

GOBLINARIUM, HO!

CHARACTER CREATION CHEAT SHEET

PROTOTYPE RULEBOOK EXCERPT FOR *GOBLINARIUM, Ho!*

By Max Rafferty, for you five idiots ❤️

WHAT

THIS IS A GAME ABOUT GOBLINS. YOU GET TO BE GOBLINS, PLURAL. YOU WILL BE MORE THAN ONE BECAUSE IT IS VERY HARD TO BE A GOBLIN.

EXPLAIN

HERE THEY ARE!

WHAT ARE GOBLINS

GOBLINS ARE TINY BAD GREEN FOLKS THAT SPEND MOST OF THEIR TIME SNEAKING ABOUT AND STEALING, JUST LIKE THE REST OF US. THEY ARE SMALL AND FRAGILE, AND NOT VERY CAREFUL, AND SO "SMASHED GOBLIN" IS A VERY FREQUENT TYPE OF GOBBIN YOU'LL ENCOUNTER. GOBLINS ARE MADE OF MUSHROOMS AND CLOCKS. GHOSTS ARE INVOLVED, AS ONE WOULD EXPECT.

GOBLINS ARE GOOD AT EXACTLY TWO THINGS. THEY ARE EXCEPTIONALLY GOOD ESCAPERS, AND ARE EQUALLY GOOD AT CURSING. YOU MIGHT THINK "BUT ARENT GOBLINS WELL KNOWN ACROSS THE WORLD AND OR WORLDS FOR THEIR LEGENDARY SNEAKING AND VIOLENCE?" YES, THIS IS TRUE. HOWEVER, VIOLENCE IS SIMPLY A CREATIVE COMBINATION OF ESCAPING AND CURSING. FOR EXAMPLE, YOU MIGHT ESCAPE YOUR KNIFE RIGHT INTO SOMEBODYS DAMN FACE. SNEAKING ON THE OTHER HAND HAS NOTHING AT ALL TO DO WITH ESCAPING. IT IS JUST CURSING THE SUN AND GOD FOR MAKING EVERYTHING ELSE SO VISIBLE.

ARE THERE GOBLINS IN OUR WORLD?

YES. THERE ARE GOBLINS INSIDE OF YOU RIGHT NOW. NOBODY KNOWS HOW GOBLINS GET FROM THE GOBLIN WORLD. TO THIS PEOPLE WORLD. GOBLINS USUALLY CAN'T TOUCH THINGS IN PEOPLE WORLD. THEY WILL TRY TO MAKE YOU TOUCH THINGS FOR THEM. YOU MIGHT THINK "I WILL NOT BE TRICKED BY A GOBLIN!" BUT THEY ARE VERY CONVINCING. THEY WILL TRY TO TAKE YOU TO A VARIETY OF PLACES. THE FOREST. A COOL CAVE. A MOVIE ABOUT HAMBURGERS. SOUNDING PRETTY GOOD ALREADY, HUH? THIS IS HOW THEY GET YOU.

WAIT I HEARD THAT GOBLINS HAVE MANY COINS, AND DESIRE MORE COINS? IF I SEE A GOBLON IS THIS A GOOD WAY OF OBTAINING COINS?

No. WHILE MANY GOBLINS ENJOY COLLECTIBLES, NOT ALL COLLECT HOARDES OF SHINY GOLDEN COINS. GOBLINS HAVE A VARIETY OF THINGS THEY ENJOY HOARDING INCLUDING CERAMIC BIRDS AND POETRY. THEY DO ALL LIKE TO BURY THEIR COLLECTIONS IN WET DIRT. THAT IS A GOBLIN FACT.

MAGIC



O GOBLINKS KNOW ABOUT MAGIC? YEP.

HOW DOES MAGIC WORK?

Well, some very special gobins can access the other side of the world. The Drive. Sometimes when you are in a goblinarium, you can actually see the Drive moving the stars and moon and sun, but no matter where you are, the Drive controls everything you do and everything that happens around you. You are a part of the Drive, no matter what or how many lottery tickets you have.

If youre one of these special goblins, one of your senses can flip and instead of smelling the smells of where you are, for example, you smell the smells of a great and vast machine that makes reality real. Mm, greasy.

I lied also, but only a little. All bobblonks can use magic if they have the magical goop named Movement, but dont worry about it. Heres all the kinds of touchy touchy magic goblins.

THE KINDS OF GOBLINS MAGIC TOUCHERS

TINKERS

Tinkers are the most famous and coolest of the drivetouched augers. They can feel the drive, and as a result they can also push back on it. A change in the drive means a change in real life. Push a gear here, and suddenly theres an apple there. Or there isnt a turtle anymore? Its very amazing, but also unreasonably dangerous, and so doing that is usually illegal. There are some special islands where it is not illegal, and all of these islands are so fucking haunted and there are explosions there everyday. Anyway, if you feel the drive you can sort of get a sense of where its going, like if you touch a cat and its walking an youre like, hey, this is a cat face but soon it will probably be a cat butt and then after a cat tail, you'd be right. And then if you could smack the cat around until it was shaped like maybe a skateboard and then thats what showed up next, thats basically how goblin magic works.

TRUE AUGERS

The next best kind of drivetouched are the true augers. True augers are touched on their sense of sight, and can look directly into the drive. This lets them tell the future much more accurately than anyone else. They were voted second best by teen goblin magazine. These are the only kind of drivetouched that they make goblin

schools for because the other kinds are more like a curse. It is very common for a tinker and a true auger to pair up, so the auger can spot for the tinker about what part of the drive to touch to make something good happen, instead of an explosion.

LICKERS

Lickers are something of a hybrid of the two most popular kinds of auger. They can taste the gears. This requires licking them, which can also move them. Naturally, tasting the Drive is less effective than seeing it, but can provide unique insight.

SNIFFERS

Sniffers, while both vague and difficult, are considered by some to be the most useful augers. The smells of the drive can tell much, but are very misleading.

MUSICIANS

Drivetouched augers of the ear refer to themselves as musicians, which is both confusing and pretentious. Frankly nobody likes them and theyre always giving spooky predictions about who is going to die and when.

GOBLIN WARRENS

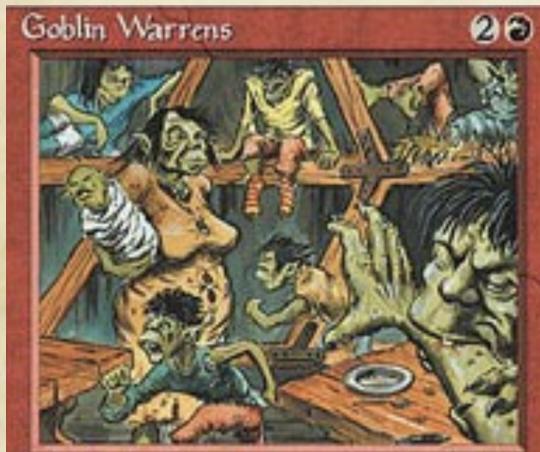
NOTHING MAGIC ABOUT THESE! A TRADITIONAL goblin warren is just a hole, full of goblins! As everyone knows goblins love digging like dirty little worms in the dirt to make little holes to sleep in. Modern goblin apartments are much the same. Nobody knows how many tiny rooms or hallways are going to be in one! Let alone how many goblins are in there.

SOCIAL STRUCTURE

Where you got gobbos, you're gunna have more gobbos. Goblins operate in co-dependent social units called warrens. Warrenered goblins need not be related, but frequently are. It's not quite a "family" in the sense we understand it, but for day-to-day purposes its somewhere between that and a "household". Goblin warrens are an ancient and central aspect of goblin culture. The lack of a "warren-sense" is why chitterlings and other forms of primal goblin are shunned from society.

Cohabitation is a requirement of the unique bonding process that occurs within goblin warrens, as are certain defined roles that arise within an individual warren. The only required role is that of the boss. Warren bosses are breadwinners and brutes, and are final decisionmakers and defenders. If a goblin operates independently, they are their own boss. How modern!

Most units, however, include at least two more goblins to encompass the other key roles, the nose and the secretary. These roles are considered by most to be essential and which should be kept separate from central decisionmaking. The nose handles the social aspects of a warren, making introductions, finding new members, and typically taking care of food-related tasks. The secretary handles scheduling, bookkeeping, and cleaning.



