

Pathfinder Module: We Be Goblins Free!

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: *We Be Goblins Free!* may be played in all Pathfinder Society Organized Play events for credit. 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 Be Goblins Free!*

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 Free!* 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 Be Goblins Free!* must use one of the pregenerated goblin PCs provided in the adventure, beginning on page 12. Those players who have a Chronicle sheet allowing them to play goblin characters in the Pathfinder Society Organized Play campaign may play those characters in *We Be Goblins Free!* so long as they are within the module's level range.

Conditions and Death

In Pathfinder Society, 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 Be Goblins Free!*; 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 5 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 3rd-, 4th-, or 5th-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.

Because *We Be Goblins Free!* 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. Each participant may qualify for an additional Prestige Point by receiving the Prestigious Goblin boon on his Chronicle sheet; a GM does not automatically qualify for this boon and must also meet the conditions to earn it.

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 Free! 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 Organized Play campaign can legally play goblin PCs, so the entire

PATHFINDER SOCIETY SCENARIO

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 2015 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*, *Pathfinder Player Companion: Goblins of Golarion*, *Pathfinder RPG Monster Codex*, *Pathfinder Module: We Be Goblins!*, and *Pathfinder Module: We Be Goblins Too!* available from **paizo.com** and your local game store.



Pathfinder Module: We Be Goblins Free!

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ The Exchange
☐ Silver Crusade
☐ B

☐ Grand Lodge
☐ Sovereign Court
☐ C

☐ Liberty's Edge
☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
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☐ Liberty's Edge

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Character Chronicle #

☐ Core Campaign

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

This Chronicle sheet grants access to the following:

You Be Goblin Chief: You have spent so much time studying goblins that you fancy you could be their chief if you set your mind to it. Of course, all great goblins chiefs are masters of the goblin games. As a free action, you can gain one of the benefits below for 3 rounds. When you use this boon, cross it off your Chronicle sheet.

The Great Goblin King: One violent turn deserves another. Before you make an attack against a creature that damaged you since the end of your last turn, you can attempt a DC 15 Perform (act, comedy, oratory, or sing) check as a free action. If you succeed, you gain a +2 morale bonus on attack rolls and weapon damage rolls against that creature until the beginning of your next turn.

Goblin Dog Sprint: You're an adept runner of obstacle courses. You gain a +2 bonus on all checks made to overcome obstacles during a chase (*Pathfinder RPG Gamemastery Guide* 232) as though your speed were 10 feet faster.

Burn the Dogs! Burn the Horses!: Nothing burns hotter than the fires you start. When you set a creature on fire with a spell, alchemical weapon, or other effect, the ongoing fire damage dealt if the creature catches on fire is increased by 1d6 during the first round it burns.

Killgull: You are especially adept at knocking flying creatures out of the air. Your first attack each round deals an additional 1d6 damage against an airborne target, and the creature suffers a -5 penalty on Fly checks until the beginning of your next turn.

Kaboom! Kablam!: You're constantly finding new and deadly way to employ fireworks. You can cross this boon off your Chronicle sheet when lighting a non-magical firework in order to double the damage it deals and increase the DC of any saving throws made against its effects by 2.

Prestigious Goblin: Few adventurers who study goblin culture can stomach further exposure, and through your perseverance you have earned the grudging respect of your peers. If you have the You Be Goblin boon, the You Really Be Goblin boon, are a goblin (requiring a special Chronicle sheet), or completed this module during the Free RPG Day 2015 event, you gain 1 additional Prestige Point when you receive this Chronicle sheet. If you do not meet these conditions, cross this boon off the Chronicle sheet.

Squealy Mnarrrr!: The power of the Birdcruncher tribe empowers its unofficial totem beasts: the owlbear and the pig. If you possess a class feature that permits you to take a boar as an animal companion, that boar can channel Squealy Nord's ferocity; the boar's starting Charisma score is 10, and it deals an additional 1d6 damage when it makes a charge attack. If you are instead able to gain an owlbear as an animal companion, the penalty on Handle Animal checks made to handle the owlbear companion decreases by 2 (minimum 0), and the owlbeak gains a +1 bonus on combat maneuver checks made to grapple.

- +1 animal bane arrow (166 gp, limit 6)
- +1 flaming arrow (166 gp, limit 6)
- +1 flaming bolt (166 gp, limit 3)
- defoliant polish (800 gp; *Pathfinder RPG Advanced Player's Guide* 304)
- elixir of fire breath (1,100 gp)
- elixir of hiding (250 gp)
- lesser strand of prayer beads (only a bead of blessing remains; 600 gp, limit 1)
- pearl of power (1st level; 1,000 gp)
- restorative ointment (4,000 gp)
- scroll of dimension door (700 gp)
- steadfast gut-stone (800 gp; *Pathfinder RPG Ultimate Equipment* 320)
- wand of fireball (3 charges; 675 gp, limit 1)
- wand of shatter (12 charges; 1,080 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-5	800	1,600
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

Initial Prestige		Initial Fame	
+	GM's Initials		
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	

Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #