

# Ancestral Options

## Goblins



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*Necromancers  
of the Northwest*

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# Introduction

One of the most iconic races in the *Pathfinder Roleplaying Game*, goblins have finally taken a place in the core rulebook as of second edition. Everyone's favorite murderous little scamps, goblins are mean, green, and after your spleen. And while there are plenty of exciting options for the goblin ancestry in the *Pathfinder Second Edition Core Rulebook*, any goblin worth his song knows that you can never have too much of a good thing (especially things like explosives, or knives, or delicious pickled treats). This book presents a variety of new options for goblin characters, including several goblin heritages, new ancestry feats for goblins, and a goblin-exclusive archetype that allows you to harness the power of a barghest.

## New Goblin Heritages

In addition to the heritages found in the *Pathfinder Second Edition Core Rulebook*, goblin characters can also select from among the following heritages.

### Bigears Goblin

Your ears are particularly large, even by goblin standards, the better to hear the sounds of danger and potential prey. You gain a +4 bonus on Perception checks relying primarily on sound, and your Perception DC against checks that rely primarily on sound is increased by +4.

### Fleetfoot Goblin

While all goblins are quick to charge into battle and just as quick to run away when things turn difficult, your ancestors were particularly adept at moving quickly, relying on their speed not just to find and claim the best pickings when scavenging, but also to escape many a nasty and brutish end. Your Speed is increased to 30 feet.

### Nostink Goblin

You come from a line of goblins that lost their sense of smell generations ago, possibly due to one too many fiery mishaps, but more likely as a way to adapt to the filthy and disgusting conditions most goblins live in. You have no sense of smell. While this means that you automatically fail scent-based checks and are unable to detect aromas, it also means that you are immune to any effect that relies on aroma or otherwise has the olfactory trait (such as the stench ability of a xulgath).

### Runty Goblin

Your head is abnormally small for a goblin, your ears unimpressive, and your mouth disgustingly narrow and rounded. In short, you look almost as much like a halfling as you do a goblin. While this makes you terribly ugly by goblin standards, it also means you gain a +4 bonus on Deception checks made to impersonate halflings or human children.

## Goblin Mutant

You are a freak of nature, even by goblin standards. You have a vestigial third arm growing from somewhere on your torso. This shriveled appendage is too weak to wield a weapon or shield, but it can be used to hold or manipulate objects.

## New Ancestry Feats

In addition to the ancestry feats found in the *Pathfinder Second Edition Core Rulebook*, goblin characters can select from among the following ancestry feats.

### Ankle Biter

Feat 1

#### Goblin

**Prerequisites** Must have a jaws Strike, whether from a goblin heritage or another source.

You make a debilitating attack against a larger creature's ankle. Make a jaws Strike against a creature one or two size categories larger than you, with a -2 penalty. If the attack hits, it deals damage as normal, and the target gains the clumsy 1 condition and suffers a -10-foot penalty to any of its Speeds that involve its legs. If the Strike results in a critical hit, this increases to clumsy 2 and a -20-foot penalty, instead. These penalties last for 1 minute or until the damage inflicted by your Strike is healed, whichever comes first.

### Pictograms

Feat 1

#### Goblin

Like most goblins, you refuse to write things down, for fear that the words will be stolen from your head by doing so. This taboo has nothing to say about drawing pictures, however, and so you have formed a crude language of pictographs and actual drawings which you can use to convey written ideas. If you use these pictograms to record spells or formulas, they take up twice as many pages as normal, but you must pay only half the normal price. Additionally, the DC for anyone besides you to learn a spell or borrow a spell that you recorded in this way is increased by 10. The pictograms can also be used to convey more mundane messages. The DC to decipher messages written in this way increases by 10 for creatures to whom you have not explained your pictographic language, but for those who are familiar with your pictographic messages, the DC to decipher the text is 10 lower than it would otherwise be.

### Racial Hatred

Feat 1

#### Goblin

You gain a +2 status bonus on attack and damage rolls against equine creatures, such as horses, pegasi, and unicorns, as well as against canine creatures other than barghests, goblin dogs, and worgs.

## 5th Level

### Arsonist

Feat 5

#### Goblin

You really, really love a good fire. As long as a creature or object of Medium size or larger within sight is on fire (taking persistent fire damage), you gain a +2 status bonus on attack rolls, ability checks, saving throws, and skill checks.

### Goblin Diversion

Feat 5

#### Goblin

As a goblin, you are adept at creating diversions and attracting attention to yourself. When you use Deception to Create a Diversion, you may choose to have another character besides yourself gain the advantage of the diversion, rather than doing so yourself. If you do, you gain a +4 bonus on the check.

### Serendipitous Distraction

Feat 5

#### Goblin

**Trigger** You are the target of a Strike.

You are suddenly distracted by your surroundings at just the right time to help you avoid the attack. You might stoop down to examine a slug beneath your feet just as an axe swings through the space your head was occupying a moment ago, or you might turn around to investigate a noise, causing an arrow to miss you by inches. The attacker rolls twice for the triggering attack, and must use the worse result. You can't use Serendipitous Distraction again for 1 hour.

## 9th Level

### Frightening Song

Feat 9

#### Goblin

**Prerequisites** Goblin Song

You can sing your goblin song in such a way that it is frightening, rather than just annoying. Attempt a Performance check against the Will DC of a single enemy within 30 feet. This has all the usual traits and restrictions of a Performance check.

You can affect up to two targets within range if you have expert proficiency in Performance, four if you have master proficiency, and eight if you have legendary proficiency. Creatures that are immune to Goblin Song are also immune to Frightening Song.

**Critical Success** The target gains the frightened 3 condition.

**Success** The target gains the frightened 1 condition.

**Critical Failure** The target is temporarily immune to attempts to use Frightening Song for 1 hour, and their Will DC is increased by 5 against attempts to use Goblin Song for 1 hour.

## Goblin Dogs

The following abilities of the goblin dog are adapted from those found in the *Pathfinder Second Edition Bestiary*, altered to be appropriate for animal companions of any level.

### Goblin Pox

#### Disease

Goblins and goblin dogs are immune to goblin pox.

**Saving Throw** Fortitude DC 10 + the goblin dog's master's level + the goblin dog's Constitution modifier; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day).

### Scratch

#### Manipulate

The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.

### Goblin Dog Companion

Feat 9

#### Goblin

**Prerequisites** Animal Companion

You may exchange your existing animal companion for a goblin dog animal companion. A goblin dog animal companion functions in all ways as a wolf animal companion, except that it also gains the Goblin Pox and Scratch abilities of the goblin dog.

### Goblin Chorus

Feat 9

#### Goblin

**Prerequisites** Goblin Song

You sing a joyous tune about death and dismemberment, inviting your allies to join in and bolstering morale with talk of chopping, slaying, burning, and the like. You gain a +1 status bonus on attack and damage rolls for 1 round. Additionally, until the beginning of your next turn, each ally that heard you sing can spend an action on his or her turn to add their own verse to the song, granting themselves a +1 status bonus on attack and damage rolls for 1 round, as well.

## 13th Level

### "I-Kill-Yees" Bite

Feat 13

#### Goblin

**Prerequisites** Ankle Biter

Whenever you successfully damage a creature with your Ankle Biter feat, you may also choose to sever the major artery in their ankle, causing them to bleed profusely. The Strike also deals an additional 1d6 points of persistent bleed damage.

## Self-Immolator

Feat 13

### Goblin

**Prerequisites** Fire resistance 6 or greater

Thanks to your thick skin and familiarity with flames, being on fire isn't that bad for you. Halve any persistent fire damage you suffer for being on fire, before applying your resistance. Additionally, as long as you are on fire, whenever you damage an opponent with a weapon in the brawling group, or a creature damages you with a natural attack (such as claw or jaws Strikes), that creature suffers additional damage equal to the persistent fire damage you suffer for being on fire. The damage suffered by the creature is not halved.