Each warren is structured differently, and there are dozens if not hundreds of recognized roles outside of these three, though they are by far the most common. In modern society, it is considered unseemly for warrens to have more than six public members, and less so if any of them are of particular esteem. Of course, at home any number of unrecognized goblins will be waiting in the wings waiting for an opportunity to rise to prominence, and they can be utilized as couriers, cannon fodder, regular fodder and the like. They can show up at any time, and tend to be around at just the moment when a promotion is in order.

The leaders of a warren are called its *public members*, and are all assigned a specific role.

You will be constructing a goblin warren to play as. You may create as many as six to begin with, though three is the recommended number. Keep in mind that many of, if not all of these goblins will be killed over the course of a Goblinarium, Ho! campaign, but the "character" of a warren lives on, in a never-ending chain of more and more goblins!

COMMON WARREN PUBLIC ROLE ARRANGEMENTS

- 1: Boss
- ½: Boss, Secretary
- ½: Boss, Shadowboss
- 1/2/3: Boss, Secretary, Nose
- 1/2/3: Boss, Secretary, Deadbeat
- 1/2/3: Boss, Shadowboss, Ubershadowunderboss
- 1/2/3/4: Boss, Secretary, Nose, Runner
- 1/2/3/4/5: Boss, Secretary, Nose, Runner, Gopher
- 1/2/3/4/5/6: Boss, Secretary, Nose, Runner, Gopher, Caravaneer

CREATING A GOBLIN



ONSTRUCTING AN INDIVIDUAL GOBLIN CAN BE DONE manually or with our handy goblin generation charts. You can also mix and match, whatever works for you. Follow these steps to arrive at a goblin:

1. **Choose a name.** Goblin names are most typically an object plus a warren related patronymic last name. For example, "Butts Assovic" would be a goblin named Butts from the Ass warren. Many goblins eschew the warren or family name altogether, however, and just be themselves. There are no hard and fast rules (for a quick goblin name, roll twice on the goblin name table and once on the setting genomic table)
2. **Choose a morph.** Is your goblin a primal, a youth (goblin) or an adult (hobgoblin)? Depending, choose one of the twelve hobgoblin morphs, or any number of features from the unmorphed goblin list, or choose a primal morph. Note that primal morphs are both difficult to play and social pariahs under most circumstances, so take care when choosing them as a public member of your warren. Choosing a morph has the largest impact on your experience of gameplay, so take care here. (or dont, and roll on one of the morph tables!). Increase your stats by the amounts indicated by your selection.
3. **Are you a drivetouched?** While all goblins can utilize magic under the influence of Movement, only natural, drivetouched augers can access it without the substance, performing cantrips freely. Note that only one member of your public warren can be drivetouched at any given time, and that their occupation must reflect this gift, as the training that goes into producing such skills is not trivially obtained, for commoners typically only as the result of a trade apprenticeship. (see augury table)
4. **What is your job?** Warrens got bills to pay. When not plotting at your partie's *setting nexus*, how are your public goblins putting food on the table? Your job can be anything, but it must be directly related to one of the three goblin stats of common sense, sneaking, cursing, or luck. Or not, whatever. If you are an auger, you must also explain how your augury is required to accomplish your job. (see job charts). Increase whichever stat your job is related to by 1. Note that your job will be an important source of social connection, so choose something you want to interact with.
5. **What is your star sign?** Goblin star signs indicate their aspect when casting magic, as well as influencing their lives through their connection to the drive. Choose what you like and see what happens, who knows! (see star chart table in the Setting Module)

6. **Choose a warren role.** If this is your first goblin, mark them as boss. This is the goblin you will play directly as at the beginning of the session. Intra-warren role selection is complex. If you are not selecting a boss, describe how your goblin fits into the leadership structure of your warren, and why they claim their public role. How does this goblin present themselves to the world? What are their responsibilities to the warren? Public goblins must always have a purpose which they must follow, but there are no other fixed rules. When beginning, it is often best to stick to some of the traditional role sets based on how many goblins you have public, but a word of caution - there is a reason very few eschew a secretary or other form of passive bookkeeper.

