

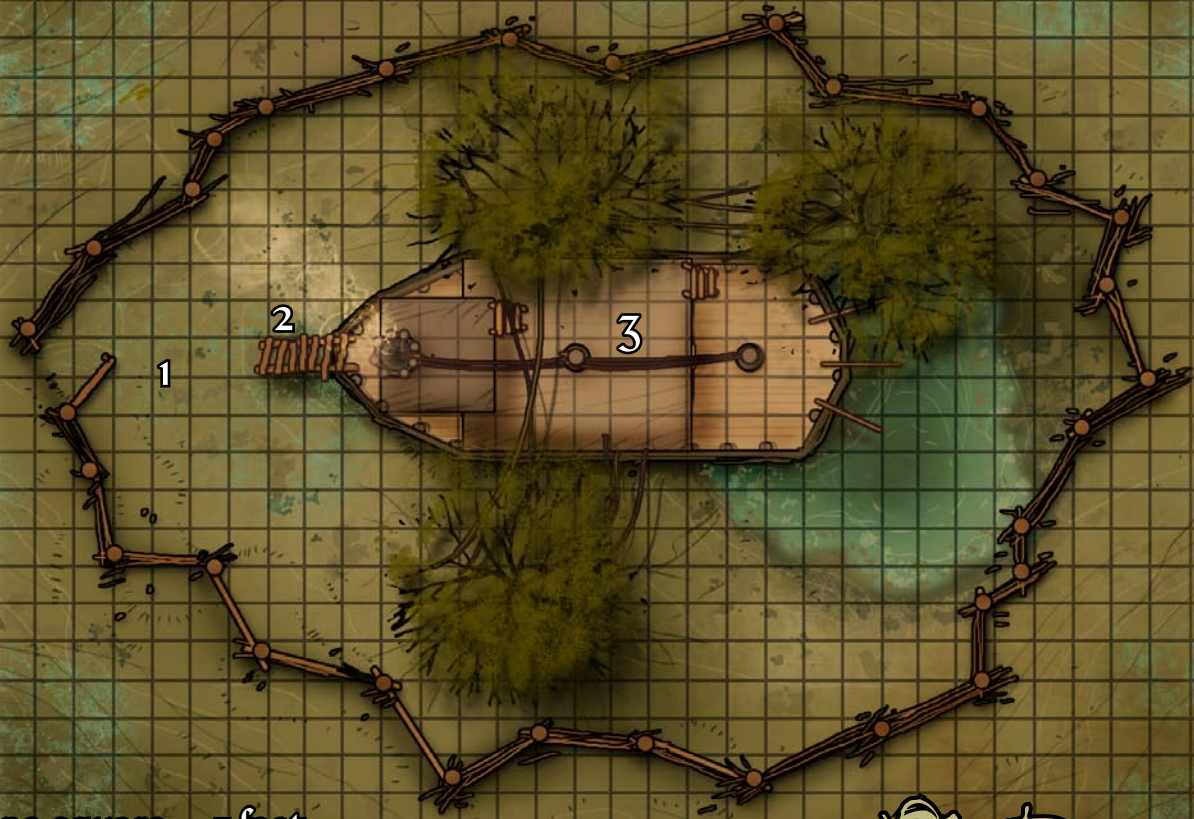
# PATHFINDER<sup>®</sup>

MODULE<sup>™</sup>

## WE BE GOBLINS!



A PATHFINDER RPG ADVENTURE FOR LEVEL 1 BY RICHARD PETT



One square = 5 feet

# THE OLD SHIPWRECK



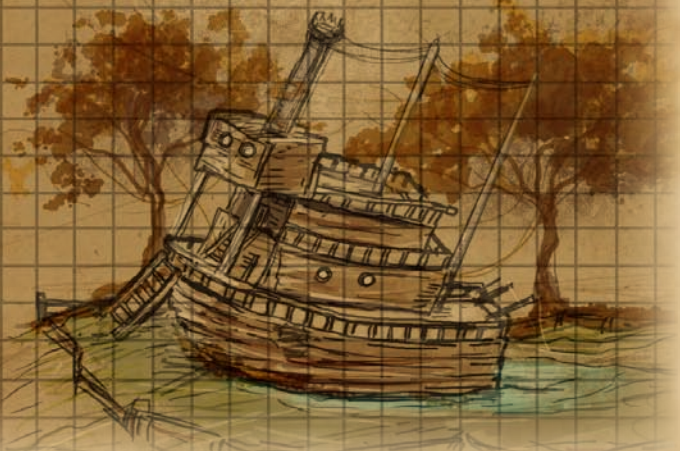
Rigging



Upper Deck



Main Deck



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# WE BE GOBLINS!

## CREDITS

**Author** • Richard Pett

**Cover Artist** • Tyler Walpole

**Cartography** • Robert Lazzaretti

**Interior Artist** • Andrew Hou

**Creative Director** • James Jacobs

**Senior Art Director** • Sarah E. Robinson

**Managing Editor** • F. Wesley Schneider

**Development Lead** • James Jacobs

**Editing and Development** • Judy Bauer, Christopher Carey,

Rob McCreary, Mark Moreland, and James L. Sutter

**Editorial Assistance** • Jason Bulmahn, Stephen Radney-MacFarland, and Sean K Reynolds

**Graphic Designer** • Andrew Vallas

**Production Specialist** • Crystal Frasier

**Editorial Intern** • Michael Kenway

**Publisher** • Erik Mona

**Paizo CEO** • Lisa Stevens

**Vice President of Operations** • Jeffrey Alvarez

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*We Be Goblins!* is a Pathfinder Module designed for four 1st-level goblin characters 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. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 16 of this product.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Bestiary*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

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# WE BE GOBLINS!

WE BE LICK TOADS! WE MAKE RAID!  
PUT THE LONGSHANKS TO THE BLADE!  
BURN THEM UP FROM FEET TO HEAD,  
MAKE THEM HURT, THEN MAKE THEM DEAD!

CUT THE PARENTS INTO HAM,  
SMUSH THE BABIES INTO JAM,  
ALL THE REST IN POT GET STEWED,  
WE BE LICK TOADS - YOU BE FOOD!



# WE BE GOBLINS!

## ADVENTURE BACKGROUND

When the goblins of the Licktoad tribe in Brinestump Marsh discovered that one of their own could write, they had no choice—they ran him out of town, tore down his hut, and burned all of his stuff. Writing, after all, is bad mojo, since it can steal words out of your head and thus snatch away your soul. Yet while even the exiled goblin's name is now taboo (he's known today only as "Scribbleface," after the Licktoads branded some of his precious words onto his forehead and cheeks to punish him for breaking custom), the wonders the goblins found in his house were significant.

For Scribbleface had kept more secrets than his writing.

Before the rest of his belongings were claimed or burned, the Licktoad goblins found a large trunk that contained several items of interest. To the majority of the tribe, it was the cache of exotic fireworks in the trunk that was the most impressive, but to the leaders of the tribe, it was the intriguing map (one that, fortunately, contained no writing—only nice, safe drawings and dotted lines). This map showed the extent of Brinestump Marsh, including the route from the Licktoad village to an old shipwreck near the coastline that—according to the drawings on the map—contained many more crates of fireworks. How Scribbleface had come into possession of the fireworks, the map, and this knowledge in the first place was largely irrelevant to the goblins, for if the spot marked on the map were to indeed lead to more fireworks, the Licktoads would be unstoppable!

Or, if not unstoppable, at least they'd be more firework-rich! Think of all the longshank houses they could burn down with a big supply of fireworks!

## ADVENTURE SUMMARY

In this adventure, the PCs take on the roles of Licktoad goblins, and are in fact counted among that tribe's most powerful members. Chosen by the tribe's chieftain as those best suited for an expedition to secure more fireworks from Scribbleface's secret stash in the old shipwreck, the PCs take part in a celebratory feast and are offered numerous chances to prove their skill in a series of goblin dares.

The next morning, the PCs are tasked with the dangerous journey toward the coast. Upon reaching the site marked on the map, the PCs discover not only the location of a large stash of fireworks, but also the lair of one of the Licktoads' most feared enemies—the cannibal goblin Vorka! In order to secure the Licktoads' pride and good fortune by claiming the fireworks, the PCs must defeat the goblin cannibal and escape alive.

## INTRODUCTION

Read the following to get your players started.

## ABOUT THIS ADVENTURE

*We Be Goblins!* is an unusual adventure—it's meant to serve as a one-shot game session in which the players get to play goblins sent on an important mission to retrieve a hidden supply of dangerous fireworks. Your players should select goblin characters from the four pregenerated goblin heroes presented on pages 12–15 of this book. Alternatively, they can use the rules for goblins that appear on page 156 of the *Pathfinder RPG Bestiary* to make unique goblin characters of their own. The upcoming *Pathfinder Player Companion Goblins of Golarion* (due out in August 2011) will provide even more options for goblin characters.

