This creature stands slightly over three feet tall, its scrawny, humanoid body slick with some wet substance that seems to evaporate to form a greenish mist around it.

NE Small humanoid (goblinoid)
Init +2; Senses darkvision 60 ft.; Perception –1
Aura Poison Cloud (DC 13)

DEFENSE
AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)
hp 11 (1d10+6)
Fort +5, Ref +2, Will –1
Immune poison

OFFENSE
Speed 30 ft.
Melee battle axe +2 (1d6 plus poison/x3)

STATISTICS
Str 11, Dex 15, Con 16, Int 10, Wis 9, Cha 6
Base Atk +1; CMB +0; CMD 12
Feats Toughness
Skills Ride +8, Stealth +8, Swim +2; Racial Modifiers +4 Ride, +4 Stealth
Languages Goblin

SPECIAL ABILITIES
Poisonous Cloud (Ex): A toxic goblin is constantly surrounded by an invisible cloud of poisonous gas. This inhaled poison affects any creature that breathes the air or water within 10 feet of the goblin.

Poison Cloud—type inhaled; save DC 13 Fortitude; frequency 1/round for 6 rounds; effect 1d3 Str plus sickened; cure 1 save. The save DC is Constitution-based.

Poisoned Weapons (Ex): The toxic goblin’s constant contact with its own weapons causes any piercing or slashing weapon it attacks with to be poisoned. This poison becomes inert within a round of the weapon being removed from the toxic goblin.

Poison—type injury; save DC 13 Fortitude; frequency 1/round for 4 rounds; effect 1 Con; cure 1 save. The save DC is Constitution-based.

Toxic Flesh (Ex): The toxic goblin’s flesh exudes a contact poison. Each time the goblin makes physical contact with another creature (including unarmed or natural attacks by either party, or a grapple), it delivers its poison. This contact poison loses its effectiveness when removed from the toxic goblin, so it is not effective when placed upon objects. In addition, any creature that eats a toxic goblin’s flesh or swallows it whole is affected by the poison as if it had touched the goblin.

Poison Flesh—type contact; save DC 13 Fortitude; onset 1 minute; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

ECOLOGY
Environment temperate forest and plains (usually coastal regions)
Organization solitary, or with goblin warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 toxic goblin per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th–8th level; and 10–40 goblin dogs, wolves, or worgs)
Treasure NPC gear (chain shirt, light wooden shield, battle axe, other treasure)

Toxic goblins are mutants of goblinkind, generally appearing in one per 100 births among goblin tribes living in toxic lands (such as swamps infected with runoff from wood mills or wizard towers), or those rules by an alchemist goblin upper class. As they grow into maturity they being to produce poisonous secretions from their skin which, by the time they reach adulthood, forms a cloud of toxic vapors around them.

While dangerous even to the non-poisonous members of their tribe, toxic goblins are seen as specially blessed by many goblin groups who value their ability to take down larger and strong foes just by standing near them. While some tribes eventually must banish toxic goblins as too deadly to keep nearby, others treat them much as other humanoids treat berserkers – as shock troops useful to send into battle far away from other soldiers.

Toxic goblins tend to be less frenetic than their less-poisonous cousins, often seeming gloomy in comparison. They are no less vicious and delighting of victory over their foes, just less driven to create such mayhem without any forethought or planning.