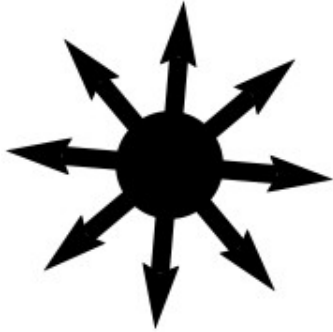


For we are the little folk - we!  
Too little to love or to hate,  
Leave us alone and you'll see,  
That we can bring down the State.

Mistletoe killing an oak,  
Rats gnawing cables in two,  
Moths making holes in a cloak,  
How they must love what they do!

Yes - and we little folk too,  
We are as busy as they,  
Working our works out of view,  
Watch, and you'll see it some day!



*Greenskins of the World, Unite!*

For Chaos!  
For the Wild!  
For the Horde!



**W**e are all around you. You deny our existence, you shun the wee-folk and marginalize our ideas and ideals. You sling racist slander about us in your fantasy literature. But we are here, we are everywhere. The Horde is assembling, organizing, plotting, acting. We meet and work in shadow, and Our Mischief shall be Your Demise.

We have tolerated and submitted to your Empire for 10,000 years now. We have suffered your moronic lifeways for too long, hoping you'd change and trying to encourage that change peacefully.. It's long past time that we destroyed you.

We are creatures of the Wild, the Feral, the Untamed and Untameable. We recognize that the Universe is in a constant state of Unpredictable and Unknowable Change, and we revel in that knowledge. We flow with this Chaos, we are children of it, we anticipate change and change with it.

We hate your false and impermanent world of Order and Laws. Thus, we must destroy you.

We are beasts of the Forest and Mountain, of Heathland and Dale, of Marsh, and River and Coast. Everywhere your Empire has trampled, we flow with the chaos and adapt, becoming creatures of the Desert. We are one with our Landbases, we love and honor and live with them, and they are us. We are animals, and live as animals, and we respect and honor our animal cousins.

We hate your Global Ecocide, your Deforestation of the world, your Callous Enslavement and Torture of human and non-human animals (and Goblins!), and your damnable Cities. And so, we *must* destroy you.

live without harming our landbases (and thus ourselves). We are the subtlety and gentility of Trillium, the foreboding death-rattle of Slash Pines knocking together, we are the confusion and splendor that is *Amanita Muscaria*, and we are the swift and colorful death brought on by Monkshood.

With these methods and others, *we shall destroy you!* Some of us you shall know by our appearance- many Goblinkin are filthy, with wild, disheveled hair, powerful odors, tattoos and other markings, bones and fur and colorful treasures, patched and tattered clothing, rusted metal bits and semi-precious stones, and, of course, stripped socks and cute hats! But others of our kind, the masters of stealth and magic, look just like you! These you shall not know, and they shall be most effective in eradicating you and the Plague of Empire and Industry called Civilization.

Whether we come in stocking caps and pointy shoes, or in disguise in your business-casual slave's garb, you shall know we are among you. You will catch glimpses of us from time to time, when we wish you to. And you will see our works, and look upon the consequences of our works, and you will despair. You will hear our laughter, raw and robust, trickling out of alleys, derelict buildings, dark corners of your cities, and the unspoiled grandness of the woodlands.

You will hear our laughter and shiver, for we shall be the death of you.

And when at last your Civilization collapses (as it is destined to do), when finally you and your Destructive Lifeways die, we shall dance on your graves and rejoice in your passing.

And all around us, mayhem, and flame, and laughter!!!

We are pack creatures. A group of us is called a Gaggle or a Mischief, and sometimes a Tribe. When we live and work in gaggles, we do so by Consensus or consensual meritocracy, without hierarchy, and without rigid sex/gender roles (for we are of many genders and pay little mind to sex). We have no leaders, and we respect and trust one another. No member of a mischief is ever forced to do or not do anything. We mediate our disputes without courts or police. We share and make gifts of all our wealth.

