# Green and Grubby

# Coblin Archetypes

# Alex Riggs, Joshua Zaback



Necromancers of the Northwest

## Designers

Alex Riggs, Joshua Zaback

## Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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#### Introduction

Goblins are among fantasy's oldest and most treasured characters. Usually cast in the role of nefarious villains who sneak about in the dark or attack in vast hordes, goblins have formed the backbone of many an iconic encounter and wonderful story. Sadly, goblins are often left in the dust as storylines progress and heroes turn their eyes towards more impressive foes. To combat this, it is only fair that goblins take matters into their own hands, pursuing careers worthy of powerful villains (and the occasional hero) in order to stay relevant. Unfortunately, goblins have suffered from a lack of compelling options suited to their unique style, forcing them to adopt the strategies of other humanoids. But no more! In this book you will find 5 new archetypes for a wide variety of characters which aim to capture the flavor of goblins, letting them use their own unique talents and strategies to the fullest.

#### Archetypes

The following archetypes are presented in alphabetical order based on the name of the class that they modify.

Goblin Rider (Cavalier)

Goblin riders are vicious combatants and usually in the forefront of battle, charging down enemy lines. Used in goblin armies as advance scouts or highly trailed knights, goblin riders are among the elite of goblin militaries. Forming a special bond with dangerous lupine creatures, goblin riders focus more on ridership and the deadly bond with their animal companion than with team-oriented or leadership skills displayed by other cavaliers.

The following archetype is available to goblins of the cavalier class.

**Rider's Mount (Ex):** A goblin rider can select either a wolf or a goblin dog as its mount. If the goblin rider selects a goblin dog, then he may ride it even though it is a Small creature. A goblin rider is capable of a limited form of communication with its mount and can speak with it as with the spell *speak with animals* 3 times per day. The goblin rider's mount never tries to deceive it. Additionally, the goblin rider can issue commands to its mount using the Handle Animal skill as long as they remain within imile of each other.

This ability modifies the mount class feature.

**Rider's Bond (Su):** At 1st level, a goblin rider forms a deep bond with his mount which allows him insight into its condition, even over great distances. So long as the goblin rider and his mount remain within 1 mile of each other, they are each aware of the other's condition as though with the spell *status*. At 9th level, the goblin rider can look through his mount's eyes so long as he is within 1 mile, allowing him to sense what it senses. While using this ability, the goblin rider is blind to his own immediate surroundings. The goblin rider can activate or suppress this ability as a free action. At 17th level, the goblin rider can temporarily possess his mount as though with the spell *magic jar*, except that no gem is required and the mount's soul remains within its body, though is suppressed. During this time, the goblin rider is comatose. The goblin rider can use this ability at will, but it requires a 1-minute ritual to activate or dismiss.

This ability replaces the tactician, greater tactician and master tactician class features.

**Deadly Unity (Su):** Beginning at 5th level, so long as they remain together, the goblin rider and his mount can draw upon one another for powerful combat support. Whenever the goblin rider is mounted upon his mount, both the goblin rider and the mount gain a +1 morale bonus on attack rolls and saving throws. At 5th level, and every 5 levels thereafter, these bonuses increase by +1.

This ability replaces the banner class feature.

**One Mind (Su):** At 14th level, a goblin rider and his mount share one mind, allowing them to access each other's unique skills. As long as the goblin rider remains mounted on his mount, each is treated as having all the feats of the other, ignoring class level and ability score prerequisites.

This ability replaces the greater banner class feature.

#### Goblin Horde Battler (Fighter)

While many of a goblin tribe's finest warriors are mighty barbarians or skilled rogues, few can match the teamwork and leadership skills of a goblin horde battler. Experts at maximizing the effectiveness of overwhelming numbers, these gifted warriors take advantage of their allies' maneuvers and know how to improve the odds of their less-disciplined brethren in battle. Often found in the front lines of goblin armies, these hard fighters are exceptional individuals.

The following archetype is available to goblins of the fighter class.

Gain Advantage (Ex): At 2nd level, a goblin horde battler is extremely efficient at using openings created by his allies, making the most out of whatever meager aid they can offer. Whenever a creature uses the aid another action to aid the goblin horde battler, the bonus granted by that action is increased by +1. At 6th level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the bravery class feature.

**Rally the Horde (Ex):** At 3rd level, a goblin horde battler is able to whip his allies into a frenzy against a single target. As a standard action, the goblin horde battler can use the aid another action to aid the attack rolls or AC of all adjacent allies against a foe adjacent to the goblin horde battler. At 7th level, and every 4 levels thereafter, the bonus granted by a goblin horde battler's aid another actions increases by +1.

