

PATHFINDER[®] MODULE[™]



WE BE
SUPER GOBLINS!

A PATHFINDER RPG ADVENTURE FOR LEVEL 6 BY CRYSTAL FRASIER

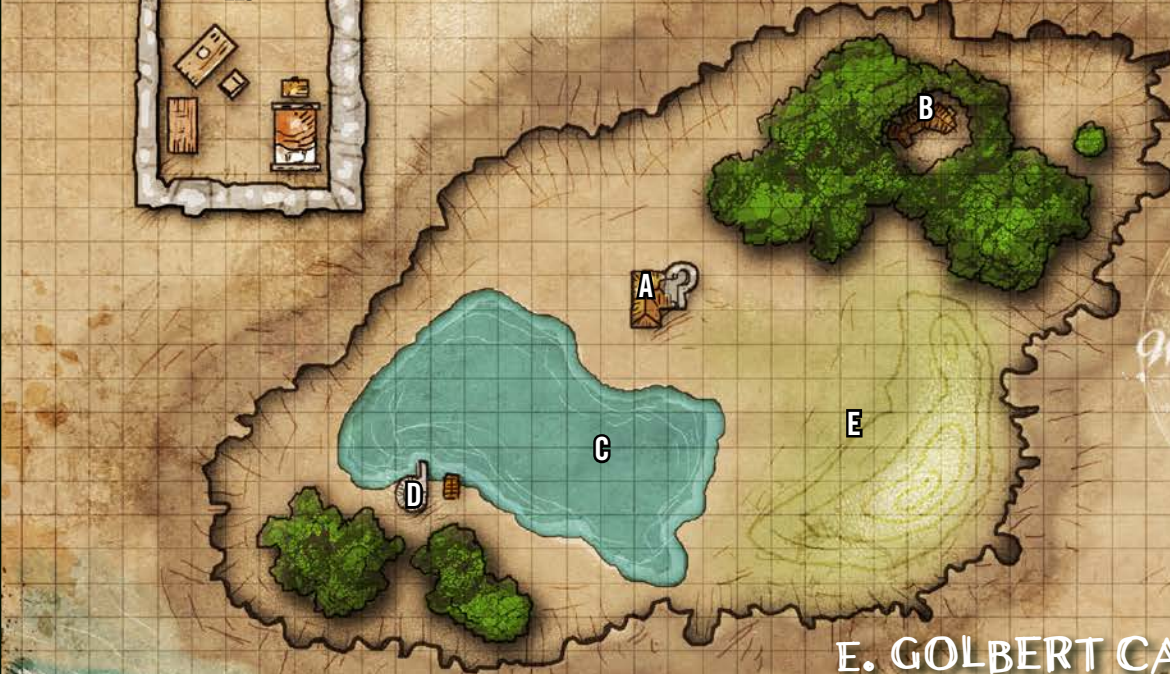
A. GOLBERT CASTLE

1 SQUARE = 5 FEET



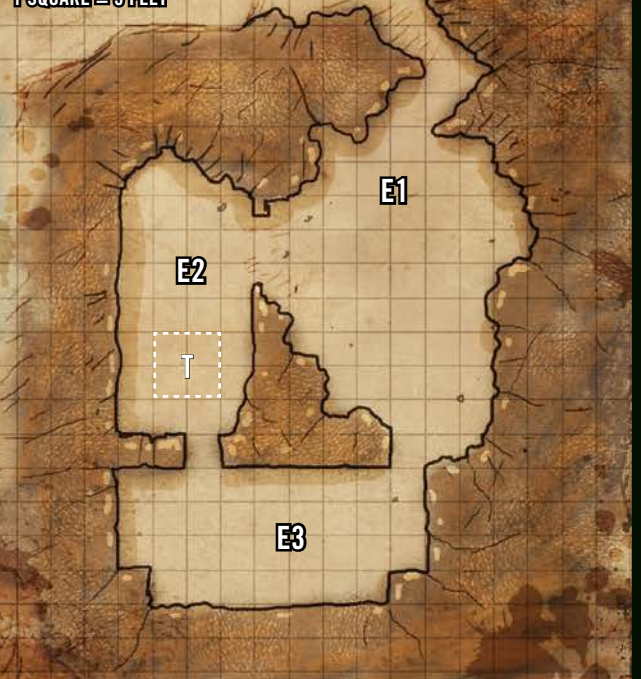
B. THE CROOKED HOUSE

1 SQUARE = 5 FEET



E. GOLBERT CAVE

1 SQUARE = 5 FEET



D. GOLBERT TOWER

1 SQUARE = 5 FEET

PATHFINDER MODULE

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On the Cover



Caio Maciel Monteiro's cover art shows us the goblin heroes clinging to the gaudy songbird Boss Sparrow, an avian creature created by the mind of a child!

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The goblin hero-chiefs have grown bored of ruling their sad little goblin tribe, but tonight their minions have brought something unusually exciting as tribute to their legendary leaders!

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Hot on the trail of the tribe's beloved war pig, Squealy Nord, the goblin chieftains find themselves in a mysterious new realm, on a mission to rescue their porcine companion and possibly some of their goblin tribe members.

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This section presents statistics for the four goblin legends who star in this adventure—Chuffy, Mogmurch, Poog, and Reta!

We Be Super Goblins! is a Pathfinder Module designed for four 6th-level goblins and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

Advanced Player's Guide

APG



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WE BE SUPER GOBLINS!

ABOUT THIS ADVENTURE

We Be Super Goblins! is the fifth installment of the *We Be Goblins!* adventures, an unusual chain of stories featured in various Free RPG Day products since 2011. These adventures, in which the players take on the roles of the now-iconic goblin heroes Chuffy, Mogmurch, Poog, and Reta to spread havoc in the Sandpoint hinterlands and beyond, work equally well as fun one-shot games or as a short series. This adventure assumes the players play four 6th-level goblin characters. Your players can select their characters from the four pregenerated characters presented on pages 12–15 of this book; alternatively, they can create their own goblin characters using the rules presented in the *Pathfinder RPG Advanced Race Guide* and the extra character options in *Pathfinder Player Companion: Goblins of Golarion*.

Although *We Be Super Goblins!* is a sequel, knowledge of the previous *We Be Goblins!* adventures isn't required to play it.

WE BE LEGENDS! WE MAKE BIG!
WE RIDE WORLD'S BESTEST PIG!
GOBLINS ALL DO WHAT WE SAY,
BRING US TASTIES EVERY DAY!

WE BEAT HARPY, OGRE, WITCH,
TOOK THEIR TREASURES, MADE US RICH,
BURNED THE LONGSHANKS,
MADE THEM GROVEL!
WE BE TOO GOOD FOR THIS HOVEL!

WHERE BEYOND GOLARION?



While this adventure begins in Varisia, in the Birdcrunchers' cave south of Sandpoint, the bulk of the adventure takes place on a unique demiplane called the Baglands. This plane has the following traits:

- **Normal Gravity**
- **Flowing Time:** Time flows at a rate of roughly 1 week inside the Baglands for every day that passes on Golarion, though it occasionally passes faster.
- **Finite Size:** The Baglands is roughly a quarter-mile long and 600–700 feet wide.
- **Morphic Structure:** Spells and magic items that change or create material alter the landscape of the Baglands permanently, even if the original effect was temporary.
- **Mildly Chaos-Aligned:** Lawful creatures suffer a –2 penalty on Charisma-based checks.
- **Normal Magic**
- **Warped Magic Items:** The Baglands has unpredictable effects on magic items stored within them for more than a few days.

Once outcasts, now legends, the goblin heroes Chuffy Lickwound, Mogmurch, Poog of Zarongel, and Reta Bigbad have achieved heights of skill unheard of for goblins. But heroes rise to any challenge, and now the legacy of the long-extinct Licktoad tribe will return as its leaders test their skills.

Eight years ago, as mere goblin whelps in their swampy homeland of Brinestump Marsh, this same quartet assaulted a half-elf peddler named Marvelous Maggie. Her half-elf son, Golbert, was also in the wagon, but the goblins never found him in their raid; when the boy heard sounds of violence, Golbert took his own pack of magical valuables and hid inside his mother's magic bag. Unknown to Golbert, combining two magical containers always results in disaster, and only a freakish magical twist allowed both Golbert and the bag to survive. Golbert awoke to discover the bag's interior size magnified a thousandfold, and the exit one thousand feet above him.

Though the bag's warped nature caused time to pass faster inside than out, Golbert survived for decades thanks to his magical items. A few sets of *marvelous pigments* allowed him to create his own little world, with artificial grass, artificial trees, and a small castle. As the first set of pigments ran out, he learned to distill his remaining supply into the less sophisticated but more economical *marvelous oil pastels* (see sidebar on page 5). Golbert eventually managed to craft a pair of *golden shears* that could pierce the barriers of the Baglands and release him—but into what, he doesn't know. The fear of that unknown keeps him trapped to this day.

Golbert would have remained undisturbed in his Baglands forever were it not for goblins changing the course of his life once again. Survivors of the extinct Licktoad tribe, now absorbed into the Birdcrunchers, occasionally search the swamp for relics of their people's past glories (and for oozing snacks). Three of these scavengers—Hoblob, Fnub, and Glorious Beez—discovered the moldering magic bag under a patch of moss, and now return to present it to their legendary hero-chiefs.

Regardless of the hero-chiefs' receptions, these goblin scavengers will make their way into the Baglands, find Golbert's stash of magical supplies, and run rampant through his tiny magical kingdom. It's up to our daring goblin heroes to dive into this strange new world to reclaim the one true treasure: family. And also a pig.

PART I: WE BE HONORED

To begin the adventure, read or paraphrase the following:

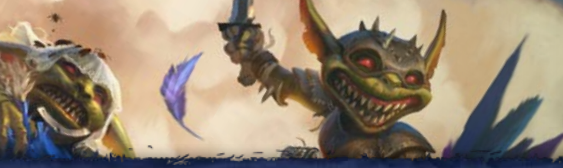
As the sun sets and the evening fog rolls in, the goblins of the Birdcruncher tribe gather once again to ply you with gifts of food and shiny bits scavenged from the land. Tasty as this nightly ritual is, it's been getting boring—even the most delicious snails in the world grow bland when you eat them every night. You have conquered the greatest monsters, raided longshank settlements, and turned

the Birdcrunchers into the bigtime greatest goblins of all time, but what now? Even the capering antics of the tribe's prized war-pig, Squealy Nord, only bring so much delight these days.

But tonight your tribe chitters excitedly. Alongside the bowl of squishy apples, keg of nails, live puffin, and sack of chipmunks sits a muddy magical sack discovered by three of your precocious young warriors—Hoblob, Fnub, and Glorious Beez—who violated the forbidden lands and returned to the tribe with the *bag of eating everything real good!*

Wise Mummy **Sprattleharsh** (NE female goblin adept 4) had ruled against scavenging for treasures in the old swamp to prevent curious goblins from rousing the ghost of the irritable Big Ex-Chief Rendwattle Gutwad. **Hoblob**, **Fnub**, and **Glorious Beez** (NE goblin warriors 1; *Pathfinder Bestiary* 156) violated the Birdcruncher rules to go search for treasures.

The *bag of eating everything real good* opens into a yawning black hole. The trio who discovered it originally experimented by throwing things into the bag. Only a few



disgruntled swamp birds ever returned. While goblins rarely need any assistance eating things, the bag is undeniably *neat*.

PRAISE OR PUNISHMENT

While the *bag of eating everything real good* is a fun gift—ideal for throwing in garbage, leftovers, and ugly whelps—its three discoverers technically broke goblin rules by scavenging in the Brinestump Marsh. The chiefs must decide whether Hoblob, Fnub, and Glorious Beez should be praised for their delightful gift or punished for breaking the rules (or both).

Praise should be delivered in the form of a traditional goblin song. The PCs may take up to 2 minutes to compose a song themselves and then sing of their loyal warriors' glories. Regardless of the song's quality, the rest of the tribe immediately embraces this new anthem, singing and dancing along. Stolen mead is passed around, and everyone loses themselves in drunken celebration and pig riding.

Punishment allows the PCs to take whatever creative liberties they like—though Wise Mummy Sprattleharsh and the rest of the tribe boo and riot if the PCs suggest an outright lethal punishment. More traditionally, punished goblins are bound and mocked while the chiefs throw things at them or carve fun scars into their skin. As with praise, this eventually leads to a raucous, drunken party.

Either way, the Birdcrunchers take turns tossing things in the bag, either for fun or just using it to dispose of leftovers.

A DAY WITHOUT PIGSHINE

While the goblins sleep off their revelry, the tribe's war pig, Squealy Nord, investigates the smell of festering goblin treats and falls into the *bag of eating everything real good*. When Hoblob, Fnub, and Glorious Beez awaken to discover Nord missing, they grab their weapons and follow the pig into the black depths of the bag. Almost-certain doom in the magic bag's gullet seems preferable to facing the wrath of the hero-chiefs—and the entire tribe—when everyone awakes to find the magnificent pig gone. And awake they do.

As the sun rises after a phenomenal night of celebration, inebriation, and throwing things into bags, the Birdcruncher tribe stands far weaker. The glorious pig, Squealy Nord, has vanished! Also Hoblob, Fnub, and Glorious Beez, but most importantly, Squealy Nord! The only clue is a clear trail of trotter prints leading into the still-open *bag of eating everything real good*, obscured only slightly by three sets of goblin footprints going the same direction.

The Birdcruncher tribe needs true champions to brave the unknown and save the helpless and innocent pig! And also those other goblins, probably.

If the PCs hesitate about stepping up to the challenge, Wise Mummy Sprattleharsh casually mentions that during last night's drunken revelry, the Birdcrunchers dumped all their weapons and most of their food into the bag as well.

PART 2: ADVENTURE IN THE BAGLANDS

When Hoblob, Fnub, and Glorious Beez first arrived in the Baglands, they fell back on the skills every goblin embraces in times of crisis: arson and looting! They stole the magical treasures (along with Golbert's copy of *Faire Tales of Fey Lands*, a picture book of Avistani children's stories) they found inside the nearby castle, and then burned the castle down. The goblins eventually found the wayward Squealy Nord and set about shuffling through their new toys. Hoblob fell in love with the beautiful pictures in *Faire Tales* and made off with the *marvelous oil pastels* to re-create the pictures inside. Meanwhile, Squealy Nord and Glorious Beez gorged themselves on potions, with mutative results. Fnub took off with a *cloak of the manta ray* and dove into the lake, stirring up years of trash that Golbert dumped on the lakebed. Their combined efforts have unleashed strange monsters throughout the Baglands, suddenly making it a very dangerous place to be. Worse yet, Fnub and Glorious Beez fought over Golbert's *golden shears* and broke them into two separate parts, each goblin making off with half of the item.

ON THE WINGS OF FORTUNE (CR 4)

Once the goblins enter the bag, read or paraphrase the following to the players.

The *bag of eating everything really good* is larger on the inside. The wind whips past your ears as you fall through a massive black void without an up or down. But then a point distant of light appears, slowly growing until you see a whole valley lies below you, with a lake, forests, and a tiny castle. The ground rushes toward you with incredible speed.

The Baglands has a constant *feather fall* effect that prevents damage from falls within its boundaries, but the goblins have no way of knowing this and will likely attempt to prevent their perceived imminent demise.

Creature: Boss Sparrow, a giant bird created by Golbert years ago in another failed escape attempt, circles the bag's interior in a constant circuit. The bird happens to be flying below as the goblin heroes fall through. Each PC can land atop the huge sparrow by succeeding at a DC 10 Ride check or grab hold of it by succeeding at a grapple combat maneuver check against Boss Sparrow's CMD of 10. The ornery songbird is large and strong enough to bear multiple passengers, but it hates riders and uses its action every round to buck wildly, forcing each rider to succeed at another Ride or grapple combat maneuver check to maintain their hold.

After two rounds, Boss Sparrow lands near Golbert Castle (area A) and attacks anyone still riding. If all of the PCs fall off Boss Sparrow before he reaches ground level, or don't bother trying to stop their fall using the convenient passing



passerine, Boss Sparrow doesn't bother to attack, though he may return to harry the PCs at the Winding Tower (area C).

BOSS SPARROW **CR 4**

XP 1,200

Giant giant eagle (*Pathfinder RPG Bestiary* 118, 295)

hp 34

Development: Goblins who fall to the ground take no damage, thanks to the Baglands' magical protections and squishy cloth floor.

MEETING GOLGUM THE TALL

Watching the chaos the young goblins unleashed, Golbert kept himself hidden and drew himself a goblin disguise. When the goblin PCs finish recovering from the ordeal of their arrival, Golbert creeps out to confront them. Now calling himself Golgum the Tall, he presents himself as another goblin prisoner trapped in the bag, despite the fact he can't speak Goblin.



A tall, lanky goblin—maybe tall as a longshanks—pokes out from behind a nearby rock.

"Ah! More goblins! Like me, because I am also a goblin. I knew there'd be more! You're probably looking for your friends! They were here a few days ago. They burned m—they burned that castle over there and stole all the magic things inside, then ran off! I told them to go ahead without me because, being a goblin, I wanted to finishing watching the fire. Anyway, now you're stuck too."

What do you mean by "stuck"? "We're stuck in a magic bag. It's called the Baglands. I named it. There used to be a way out, but your friends broke it. So now it's just us forever in this tiny bag. Together. That will be... nice."

What way out did they break? "I used to have magic golden shears that could cut through the bag. Probably. I mean, I never actually used them. They'll either cut through the bag and lead somewhere else or kill us all horribly. Anyway, I think your friends have the pieces."

Can you fix the shears? "Yeah, I guess. But why would I fix something that might kill us all horribly?"

Can anyone else get in or out? "Well, there are some dogs that got in. Not sure how, and they make fun of me when I ask. They live over on the tower, on the south side of the lake."

Where did the goblins go after they burned down the castle? "One went down to the lake, and one went east out to the hill cave. I think the last one is still in the castle."

Have you seen the greatest pig in the world? "I haven't seen any pigs. Maybe the dragon ate it."

The dragon?! "Oh, yeah! Did I not mention the dragon? There's a huge razorback dragon in here somewhere. He hides a lot, though, which is... honestly pretty impressive."

MARVELOUS OIL PASTELS

These strange crayons are the result of ignorant experimentation combined with the Baglands' own chaotic energy; they are impossible to re-create outside its confines.

MARVELOUS OIL PASTELS		PRICE
SLOT none	CL 15th	10,000 GP
AURA strong conjuration		WEIGHT —

These magical crayons are made by binding *marvelous pigments* to magical reagents, creating a more powerful but less realistic alternative.

Marvelous oil pastels function as *marvelous pigments*, but the items they create never appear realistic and are clearly artificial and gaudy. In addition to drawing inanimate objects, *marvelous oil pastels*

can also create animate, living creatures that are likewise clearly artificial. The pastels can draw into existence any creature that can be summoned via *summon monster IV* or *summon nature's ally IV*; summoned creatures do not obey you, and remain for 1d4 days or until doused with at least 5 gallons of water.

Every box of *marvelous oil pastels* contains seven crayons—black, blue, brown, green, grey, red, and yellow. Each crayon can render an item of up to 200 cubic feet or a creature with 1 Hit Die, allowing an entire box to create up to 1,400 cubic feet of inanimate objects or 7 HD worth of monsters.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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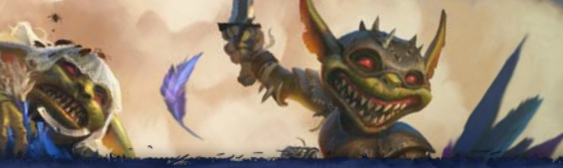
Craft Wondrous Item, *major creation*, *summon monster IV*

We're hungry! "The only thing that grows in here are oats so I have oatmeal. And oatmeal cookies, but like, without any eggs or sugar or.... I can't lie to you; the cookies are just old oatmeal I left out."

Are you sure you're a goblin? "I am very sure I am a goblin. I have the biggest ears of anyone here!"

Why don't you speak Goblin? "I have a speech impediment."

Golbert—Golgum the Tall—can answer other questions about the Baglands, since he created almost every feature within it by hand. The hermit has lived alone for decades and isn't accustomed to talking to anyone, however. At first Golbert thought it would be exciting to have conversation for once, but the more he talks, the more he finds he doesn't like it. At the GM's discretion, Golbert says he's done and wants to go take a nap and tells the goblins to go amuse themselves however they want. Golbert heads to his



crooked house in the forest (area B), where he remains for the rest of the adventure.

A. GOLBERT CASTLE

These burned ruins are all that remains of Golbert Castle. Before then, the structure was Golbert's home.

The soothing smell of smoke still hangs in the air around the charred stones of this small castle. All that remains of the roof are charcoal timbers and scattered shingles, and several of the walls have collapsed. The stonework is decorated with brightly colored, childlike drawings of fantastic scenes.

After the fire, Hoblob returned to the castle, as it reminded him of one of the illustrations in the book *Faire Tales of Fey Lands*. The book lacks any words—filthy anathema to goblinkind—but being a book, it was still close enough to forbidden fruit to make looting it feel naughty and tantalizing, capturing Hoblob's undivided attention. Hoblob began using the *marvelous oil pigments* to re-create scenes he found inside *Faerie Tales*, inadvertently bringing to life a host of monsters. Unfortunately for Hoblob, one of his fairy tale creations, the King of Hammers from Varisian folklore, is notorious for his hatred of goblins. The unleashed king overpowered Hoblob and imprisoned him in a small cage.



GOLGUM THE TALL

A1. Tower (CR 4)

All that remains of the castle's stubby "tower" is a wall and a pile of charred wooden planks that used to be a staircase. Simple drawings of leaves, flowers, and trees cover the walls.

Creature: Hoblob tried recreating a scene from his picture book in here—a *Vudrani* story about how monkeys once stole the tiger's stripes. A successful DC 20 Perception check catches sight of one of the half-dozen monkeys Hoblob drew as they scamper around the tower, each clutching what looks like a scrap of black ribbon. The now-stripeless tiger, Ran, stalks angrily through and around the tower. If he detects anyone other than the King of Hammers, he charges at them, roaring demands that they return his stripes.

If the goblins think of some way to give the orange cat stripes (such as drawing them on with the abundant charcoal), the tiger immediately halts his attack and happily leaves for the forest to the northeast.

RAN CR 4
XP 1,200
Tiger (*Pathfinder RPG Bestiary* 265)
hp 45

A2. Castle Throneroom (CR 7)

Several collapsed walls and a burned-out door grant easy access to this large room, which now lies open to the sky.

Two wooden posts still stand upright, with a makeshift banner draped between them. A distressed Hoblob sits in a small, crooked cage near the southwestern corner.

Most of Golbert's possessions that weren't stolen by the goblins burned in the fire, and now all that can be found in this spacious hall is rubble and the shoddy attempts at fine furniture Hoblob doodled from his picture book. The King of Hammers has demanded Hoblob continue drawing items for the king's glorious, newly claimed castle.

Creatures: Hoblob created the King of Hammers without knowing that the villain built his castle out of goblins transformed into bricks (or that his downfall came about when the bricks turned back into goblins that ate him alive). The overbearing tyrant now claims Golbert's burned ruin as his own, and he demands that his goblin prisoner restore all of the king's glorious furniture with Hoblob's "goblin magic."

The King demands the PCs bow before him and bring him his porridge. He attacks at any sign of disobedience. While his hammers appear to be wielded weapons, they are as much a part of his body as his hands or feet; they count as primary natural attacks and cannot be disarmed.

KING OF HAMMERS CR 7
XP 3,200
LE Large monstrous humanoid (human)
Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE
AC 20, touch 8, flat-footed 20 (–1 Dex, +12 natural, –1 size)
hp 85 (9d10+36)
Fort +9, **Ref** +5, **Will** +9
Immune fear

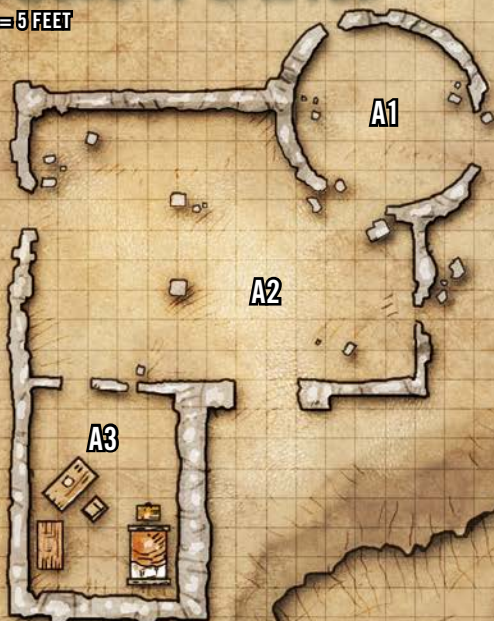
OFFENSE
Speed 30 ft.
Melee bite +12 (2d6+4), 2 hammers +12 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks deafening scream (DC 18), tower of foes

STATISTICS
Str 18, **Dex** 9, **Con** 19, **Int** 8, **Wis** 12, **Cha** 15
Base Atk +9; **CMB** +14; **CMD** 23
Feats Great Fortitude, Improved Initiative, Iron Will, Step Up, Vital Strike



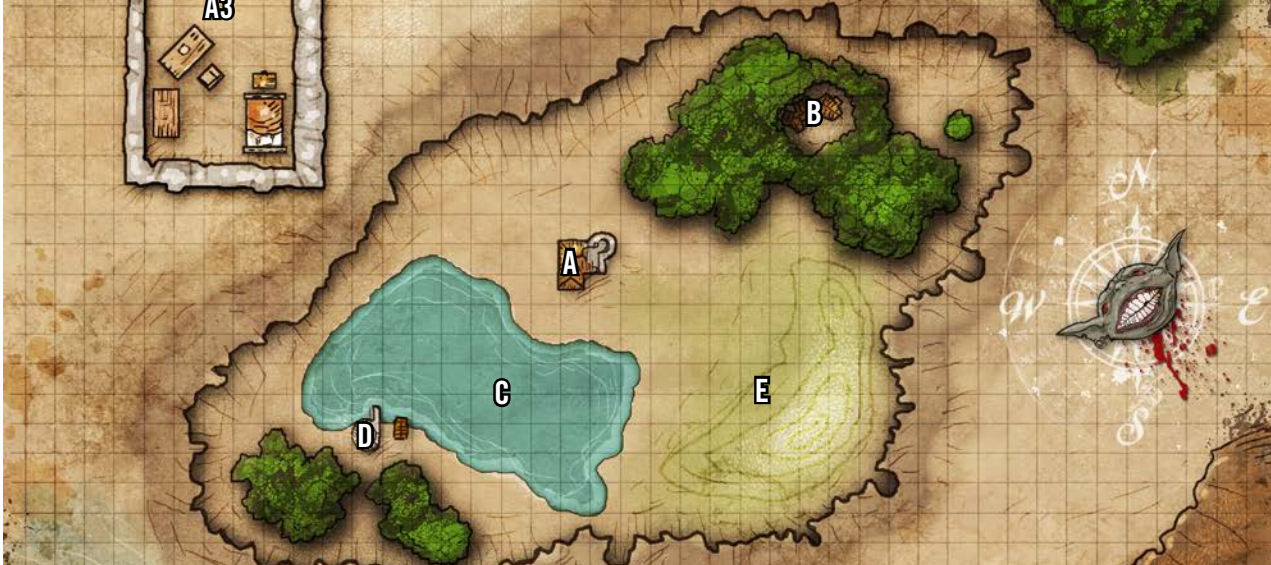
A. GOLBERT CASTLE

1 SQUARE = 5 FEET



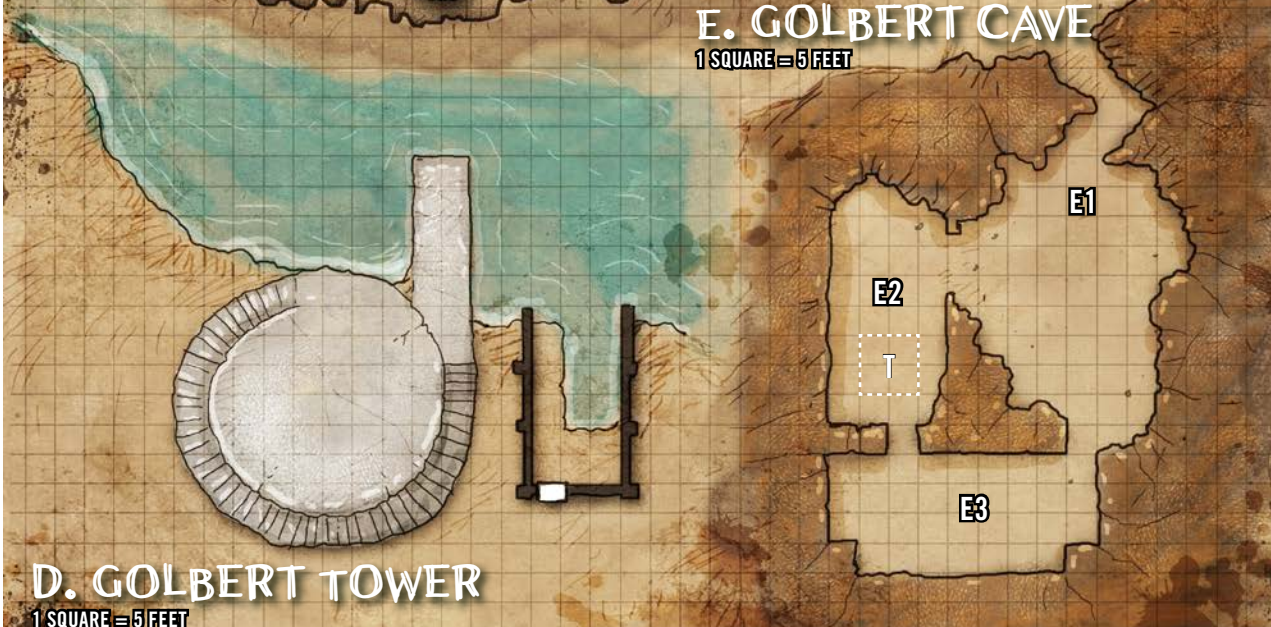
B. THE CROOKED HOUSE

1 SQUARE = 5 FEET



E. GOLBERT CAVE

1 SQUARE = 5 FEET



D. GOLBERT TOWER

1 SQUARE = 5 FEET

Skills Intimidate +14, Perception +13, Perform (oratory) +11

Languages Common

SPECIAL ABILITIES

Deafening Scream (Su) Once every 1d4 rounds as a standard action, the King can release a supernatural scream in a 30-foot cone. All creatures in this area take 3d6 points of sonic damage and are deafened for 1d6 minutes. A successful DC 18 Fortitude save halves this damage and reduces the deafened duration to 1 round. The saving throw is Constitution-based.

Tower of Foes (Su) Any time the King confirms a critical hit with his hammer attack on an opponent deafened by his scream, the target must succeed at a DC 16 Fortitude save or be

transformed into an inanimate block of stone. A transformed creature may attempt a new saving throw each round as a full-round action, with a +1 bonus for each previous failed saving throw. The saving throw is Charisma-based.

Treasure: In addition to the box of *marvelous oil pastels* sitting next to Hoblob's cage, a large whiskey jug by the wall contains the equivalent of eight *potions of cure moderate wounds*.

Development: Depending on how the PCs treated Hoblob during Part 1, he is either excited or terrified to see his goblin chiefs. If praised, he begs for their mercy for losing Squealy Nord and points out what a great job he did burning things. If punished, he panics and attempts to use his remaining *marvelous oil pastels* to create a constrictor snake (*Pathfinder RPG Bestiary* 255)—the fastest thing he can think of to draw—to attack the PCs while he runs away.

Hoblob knows that Fnub took a “fishy coat” and went to the lake to see if she could talk to fish. He also knows that Glorious Beez got drunk off some bottles he found and wandered away to the east with a stomachache.

A3. Bedroom

The bedroom fared better in the fire than the rest of the castle; some of the roof and furniture is intact. This room is accessible only from the throne room.

Treasure: A *rod of wonder* sits on the bed here.

B. THE CROOKED HOUSE

A longshanks-style house sits nestled in the dark forest, but it's a bizarre one, designed with strange angles, leaning walls, and mismatched doors. A tendril of smoke curls up from the chimney.

This ramshackle house was one of Golbert's first creations in the Baglands, and it shows. Golbert eventually created and moved into the castle, but left his first home standing in the woods. With his castle now destroyed, Golbert has retreated to his original home, where he spends most of his time napping. He reluctantly opens up this home to the “fellow” goblins if they need a place to sleep or some direction.

Treasure: Stuffed under Golbert's bed is a *tome of leadership and influence* +5 written in Celestial. It contains no pictures. Any goblin who attempts to read this book is filled with so much self-loathing that he takes a permanent negative level.

Development: Once the PCs recover both blades of the broken *golden shears*, Golbert can repair them, though he requires significant encouragement. The lifelong shut-in is scared of the outside world, and terrified of the possibility that the shears will simply destroy everyone in the Baglands. To convince him to repair the shears, the



KING OF HAMMERS



PCs must either comfort Golbert with a successful DC 20 Diplomacy check, or (more likely) make his life in the Baglands so nightmarish that he'd rather die than continue living with his new goblin roommates.

If the goblins simply attack Golbert, he's unable to put up much of a fight and is easily defeated. In that case, the PCs need to get creative in figuring out how to escape the Baglands (should they want to).

C. LAKE GOLBERT (CR 1/3)

Golbert drew himself a lake so he could have a place to fish before realizing that the creations he made with his crayons tasted like crayons. Ever since, he has mostly used the lake as a dumping ground for anything he grew bored with. The waters are only about 10 feet deep at the lake's deepest point, and most of the southern shore is a 5-foot cliff overlooking the calm surface.

Creature: The goblin Fnub discovered a "fishy coat" (actually a *cloak of the manta ray*) during the initial attack on the castle and has been using it to explore the lakebed ever since. Fnub kept half of the *golden shears* after breaking them, using it as a poking stick, but eventually lost her half to the "bully-dogs" that live on top of the tower on the southern lakeshore (see area D). Fnub is terrified of telling the truth and either losing her heroes' respect or being punished again, and runs away into the lake using her *cloak of the manta ray* if asked about the shear. While not impossible to find or catch in the lake, her manta ray form grants her a +4 Strength bonus, a +3 natural armor bonus, a swim speed of 60 feet, and a natural tail attack for 1d6 points of damage, giving her a significant advantage in the water.

FNUB	CR 1/3
XP 135	
Goblin warrior 1 (<i>Pathfinder RPG Bestiary</i> 156)	
hp 6	
STATISTICS	
Gear <i>cloak of the manta ray</i>	

Treasure: Fnub collected many interesting treasures from the lakebed, including a +1 *frost orc double-axe*, a *bead of force*, a *ring of the ram* (2 charges), and a *wand of alter self* (12 charges).

D. GOLBERT TOWER (CR 6)

At one point, Golbert attempted to escape the Baglands by painting a tower, one story at a time. After 50 feet, it became obvious he lacked the raw materials to succeed, and Golbert abandoned the project. The tower remains, standing but open to the elements.

Creatures: The tower served as a roost for Boss Sparrow (see page 4) for years, before a trio of yeth hounds accidentally crash-landed in the pocket dimension. While yeth hounds are normally vicious predators, this lazy trio

content themselves with wandering the Baglands to bully its other residents. With their ability to fly, they could easily leave whenever they like, but the abundant food and lack of opposition suits their needs quite well. They recently encountered "the ugliest damn mermaid" and stole what seemed to be a golden knife: Fnub's half of the *golden shears* (see area C). They added this treasure to their pile, which sits in the center of the tower.

The three yeth hounds harass and insult anyone they spy from their tower, but they haven't been in a real fight for a decade. If the PCs attack, the yeth hounds are dazed for the first round of combat.

YETH HOUNDS (3)	CR 3
XP 800 each	
hp 30 each (<i>Pathfinder RPG Bestiary</i> 286)	

Treasure: The yeth hounds mostly hoard anything they think Golbert likes, but they also have a cracked *ring of shooting stars* (can only cast *dancing lights* 1/hour; no other functions remain), and Fnub's piece of the *golden shears*.

E. GOLBERT CAVE

As a teenager, Golbert considered becoming an adventurer and painted a small "practice dungeon" into the side of the hill. The new hobby kept him entertained for years, until an incident soured his enjoyment of the pastime.

These caverns made an excellent hiding spot for Glorious Beez. After gorging on potions and magical food, the goblin's body transformed into a bizarre new form, and he hasn't decided yet if he's delighted or horrified. The temporary effects of a *potion of invisibility* allowed Glorious Beez to wander in without alerting the cave's other residents.

E1. Entry Cavern (CR 3)

Water drips from strangely colored moss growing along this cavern's ceiling, lending the room a lovely smell of damp decay.

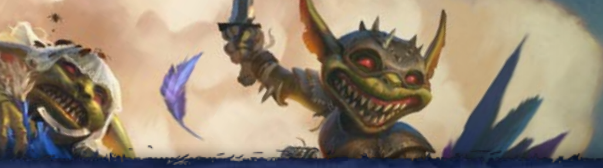
Golbert has seen only one cave in his entire life, and did his best to re-create it here.

Creatures: For challenge and atmosphere in this cave, Golbert added hundreds of bats. To make sure they were monsters, he added angry eyes and big fangs.

ADVANCED BAT SWARM	CR 3
XP 800	
hp 19 (<i>Pathfinder RPG Bestiary</i> 30, 294)	

E2. "Evil" Temple (CR 3)

The natural stonework gives way to bricks, which are painted red and decorated with scary eyes and spatters of red paint.



