



TONY PETRECCA  
RICK HERSHEY

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# 5TH EDITION FANTASY GOBLINS



PLAYER CHARACTER OPTIONS FOR  
5TH EDITION FANTASY!

# 5th Edition Fantasy Races

# Goblins

## CREDITS

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**Author:** Tony Petrecca

**Editor:** Troy Daniels

**Artist:** Rick Hershey

**Design and Layout:** Rick Hershey and Troy Daniels

**5th Edition Goblin Hoarde:** Troy Daniels, Ismael Alvarez, Michael Riter, Jeffrey Swank, Tony Petrecca

**Line Developer:** Troy Daniels

**Publisher:** Rick Hershey

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*“Bah!” complained the restless goblin, “How long you keepin us here Gish? These briars are pokin me in all the wrong ways and besides, Basil needs feedin back in the cave.”*

*“Quit yer yappin Kleek!” came the answer. “You give away our ambush and there’ll be more than thorns pokin ya... and your rat’s fatter than Burl anyway. Lazier too.”*

*Fat Burl was not amused, but all three, and the rest of the raiding party, fell instantly silent as they heard the familiar clip clop of hooves upon the road. A wagon was approaching with only two escorts and a driver.*

*“Prowler” Gish whispered to his wolf mount, “Looks like its twelve on three. Time for some fun.”*

*Donal shifted nervously in his seat atop the wagon. The merchant was deep in debt, and couldn’t afford his full contingent of guards this run, but delivering these casks of Old Adventurer’s Stout to the Red Flagon would bring him the profit he needed to pay off Ozrik. The two mercenaries riding escort, he hoped, would be enough to frighten off any trouble as they crossed the wooded Howling Hills.*

*Suddenly a dozen arrows flew from the underbrush and Donal saw his hirelings fall. Strange, thought Donal, that the attackers had missed him, though he did feel a bit out of sorts, and couldn’t quite recall when he’d gotten down to take a nap on the road. The pack of goblins, he noticed, were dancing about his wagon howling wildly in celebration. A fat one spied Donal staring and sauntered over to where he lay. Donal felt a pinch as the goblin pulled an arrow from his side.*

*Burl grinned, considered for a moment several cruel torments for this near dead sap, then decided none would be worth the effort. He plunged the arrow into the man’s chest and rejoined the celebration.*

*The last thing Donal saw before the darkness overcame him – a lone goblin in the briars, arrow still nocked, walking away from the celebration.*

## GOBLINOIDS

Goblins are the smallest of the goblinoids, a family of related humanoids that includes the larger Hobgoblins and Bugbears. Goblin's small stature and typical lack of initiative means they are frequently bullied into service to their larger goblinoid cousins.

## VILE AND MALICIOUS

Most goblins are vile and malicious creatures motivated by greed and filled with anger and hatred. They are scornful and jealous of peoples larger, stronger, and more civilized than their tribes, but are afraid of direct confrontation with powerful foes. They relish the opportunity to wreak havoc on the weak and poorly defended amongst gentlefolk, and when victorious over the easy prey they choose they celebrate in tasteless glee.

## BULLIES AND THE BULLIED

Goblins are ruled by brute force and conniving will. The strongest bully or the williest mind leads the tribe until someone stronger or smarter deposes him. Transfer of power in a goblin pack or tribe is rarely a peaceful occasion, thus those at the top do all they can to maintain their power, usually forcing loyalty through coercion and brutality. Some goblin kings maintain their status by wisely cultivating a network of loyal underlings through grants of comforts, privilege and wealth, but most goblin rulers maintain power through fear and brutality.

Those less ambitious, which frequently means the bulk of the tribe, are typically lazy ne'er do wells who scornfully follow orders under threat of pain and death.

## THE LEADERS OF THE PACK

Rats and wolves may be the only creatures goblins care for besides themselves. Goblins raise rats and wolves as pets, servants and mounts. Goblins share the rat's affinities for scurrying about in the dark and admire wolve's pack tactics. A pack of goblin wolf riders are a stealthy and swift cavalry not to be trifled with.