This ability replaces the armor training class feature.

Horde Combat (Ex): At 5th level, a goblin horde battler learns to use numbers to inflict overwhelming wounds against his enemies. Whenever the goblin horde battler attacks a creature damaged by his allies within the last round, he gains a +2 bonus on damage rolls against that target. At 9th level, and every 4 levels thereafter, this bonus increases by an additional +2. This additional damage is considered precision damage.

This ability replaces the weapon training class feature.

Horde Master (Ex): At 20th level, a goblin horde battler becomes so great a leader as to motivate his allies to strike faster and more efficiently. Whenever the goblin horde battler uses the aid another action on an ally, that ally may make an additional attack at her highest base attack bonus. This attack gains the benefits of the aid another action, in addition to whatever benefits the aid another action would normally provide.

This ability replaces the weapon mastery class feature.

#### Goblin Skitterknife (Rogue)

Goblin skitterknives are dangerous goblin rogues known for their intense speed and deadly hit-and-run tactics. While most skitterknives are have separated from their goblin clans, preferring to steal and murder their way through the world on their own, some remain close to home and make exceptional skirmishers and guards for goblin armies. Maximizing their unique gifts for quickness and stealth, the goblin skitterknife favors rushing a foe and then fleeing quickly back into the shadows, inflicting maximum damage before vanishing again. While some call these tactics cowardly, none can deny their effectiveness.

The following archetype is available to goblins of the rogue class.

**Skitterattack** (Ex): At 2nd level, the goblin skitterknife becomes adept at hit-and-run tactics, able to strike and then retreat to her previous location. As a full-round action, the goblin skitterknife may move up to her speed and make a single melee attack without provoking any attacks of opportunity from the target of her attack. She can move both before and after the attack, but she must move at least 10 feet before the attack and the total distance that she moves cannot be greater than her speed. She cannot use this ability to attack a foe that is adjacent to her at the start of her turn. If the target is unaware of the goblin skitterknife before the attack, and the goblin skitterknife moves at least 15 feet after her attack, she may immediately make a Stealth check to hide with a -20 penalty. She may make this Stealth check even in conditions of bright light and while observed.

This ability replaces the evasion class feature.



**Fast Movement (Ex):** Beginning at 3rd level, a goblin skitterknife learns to master her innate goblin quickness, granting her a bonus to movement speed. This bonus begins at +10 feet at 3rd level, and increases by an additional +10 feet every 3 levels thereafter, to a maximum of +60 feet at 18th level.

This ability replaces the trap sense class feature.

**Skitter Defense** (Ex): At 4th level, a goblin skitterknife becomes adept at dodging blows by moving quickly. She gains a +2 dodge bonus to AC against attacks of opportunity caused by movement. At 8th level, the goblin skitterknife gains an additional +2 dodge bonus to AC for 1 round whenever she moves at least 20 feet in a single round.

This ability replaces the uncanny dodge and improved uncanny dodge class feature.

**Improved Skitterattack (Ex):** At 10th level, a goblin skitterknife learns to strike quickly as she moves adjacent to a foe and as she retreats. Whenever a goblin skitterknife moves out of the threat range of a creature she attacked that turn, that creature provokes an attack of opportunity from her.

This ability replaces the rogue talent gained at 10th level.

**Master Skitterstrike** (Ex): At 2oth level, a goblin skitterknife may move and attack at blinding speeds. A goblin skitterknife can move and make a full-attack action in the same round, and may move before and after each attack. As a full-round action, the goblin skitterknife may move up to her speed and make a full-attack action without provoking any attacks of opportunity from the target of her attack. She can move both before and after the attack, but she must move at least 10 feet before the attack and the total distance that she moves cannot be greater than her speed. She cannot use this ability to attack a foe that is adjacent to her at the start of her turn. Additionally, if the goblin skitterknife was unobserved by the target of her attack, she may attempt to use Stealth to hide from that target as a free action; she suffers no penalty on this Stealth check.

This ability replaces the master's strike class feature.

#### Goblin Battle Shaman (Warpriest)

These warrior priests are frequently found in leadership positions in larger goblin tribes or found heading massive crusades against other subterranean humanoids. Zealous followers of a faith of destruction and dominance, these warriors inspire others to acts of carnage and mayhem.

The following archetype is available to goblins of the warpriest class.

Vicious Zealotry (Su): At 2nd level, a goblin battle shaman can channel his religious fervor into a powerful form of consumptive energy which eats at the life-force of the user and his enemies. As a standard action, a goblin battle shaman can imbue a touched creature with this energy, causing all attacks she makes to deal an additional 1d6 points of damage to both the target and to the attacker. This lasts for a number of rounds equal to the goblin battle shaman's Wisdom modifier. At 4th level, and every 2 levels thereafter, this extra damage increases by 1d6. The goblin battle shaman can use this ability on himself as a swift action. A goblin battle shaman can use this ability a number of times per day equal to 1/2 his level + his Wisdom modifier.

This ability replaces the fervor class feature.

**Consume Life-Force (Su):** At 4th level, a goblin battle shaman can consume the life-force of a dying creature in order to fuel his own. Whenever a goblin battle shaman reduces a living creature to o or fewer hit points, he may expend 2 uses of his vicious zealotry ability in order to gain a number of temporary hit points equal to 5 times his level. These temporary hit points last for 1 minute, and multiple instances stack but cannot exceed 5 times the goblin battle shaman's level.

This ability replaces the channel energy class feature.

#### Goblin Wizard (Wizard)

Goblin wizards are something of an anomaly in most goblin tribes, but usually hold positions as leaders or advisors when they do appear. These specialized spellcasters favor powerful and secretive techniques designed to protect their kin from friendly fire and to enhance the meager combat prowess of their friends. Some suggest that goblin wizards have more patience and less desire than other goblins, but goblin wizards are quick to refute this claim, usually with a reckless onslaught of magical energy. The following archetype is available to goblins of the wizard class.

**Goblin Spells (Ex):** At 1st level, a goblin wizard can supercharge his spells with magical energies to aid his allies or weaken his foes. Whenever he casts a spell with one or more targets, he may choose to grant a number of those targets a +1 bonus on attack rolls, saving throws, or skill and ability checks for the duration of the spell + 1 round/level, or instead impose a -1 penalty to attack rolls, saving throws, or skill and ability checks for the same period. He can affect up to a number of targets equal to his Intelligence modifier with this ability. These bonuses and penalties apply after the spell is cast, and multiple instances of the effect do not stack. A creature cannot be affected by more than 1 bonus or penalty at a time, and a new bonus or penalty replaces the old one. At 10th level, and again at 20th level, the bonuses and penalties granted by this ability increase by +1 or -1, respectively.

This ability replaces the arcane bond class feature.

**Protective Spell Casting (Ex):** At 5th level, a goblin wizard becomes able to protect his allies from the harmful effects of his area-of-effect spells. Whenever he cast a spell with an area of effect, he may choose a number of creatures equal to his Intelligence modifier within that area to gain the benefits of evasion against that spell. At 15th level, they may gain the benefits of improved evasion, instead.

This ability replaces the bonus feats gained at 5th and 15th level.

**Lengthy Spell Effects (Ex):** At 10th level, a goblin wizard learns to make the effects of his spells stay in place longer, allowing him to focus on blasting his foes. The duration of any spell which has an effect rather than a target or an area is increased by 50%. Apply the effects of this ability after any similar effects which increase duration, such as the Extend Spell metamagic feat.

This ability replaces the bonus feat gained at 10th level.

**Potent Spell Blasts (Su):** At 2oth level, a goblin wizard can access deep arcane energies latent in all living beings to make his spells more explosive. Whenever he casts a spell with an area of a 500-foot radius or less, all creatures in that area suffer an additional 1d6 points of fire damage for each creature within the spell's area. A successful Reflex save against the spell's DC halves this damage; this save is made in addition to any save against harmful effects caused by the original spell.

This ability replaces the bonus feat gained at 20th level.

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# Mean Green Killing Machines

jveryone's favorite wadly, zany, loveable little villains blins are practically the mascots of the Pathfinder laying Came, and have been since the beginning. Gve ore Paizo's whimsical new take on the small, green ices, they've been a staple of the fantasy genre since m. But as much as players may love goblins and secret or than even as they cut than down, and even though s a handful of archecypes, feats, and abilities specificall goblin PCs, the fact of the matter is that goblins just aren't a common PC race.

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This book aims to give players who want the fact that their character is a goblin to be more mechanically relevant a way to make that happen, while also providing support for goblin characters of a variety of classes that don't typically make much mechanical sense for oblins. Included are the goblin rider, a cavalier archetype that grants a goblin dog or wolf as a mount, and which allows mount and rider to fight with deadly unity, the goblin horde battler, a fighter archetype that excels in attacking with overwhelming numbers, the goblin skitterknife, a rogue archetype focused on hit and run tactics, skittering across the battlefield to strike a foc, and then scrambling back into hiding before a counterattack can be mounted,

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the goblin battle shaman, a warpriest archetype devoted to attacking with vicious and self-sacrificing zeal, and the goblin izard, a wizard archetype able to provide support for an entire horde of goblins, and creating great big magical explosions.



Necromancers of the Northwest