Golbert knows nothing about religion, so the “unholy symbols” on the temple walls are meaningless gibberish.

Trap: A hidden pit trap is built into the floor and painted to look like the surrounding stone.

CAMOUFLAGED PIT TRAP CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft. deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: During his last visit to the cave, Golbert fell into the pit. His *everburning torch* is still at the bottom.

E3. Glorious Lair (CR 5)

The southernmost chamber of the dungeon contains random props from previous “adventures” stacked in the corners.

Creature: Glorious Beez’s magical feast resulted in a sudden transformation. He loves his better healing, increased size, and new shark arm, but he’s also realized he doesn’t feel hungry anymore, and that the shark seems kind of mean.

GLORIOUS BEEZ CR 5

XP 1,600

Mutant goblin barbarian 5 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Monster Codex* 112)

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +8

DEFENSE

AC 17, touch 10, flat-footed 15 (+2 armor, +2 Dex, +5 natural, -2 rage)

hp 63 (5d12+25); fast healing 2

Fort +8, **Ref** +5, **Will** +4; +3 morale bonus vs. spells and spell-like and supernatural abilities

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.

Melee bite +11 (1d6+6), 2 claws +11 (1d4+6 plus grab)

Special Attacks rage (14 rounds/day), rage powers (renewed vigor 1d8+2, superstition +3)

TACTICS

During Combat Beez bellows for the PCs to get out and hurls a barrel at them. If they stay, he attacks the next round. He only activates his rage if the PCs previously punished him.

Morale Beez only wanted to be alone to brood, and stops his attack and begs for mercy if reduced below 20 hit points.

Base Statistics When not raging, Glorious Beez’s statistics are

AC 19, touch 12, flat-footed 17; **hp** 53; **Fort** +6, **Will** +2;

Melee bite +9 (1d6+4), 2 claws +9 (1d4+4 plus grab); **Str** 18,

Con 14; **CMB** +9 (+13 grapple); **Skills** Climb +10.

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 22

Feats Improved Natural Armor, Lightning Reflexes, Toughness

Skills Acrobatics +2 (+6 to jump), Climb +11, Perception +8,

Ride +11, Stealth +10; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ fast movement, mutations (bite, claws, fast healing, gills, increased size, scent)

Gear leather armor, deer feet necklace

SPECIAL ABILITIES

Shark for an Arm (Su) The shark accidentally summoned into Beez’s body grants him several abilities, including a bite attack each round, the ability to breathe underwater, and scent. Once blood is drawn in combat, there is a 50% chance each round that Beez can’t control his shark arm, and it attacks him that round instead of his opponent.

Development: Like F nub, Glorious Beez took half of the *golden shears* after the pair broke them. If defeated or talked out of a fight, he finally apologizes and hands over the blade.

F. RAZORBACK ATTACK! (CR 8)

The ultimate danger the goblins face in the Baglands is a vicious beast that devours all in its path: the deadly razorback dragon! Though the dragon occasionally flies overhead while the PCs explore the Baglands, it doesn’t attack until the PCs collect both halves of Golbert’s *golden shears*.

Creature: A twisted reality hides behind this creature’s glowing eyes and drooling maw: the razorback dragon is actually Squealy Nord, the beloved pet pig of the Birdcruncher goblin tribe! The pig’s magical meal transformed Squealy Nord into a massive, confused beast. Now filled with a ravenous taste for magic, he hunts for magic items to devour.

While Nord’s piggy mind is too far gone to recognize F nub, Glorious Beez, or Hoblob, the hero-chiefs rescued the pig and forged strong bonds of porcine friendship. Once per round, a PC can attempt a DC 20 Perception or Knowledge (nature) check to recognize Nord inside the beast, with a cumulative +1 bonus for every previously failed check. They may then attempt to cow their pig through friendship, threats, or riding Nord until the familiar sensation brings back his mind. Friendship requires a successful DC 18 Handle Animal check. Threats require a successful DC 20 Intimidation check. Riding requires a successful DC 29 Ride check. All of these checks require a standard action to perform, and the goblins must succeed 5 rounds in a row to calm Squealy Nord down—all while the razorback dragon continues its assault! If successful, Nord regains his senses and resumes his friendly attitude with his old posse, even allowing the PCs to ride his newly enlarged form.

RAZORBACK DRAGON CR 8

XP 4,800

CN Large dragon (augmented animal)



Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, scent; Perception +11

Aura stench (30 ft., DC 19, 5 rounds)

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 112 (9d12+54)

Fort +11, **Ref** +8, **Will** +9

Defensive Abilities ferocity; **Immune** paralysis, sleep;

Resist fire 10

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee bite +14 (2d6+6), 2 claws +14 (1d6+6), tail slap +9 (1d8+3)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 3d6 acid damage and speed penalty, Reflex DC 19 half)

Spell-Like Abilities (CL 9th; concentration +10)

Constant—*detect magic*

At will—*obscuring mist*

1/day—*sound burst* (DC 13), *stinking cloud* (DC 14)

TACTICS

During Combat Once he decides to attack, Squealy Nord descends in a fuming cloud of mist, roaring and posturing for a full round before unleashing his stinking cloud ability and breath weapon. If enemies remain, he lashes out with natural weapons.

Morale Nord flees if reduced below 30 hit points.

STATISTICS

Str 23, **Dex** 14, **Con** 21, **Int** 2, **Wis** 17, **Cha** 12

Base Atk +9; **CMB** +17 (+19 bull rush);

CMD 29 (31 vs. bull rush, 33 vs. trip)

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Power Attack, Toughness

Skills Fly +16, Perception +11, Stealth +5

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, the razorback dragon can belch a 30-foot cone of sticky, caustic slop. All creatures in the area of effect take 3d6 points of acid damage and reduce all movement speeds by 1d6×5 feet; creatures whose speed is reduced to 0 is glued in place, unable to move from its current location. A successful DC 19 Reflex save negates this speed penalty and reduces the acid damage by half. Speed penalties from the razorback dragon's breath weapon are cumulative. The save DC is Constitution-based.

Stench (Ex) The razorback dragon's stench has no effect on goblinoids.

Treasure: If the PCs slay Squealy Nord, he reverts to his pig form, leaving behind an *amulet of mighty fists* +1, a *minor ring of fire resistance*, and six shredded scrolls of *form of the dragon II*.

Development: Squealy Nord has been roosting in a nest within a thin spot in the bag's wall. Any magic weapon could pierce the bag here, should the goblins lose the *golden shears*.

CONCLUDING THE ADVENTURE

Once the PCs carve their way through its existing dangers, the Baglands are quiet, dull, and devoid of pickles. Eventually, the hero-chiefs' goal should be to escape. The easiest and most obvious solution is to leave through the mouth of the bag some 1,000 feet overhead, but the only method of flight in the Baglands that is able and willing to carry all of the goblins is the razorback dragon. The other option for escape is the *golden shears*. Once the shears are repaired, the goblins can pierce any of the Baglands' walls, popping the pocket dimension like a soap bubble and dumping it into the Astral plane. If the PCs choose this option, read or paraphrase the following:

The walls of the Baglands flash apart like a million startled swallows. The tiny world remains, but a swirling, sparkling void spins beyond the reach of the new island. Rivers and stones drift through the sky, and alien creatures flap through the floating landscape. Adventure awaits in this bizarre realm. Adventure befitting a true goblin hero!



RAZORBACK DRAGON

CHUFFY LICKWOUND

Sadistic Chuffy has always been terrible indeed, but since becoming a chief, he has grown increasingly restless. Chuffy's latest way to pass the time is to wander into the nearby woods and scream for help, and then leap onto any opportunistic goblin that comes to investigate.