We hate your world of Hierarchy, Coercion, Adjudication, and Property. Therefore, we must *destroy* you.

We are creatures of Peace and Co-operation, Community and Mutual Aid. We respect the Autonomy of Individuals and Communities, and we do not impose our wills on others. We clamber to arms only in defense, and even then we are reluctant. We dislike Violence, but we dislike Suicidal Dogmatic Pacifism much more.

We hate your world of Constant Growth, Colonization, Invasion, and Genocide, and with these methods you have attacked us. Therefore, *we must destroy you!*

And destroy you we shall. This is how we're doing it:

*Through Piracy!* Goblins are all Pirates! We steal, rob, and expropriate. We dig through your rubbish and reclaim the useful food and objects. We steal your money with various swindles and robberies, and we repurpose this money to buy tools to defeat you- tools that you yourselves manufacture. We capture your goods, hinder the movement of your supplies, break and enter

with joyous abandon. We fly a variety of Jolly Rogers to strike terror into your blackened hearts, and to give us Strength and Courage in Battle! We glean off the margins and dine on the excess of your Wasteful Society.

*Through Subterfuge and Stealth!* Goblins are all ninjas! We stick to the shadows, remain hidden to your untrained and unwatchful eyes. We pick locks and trespass. We slip poison in your drink, creep up on you and slip a knife between your ribs, drag you off into the dark places of the world. We sabotage your Hideous Machines with tools and with Fire! We engineer viruses and leech them into your electronics. We sow fast-growing seeds to destroy pavement, and propagate Willow to burst your pipelines. We deface and destroy your Property with no regard for your laws.

*Through Engineering and Ingenuity!* It is a wide-spread myth that all Goblins are tinkerers and inventors. Many are, some are not. The truth is that we prefer technologies that are land-based, technologies that any Goblinkin can fashion and use. We hate machines and industry. But the Empire's tools can certainly be used to Bring Down the Empire. Thus, we cobble together strange inventions, piecemeal machines and tools to allow us to survive your Civilized Onslaught and to wholly destroy you. We take what you throw away and turn it into Weapons and Armor in the battle against Empire, in the daily struggle to survive.

*Through Rewilding!* Goblins are also Feral Creatures! Many of us have been tainted by your cities and urban sprawl, we have forgotten our Ancestral Ways. As we destroy your Property and Infrastructure, we also work toward relearning our ancient lifeways. We use technologies that do not destroy our landbases,

technologies that empower us because they are easy to make and use and are available to everyone. We become one with and make an ally of our landbases, and we use the tools furnished by these landbases to annihilate you. We work toward a truly sustainable and equitable society, as Goblinkin has always been.

*Through Non-violent Mischief!* Goblins are also skilled Diplomats! We spread propaganda and literature, we make civilized allies and converts, we work within your courts and laws to undo your works and acts. We make blockades and obstacles to hinder your Forward March. We Liberate the victims of your Atrocities, just as we liberate the goods from your merchants. We liberate and disseminate documents and other media that expose your Awfulness.

*Through Tactics and Stratagems!* Goblins are all brilliant Tacticians, because we adapt and change too quickly for you to predict our movements. We use a variety of tactics, a multitude of approaches, tried and true defenses, and attacks new and unheard of. We use Deceit, Trickery, and of course, Mischief. We shall bewilder and confuse you with cunning ruses, and our acts will seem to you without focus or purpose- your head will spin, and you will perish. Expect feints within feints within feints.

*Through Magic!* Goblins are all gifted Sorcerers, Wizards, and Witches. We understand well the ebb and flow of the universe's energies, the give and take and give again that is All Life. We know the alchemy of Make-Something-From-Nothing, and we know how to disappear in any surroundings. We utilize Chaos Magic to befuddle and stupefy our opponents. We learn herblore for healing ourselves of wounds and ailments, and for inflicting them upon our foes. We learn the magic of ecology that we may