

# PATHFINDER MODULE: WE BE GOBLINS!

PATHFINDER SOCIETY ORGANIZED PLAY



**P**athfinder Module: *We Be Goblins!* may be played in all Pathfinder Society Organized Play events for credit. This additional option provides game stores, conventions, and home groups additional resources when organizing games, especially for quickly growing or hard-core groups who find the two scenarios released each month to be insufficient. Additionally, modules are a fun and exciting way for players to try out new and different character concepts and builds in addition to their primary Pathfinder Society PCs. Because the nature of modules differs from that of scenarios, this document outlines the specific rules changes needed for playing Pathfinder Modules for Pathfinder Society credit and provides a Chronicle sheet to award players upon the completion of *We Be Goblins!*

## HOW TO PLAY

Because Pathfinder Modules are produced for a wider audience than just Pathfinder Society Organized Play, several special rules are required for playing them as sanctioned events. These guidelines should be considered supplementary to the rules presented in the *Guide to Pathfinder Society Organized Play*. In instances where rules presented in this document conflict with the *Guide to Pathfinder Society Organized Play*, the specifics here supersede the rules in the *Guide*, but only when playing this Pathfinder Module.

Pathfinder Modules do not contain Pathfinder Society faction missions, nor are they tiered for play by PCs over a wide range of levels. Thematically, the adventures do not assume that the PCs are members of the Pathfinder Society as scenarios do; in fact, *We Be Goblins!* assumes the characters going through are members of a Varisian goblin tribe.

## Legal Pathfinder Society Characters

Players who wish to receive Pathfinder Society credit for playing through *We Be Goblins!* must use one of the pregenerated goblin PCs provided in the adventure, beginning on page 12. Because goblins are not a legal PC race for Pathfinder Society Organized Play characters,

there are no rules for creating custom Pathfinder Society PCs for this adventure.

## Conditions, Death, and Expendables

Since all PCs in this adventure are pregenerated characters, no conditions (including death) carry beyond the end of a module to the real PCs to whom the module's Chronicle sheet is applied. Likewise, any wealth spent or resources expended during the course of the adventure are considered unspent upon the module's completion.

## Getting Credit

All players who play the entire module receive the attached Chronicle sheet which may be applied to any 1st- or 2nd-level PC as if that character had played the module. A GM who runs a module may likewise apply credit to any one of her Pathfinder Society PCs of 1st or 2nd level. The decision of which character to apply credit to must be made when the Chronicle sheet is received and signed by the GM.

Because *We Be Goblins!* is shorter than most Pathfinder Modules, playing the adventure from beginning to end earns a player 1 XP and 1 PA. The GM likewise earns 1 XP and 1 PA for running the entire module. Players do not make day job rolls when playing a Pathfinder-Society-sanctioned module.

As always, each player may receive credit for each module once as a player and once as a GM in either order.

## Advice for Running We Be Goblins!

*We Be Goblins!* is not written in the style of a traditional Pathfinder Society Scenario, and therefore players and GMs need to keep certain differences in mind. Players in the Pathfinder Society Organized Play campaign can not legally play goblin PCs, so the entire adventure's premise is likely one that will appeal to people who have wanted to play monstrous characters but were limited by the campaign.

Goblins are among the most iconic elements of the Pathfinder Roleplaying Game and the world of Golarion, and this adventure shows off both their crazily sadistic natures and their unintentional comedic antics. GMs are encouraged to play up both elements to give new players

or old a sense of why goblins should be both feared (in-character) and loved (out-of-character).

This adventure is Paizo's offering for Free RPG Day 2011 and will likely be run at many game stores participating in the event. GMs offering this Chronicle sheet to players on Free RPG Day should be prepared to explain what Pathfinder Society Organized Play is, how new players can apply the Chronicle sheet to a personalized character, and when the next standard Pathfinder Society event will be held in the area. Use the excitement of Free RPG Day to grow your local Pathfinder Society game days to new heights of attendance!

If you wish to learn more about Golarion's memorable goblins, check out *Pathfinder Campaign Setting: Classic Monsters Revisited*, available from **paizo.com** and your local game store, and look for the upcoming *Pathfinder Player Companion: Goblins of Golarion*, scheduled for release in August 2011.

## PATHFINDER MODULE: WE BE GOBLINS!

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni
<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
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# PATHFINDER MODULE: WE BE GOBLINS!

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_ Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## Items Found During This Scenario

TIER 1-2

- ☐ **You Be Goblin!** You have special insight into the distractible and sadistic mind of a goblin. You gain a +2 bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against goblins.

*Chief's Personal Very Useful Robe* [robe of useful items] (2,334; 4 patches left—a ladder, a three-legged turtle, a horseshoe, and a bullhorn)

*Desnan candle* (5 gp; when lit, this foot-long wooden tube launches a flaming pyrotechnic “candle” every round for 4 rounds. Each projectile deals 1 point of nonlethal damage and 1 point of fire damage if it hits; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a Desnan candle is a ranged touch attack and always has a –4 nonproficiency penalty.)

*Gorge of Gluttons* [+1 horse bane dogslicer] (2,308 gp)

*Dragon breath gourd* [Elixir of fire breath] (1,100 gp)

*Elixir of love* (150 gp)

*Paper candle* (1 gp; This finger-sized explosive detonates noisily 1 round after lighting. Anyone in the same square as a paper candle when it explodes must make a DC 15 Fortitude save or be dazzled for 1d4 rounds.)

*Potion of barkskin* (300 gp)

*Potion of bear's endurance* (300 gp)

*Potion of bull's strength* (300 gp)

*Potion of cure moderate wounds* (300 gp)

*Ring That Lets You Climb Real Good* [ring of climbing] (2,500 gp)

*Skyrocket* (50 gp; When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving in a straight line with a fly speed of 90 for 1d6 rounds before loudly exploding in a burst of light and sound, dealing 2d6 points of fire damage in a 10-foot burst [DC 15 Reflex save for half]. If a skyrocket impacts a solid surface or a creature before reaching its maximum range, it detonates prematurely at the point of impact. Anyone who takes damage from the explosion is either blinded or deafened [a 50% chance of either] for 1 round.)

*Wand of create food and water* (CL 5th, 2 charges; 450 gp)

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the “Items Sold” Box

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL 1-2 250 500

MAX GOLD

## EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

## FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

## GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

=

Subtotal

-

Items Bought

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #