grew up in a tribe of 5d6 goblins.
9–12	You grew up in a tribe of 5d20 goblins.
13–15	You grew up in a tribe of 5d20 + 50 goblins.
16–17	You grew up in a tribe of 5d20 + 100 goblins.
18	You were orphaned and forced to raise yourself in a city. Skip the remaining family tables.

HOMELANDS

d6	Homeland
1	Forest
2	Slum
3	Sewer
4	Rubbish heap
5	None; you moved around a lot
6	Maze of the Goblin King

TRIBAL RELATIONSHIPS

3d6	Relationship
3	Your tribe kicked you out after you betrayed them, brought ruin to your people, or did something else to deserve their ire.
4-5	Others in your tribe disliked you, and you grew up alone and unwanted.
6-8	You were an outsider, never quite fitting into your tribe.
9-12	You were one of the pack.
13-15	Members of your tribe liked you and were inspired by you.
16-17	You occupied a place of importance within your tribe, having either done something impressive or displayed a unique gift or feature.
18	You were born to or sired by the leader of your tribe. Although no better than anyone else, you enjoyed a bit more respect than you might have otherwise gotten.

TRIBAL NAMES

d20	Name
1	Yellow Teeth
2	Split Ears
3	Good Eats
4	Cold Hearts
5	Forked Tongues
6	Dark Hearts
7	Bloody Puddings
8	Dirty Hands
9	Stink Fists
10	Laughing Few
11	Hateful Hundred
12	The Worms
13	Lost Ones
14	Red Eyes
15	Weepers
16	The Blameless
17	Dead Sexies
18	King's Chosen
19	Green Skins
20	The Restless Young

APPEARANCE TABLES

These tables determine your character's general appearance. You decide your gender and add any cosmetic details beyond the results of your rolls.

Roll on the **Age** table, then once on the **Childhood** table and a number of times on the **Life Experience** table as directed by the Age result.

AGE

3d6	Age
3	You are a child, 6 years old or younger. Halve your Size, height, and weight.
4-5	You are an adolescent, 7 to 10 years old. Reduce your height and weight by 25%. Roll once on the Life Experience table.
6-8	You are a young adult, 11 to 25 years old. Roll twice on the Life Experience table.
9-12	You are an adult, 26 to 40 years old. Roll four times on the Life Experience table.
13-15	You are a middle-aged adult, 41 to 50 years old. Roll five times on the Life Experience table.
16-17	You are an older adult, 51 to 75 years old. Roll six times on the Life Experience table.
18	You are a venerable adult, 76 years old or older. Roll seven times on the Life Experience table.

BUILD

This table modifies your starting height and weight. All goblins except for hobs and mites have a starting height of 36 inches and weight of 60 pounds. Mites have a starting height of 18 inches and weight of 15 pounds, while hobs have a starting height of 48 inches and weight of 100 pounds.

3d6	Build
3	You are quite small. Reduce your height by 3d6 inches and your weight by 2 pounds per inch.
4-5	You are short. Reduce your height by 2d6 inches and your weight by 2 pounds per inch.
6-8	You are thin. Reduce your weight by 3d6 pounds.
9-12	You are of average height and weight.
13-15	You are heavy. Increase your weight by 5d6 pounds.
16-17	You are tall. Increase your height by 2d6 inches and your weight by 2 pounds per inch.
18	You are quite large for a goblin. Increase your height by 3d6 inches and your weight by 3 pounds per inch.

DISTINCTIVE BODY PARTS

Roll on this table to determine the body part or parts, then on the appropriate table for details.

d20	Body Part Table
1	Nose
2	Eyes
3	Hands
4	Feet
5	Ears
6	Mouth
7	Legs
8	Arms
9	Head
10	Distinctive growths
11	Skin
12	Odor
13	Hair
14–18	Roll twice, rerolling results of 14 or higher.
19–20	Roll three times, rerolling results of 14 or higher.



NOSE

d20	Your Nose . . .
1	is long and pointed.
2	is a pig's snout.
3	is absent.
4	is on the back of your head.
5	has 1d3 nostrils.
6	has the company of 1d3 other noses.
7	is wide and flat.
8	twitches all the time.
9	has abnormally long hairs.
10	is a different color from your skin.
11	runs all the time.
12	has whiskers.
13	has wide, flaring nostrils.
14	moves around your face while you're sleeping.
15	looks like a potato.
16	is enormous and cannot be contained.
17	has no nostrils.
18	is bent and twisted.
19	looks like a tree's root.
20	is a beak.

EYES

d20	Your Eyes . . .
1	glow in the dark.
2	are joined by 1d3 additional eyes in unusual places on your body.
3	are one, positioned in the center of your face.
4	roll around in your head all the time.
5	fall out onto your cheeks when you sneeze.
6	are solid white, black, red, or some other color.
7	weep all the time.
8	are different sizes.
9	are way too large.
10	are way too small.
11	look like cabbages.
12	are too far apart.
13	are too close together.
14	are in weird places on your head.
15	have lashes that hang down to your chin.
16	look like pinwheels.
17	squint all the time.
18	never blink.
19	have worms inside them.
20	bulge.

HANDS

d20	Your Hands . . .
1	are always moist.
2	are skeletal.
3	have 1d3 extra fingers each.
4	twitch all the time.
5	have fingers of wildly differing lengths.
6	are missing 1d3 fingers each.
7	are different colors from your body's skin.
8	have thick, bulging veins.
9	are furry.
10	are upside down.
11	are switched, with your left hand on your right arm and vice versa.
12	are always greasy.
13	are smooth, soft, and doughy.
14	are joined by a third somewhere on your body.
15	are covered in sharp bristles.
16	are webbed with big, blue veins.
17	are cracked, fissured, and bleeding.
18	have odd lumps and nodules.
19	leave no prints.
20	are twisted into claws.

FEET

d20	Your Feet . . .
1	are wide and spatulate.
2	have no toes.
3	are missing 1d3 toes each.
4	have 1d3 extra toes each.
5	have a horn growing from each heel.
6	are thickly calloused.
7	have big, bulging veins.
8	are covered with thick hair.
9	sprout so many warts.
10	stick out to the sides.
11	point inward.
12	are quite thick.
13	are webbed like a duck's.
14	sprout growths that look like roots.
15	have no heels.
16	are hooves.
17	are a different color from the rest of your body.
18	ooze.
19	grip like hands.
20	smell real bad.

EARS

d20	Your Ears . . .
1	are enormous and hang down to your shoulders.
2	are in unusual places.
3	are absent.
4	have very long lobes.
5	are covered in long hairs.
6	ooze foul-smelling wax.
7	wiggle and twitch.
8	are long flaps.
9	have 1d3 extra ear holes each.
10	are small and knotty.
11	are tall and pointed.
12	swivel.
13	enjoy the company of 1d3 extra ears on your head.
14	are conical.
15	lay flat against your head.
16	are weird tails.
17	snuffle.
18	are always crusty.
19	are cracked and oozing.
20	look like hands.

MOUTH

d20	Your Mouth . . .
1	is wide and leering.
2	is generous and sensual.
3	is filled with rotting teeth.
4	looks like two wet worms.
5	is filled with sharp, pointed teeth.
6	is ragged.
7	is far too small.
8	is absent and you eat by forcing food into your nose.
9	looks like a small O.
10	has 1d6 teeth.
11	has a long, black tongue.
12	smells real bad.
13	is wrinkled and puckered, like an anus.
14	has a forked tongue.
15	has an unusual position on your head.
16	enjoys the company of another mouth somewhere on your head.
17	looks like a duck's bill.
18	leaks slime.
19	has tiny hands instead of teeth.
20	has no teeth.

LEGS

d20	Your Legs . . .
1	are short and stubby.
2	are long and thin.
3	are thick and long.
4	bend backwards.
5	are covered in fur.
6	are a different color from the rest of your body.
7	are covered in thick, bristling hairs.
8	have a web of veins.
9	are covered in open, weeping sores.
10	twitch all the time.
11	have small faces on your knees.
12	sprout lots of small horns.
13	are covered in scales.
14	bulge.
15	appear flabby and melted.
16	have no feet, ending in stumps.
17	have an extra pair of feet.
18	join above the knees.
19	have numerous growths and nodules.
20	look like a cricket's.

ARMS

d20	Your Arms . . .
1	are wide and flabby.
2	are thin and spindly.
3	bulge.
4	bear nasty scars.
5	are covered in thick fur.
6	sprout small horns.
7	have an extra pair of hands.
8	bend the wrong way.
9	are a different color from the rest of your body.
10	drip slime from the pits.
11	are covered in bark-like growths.
12	have unseemly bulges and knots.
13	tremble and shake.
14	are twice as long as normal.
15	have eyes in the palms of their hands.
16	have growths that look like fingers.
17	are short and stubby.
18	are smooth and hairless.
19	trail silky hair.
20	have incredibly thick forearms.

DISTINCTIVE HEAD

d20	Your Head . . .
1	looks like the head of a dog, cat, rat, bird, or some other animal.
2	looks reptilian, with horns growing from your scalp.
3	faces your left or right shoulder.
4	has 1d3 extra noses, mouths, or eyes.
5	has a beard made of fingers.
6	has a wandering wart.
7	appears wrinkled and ancient.
8	appears smooth and cherubic.
9	twitches.
10	has an abnormally long chin.
11	has facial features randomly arranged.
12	has a second face on the back.
13	appears upside down.
14	is shaped like a crescent moon.
15	has great big jowls.
16	has a sloping forehead.
17	has no chin at all.
18	is covered with thick fur.
19	is all bunched up and misshapen.
20	is flat on top.

DISTINCTIVE GROWTHS

d20	You Have . . .
1	a tooth growing from your scalp.
2	a hairless tail about half as long as your body.
3	a horn growing from the side of your head.
4	an extra arm growing from your back.
5	a cyst that looks like a fetus clinging to the side of your head.
6	a bulge that looks like a seed pod hanging from your ear.
7	bark-like growths all over your body.
8	1d6 extra fingers or toes wherever you like on your body.
9	useless insect wings on your back.
10	a short, stubby tail.
11	a bulging cyst on your back.
12	bits of chitin on your neck and chest.
13	a long, tapering fleshy appendage emerging from the center of your head.
14	extra webbing between your arms and body.
15	a pronounced crest rising from the top of your head.
16	a scaly tail that ends in a knob.
17	big, shuddering glands that squirt foul-smelling slime when you're frightened.
18	a fleshy pouch.
19	a strange shell on your back.
20	a vestigial twin growing out of your abdomen.

SKIN

d20	Your Skin . . .
1	is bright green.
2	is bright orange.
3	has all the warts.
4	is covered in strange writing.
5	looks like burned toast.
6	appears mottled and moist.
7	has zebra stripes.
8	is pink and glistening.
9	is thick and leathery.
10	is transparent.
11	has an unusual pattern.
12	ripples and flows.
13	is bloated and distended.
14	is hard and cracked.
15	appears stitched together.
16	has a pebbled texture.
17	is always cold to the touch.
18	is covered in scales.
19	changes color with your moods.
20	is covered in feathers.

ODOR

d20	You Smell of . . .
1	dirty diapers.
2	burning trash.
3	a dead animal.
4	onions.
5	the sewer.
6	wet paper.
7	soup.
8	spoiled milk.
9	feet.
10	ham.
11	grease.
12	old cheese.
13	pickled beets.
14	sex.
15	vomit.
16	cheap perfume.
17	trees.
18	urine.
19	feces.
20	boiled cabbage.

HAIR

d20	You Have . . .
1	thick fur growing all over your body.
2	no hair on your body whatsoever.
3	hair growing in patches.
4	no hair on your head.
5	profuse navel hair.
6	hair that looks like tree roots.
7	hair that looks like wet seaweed.
8	profuse nose hair.
9	fine fur all over your body.
10	hair of a strange color.
11	no hair on your body except for your head.
12	hair growing in the back of your throat.
13	hair instead of finger- and toenails.
14	profuse nipple hair.
15	hair that grows in strange patterns on your back.
16	hair that falls out when you sleep and grows back during the day.
17	a few long hairs that sprout all over your body.
18	damp hair on your head.
19	thick, ropy hair all over your body.
20	strangely thick hairs that look like flesh.

BACKGROUND TABLES

These tables determine your character's origin and what your character did before the game begins. Start by rolling on the **Childhood** table and then on the **Life Experience** table a number of times as determined by your starting age. That table might in turn direct you to roll on another table to discover what happened during that experience.

CHILDHOOD

3d6	Childhood
3	You spent your childhood as a slave. You escaped or were released when you grew up. Add slave to your list of professions.
4-5	You were orphaned and raised by rats. You believe you can speak to rats (but you really can't).
6-8	You learned a trade. Gain a random profession.
9-12	You picked over rubbish and searched through sewage for treasures. Add scavenger to your list of professions.
13-15	You apprenticed to an artisan. Gain an artisan profession of your choice.
16-17	You were raised by servants of the Goblin King. Add devotee to your list of professions.
18	You studied under a scholar. You can speak, read, and write the Common Tongue and High Archaic, and you gain one random area of scholarship.

LIFE EXPERIENCE*

3d6	Experience
3	You died! Roll a d6 to find out how. You can either start over or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity.
1	You were murdered for your shoes.
2	You drowned in a sewer.
3	You somehow managed to eat a bag of nails.
4	Human explorers killed you when they invaded your home.
5	You were devoured by rats.
6	You were torn apart in a terrible accident.
4-5	Roll on the Major Setback table.
6-8	Roll on the Minor Setback table.
9-12	Goodies! You start the game with one extra interesting thing.
13-15	Roll on the Minor Windfall table.
16-17	Roll on the Major Windfall table.
18	Roll on the Strange Event table.

*Roll on this table only if directed by the **Age** table.

MAJOR SETBACK

d20	Major Setback
1	You embraced the darkness and went on a wild killing spree. Gain 1d6 Corruption.
2	A devil tempted you toward darkness. Gain 1 Corruption.
3	Cruel humans swept through your home, slaughtering everyone they found there. You are the sole survivor.
4	A demon possessed you. Gain 1 Corruption. Either an exorcist cast it out or, if you have <i>Demon Lord's Companion</i> , you can add the Possessed story complication.
5	You made a series of poor life choices. Subtract 3 from your Starting Lifestyle roll.
6	By accident, you let loose a terrible disease in a human community that wiped out half the population. You left soon after.
7	You spent 2d6 years in prison for a crime you committed (gain 1 Corruption) or didn't commit (gain 1d3 Insanity). Add the years you spent in prison to your starting age and add convict to your list of professions.
8	A natural disaster ruined your life. Subtract 3 from your Starting Lifestyle roll.
9	You lost an eye, ear, or 1d3 fingers in a terrible accident. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.
10	A hag cursed you for stealing. Subtract 1 from your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
11	Someone close to you died: a spouse, child, parent, or sibling.
12	You became hopelessly lost and spent 1d6 weeks wandering. You found other people, but you have no idea how to get home.

- 13 You spent 1d6 years in a drunken stupor. You're not proud. Subtract 1 from your **Starting Lifestyle** roll.
- 14 You accidentally released a demon into the world. Gain 1d3 Insanity.
- 15 Dwarfs overran your community, killing everyone. Gain 1d6 Insanity. If you have *Demon Lord's Companion*, you can add the Mad story complication.
- 16 You angered an elf lord or lady who laid a curse on you, causing gold you touch to turn to wood. You escaped the curse but must subtract 3 from your **Starting Lifestyle** roll.
- 17 You were captured by a witch hunter and accused of consorting with devils. You were beaten, tortured, and branded with hot iron. Subtract 1 from your **Starting Lifestyle** roll.
- 18 You accidentally got your entire tribe killed. Oops.
- 19 You murdered a priest of the New God. Add murderer to your list of professions and gain 1 Corruption.
- 20 You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.



MINOR SETBACK

d20 Minor Setback

- 1 You swallowed something foul and gained a tapeworm as a result. You named it Frank.
- 2 You were to be wed, but you ran away from your commitment.
- 3 You nearly drowned.
- 4 You fell in love with a human. Your affections were strongly refused.
- 5 An enormous monster swallowed you whole. You survived in its gullet for several hours before being released in a flood of its excrement. Gain 1 Insanity.
- 6 You suffered a nasty injury and bear the scars still.
- 7 You stumbled across a pack of ghouls eating goblin corpses. Gain 1 Insanity.
- 8 You fell out of favor with your tribe and so left them behind. You haven't seen them since.
- 9 Someone tried to kill you. You survived, but fear they will try again.
- 10 You lost something valuable. Subtract 1 from your **Starting Lifestyle** roll.
- 11 You experimented with drugs and became addicted for a time. If you have *Demon Lord's Companion*, you can add the Addicted story complication.
- 12 You stole something from someone who needed it, hurt an innocent, or did something else shameful. Gain 1 Corruption.
- 13 You lost a lifelong friend. Roll a d6. It was your fault on an odd number or their fault on an even number.
- 14 You learned a dangerous secret. Work with the GM to determine something suitable.
- 15 You found and read aloud an incantation that called forth a terrible monster. The monster killed someone you loved before disappearing into the wilderness.
- 16 You found a valuable treasure in the muck, but you were beaten and robbed of it by members of a rival tribe.
- 17 You tried to live among humans, but you were soon afterward driven out of town.
- 18 Your mentor vanished without a trace.
- 19 Your community came under attack by robbers, monsters, or something else. Subtract 1 from your **Starting Lifestyle** roll.
- 20 You spent two days believing you were a fearsome dog. Gain 1 Insanity.

MINOR WINDFALL

d20 Minor Windfall

- 1 A mighty wizard briefly took you on as a henchman. You ran away after the wizard died.
- 2 You swore an oath of service to the Goblin King and have since worked as his agent.
- 3 You are an unrepentant criminal. Gain a random criminal profession.
- 4 You traveled extensively. You can speak one additional language.
- 5 You killed and ate 100 diseased rats.
- 6 You stole a knife from a dashing knight.
- 7 You helped fight off beastmen who attacked your tribe and are considered a hero to your people.
- 8 You spent 1d6 years as a hag's love slave.
- 9 Choose a character to have saved your life. You now owe that character a debt.

