

Goblin (Native)

General Description:

Goblins native to the Wild Blue. Very similar in appearance to "exotic" goblins, but with a few evolutionary quirks.

Notable Traits:

- Sharp teeth and claws.
- Gills on their necks, though sometimes in other places
- Underarm membrane that can be used for gliding
- Goblins unconsciously change color based on their emotion. They can control this somewhat, but intense emotions are nigh impossible to overcome.
 - Fear causes goblins to turn yellow.
- Goblins also unconsciously change color based on their morality.
 - Evil goblins tend to appear red

Notable People:

- Weermirk

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