## STEALTHY RAIDERS

Goblins are naturally stealthy and are adept at hiding and attacking from ambush. Goblins use surprise and numerical superiority to ensure victories for their raids.

## GOBLIN NAMES

At birth Goblins are given sharp guttural names that lack any familial history or deeper meaning. Nicknames denoting characteristics, flattering or not, may be bestowed upon a goblin as he matures.

**Male Names:** Beeark, Burl, Kreech, Klieb, Gish, Trogger, Curr, Gunter, Hack, Ikrit

**Female Names:** Aazie, Blee, Camine, Niqua, Leema, Mula, Amoni, Kari, Nix, Tekel

**Alternate Names:** Goblin tribes and clans carry names as well, though individual goblins in the tribe don't typically attribute their clan name to their own moniker. Clan, tribe and pack names are typically violent and vile in nature. The Bloody Ax clan, Broken Teeth Tribe, Nightcrawlers and Skullcrushers are typical goblin clan names.



# GOBLINOID

by Oved Elasad, Bard of Renown

Goblinoid he was a goblinoid, angrier  
than you and me

Goblinoid he was a goblinoid, he was  
determined to make you flee

Goblinoid he was a goblinoid, one  
gnome alive too many

Goblinoid he was a goblinoid, he was  
determined to make flee

(chorus)

And he wore a hat

And he had an ax

And he chopped up the halflings so that

Everyone knew

(end chorus)

He was a goblinoid, a goblinoid, he had  
no friends that cared

Goblinoid he was a goblinoid nobody  
even dared

Goblinoid he was a goblinoid one  
gnome alive too many

Goblinoid he was a goblinoid he was  
determined to make flee

*(We must repeat two times)*

## GOBLIN RACE TRAITS

Your Goblin character has an assortment of inborn abilities that reflect its natural stealth and upbringing.

**ABILITY SCORE INCREASE** As a Goblin you are inherently stealthy and agile. Your Dexterity score increases by 2.

**AGE** Goblins mature quickly and don't enjoy notably long lives. You will reach adulthood after a decade and at best may live to be 50.

**ALIGNMENT** Goblins live brutal, cruel lives and as such tend toward neutral evil. However, those who leave their tribes to adventure may be doing so because their moral outlooks do not conform to the norm.

**STEALTHY AND NIMBLE** Ambush, and tactical retreats are second nature to a goblin. You can use the Disengage or Hide action as a bonus action on each of your turns.

**GOBLIN WEAPON PROFICIENCIES** You are proficient with your choice of two of the following - light crossbows, shortbows, scimitars or shortswords.

**WOLF AND RAT PACK** Rats and wolves are pets and mounts within goblin tribes and you are adept at handling them. You gain advantage on Wisdom (Animal Handling) checks when dealing with canines or rodents of usual or unusual sizes, including rats, giant rats, wolves and worgs.

**SIZE** Goblins grow to a height of 3 to 4 feet and typically weigh 40 to 50 pounds. Your size is small.

**SPEED** Goblins are surprisingly quick for their size. Your base walking speed is 30 feet.

**DARKVISION** You've lived most of your life away from the sun and you are adept at seeing in the

dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**LANGUAGE** You can speak, read and write Common and Goblin.

## SUBRACES

You must choose one of the three subraces listed below.



### DIPLOMACY WITH OTHER RACES

Goblins are not known for their hospitality. They view other races, and frequently other tribes of their own race, as either potential victims or potential threats.

**Halflings** – Nasty obnoxious happy little gardening runts, I hate ‘em. Still, nothing quite like catching ‘em with their swords sheathed in their cozy little homes. They like to have tasty appetizers in the stew pot, and the little runts make a plump main course. He hee!

**Elves** – Agh elves! Keep away from their swords and arrows. Lay low till they pass... unless there’s only a few. Then pounce, and take their sharp swords and shiny pretties.

**Hobgoblins** – Always conscripting us for their big wars. Barking orders about formations and flanks and charges from the back of our ranks. I’d rather be left alone. Still, they do know how to slaughter some enemies, so they’re not all bad.

## NIMBLEFOOT GOBLIN

A typical goblin is wily, swift and stealthy and will utilize its small stature to its advantage.

**ABILITY SCORE INCREASE** Your Dexterity score increases by 1.

**WILY DODGE** When an attacker that you can see hits you with an attack you can use your reaction to halve the damage taken.

After you use your Wily Dodge you can’t use it again until you complete a short or long rest.

**MISDIRECTED ATTACK** When an attacker that you can see targets you with an attack you can use your reaction to choose another creature within five feet of you.

That creature becomes the subject of the attack.

After you use your Misdirected Attack you can't use it again until you complete a short or long rest.

## WOLF MASTER

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Goblins enjoy the company and service of wolves but some have a greater connection to the tribal beasts than others. These goblins spend their lives training the pack animals that serve their tribe, and that regular often rough and tumble interaction with the wolves improves the goblin's physique. You are such a goblin.

**ABILITY SCORE INCREASE** Your Strength scores increases by 1.

**PACK TACTICS** You have learned tactics from the wolves. You gain advantage on one attack roll per round against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

**WOLF PET** At 1st level you may have a wolf as a pet. This pet is loyal, well trained, and capable of following simple commands. Due to its youthful nature it takes an action to issue simple commands to your pet. This pet is adept at avoiding danger and keeping itself alive. It will flee out of range of combat and has advantage on Dexterity (Stealth) checks. Should misfortune befall your pet you have an uncanny ability to seek out and find a new pup to befriend in virtually any climate within 1d6 days.

The wolf pup has 1 hit die, 6 (1d8+1) hit points and is too young to bite in any manner but play. In all other ways its statistics are that of a full grown wolf.

**WOLF RIDER** At 3rd level your wolf pup becomes a full grown wolf that acts as an adventuring companion. This wolf will be your mount, fight alongside you, and progress in skill with you. Add your proficiency bonus to the wolf's AC, attack rolls, damage rolls, saving throws and any skills in which it is proficient. The wolf's hit point maximum is equal to four times your level, and it can spend Hit Dice to regain hit points during a short rest.

The wolf obeys your commands on your initiative and

you may verbally direct its movement with no action required. You may use your action to command it to Attack, Dash, Disengage, Dodge or Help. Once directed to attack an enemy the wolf will continue to attack that enemy until the enemy is incapacitated with no further command required. When mounted and engaged in melee the wolf will independently attack a target of your melee attacks with no command required. The wolf will take reaction attacks of opportunity with no command required. If you become incapacitated the wolf will act independently, focusing on defending you.

Should misfortune befall your companion you have an uncanny ability to seek out and find a new companion to befriend in virtually any climate within 1d6 days.

**ALTERNATE BEASTS** You may substitute wolves for any CR ¼ or less beast at character creation, such as a panther, giant weasel or giant badger.

## RAT SHAMAN

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Many goblins keep rats as pets. Some goblins have an extra, mystical, connection to the beasts and their spirits. This connection gives them unique instinctual insights and the ability to conjure allies to their cause. Rat Shamans are typically shunned by the general goblin populace, though their talents are appreciated when needed.

**ABILITY SCORE INCREASE** Your Wisdom scores increases by 1.

**IMPROVED DARKVISION** Your Darkvision has a range of 120 feet.

**RAT FAMILIAR** You can cast the *find familiar* spell as a ritual but without components. The familiar thus found always takes the form of a rat. As per *find familiar* you may only have one such familiar at a time. Should your rat familiar be destroyed you can't find another until you complete a long rest.

**RAT SPEAKER** You can comprehend and verbally communicate with all manner of mice and rats at will. The knowledge and awareness of the rats is limited by their in-

telligence, but at minimum, they can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You may be able to persuade a rat to perform a small favor for you, at the GM's discretion.

**CONJURE RAT SWARM** Beginning at 2nd level you may use an action to conjure a rat swarm. The conjured rat swarm behaves in all ways as if it were called into being by a *conjure animals* spell. The number of rat swarms you may conjure increases as you gain levels. For every two levels you gain you may conjure one additional rat swarm. Thus you may conjure two rat swarms at 4th level, three rat swarms at 6th level, etc. After you use your Conjure Rat Swarm ability you can't use it again until you complete a long rest.



## MAGICAL ITEMS

### CLOAK OF THE RAT

Wondrous item, rare (requires attunement)

While wearing this tattered grey cloak, you have advantage on Dexterity (Stealth) checks. You can use an action to cast *polymorph* on yourself, transforming into a rat.

While you are in the form of the rat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way until the next dawn.

### ENCHANTED COLLARS

Wondrous item, rarity varies (requires attunement by a creature of the beast type)

Ages ago the crafty wolf master goblin sorceress Sheeark sought ways to enchant and heal her wolf Rashi. Rashi would not wear a cloak, broach, ring or helm, and spilled more potions than she actually drank. However, in a moment of genius (for a goblin) level inspiration Sheeark realized that Rashi tolerated a collar well. Some months later a *Collar of Fire Resistance*, the first *Enchanted Collar*, was created. Goblins have passed the knowledge of how to craft such items down through the generations.

*Enchanted Collars* are leather collars that fit around the necks of creatures of the beast type. The collars attune themselves to the beast upon which they are placed, and once so attuned confer an enhancement upon that beast. These enhancements are of the passive variety, meaning no action or activation is required of the beast. Goblins are not particularly imaginative thus most *Enchanted Collars* mimic the effects of a magical ring. *Enchanted Collars of Resistance* and *Enchanted Collars of Protection* are typical of what one might expect and their rarity is similar to that of their ring counterparts.

#### *Enchanted Collar of Biting* +1, +2, or +3

Wondrous item, rare (+1), very rare (+2), legendary (+3)  
(requires attunement by a creature of the beast type)

Sheeark's finest *Enchanted Collar* creation didn't mimic a magic ring. Rather she sought to improve Rashi's bite. She succeeded with the first *Enchanted Collar of Biting*. Once attuned, this collar grants a magical bonus to attack and damage rolls made by any natural attacks of the beast wearing it.



Goblin craftsmen have undoubtedly created *Enchanted Collars of Biting* that confer other weapon enchantments to the beast wearing it. Due to the challenging nature of this creation the rarity of such items is always one step greater than the weapon it might mimic. An *Enchanted Collar of Wounding*, for example, would be very rare rather than rare, and an *Enchanted Collar of Frost Brand* would be legendary. Some sages have heard tell of the existence of a *Enchanted Vorpal Collar*, last seen on a bloodthirsty bunny, but beware! If true confrontation is not recommended... the best course of action would be to run away.

### ENCHANTED SNACKS

Wondrous item, rarity varies

In yet another moment of sheer goblinoid brilliance Sheeark devised a method to imbue dried jerky with a magical enchantment similar to a *Potion of Healing*. Thus the first *Enchanted Snack* was created. Since the first *Enchanted Snack of Healing* was created all manner of potions have been turned into *Enchanted Snacks*. *Enchanted Snacks of Growth*, *Enchanted Snacks of Speed*, and most certainly *Enchanted Snacks of Fire Breath* are amongst the favorites of goblins. The effects of *Enchanted Snacks* are not limited to creatures of the beast type however most other creatures find their flavor distasteful.

### PLAGUE DAGGER

Weapon (dagger), very rare (requires attunement)

This dagger's vile blade is made from the enlarged incisor of a giant rat, and there is a permanent spittle like sheen upon the blade. You gain a +2 bonus to attack and damage rolls made with this magic weapon. You are

immune to disease while you hold this dagger. When this dagger strikes with a critical hit its target is immediately infected with the Sewer Plague disease. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. Subsequent critical hits upon the same target confer an additional cumulative level of exhaustion.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.



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# 5TH EDITION FANTASY GOBLINS

**GOBLINS ARE THE SMALLEST OF THE GOBLINOIDS, A FAMILY OF RELATED HUMANOIDS THAT INCLUDES THE LARGER HOBGOBLINS AND BUGBEARS. GOBLIN'S SMALL STATURE AND TYPICAL LACK OF INITIATIVE MEANS THEY ARE FREQUENTLY BULLIED INTO SERVICE TO THEIR LARGER GOBLINOID COUSINS.**

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