Chuffy's boredom has led him to drink any concoction that Mogmurch throws out. So far, this habit has made Chuffy break out in even more explosive pustules (which he loves to pop), made his burps smell like burning wood, and allowed him to talk to his pet spider, Stankrush (though Stankrush doesn't talk back to him).

CHUFFY LICKWOUND

Male goblin rogue 6 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +5 Dex, +1 dodge, +1 size)

hp 48 (6d8+18)



Fort +5, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *dogslicer* +8 (1d4/19-20), *mwk dogslicer* +8 (1d4-1/19-20)

Ranged *mwk hand crossbow* +11 (1d3/19-20)

Special Attacks *sneak attack* +3d6 plus 3 bleed

STATISTICS

Str 8, **Dex** 20, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +2; **CMD** 18

Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14 (+19 when making high or long jumps), Bluff +7, Disable Device +16, Escape Artist +14, Knowledge (local) +10, Perception +10, Ride +15, Sleight of Hand +14, Stealth +22; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ *rogue talents* (bleeding attack +3, combat trick, resiliency), *trapfinding* +3

Combat Gear +1 *human-bane crossbow bolts* (12), +1 *shocking burst crossbow bolts* (4), *potion of cat's grace*, *potion of cure moderate wounds*, *potion of haste*, *antitoxin* (2), *giant wasp poison* (4); **Other Gear** +2 *studded leather*, +1 *dogslicer*, *mwk dogslicer*, *mwk hand crossbow with 10 bolts*, *cloak of resistance* +1, *elixir of swimming*, *ring of jumping*, *mwk thieves' tools*, *cowbell* (worn), *curved sewing needle*, *grappling hook with 30 feet of rope*, *leather helmet fashioned from scraps of an old badger*, *lock of hair tied around a dog's paw* (worn on a leather cord around Chuffy's neck), *metal skewers* (3), *sack full of old pickle ends*, *stuffed raven*, *wire cage containing pet spider named Stankrush*

GOBLIN TRAIT

Pustular Your face is covered in unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you're also used to discomfort. Whenever you're subjected to an effect that causes the sickened condition, you can make two saving throws to avoid the effect (if a saving throw is allowed), taking the better of the two results as your actual saving throw.

CHUFFY'S SONG

CHUFFY'S FACE MIGHT MAKE YOU SICK,
BUT CHUFFY'S KNIFE IS AWFUL QUICK.
AND IF YOU ARE HIS STABBY PICK—
THEN KNIFE GOES IN YOU, STICK STICK STICK!

MOGMURCH

Ten-year-old Mogmurch has devoted himself to his hobby of blowing things up, but he has been growing tired of his life with the Birdcrunchers. He loves watching them vomit or pass out when they drink his concoctions, but lately he's run out of good explosive materials for his bombs. Mogmurch has started taking his anger out on everyone else by hitting them with a big stick he found near a snake's nest by the river.

MOGMURCH

Male goblin alchemist 6 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 23, touch 18, flat-footed 18 (+3 armor, +2 deflection, +1 dodge, +4 Dex, +2 shield, +1 size)

hp 45 (6d8+12)

Fort +8, **Ref** +9, **Will** +1; +4 bonus vs. poison

OFFENSE

Speed 30 ft.

Melee +1 *light mace* +5 (1d4)

Ranged bomb +10 (3d6+3 fire) or
concussive bomb +10 (3d4+3 sonic)

Special Attacks bomb 9/day (3d6+3 fire, DC 16)

Alchemist Extracts Prepared (CL 6th; concentration +9)

2nd—*cure moderate wounds*, *elemental touch*^{APG},
fire breath^{APG} (DC 15), *invisibility*

1st—*cure light wounds*, *enlarge person* (DC 14),
expeditious retreat, *shield* (2)

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +4; **CMB** +2; **CMD** 19

Feats Brew Potion, Dodge, Extra Discovery^{APG}, Great Fortitude, Throw Anything

Skills Craft (alchemy) +12 (+18 to create alchemical items), Heal +8, Knowledge (nature) +12, Perception +8, Ride +11, Sleight of Hand +13, Stealth +18, Survival +8;

Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin, Orc, Varisian

SQ alchemy (alchemy crafting +6), discoveries (concussive bomb,

explosive bomb, extend potion, precise bombs [3 squares]), mutagen (+4/-2, +2 natural armor, 60 minutes), poison use, swift alchemy

Combat Gear *elixir of hiding*, *potion of barkskin*, *potion of cure moderate wounds* (4), *potion of enlarge person*, *potion of rage*, *salve of slipperiness*; **Other Gear** +1 leather armor, the big scraper board (+1 buckler), +1 *light mace*, *ring of protection* +2, black eye patch (with hole to see through cut in it), fine belt pouch, formula book (contains all extract formulae he knows, recorded as drawings because words are scary), half-eaten snake eggs, jar full of beetles floating in old pickle juice, lucky pet toad named Amfibier, shoe full of the best smelling pieces of blankets stolen from longshank babies, skull face mask

GOBLIN TRAIT

Bouncy Your bones and flesh are more elastic than those of most goblins—when you fall, you tend to bounce a little more than them as a result. Whenever you take falling damage, the first 1d6 points of lethal damage taken in the fall are automatically converted to nonlethal damage. You also gain a +2 bonus on all Reflex saves to avoid unexpected falls.



MOGMURCH'S SONG

THINGS GO BOOM WHEN MOGMURCH THROWS,
MUCH MORE FUN THAN USING BOWS.
SOMETIMES WHERE THE BOOM BOOM BLOWS
IS NOT MY FAULT—THAT'S HOW IT GOES.

POOG OF ZARONGEL

Poog is a frightening little cleric of the goblin deity Zarongel, the sacred god of dog-killing, fire, and most holy mounted combat. Poog's inadequacy at mounted combat is his not-so-secret shame, so he's started trying new riding techniques. His latest attempt involved using a large chain to tie himself to Squealy Nord, which resulted in him falling off and getting dragged on the pig's underside.

Poog's latest religious ceremony involved burning an old hut full of night-flying birds as a sacrifice. The fire proceeded to burn the rest of the tribe's huts. Poog proclaimed the fire was Zarongel's blessing—at least until realizing his own hut was one of the casualties.

POOG OF ZARONGEL

Male goblin cleric of Zarongel 6
(*Pathfinder RPG Bestiary* 156)
NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.;
Perception +3

DEFENSE

AC 21, touch 14, flat-footed 19 (+7 armor,
+1 deflection, +2 Dex, +1 size)
hp 42 (6d8+12)



Fort +8, **Ref** +8, **Will** +10

Resist fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk dogslicer +6 (1d4/19–20)

Ranged +1 heavy crossbow +8 (1d8+1/19–20)

Special Attacks channel negative energy 4/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

At will—*speak with animals* (9 rounds/day)

6/day—*fire bolt* (1d6+3 fire)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*cure serious wounds*, *fireball*⁰ (DC 16), *prayer*,
water walk

2nd—*cure moderate wounds*, *hold person* (DC 15), *produce
flame*⁰, *lesser restoration*, *sound burst* (DC 15)

1st—*burning hands*⁰ (DC 14), *command* (DC 14), *cure light
wounds*, *divine favor*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize*

D Domain spell; **Domains** Animal, Fire

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 16

Feats Channel Smite, Improved Initiative, Lightning Reflexes

Skills Acrobatics –2 (–6 to jump), Handle Animal +4, Ride +2,
Spellcraft +6, Stealth +6; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ animal companion (giant frog named Mister Licks)

Combat Gear *pearl of power* (1st level), *wand of burning
hands* (44 charges), *wand of cure moderate wounds*
(32 charges); **Other Gear** +1 chainmail, +1 heavy
crossbow, mwk dogslicer, *cloak of resistance* +2, *ring
of protection* +1, lucky pet toad named Nosquish,
squished dead toads (3), tindertwigs (5), burned holy
symbol of Zarongel

GOBLIN TRAIT

Goblin Bravery You have a worrying propensity for overconfidence in combat. When facing an enemy that's larger than you, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant you a +1 trait bonus on attack rolls with non-reach melee weapons.