- 10 You found a signet ring (worth 1 gc) in the sewer.
- 11 You made the acquaintance of someone important. Choose influence, information, or security. The character can provide the benefit to you once (see "Connections" in *Shadow*, page 207). Come up with details about this character with the GM.
- 12 You got an education or furthered your learning. Choose one: speak an additional language or gain a random area of scholarship.
- 13 You changed careers! Gain a random profession.
- 14 You found something interesting. Gain one extra interesting thing.
- 15 You found an old map you're sure leads to something or someplace interesting.
- 16 You found a healing potion.
- 17 You escaped certain death! Start the game with Fortune.
- 18 You start with a suit of soft leather or a small shield.
- 19 You stole an incantation of a rank 0 spell of the GM's choice from a traveling wizard.
- 20 You found some money. Gain 1d6 cp.

MAJOR WINDFALL

d20 Major Windfall

- 1 You discovered a great treasure in the muck. Add 6 to your **Starting Lifestyle** roll.
- 2 You broke into a tomb and there found an enchanted object of the GM's choice.
- 3 You made an important connection. Choose influence, information, or security (see "Connections" in *Shadow*, page 207). Come up with details about this character with the GM.
- 4 You enjoyed great success scavenging for treasure. Add 3 to your **Starting Lifestyle** roll.
- 5 Your body changes! Gain a new distinctive body part.
- 6 You have a small shack in the wilderness.
- 7 You stowed away on a boat and went on a fantastic journey. Add 1 to your **Starting Lifestyle** roll and add sailor to your list of professions.
- 8 You have a rowboat.
- 9 You found an old book of spells in which are 1d3 + 1 rank 1 incantations.
- 10 You stole 1d3 + 1 potions of the GM's choice from an alchemist, apothecary, or witch.
- 11 You performed a service for the Goblin King. If you have *Terrible Beauty*, you start the game with a random favor of the Great Fey. Otherwise, you start the game with an enchanted object of the GM's choice.
- 12 You made a friend of a powerful figure—an archmage, high priest, general, or hero. The GM determines the person's identity and the benefits your friendship provides.
- 13 You found a chest of coins! Add 3 to your **Starting Lifestyle** roll.
- 14 You saved the life of another goblin. The character (a **goblin**) accompanies you on your adventures and serves until death. Work out the details with your GM.
- 15 You snuck into Alfheim and stole a lock of hair from the Faerie Queen. You start every adventure with Fortune.
- 16 You gain a suit of soft leather armor or a basic, military, or swift weapon of your choice.
- 17 You befriended a small but vicious dog (a **small animal**) that accompanies you and obeys your commands.

- 18 You are renowned all across the lands. Work out the details about how you became famous with the GM.
- 19 You wear a goblin crown (a beat-up cookpot gilded with feces) that inspires awe in other goblins.
- 20 A fortuneteller revealed the moment of your death. When you would die, you can choose not to die and instead become unconscious for 1d3 hours. Once you make this choice, you cannot make it again.

STRANGE EVENT

d20	Event
1	You lived among the salamanders for 1d6 years. Add Firespeak to the list of languages you can speak.
2	You drank something that caused your body to transform. Gain two random distinctive body parts.
3	A magician took you on as an apprentice for 1d3 years. From your master, you discovered the Arcana tradition.
4	You spent a few years studying old texts. Add two areas of scholarship of your choice.
5	You stumbled into the Void and remained there for a few minutes before you found your way back. Gain 1 Corruption, 1d3 Insanity, and a distinctive body part.
6	You became a fanatical servant of the Goblin King. The very first time you make a fate roll, you can roll twice and use either result.
7	You drank a strange potion. For your first adventure, you make challenge rolls with 1 boon.
8	You angered a spirit and it haunts you. If you have <i>Demon Lord's Companion</i> , you can add the Haunted story complication.
9	You discovered you could eat almost anything without fear of being poisoned. You make challenge rolls to resist or stop being poisoned with 1 boon.
10	You are a little crazy. When you go mad and would roll to stop being mad, you can roll twice and use the higher result.
11	You went to Hell. You realized it was a poor decision and left with 1d3 Insanity and 1 Corruption.
12	You have no memory of the last 1d3 years. You woke up one day in an unfamiliar place.
13	You were killed by a monster or a traveling hero, but somehow returned to life. Gain 1d3 Insanity.
14	You had your mind swapped with another goblin. Discard your distinctive body parts and determine them again.
15	You fought and killed many faeries. Your attacks against faeries deal 1 extra damage.
16	You stole a bone sword from an elf lord or lady. The sword bears a minor enchantment. When you attack with the weapon, you can use a triggered action to make the attack roll with 1 boon. Once you use this property, you must wait at least 1 minute before you can use it again.
17	You developed a knack for faerie magic. If you have <i>Terrible Beauty</i> , you discover the Fey tradition. Otherwise, you can discover either the Enchantment or Illusion tradition.
18	You lived among the dwarfs, who tolerated your presence for some reason. Add Dwarfish to the list of languages you can speak.
19	You did a service for the Faerie Queen. As your reward, she restored your immortality. Short of violence or accident, you will live forever.
20	The Goblin King turned you into a toad. You escaped that fate after you convinced an elf maiden to kiss you. She screamed when she saw your true form, so you murdered her and hid the body. Gain 1 Corruption.

GOBLIN PROFESSION TABLES

Use the following tables in place of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by the previous tables. Your profession also adds an item to your list of starting equipment.

RANDOM PROFESSION

d6	Profession
1	Roll on the Scholar: Areas of Scholarship table.
2	Roll on the Common Professions table.
3-4	Roll on the Criminal Professions table.
5	Roll on the Martial Professions table.
6	Roll on the Wilderness Professions table.

SCHOLAR: AREAS OF SCHOLARSHIP*

d20	Area of Scholarship
1-2	Architecture and engineering
3-4	Etiquette, heraldry, law, and politics
5-6	Astronomy and navigation
7-8	Dwarfen history and geography
9-10	Imperial history and geography
11-12	Literature, philosophy, poetry, theology, and the arts
13-14	Medicine and surgery
15-16	Natural sciences
17-18	Military sciences
19-20	Magical theory

*Add 1 book covering topics related to your area of scholarship to your starting equipment.

COMMON PROFESSIONS

d20	Profession
1-2	Apothecary or healer. Start with a healer's kit.
3-4	Artisan such as baker, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
5-6	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
7-8	Conscript. You start with a uniform and spear.
9-10	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.
11-12	Laborer such as porter, gravedigger, or hauler. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
13-14	Merchant. You start the game with raw goods such as textiles, grains, or something else worth 1d6 ss.
15-16	Miner or prospector. You start with a pick and a map of the region.
17-18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19-20	Tradesman such as dyer, tanner, or butcher. You start with 2d6 bits.



CRIMINAL PROFESSIONS

d20	Profession
1-4	Burglar or forger. You start with a set of lock picks or a tool kit.
5-8	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
9-12	Fence or smuggler. You start with 1d6 cp.
13-16	Mugger, pickpocket, or thug. You start with 1d6 bits.
17-20	Murderer. You start with a garrote.

MARTIAL PROFESSIONS

d20	Profession
1-4	Constable, detective, or patroller. You start with a lantern and a flask of oil.
5-8	Guard or henchman. You start with a club and a uniform.
9-12	Jailer or torturer. You start with a pair of manacles or torturer's tools.
13-16	Mercenary. You start with a bronze sword and a contract for your last job.
17-20	Soldier. You start with a uniform, small shield, and bronze sword.

WILDERNESS PROFESSIONS

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Drover or herder. You start with a staff.

7-8	Guide, pioneer, or prospector. You start with a map of the region.
9-10	Hermit. You start with a week of rations and a waterskin.
11-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

STARTING EQUIPMENT

You start the game with equipment based on your starting lifestyle and your profession or professions. To determine your starting lifestyle, roll 3d6 and add to the roll all the modifiers gained from your **Life Experience** rolls. Then find the total on the **Starting Lifestyle** table (lifestyles are described in *Shadow*, page 100). In addition to the equipment granted by your lifestyle, your character starts the game with one interesting thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting by
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	—
Poor	A filthy blanket and diaper
Getting by	Tattered, torn clothing
Comfortable	Basic clothing and cloak
Wealthy	1d3 sets of basic clothing and a fine cloak
Rich	Noble's clothing and a fine cloak

WEAPON

Lifestyle	Weapons
Destitute	Club or sling with 20 stones
Poor	Staff, club, or sling with 20 stones
Getting by	Sling with 20 stones and either a bronze small sword or bone long knife
Comfortable	Sling with 20 stones and either a bronze small sword or bone long knife
Wealthy	Bronze rapier or scimitar and 1d3 bone daggers
Rich	Bronze rapier or scimitar and 1d3 bone daggers

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	—
Poor	A stained sack, moldy loaf of bread, and bottle of cheap wine
Getting by	Backpack, loaf of bread, hunk of meat, canteen filled with beer
Comfortable	Adventurer's pack
Wealthy	Adventurer's pack and one extra interesting thing
Rich	Adventurer's pack and two extra interesting things

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting by	—
Comfortable	Healing potion
Wealthy	Healing potion plus one of the following: an incantation of one rank 0 spell, small shield, healer's kit, tool kit, or writing kit
Rich	Healing potion plus one of the following: an incantation of one rank 0 spell, small shield, healer's kit, tool kit, or writing kit