## Stab! Stab! Stab! ◆◆◆

Feat 13

### Goblin

**Prerequisites** Goblin Weapon Frenzy

You make three melee Strikes with a goblin weapon, all against the same target. All three attacks suffer a -2 penalty, but none of the attacks count for your multiple attack penalty, nor does that penalty apply to these attacks.

## New Archetype

The following archetype is thematically linked to goblins, and is available to goblin characters of any class.

## Barghest-Kin

No ordinary goblin, the blood of mighty barghests runs in your veins, granting you power and abilities enjoyed by those fiends. Such talents are the envy of other goblins, who view you as favored by the heroic progenitors of your race.

## Barghest-Kin Dedication

Feat 2

### Uncommon, Archetype, Dedication

**Prerequisites** Goblin ancestry. If you have a class feature, feat, or similar that specifies your lineage (such as a sorcerer's bloodline), that lineage must be applicable to barghests (such as the demonic or diabolic bloodline).

You can gain strength by devouring the corpses of your slain foes, similar to a barghest's ability to feed. Once per day, you can spend 1 minute devouring the corpse of a creature that you personally slew (any creature to whom you either dealt the killing blow, or dealt an amount of damage to equal to or greater than half its maximum hit points before it died). If you do, you gain a number of feeding points equal to 1 + 1 for every 5 levels the creature had beyond 1st. Whenever you make a melee attack roll, melee damage roll, or saving throw, after the roll is made, but before the result is announced, you can choose to expend one of these feeding points to add a +2 circumstance bonus to the roll. Feeding points not expended are lost at the next dawn.

**Special** You cannot select another dedication feat until you have gained two other feats from the Barghest-Kin archetype.

## Barghest Nose

Feat 4

### Archetype

**Prerequisites** Barghest-Kin Dedication

Your barghest heritage gives you a keen sense of smell, the better to hunt down your next meal. You gain scent to a range of 30 feet. This is an imprecise sense.

## Wolf Form

Feat 4

### Archetype

**Prerequisites** Barghest-Kin Dedication

You can transform yourself into a wolf, just as your barghest ancestors can. You gain the *wolf form* focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by consuming raw meat.

## Barghest Charm

Feat 6

### Archetype

**Prerequisites** Barghest-Kin Dedication

You are able to charm creatures as easily as a barghest. Once per day, you can cast *charm* as a divine innate spell. This is always cast as a 1st-level spell. You are considered trained in spell DCs for this spell, and your key spellcasting ability for this spell is Charisma.

## Run with the Pack

Feat 8

### Archetype

**Prerequisites** Barghest-Kin Dedication, Wolf Form

You are able to remain in wolf form for much longer. If you expend 2 Focus Points when you cast *wolf form*, its duration increases to 4 hours. If you expend 3 Focus Points when you cast it, it lasts indefinitely: until it is either dispelled, or you spend an action to end it.

**Special** Beginning at 12th level, if you also have the Barghest Form feat, you can expend 2 Focus Points when you cast *barghest form* to increase its duration to 4 hours. Beginning at 16th level, you can expend 3 Focus Points when you cast *barghest form* to allow it to last indefinitely: until it is dispelled or you end it.

## Barghest Form

Feat 8

### Archetype

**Prerequisites** Barghest-Kin Dedication, Wolf Form

You can physically transform into a barghest. You gain the *barghest form* focus spell. The maximum number of Focus Points you can have in your focus pool increases by 1.

## Fiendskin

Feat 10

### Archetype

**Prerequisites** Barghest-Kin Dedication

Your skin is supernaturally tough. You gain resist 5 to physical damage (except magical).

## Poison Fangs Mutation

Feat 14

### Archetype, Poison

**Prerequisites** Barghest Form

When you cast the *barghest form* focus spell, you can expend 1 additional Focus Point. If you do, you also gain the benefits of a greater barghest's fangs mutation. Your jaws Strike deals an additional 1d6 poison damage and 1d6 persistent poison damage.

## Toxic Breath Mutation

Feat 14

### Archetype, Divine, Evocation, Poison

**Prerequisites** Barghest Form

When you cast the *barghest form* focus spell, you can expend one additional Focus Point. If you do, you also gain the benefits of a greater barghest's toxic breath mutation. Using your toxic breath requires 2 actions, and you can only use it once per time you cast *barghest form*. Your toxic breath takes the form of a 30-foot cone of toxic gas that deals 8d6 poison damage to each creature within. Affected creatures can make a basic Fortitude save to resist the effect.

## Vestigial Arms Mutation

Feat 14

### Archetype

**Prerequisites** Barghest Form

When you cast the *barghest form* focus spell, you can expend one additional Focus Point. If you do, you also gain the benefits of a greater barghest's vestigial arms mutation. You grow a shriveled third arm somewhere on your torso. As a free action once per round, when you complete a Strike, you can make a claw Strike with this vestigial third arm. This attack doesn't count for your multiple attack penalty, nor does that penalty apply to the attack. However, it deals only 1d8 slashing damage instead of the normal damage for your claw Strike.

## Wings Mutation

Feat 14

### Archetype

**Prerequisites** Barghest Form

When you cast the *barghest form* focus spell, you can expend one additional Focus Point. If you do, you also gain the benefits of a greater barghest's wings mutation. You grow wings, and gain a fly Speed of 25 feet.

## Greater Fiendskin

Feat 16

### Archetype

**Prerequisites** Barghest-Kin Dedication, Fiendskin

Your resistance to mortal weapons is increased, though you become more vulnerable to the forces of righteousness. Your resistance to physical damage increases to 10 (damage from magical sources still affects you normally). You gain weakness 5 to good sources of damage and weakness 5 to lawful sources of damage.

## Barghest-Kin Focus Spells

### Barghest Form

Focus 4

#### Uncommon, Polymorph, Transmutation

**Cast** ◆◆ somatic, verbal

**Duration** 1 minute

You become a barghest. You gain the effects of *animal form*, except as outlined here.

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 15 temporary hit points.
- Darkvision and imprecise scent 30 feet.
- Speed 25 feet
- You gain a jaws melee Strike that deals 2d6 piercing damage on a successful hit, and a claw melee Strike with the agile property that deals 2d6 slashing damage on a successful hit. Your attack bonus is +13, and your damage bonus is +5. If your unarmed attack modifier is higher, you can use it instead.
- Acrobatics and Stealth modifiers of 6 + your level, unless your own modifier is higher.
- You gain resist fire 5. If you already have resistance to fire, it increases by 5 instead.

### Wolf Form

Focus 2

#### Uncommon, Polymorph, Transmutation

**Cast** ◆◆ somatic, verbal

**Duration** 1 minute

You become a wolf. You gain the effects of *animal form*, except that you can only transform into a canine (specifically, a wolf).

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# Mean, Green, Killing Machines!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before. Instead of picking a race and sticking with it, players are encouraged to customize the benefits a character gains from their lineage, with a wide assortment of ancestry feats gained at various levels. While the *Pathfinder Second Edition Core Rulebook* presents plenty of great options for each of these ancestries, the focus on customization means that there's always room for new and exciting ways to bring your ancestry to the fore.

To celebrate their admission to the core rules, this book focuses on providing new ancestry-related options for goblin characters. The loveable green scamps have long been the mascots of the *Pathfinder Roleplaying Game*, and we're excited to see more players encouraged to play as them, instead of cutting them all down. In this book, you'll find:

- 5 new goblin heritages, including the Runtly Goblin and Goblin Mutant.
- 12 new ancestry feats for goblins, ranging from 1st through 13th level, including Ankle Biter, Goblin Diversion, Stab! Stab! Stab!, and more!
- A new archetype for goblin characters, the barghest-kin, which allows you to tap into hidden ancestral potential and manifest the powers of the fearsome barghest.



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