TYPES OF GOBLIN



HERE ARE TWELVE GENERALLY ACCEPTED “morphs” of hobgoblin, the generally accepted adult and final stage of goblin life. Hobgoblins, while wildly varied amongst themselves, typically exhibit the extremes of goblin physiology, being especially large, or small, or lean, or muscled. Unlike the mysterious conditions under which a chitterling gobs, triggering a hob metamorphosis is a time honored ritual involving fasting, moisture, darkness, and isolation. All families and cultures handle this process differently, but these four are always components.

There are levels of prestige to each morph, and this is a source of great consternation and drama in all goblin families. Massadoon or Beldrin, being the strongest morphs, are widely favored by working classes, and Genn or Rham are considered to be fashionable or elite. Phouss and L’laamosa are generally considered to be the standards of beauty (though this is a topic of endless conversation, and always a matter of taste!). Gytarrh, Malechian, Bolgh, and Hamgut are common and generally accepted as universally normal and unremarkable, while Croid and T’tapow are well loved in their own circles, but considered unusual by many in “high society”. There are of course many other unrecognized morphs, common in the outlands, but generally branded as “Fell pseudogoblins”, and falling in with barbaric Sirincusi tribes.

GENN

The Genn are an originally mountain dwelling morph. In private, many refer to them derisively as “imps”. They are typically winged, often beaked, and sometimes bearing a handful of short, nubby horns. The smallest hobbed morph, they are often hardly larger than the biggest chitterling, often standing just over a foot tall. Bony and lithe, they fly freely, unlike any other morph besides their forest rivals the T’tapow, who still tend to glide. They can be easily identified as they age by the uninhibited growth of their ears, noses, hands, and feet, which can reach truly comical proportions in their elders. Their skin is always red, blue, or grey, and their eyes in most bloodlines are metallic. They have a stereotype for an abundance of pride, stemming from a long history of Genn royal lines. Genn, when not living in the cliffsides that spawn them, favor urban environments where they can expand vertically.

GYTARRH

Everyday folk. Theyre very much like you and me. Generally shades of green or brown, their eyes most often brown, green, blue, or red. None of these are fast rules, as gytarrh can be found in every goblin lineage. They cannot be classified as forest or mountain, as most others can, as they appear and thrive everywhere.

Gytarrh are average in height and build, typically a little over two feet tall and about 45 pounds.

MASSADOON

The largest of the common morphs. Mountain goblins, though not flyers, they are prodigious climbers. Wild massadoon are typically cave dwellers, and are generally not afraid of confined spaces or the dark. Typically well muscled, they can grow as tall as four feet, towering over most of their companions. Most sport a pair of large bull-like horns that tend to be a source of pride and decoration. Massadoon are occasionally furred, rare amongst any other morph. Their skin is typically white, grey, or blue, though many variants can be founds. Stereotypically, massadoon are often considered “slower” than the rest of the goblin population, and as a result any insult aimed at their mental aptitude will be taken with particular scrutiny. They are, conversely, considered to be amongst the best of goblin musicians. Like their mountain kin the Genn, Massadoon thrive in dense, urban environments.

BOLGH

Bolgh goblins are typically found in the wild in deep forest, though occasionally in secluded outposts in veld near forest’s edge. Bolgh goblins thrive in isolation, be it individual or community. In modern life, this often expresses itself as a powerful vein of introversion, insularity, modesty, or, as stereotype tends to indicate, secrecy. Physically bolgh tend to be a bit shorter than a gytarrh and a good deal heavier, frequently with soft beaks and any number of short horns. Many of the prominent religious movements popular in modern goblin societies found their origins in isolated bolgh enclaves in the distant past, an identity that is equally embraced and abhorred by bolgh today. Bolgh are also, for whatever reason, considered to be the most talented chefs amongst all goblins. Whether there is any truth to this is a matter of serious debate.

PHOUSS

Phouss goblins appear in frozen, alpine forests. They are typically taller than the average goblin, with noticeably elongated limbs. Often considered the most beautiful of goblins, their lithe forms are typically without hair, and occasionally without ears at all. They sometimes sport a pair of tendrils on their foreheads, which can sometimes be prehensile. Rare amongst other morphs, phouss can sometimes be pink, or snow white, though many other colorations are common. Amongst themselves, particularly amongst their more pretentious sons and daughters, they consider themselves “elves”, and the stereotype of their haughtiness and arrogance haunts many a young

phouss student. They are close physiological relatives of both the L'laamosa and the Rham, though curiously phouss rarely appear in the same primeval forests as rham. Amongst the superstitious, phouss are said to commonly engage in witchcraft, and are capable of mind reading.

MALECH

Malechian goblins are considered to be barbaric remnants of the past, or in other circles, alternatively the true “goblin’s goblin”. Sized similarly to a Gytarrh, though slightly heavier built, Malechian goblins appear only under very particular circumstances, those similar to a rainforest, but never too far away from mountains. While this is easy enough to simulate in, say, a particularly active sewer, there are many public opinions about malechians, almost none of which are of any help to a young, modern malechian lad. Almost universally fanged on their lower jaw, and more often tailed than any non-primal morph, they are easy to pick out from their Gytarrhan cousins. They are almost always also a shade of green. This reputation leads to many negative outcomes, such as them being considered either savage or exotic, and remains an ever present struggle. It is not uncommon for malechian goblins to file their fangs or cut off their tails to attempt to pass as gytarrhan or any other morph. Malechians are ultimately the second most common morph, though you would not know it for their reputation.

HAMGUT

Hamgut goblins are more “hill” than “mountain”, but nonetheless are rarely found in forests in the wild. About as tall as a phouss, and noticeably heavier, hamgut are almost always soft-beaked, and frequently sport fangs on their upper canines. Hamgut can occasionally have phouss-like head tendrils. Though a trait of the bloodline rather than the morph, more often than not hamgut are somewhat bug-eyed. This appearance has led to a stereotype of them as rednecks or yokels, but they exist in every part of modern goblin society, and will often take great offense at such a characterization. Hamgut can be found almost anywhere, and are roughly the third most common hobgoblin morph.

T'TAPOW

Forest birdmen. Hardbeaked and winged, though frequently more as gliders than the demonic arrangement of their mountain rivals, the Genn. Even amongst Sirnincusi barbarians, T'tapow are the only known feathered hobgoblin morph, and even then rarely. Generally appearing in warmer climates, T'tapow can be found in the wild in the treetops far and wide. Their skintones tend to be on the darker side, though they are favored by no particular color. Because of their uniqueness, T'tapow are often ostracized for

being “weird”, only holding favor over their cousins, the frogmen of Croid. T'tapow are stereotypically considered to be great players of games of chance, and as good storytellers, and in darker circles as exceptional thieves and assassins.

CROID

Where there is swamp, there is Croid. Ubiquitous frogmen. Technically forest goblins, Croid hobs tend to be fiercely independent from all other goblins, and fiercely defensive of other Croid. Unlike any other morph, perhaps excluding the notable exception of the Sirnincusi, Criad exist as a cohesive group. They form no nations beyond Croid, and there may be dozens, if not hundreds of Croid nations in a given area. Croid senses of individuality and honor are unique, and they are often considered to be somewhat separate from all other hobs, no matter their morph. Still, they are common and relatively ever present. Croid tend towards bright skin tones, often patterned. They are always softbeaked, lean, and muscular. While it is not clear where the Croid “culture” originates from, it appears to be inherent in some way, and isolated Croid will develop a longing they cannot place, and the ennui of their urban poets has become the stuff of legend.

BELDRIN

The second largest, and most muscular hob morph. Nearly always blue or red, and frequently sporting long, bony tendrils, they are shorter only than their Massadoon rivals. They also often have either ram-like horns or a solid forehead plate that act as natural armour in their normal habitat of highland tundra. Beldrin are stereotypically considered brutes, though any goblin of culture will note their numerous contributions to classical art forms. Like bolgh, beldrin in the wild tend to isolate and form insular communities. This has modern implications in where they tend to live and how they interact with their neighbors. Beldrin merchant caravans are historically common, and they bear the mercantile stereotype to this day, sometimes with enthusiasm.

L'LAAMOSA

L'laamosan hobs are unusual, in that they only wildly appear in the presence of either Phouss or Rham forests in the lowlands of the mountains in which they make their home. The historical association of L'laamosan hobs with fire is undeniable; stereotypical though it may be, they do seem to love it, and have a talent for making it. This cultural association has led to many considering them only fit for heat related jobs, such as smithing, cooking, or baking. Many L'laamosa take great offense at this, and even greater offense at their kin who embrace it. Physically, they are often indistinguishable from the Phouss or the Rham with whom they cohabit, long and lithe, with a few

exceptions. Tails are much more common amongst L'laamosa, as are horns. A dead giveaway is a L'laamoas with true antlers, a feature which either of their cousins almost never possesses. L'laamosa very nearly almost always have ears and are rarely bald, less common features amongst their cousins. Their coloring tends to match whichever community they have grown up near.

RHAM

Rham goblins, while less common than Phouss, are very nearly identical. They are cold weather forest goblins, long and lithe, frequently bald and sometimes earless. They are however never pink, instead sometimes sporting jet black flesh which rare in other morphs. Stereotypically, Rham are severe and brooding, though this has little basis in the truth, being mostly based on old works of royal lines, and their legendary tales of conquest, fire, and brimstone. This ancient royal association does bring them in conflict with Genn on occasion, typically in machismo infused situations. For whatever reason, Rham often find occasion to take offense of their Phouss countrymen, an unappreciated discrimination that is equally unequivocated; the Phouss often find the Rham irresistible, and in private wonder how they are not the favored amonsts models and actor circles. Many well-loved romances and tragedies feature doomed Phouss and Rham lovers. The result of these stereotypes is a particular reclusion from modern society by rham goblins, sometimes even with many attempting to pass as phouss to avoid the associations and scrutiny. Rham make pretty good draculas.

TABLES

MORPH SELECTION TABLE

Roll	Morph
11	Ensouled Chitterling *
12	Chitterlord *
13	Fallow *
14	Fell *
15	Lost *
16	Neutral Gob (no distinguishing characteristics. "Standard goblin")
21	Horned Gob
22	Beaked Gob
23	Fanged Gob
24	Winged Gob
25	Horned/Beaked Gob
26	Horned/Fanged Gob
31	Horned/Beaked/Fanged Gob
32	Fanged/Winged Gob
33	Beaked/Fanged Gob
34	Tailed Gob
35	Scaled Gob
36	Neutral Gob, but just, so ugly
41	Bones Gob *
42	Genn
43	Gytarrh
44	Two Gyrarrrhs attached together. (confers no advantages)
45	Gytarrh, but mean lookin. Scowly bastard
46	Gytarrh, but assembled incorrectly
51	Massadoon
52	Bolgh
53	Phouss
54	Malech
55	Malech, but in purple
56	Hamgut
61	T'tapow
62	Croid
63	Beldrin
64	L'laamosa
65	Rham
66	Bones Hob *

*Not recommended for beginner players

AM I A DRIVETOUCHESED TABLE

Roll	Answer
1	No
2	No
3	No
4	No
5	No
6	Sure, roll on the Drivetouched table

DRIVETOUCHESED TABLE

Roll	Sense
1	Touch (tinker)
2	Sight (auger)
3	Taste (licker)
4	Smell (sniffer)
5	Sound (musician)
6	You lied about being an auger and have been faking it this entire time but it just keeps working, pick a sense and live the charade (+1 luck) (this still counts as being drivetouched.)

PICK A JOB TABLE

Roll	Table
1	Perceiving (roll common sense job table)
2	Deceiving (roll sneaking job table)
3	Modifying (roll cursing job table)
4	Doing nothing (roll luck job table)
5	Filthy Hobo
6	Auger (Roll drivetouched)

COMMON SENSE JOBS TABLE

Roll	Job
1	Detective
2	Teacher
3	Murderer
4	Farmer
5	Charlatan
6	Captain

SNEAKING JOB TABLE

Roll	Job
1	Thief
2	Politician
3	Salesman
4	Writer
5	Cult Leader
6	Actor

CURSING JOB TABLE

Roll	Job
1	Mechanic
2	All restaurant related work
3	Doctor/Dentist/Barber
4	Construction/Factory worker
5	Aficionado
6	Hag

LUCK JOB TABLE

Roll	Job
1	Gambler
2	Soldier
3	Donkey
4	King
5	The Guy
6	Corpse (professional)

THOSE JOBS SUCK I WANT A DIFFERENT TABLE

Roll	Job
1	Piss Boy
2	Clockswain
3	Corpse-Dragger
4	Moneyfellow
5	Regular Maid
6	Irregular Maid

GOBLIN NAME TABLE

Roll	Name
111	Sam
112	Smork
113	Dave
114	Dan
115	The Devil
116	Greyjohn
121	Curry
122	Jim
123	Chicken Boy
124	Howard
125	Weeed
126	Slime
131	Goop
132	Mustard
133	Shelby
134	Turtle
135	Fan
136	Wire
141	Flower
142	Scone
143	Chip
144	Big
145	Bad
146	Thinky
151	Stinky
152	Elephantine
153	Julius
154	Garbage
155	Trash
156	Nasty
161	Golf
162	The Business
163	Rolf
164	Cheese
165	Gun
166	Tool
211	Beer
212	Wine
213	Ugly
214	Klep
215	Kleb
216	Gorfo
221	Skep
222	Solombo
223	Geef
224	Chob
225	Cleeb
226	Gembo
231	Anders
232	Kellianders
233	Moof
234	Mook
235	Geleem
236	Charang

GOBLIN NAME TABLE (CTD)

Roll	Name
241	Sklar
242	Sklarb
243	Cheeem
244	Fence
245	Hook
246	Foot
251	Hotdog
252	Ketchup
253	Foil
254	Sky
255	Dabster
256	Horn
261	Olga
262	Pedro
263	Blaze
264	Craaze
265	Shoom
266	Crop
311	Bird
312	Deef
313	Lips
314	Mouth
315	Cheeks
316	Turdso
321	Shits
322	Butts
323	Screams
324	Hate
325	Farto
326	Pissiliam
331	Fucko
332	Tit
333	Boob
334	Egg
335	Soup
336	Onion
341	Turnip
342	Potat
343	Pillow
344	Couch
345	Rug
346	Collar
351	Jail
352	Mystery
353	Lowride Dragster
354	Pot
355	Mug
356	Bend
361	Pipe
362	Ice
363	Lamp
364	Bones
365	Shakes
366	Flesh

GOBLIN NAME TABLE (CTD)

Roll	Name
411	Pages
412	Leaf
413	Wood
414	Pine
415	Aspen
416	Oak
421	Claw
422	Fang
423	Lick
424	Fingers
425	Chump
426	Gek
431	Blood
432	Bleeding
433	Stab
434	Dragon
435	Bear
436	Liquid
441	Letters
442	Palm
443	Money
444	Coin
445	Digger
446	Crust
451	Claps
452	Grundle
453	Fund
454	Cowpo
455	Glee
456	Bliss
461	Zipper
462	Stroke
463	Snow
464	Road
465	Salt
466	Pepper
511	Garlic
512	Root
513	Drawer
514	Combubo
515	Oven
516	Desk
521	Shirt
522	Pants
523	Coat
524	Trousers
525	Dress
526	Skirt
531	Sock
532	Shoe
533	Pen
534	Paper
535	Tiger
536	Bull
541	Chicken

GOBLIN NAME TABLE (CTD)

Roll	Name
542	Kid
543	Goat
544	Crumbs
545	Shadow
546	Hang
551	Lamp
552	Dagger
553	Frame
554	Pickle
555	Digger
556	Luigi
561	Owl
562	Nut
563	Butter
564	Squash
565	Pig
566	Snag
611	Grogg
612	Grogsnagg
613	Sandy
614	Maria
615	Nushi
616	Moe
621	Wei
622	Ahmed
623	Yan
624	Ali
625	David
626	Li
631	Abdul
632	Ana
633	Ying
634	Michael
635	Juan
636	Robert
641	Daniel
642	Luis
643	Carlos
644	James
645	Antonio
646	Joseph
651	Hui
652	Elena
653	Francisco
654	Hong
655	Marie
656	Min
661	Lei
662	Yu
663	Ibrahim
664	Peter
665	Richard
666	Bin