WEALTH

Lifestyle	Wealth
Destitute	1d6 bits
Poor	2d6 bits
Getting by	1d6 cp
Comfortable	2d6 cp
Wealthy	1d6 ss
Rich	2d6 ss

PERSONAL EFFECTS*

d20	Item
1	A bag of used cloth diapers
2	A mug made from a human skull
3	A bottle filled with your saliva
4	A small box filled with your nail clippings and lost teeth
5	A box of scabs
6	A chamber pot stolen from someone special
7	A necklace of teeth
8	A mouse skeleton
9	A flesh ring
10	A pail full of slime
11	A statuette of the Goblin King carved from bone
12	A bow
13	A wanted poster with your face on it
14	A fancy cap
15	A tin of sardines
16	A defaced holy book

- 17 A child's costume
- 18 A masquerade mask
- 19 Someone's love letter
- 20 A bloodstained shirt

*Roll on this table regardless of your starting wealth.

PERSONALITY TABLES

Use the following tables to help define your personality. The result should guide how you portray the character in the game.

ODD HABIT TABLES

d6	Odd Habit Table
1-2	Table 1
3-4	Table 2
5-6	Table 3

ODD HABITS TABLE 1

d20	Odd Habit
1	You save all your secretions in small bottles and give them as gifts to people you like.
2	You have tremendous flatulence, yet you seem never to notice when you break wind.
3	You lick things to claim them as your own.
4	You keep cockroaches as pets.
5	You speak in a singsong voice.
6	You tell filthy jokes at inappropriate times.
7	You like to hide.
8	Whenever you take damage, roll 1d6. On a 1, you vomit in a spectacular manner.
9	You have to touch the person to whom you talk, believing they can't understand you without your physical contact.
10	You are unusually attracted to halflings.
11	You can have a bowel movement only if someone's watching.
12	You can't abide the sun and always cover yourself up when you have to go into the light.
13	You giggle whenever you feel pain.
14	You smear mud and filth all over your body to keep the ants at bay.
15	You like to pierce different parts of your body with bits of bone.
16	You practically inhale your food.
17	You prefer to go without pants.
18	You have an invisible friend.
19	You mutilate the corpses of creatures you kill to see how they work inside.
20	You try to bed everyone you meet.

ODD HABITS TABLE 2

d20	Odd Habit
1	You never bathe.
2	You eat only candy.
3	You dress in fancy clothes.

- 4 You always inspect your bowel movements, spreading the mess around with your fingers in the hopes of finding something interesting.
- 5 You eat a bit of flesh from every living thing you kill.
- 6 You wear a child's costume and refuse to take it off.
- 7 You love the taste of flowers and eat them whenever you can.
- 8 You giggle and snort while you sleep.
- 9 You only talk in a loud and annoying voice.
- 10 You end every sentence with "You know what I mean?"
- 11 You give everyone a nickname.
- 12 You believe you are a walking, talking dog, and bark when you become upset.
- 13 You are convinced you have a small turtle living inside you. You overeat to keep the creature alive.
- 14 You slap yourself in the face when you do something wrong.
- 15 You always point out other people's errors.
- 16 You believe you are an expert in a random area of scholarship and make up all kinds of "facts."
- 17 You believe you must eat a few pieces of gravel to help digest your food.
- 18 You love the smell of trash and always keep some ripe garbage on hand.
- 19 You claim you were a human child stolen by the faeries.
- 20 The smell of iron gives you diarrhea.

ODD HABITS TABLE 3

d20	Odd Habit
1	You punctuate your sentences by spitting.
2	You collect the genitals of people you kill and wear them as jewelry.
3	You refuse to wear shoes.
4	You keep a bit of iron on your person all the time.
5	You cry a lot.
6	You keep a large (5d20) collection of spoons.
7	You drool when you see or smell something tasty.
8	You drum your fingers when not doing anything.
9	You like to look through other people's possessions.
10	You can sleep only if you are tied up.
11	Whenever you go someplace new, you feel compelled to write your name somewhere.
12	You believe a ghost of a dead pig haunts you. You can see it sometimes out of the corner of your eye.
13	You believe you can talk to dogs.
14	You dance all the time.
15	You are fawning, cringing, and pitiful.
16	You keep a pet chicken, whom you love very much.
17	You have an annoying, high-pitched voice.
18	You wear a cape.
19	You tell everyone you meet that the gods don't exist.
20	You believe you were born to do great things and never pass up the chance to brag about your destiny.

PERSONALITY

3d6	Personality
3	You are a bully. You enjoy tormenting things that are weaker than you.
4-5	You love violence, especially when it's random and senseless.
6-8	You love playing tricks on others. You find their pain hilarious!
9-12	You look out for yourself. Everyone else can go right to Hell.
13-15	You're just trying to stay alive!
16-17	You believe your people have lost their way, and you hope to rise above the filth and squalor to reclaim your place in the hidden kingdoms.
18	You live to serve the strong and powerful.

RELATIONSHIPS

3d6	Relationships
3	People are nothing more than means to ends. You use and discard them without a second thought.
4-5	You think everyone is out to get you, so you keep others at a distance.
6-8	Goblins are the master race! You prefer the company of your own kind, but you can get along with others if you need to.
9-12	You get along more or less with other people.
13-15	You love meeting new people and making friends.
16-17	You are loyal to your true friends.
18	You are everyone's friend.

DESIRES AND FEARS*

1d6	Desire	Fear
1	Filth	Cleanliness
2	Wealth	Poverty
3	Fame	Death
4	Security	Powerful people
5	Immortality	Pain
6	Power	Isolation

*Roll once for desire and once for fear.

OBLIGATIONS

3d6	Obligations
3	Your word is worthless. You will break any promise and discard any oath.
4-5	You might keep your word or you might break it.
6-8	You try to keep your promises, but you are easily distracted.
9-12	You keep your word only if benefits you.
13-15	You usually keep your promises, believing that it is right to do so.
16-17	It would take a lot to get you to go back on a promise.
18	You always keep your word, no matter what it costs you.

MORALITY

3d6	Morality
3	You are a wretched creature, ruled by your appetites and whims. Good and evil have no meaning to you, and you always do whatever pleases you.
4-5	You are selfish, putting your needs and desires above others'.
6-8	You rarely think through the consequences of your actions and are never bothered when someone gets hurt as a result of something you did.
9-12	You might do the right thing or you might not. It all depends on the situation.
13-15	You try to do good, but you enjoy mischief so much that it sometimes gets in the way.
16-17	You reserve your worst and nastiest tricks for people who deserve it. Otherwise, you try to do right by others.
18	You know right from wrong and you always strive to do good.

DEVOTION

3d6	Devotion
3	You pledged service to the Devil.
4-5	You follow the tenets of Witchcraft, though you don't believe in the gods.
6-15	You are devoted to the Goblin King.
16-17	You are devoted to another member of the Great Fey.
18	No power is worthy of your devotion.

DEVOTEE OF THE GOBLIN KING EXPERT PATH

The Goblin King dwells at the center of a great, deadly maze filled with twists and turns, traps, and terrible monsters. Fearing reprisals from his enemy, the Faerie Queen, he hides in the heart of this place, passing his days in a palace of maddening design. Though secluded from the world, he remains interested in the goings-on beyond his realm and relies on his devotees to keep him informed.

While not truly priests, devotees of the Goblin King occupy a similar place among the goblin peoples, serving as advisors to tribal leaders and reminding goblins that the master is never far from them, no matter how desperate their circumstances. Devotees also act as spies for their master. Each night, they clutch a shard of mirror and whisper all the secrets they learned that day, believing the mirror will spirit their words through the maze and into their master's ear.

Devotees show fealty to their master by wearing medallions carved from wood that look like grinning goblin faces. Symbols might have subtle differences, but they are recognizable to anyone familiar with the Goblin King. Many devotees dress in the manner of other goblins, wearing whatever they can find, while some don fantastical and absurd costumes to parade the favor they have earned over their fellows.

It is possible, though unlikely, for members of other ancestries to pledge service to the Goblin King.

LEVEL 3

Attributes Increase two by 1

Characteristics Perception +1, Health +3, Power +1

Languages and Professions Add devotee to your list of professions. If you have this profession already, add a random criminal profession.

Magic You discover the Enchantment, Fey, or Illusion tradition, or learn one spell from one of these traditions.

Eyes and Ears of the Goblin King You can use an action, or a triggered action on your turn, to assume the form of a **small animal** or **tiny animal**. If you assume the form of a tiny animal, you can also gain the climber, flier, or swimmer trait. You can remain in this form for a number of hours equal to your Power, though you can use a triggered action on your turn to freely switch between forms. (See "Assuming Different Forms" in *Shadow*, page 147, for more information.) Once you use this talent, you cannot use it again until you complete a rest.

LEVEL 6

Characteristics Health +3

Magic You learn one spell.

Sudden Disappearance When a creature you can see attacks you, you can use a triggered action to become invisible for 1 round. You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

LEVEL 9

Characteristics Health +3, Power +1

Magic You learn one spell.

Secret Door Whenever you use your Sudden Disappearance talent, you can also teleport to an open space you can see within medium range.

