Goblins or Golin’dar are the “Quick People” of the goblinoids races. Many view goblins as cowardly backstabbers and bottom feeders living in the lower reaches of cities, not worthy of notice or acknowledgement. The fact of the matter is, the goblins of Eberron are quite different, and noticeably diverse. Some goblins living in cities get along as second class citizens, but many others have callings as spies and scouts in military divisions, mercenary companies, and even secret societies.

At Home in Rock

Goblins are people that prefer dark places. Many of them were born in mountains, and they find the most comfort living in caves. Caves, for goblins, are durable and hold up well against attack, giving them a strong means of defense. It is common for goblins to use their small size to their advantage. Though this lends people towards cowardice, goblins are pragmatic enough to realize front line combat is a stupid endeavor, so they need every advantage they can get.

Though they get annoyed by stereotypes, goblins actually have thick skins and care little for others’ opinions. They live their lives how they wish, and the stereotypes put on them are a just a way for people to give hate to their fear. They waste no time on such people. By that same token, they rarely form opinions about people they know until they spend a lot of time with them, learning as much as possible. They are not casual with the word “friend”, but their definition of such a word is often crude and difficult for non-goblinoids to understand.

Goblins in cities, though thick-skinned, are often shy and reserved. They go about their lives with little notice, and try to remain concealed. Goblins of the khesh’dar (Silent Folk) are more confident and assertive in their dealings with others, as a display of their power in their own right.

Duty and Honor

Even goblins that have spent time among humans and other races know the concept of muut and atcha, which are best translated as “duty” and “honor”. However, even this is inaccurate, as muut is honor, as well, but more appropriately means honor gained by following one’s duty. Atcha is honor earned in goblinoids through achievements of great deeds and glorious battles. This extends to spies and assassins, common functions of the shaarat’khesh (“silent blades”), and scouts, the muut of the taarka’khesh (“silent wolves”). All adventuring goblins see these concepts in everyday life, and in adventure, the draw of muut and atcha drives them for greater things.

Small and Squat

Goblins are small creatures, smaller than even halflings, standing between 3’2” and 3’4”. Most goblins weigh about 25-30 lbs., making them lithe and wiry in build. Goblins have large, pointed, cup-like ears that are shaped like those of an elf, but webbed and slightly smaller. Goblin ears are very mobile, moving them according to their mood and mindset. Upturned ears are a common sign of alertness, while ears that are down often mean concentration or sadness. This makes reading the emotional range of goblins complex.

Goblin skin is commonly of a light green or orange hues, with little variations. They have slightly elongated skulls with sharp teeth. This gives them a gruff look, but not an unwelcome one.

Goblin Names

Goblins use names of two or three syllables that places heavy emphasis on multiple vowel sounds. Or you can try this useful goblin name generator.

Male Names: Chetiin, Griz, Gobber, Toby, Berk, Btas, Dnuzez, Dtn, Fooraraak, Gras, Keevan, Nbus, Noregz, Rath, Sgaz, Vuus, Xogann

Female Names: Vuura, Cisaa, Jaaraas Larr, Flara, Catlona, Silonda, Hillin, Jebi, Sazza
Goblin Traits
Your goblin character has certain characteristics in common with all other goblins.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Goblins mature slightly quicker than humans at 12 and live to 60 years, but the rugged, violent lives they live often mean they will not see a ripe old age.

Alignment. Goblins are not privy to moral paradigms, so they will commonly be of neutral alignment. Most goblins who are part of a major clan will be lawful, but those raised as slaves, part of a tribe, or within cities will be chaotic.

Size. Goblins are wiry, but stand between 3’2” and 3’4” and weigh around 30 lbs. Your size is Small.

Speed. Your base walking speed is 30 feet. Despite your small size, you are quick on your feet.

Darkvision. Life in the mountains adapted you for dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and darkness as if it were dim light. You can’t discern color in darkness, only shades of grey.

Nimble Escape. Goblins know when to run when things get heated. When you are the target of an opportunity attack, you may use your reaction to impose disadvantage on that attack.

Naturally Sneaky. You have proficiency in the Stealth skill.

Languages. You can speak, read, and write Common and Goblin.

City Goblin
Goblins that dwell in the cities of Eberron make lives often times as citizens in the lower reaches of cities. Their natural affinity for darker environs makes them feels unwelcome in more affluent areas, such as Skyway, and even the upper towers of Sharn. Such goblin get on as second-class citizens, working along the docks to make a living. However, such lives do toughen them up physically, and they have been known to eat less than savory foods.

Most of these "city goblins" are descendants of goblinoid slaves taken before and during the Last War. A few are mercenaries hired during the Last War who remained loyal to their employers despite the betrayal and rebellion that created Darguun.

Ability Score Increase. Your Constitution score increases by 1.

Strong Stomach. You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Lowland Goblin
The lowland goblins make up the majority of the goblins in Eberron. They are the ones that have maintained their roots to the other dar people and not integrated into city culture of the other people of Eberron. They are often used as workers and slaves by Hobgoblins and Bugbears. But also make exceptionally good light infantry, scouts, spies and assassins.

Ability Score Increase. Your Wisdom or Intelligence score increases by 1. Choose one.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Height and Weight

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<th>Random Height and Weight</th>
<th>Base Height</th>
<th>Height Modifier</th>
<th>Base Weight</th>
<th>Weight Modifier</th>
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Credits
This was put together by Freewolf (/u/Freewolf) and posted to my Homebrew site for my D&D 5E campaign set in Eberron.

Praise be the master for creating The Homebrewery.

Version 1.1
Last updated on Nov 10th, 2016
- Italics around goblin words

Version 1.0
- Archetype created