POOG'S SONG

POOG SAY ZARONGEL IS THE BEST,
HE HELP BURN THINGS AND HEAL THE REST.
ZARONGEL'S FAVOR MAKES POOG BLESSED.
AND POOG ALSO STAB YOU WITH KNIFE IF
YOU MAKE FUN OF HOW HE ISN'T GOOD AT
RIDING ANIMALS.

RETA BIGBAD

Reta likes to torment small, harmless animals, and usually has a pocket full of such creatures in case she gets bored. She finds it hard not to shout when she speaks and loves taking risks in combat to scare her enemies.

Reta still enjoys being chieftain, but she wore out her voice from yelling at all the other goblins. Now she just chases them with a flaming axe she found inside a wagon she burned—she loves watching goblins dither between admiring the axe's fire and running away. Rita has also started collecting ears from every animal she uses her new toy to torment. She thinks she has ears from every type of cute, fluffy creature in Varisia by now, so she's itching to find new animals somewhere else.

RETA BIGBAD

Female goblin fighter 6 (*Pathfinder RPG Bestiary* 156)
NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 size)

hp 55 (6d10+18)

Fort +7, **Ref** +5, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 flaming battleaxe +12/+7 (1d6+5/x3 plus 1d6 fire)

Ranged mwk shortbow +11/+6 (1d4/x3)

Special Attacks weapon training (axes +1)

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +8; **CMD** 21

Feats Cleave, Point-Blank Shot, Power Attack, Rapid Shot, Skill Focus (Perception), Vital Strike, Weapon Finesse

Skills Intimidate +7, Perception +11, Ride +11, Stealth +13;

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ armor training 1

Gear +1 breastplate, +1 flaming battleaxe, mwk shortbow, amulet of natural armor +1, belt of giant strength +2, bridal veil, cockroach wings tied together on a string, dented metal tea ball, fur cloak made from a rabbit called Loud Chirp,

halfling ladies' corset, leather dog collar (worn as a belt), lucky pet toad named Spotol, pouch full of various animal ears, small silver mirror, toasting fork, wet bag full of pickled rabbit feet

GOBLIN TRAIT

Balloon Headed Your head is particularly wide and large, even for a goblin. You gain a +1 bonus on Perception checks, and Perception is always a class skill for you. You take a –8 penalty on any Escape Artist check that requires you to squeeze your head through a tight space.



RETA'S SONG

RETA CHOP AND RETA BITE!

RETA SLAY AND RETA FIGHT!

RETA STAB AND RETA SMITE!

RETA KILLS IT ALL JUST RIGHT!

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Pathfinder Module: We Be Super Goblins! © 2018, Paizo Inc.; Author: Crystal Frasier.

PATHFINDER PLAYTEST EVOLVE YOUR GAME!

AUGUST 2018



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WE GOT IT IN THE BAG!

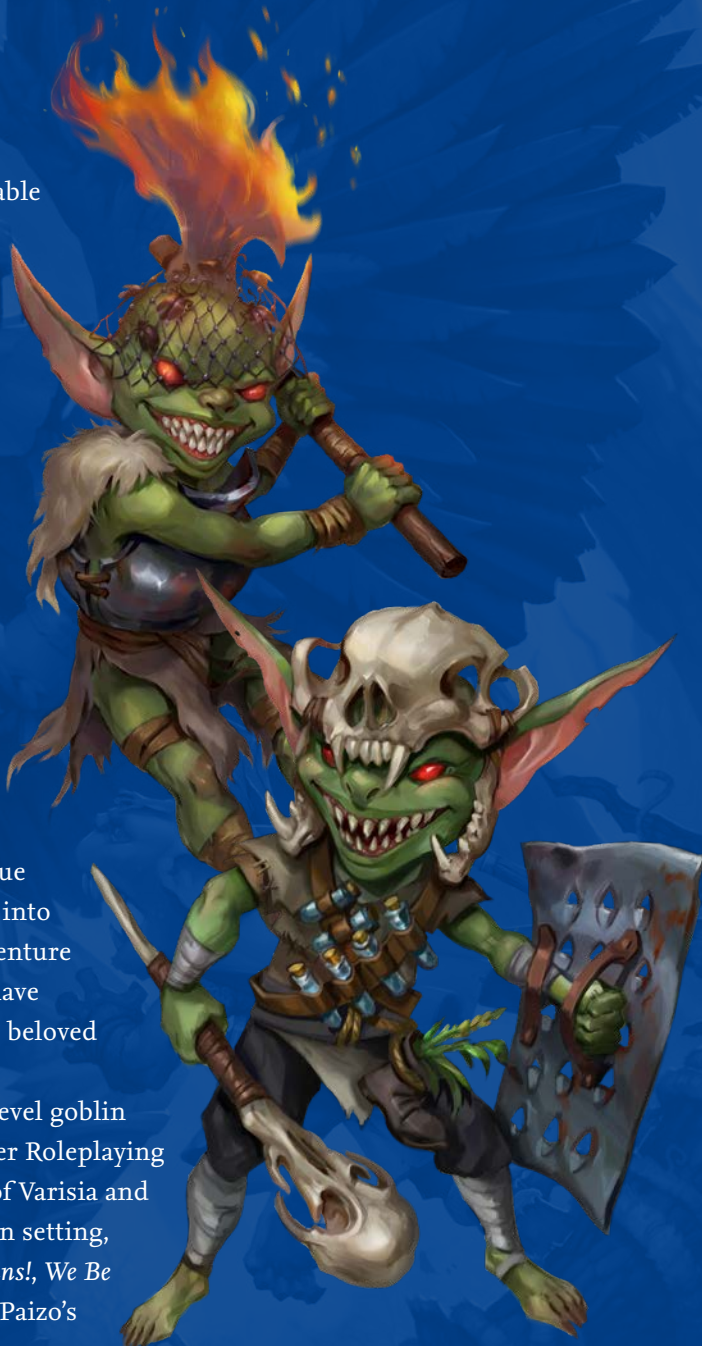
Pathfinder Module

WE BE SUPER GOBLINS!

The Birdcruncher goblin tribe has risen to remarkable heights under the leadership of its four goblin “hero-chiefs”—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. But these legendary goblins have outgrown their tiny fiefdom, and they want to explore beyond the same, boring corner of Varisia they’ve known all their lives. Luckily for them, their minions have brought them something new and interesting to help cure their relentless boredom. A mysterious magic bag offers more adventure than even the goblin chieftains originally realized!

After an evening of drunken revelry, the goblins awaken to discover the most precious member of the tribe, the pig Squealy Nord, has gone missing! Both Nord and a trio of precocious goblin warriors vanished during the night, and the only clue to their whereabouts is a trail of footprints leading into the magic bag. The Birdcruncher chieftains must venture inside the mysterious bag, from which few things have returned, if they’re to have any hope of seeing their beloved pig again!

We Be Super Goblins! is an adventure for four 6th-level goblin characters, written for the award-winning Pathfinder Roleplaying Game. The adventure takes place in both the land of Varisia and a bizarre demiplane within the Pathfinder campaign setting, and it serves as a sequel to the modules *We Be Goblins!*, *We Be Goblins Too!*, *We Be Goblins Free!*, and *We B4 Goblins!*, Paizo’s popular series of Free RPG Day adventures!



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PZ09500-12

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