Pathfinder Module: We B4 Goblins!

Pathfinder Society Organized Play

Pathfinder Module: We B4 Goblins! may be played in all Pathfinder Society Roleplaying Guild events for credit. This additional option provides game stores, conventions, and home groups additional resources when organizing games, especially for groups that 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 those of 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 B4 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 *Pathfinder Society Roleplaying Guild Guide*. In instances where rules presented in this document conflict with the *Pathfinder Society Roleplaying Guild Guide*, the specifics here supersede the rules in the Guide, but only when playing this Pathfinder Module.

Pathfinder Modules are not 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 B4 Goblins!* assumes that the characters are members of a Varisian goblin tribe.

Legal Pathfinder Society Characters

Players who wish to receive Pathfinder Society credit for playing through *We B4 Goblins!* must use one of the pregenerated goblin PCs provided in the adventure, beginning on page 12.

Conditions and Death

In Pathfinder Society Organized Play, a player who plays a pregenerated character that dies must still resolve the death and recovery when applying the Chronicle sheet. This is also the case for *We B4 Goblins!*; however, part of the fun of an all-goblin module is the opportunity to perform zany feats, even if they lead to the goblin's death. To reflect the spirit of the module, at the end of the adventure, any dead pregenerated goblin characters may recover from death completely for only 2 Prestige Points; this includes both the cost of *raise dead* and the cost of removing the permanent negative levels and any other conditions.

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 those levels. The decision of which character receives credit must be made when the Chronicle sheet is received and signed by the GM.

Because *We B4 Goblins!* is shorter than most Pathfinder Modules, playing the adventure from beginning to end earns a player 1 XP and 1 Prestige Point. The GM likewise earns 1 XP and 1 Prestige Point for running the entire 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 B4 Goblins!

We B4 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. Very few players in the Pathfinder Society Roleplaying Guild can 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 2016 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 the Pathfinder Society Roleplaying Guild 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, Pathfinder Player Companion: Goblins of Golarion, Pathfinder RPG Monster Codex, Pathfinder Module: We Be Goblins!,* and *Pathfinder Module: We Be Goblins Too!,* and *Pathfinder Module: We Be Goblins Free!* available from **paizo.com** and your local game store.

Pathfinder Module: We B4 Goblins!

Event _____   Date _____

GM # _____   GM Character # _____

GM Name _____   GM Prestige Earned _____

☐ Dark Archive   ☐ The Exchange   ☐ Grand Lodge   ☐ Liberty's Edge
☐ Scarab Sages   ☐ Silver Crusade   ☐ Sovereign Court
☐ A   ☐ B   ☐ C   ☐ D

Character # _____   ☐ Prestige Points

Character Name _____
☐ Dark Archive   ☐ The Exchange   ☐ Grand Lodge   ☐ Liberty's Edge
☐ Scarab Sages   ☐ Silver Crusade   ☐ Sovereign Court

Character # _____   ☐ Prestige Points

Character Name _____
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Character Name _____
☐ Dark Archive   ☐ The Exchange   ☐ Grand Lodge   ☐ Liberty's Edge
☐ Scarab Sages   ☐ Silver Crusade   ☐ Sovereign Court

SUBTIER	☐ Slow	☐ Normal
1–2	**252**	**504**

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

MAX GOLD

_____ A.K.A. _____

Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

You Be Goblin Whelp: Long days spent walking too far, sleeping under bushes, eating bad food, and fearing for your life—some may call that adventuring, but you've realized that it's also frightfully similar to a Licktoad goblin's childhood. At least they get badges for it, and now you do, too! Choose one of the badges below, and cross the other off your Chronicle sheet. You can use each badge a limited number of times, after which its power is lost. Furthermore, the badges' rudimentary magic only lasts for a limited time; once you reach 6th level or higher, check any remaining boxes on the badge.

☐ ☐ *Animal Friendship*: When you hit a creature with the animal type, you can check one of this badge's boxes to deal an additional 1d6 damage to the animal. This damage is not multiplied on a critical hit.

☐ ☐ *Happy Beat*: When you are hit by an attack, you can check one of this badge's boxes to gain DR 5/— against that attack.

☐ ☐ *Hurtful Words*: When attempting an Intimidate check to demoralize a target, you can check one of this badge's boxes to gain a +5 bonus on the Intimidate check.

☐ *Squirmtongue*: Before attempting a saving throw, you can check this badge's box to roll the saving throw twice and take the better result.

Great Goblin Relics: To a goblin, even the most repugnant and mundane trinkets can become valuable treasure. As if empowered by the goblins' superstitions, several of the mementos of the wedding raid have manifested minor enchantments. Choose one of the objects below, and cross the others off your Chronicle sheet. If you are a Small creature, you can instead choose two. If you are a goblin (requiring a special Chronicle sheet), you can choose three. When you use the item, you must check the box that precedes it; afterward the object is a mundane keepsake with no further powers.

☐ *Kettlehelm of Glory*: Wearing this absurd helmet made from a kettle provides you an unlikely defensive advantage. You can use the kettlehelm as an immediate action to gain the benefits of the *light fortification* armor enchantment against a single attack. If this fails to prevent a critical hit or sneak attack, the helm's power is not expended and can be used again.

☐ *Handful of Wedding Cake*: You can eat this heaping handful of wedding cake as a full-round action. At the beginning of your next turn, the sugary treat grants you the benefits of *haste* for 1d4+2 rounds, after which you are fatigued for 1 minute.

☐ *Eye Patch of Selective Blindness*: This grim, black eye patch helps you avoid seeing what should not be seen. When you would be subject to a gaze ability, you can use this eye patch to immediately avert your gaze until the beginning of your next turn. If you are already averting your gaze, using the eye patch reduces the chance to be affected by the gaze to 25%.

☐ *Jester's Cap of Medicine Mixing*: You can use this bright, five-pointed jester's cap to drink two identical alchemist extracts or potions as a standard action. The second potion has no effect, but you increase the effective caster level of the first potion by 5. Even if the effect would be permanent, the caster level returns to normal after 24 hours.

potion of spider climb (330 gp)
wand of cure light wounds (15 charges; 225 gp, limit 1)
elixir of fire breath (1,100 gp)

EXPERIENCE

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige | Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current Prestige | Final Fame

GOLD

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total