This adventure takes place on the Varisian coast, near the town of Sandpoint in the coastal salt marsh known as Brinestump Marsh. In addition, *We Be Goblins!* serves as a sort of prequel to the upcoming *Jade Regent Adventure Path*, which will debut in August at Gen Con 2011. The events that play out in this short adventure set into motion much larger events, and if you intend on running the *Jade Regent Adventure Path* for your players, *We Be Goblins!* is a perfect way to start things out!



You are goblins of the Licktoad tribe, who live deep in Brinestump Marsh, south of the hated man-town called Sandpoint. Once, other goblins tried to burn Sandpoint down, and they would have been legends if they had succeeded. But they didn't bring enough fire, and got themselves killed as a result.

Yesterday, your tribe discovered that one of your own had been using forbidden arts and was engaged in one of the greatest of taboos—writing things down. In fact, rumor holds that what he was writing was a history of your tribe! There's no swifter way to bring about bad luck than stealing words out of your mind by writing them down, and so your tribe had no choice. You branded the goblin's face with letters to punish him, which is why everyone calls him Scribbleface now, and then you ran him out of town, took all of his stuff, and burned down his hut.

That's where things got interesting, because before you all burned down his hut, Chief Gutwad found a weird box within the building. Inside was a map and a lot of fireworks—fireworks that immediately came to use in burning the hut down. Then, this morning, Gutwad announced that tonight there would be a feast in order to drive out any lingering bad luck from Scribbleface's poor decisions. But perhaps even more exciting, all of you have been secretly invited to meet at Chief Gutwad's Moot House. Why would the chief want to speak to you? It can only mean that he's got an important mission for you all... one that the other goblins of the tribe couldn't pull off. This could be your chance to go down in Licktoad history!

### MEETING AT THE MOOT HOUSE

Lying at the center of the village, the chief's Moot House is a veritable museum of Licktoad heroics—crammed with trophies such as stolen weapons, shiny bits of treasure, and the brine-pickled bodies of dozens of brutally slaughtered small furry animals (mostly dogs). **His Mighty Girthness Chief Rendwattle Gutwad** (CE male goblin ranger 3) rules Licktoad Village from atop the great Teeter Chair, which is 6 feet high and allows him to more properly look down on his subjects. By tradition, Chief Gutwad does not speak directly to his subjects. Instead, he employs an advisor through whom he whispers instructions, for Chief Gutwad has convinced his goblins that the words that come out of his mouth are so mighty that they might frighten away all the words in the heads of lesser goblins. Only his duly appointed advisor, an overdressed, pompous goblin named **Slorb** (CE male goblin expert 1), can handle the might of the chief's words without fainting from fear.

When this adventure begins, the PCs have gathered before the entrance to the Moot House, awaiting invitation from Slorb to enter. Allow the players a moment to describe their goblin characters to each other—their characters all grew up in the same village, so they should already know each other and, indeed, should have some preconceived opinions about each other. Once the players know who they are, a high-pitched, nasal voice (chief advisor Slorb) calls out for them to enter.

Inside, Chief Gutwad sits precariously atop the Teeter Chair. Gutwad is a corpulent goblin who, in fact, needs Slorb at hand only to aid in climbing up into or out of the throne (a fact that he's taken care to hide from the other goblins—very few of whom have ever seen him out of his chair). Slorb asks the PCs to sit on the dirt

in front of the Chief (a great honor!), but then, much to the goblins' surprise and shock, Chief Gutwad speaks to them directly in a deep, booming voice. Read the following to the players.

"You all be heroes. Each of you. You are best Licktoads but for me. And maybe but for Slorb. That you aren't fleeing in terror from mighty sound of my voice is all the proof you should need. Yet soon, all Licktoad goblins will know your might, for I have picked you for a dangerous mission.

"You know about fireworks and map we found in Scribbleface's hut. Fireworks were fun. But map is more fun. It shows a route to a place near the coast where Scribbleface found fireworks. And it says there are more fireworks there! "I want them for Licktoads. You all go get them tomorrow. Tonight we have big bonfire to burn bad luck away from you, and we play many games. Much fun. Tomorrow you fetch me fireworks. If you meet men, you make them dead. If you meet dogs, you make them dead. If you meet horses, you make

them dead. If you meet Lotslegs Eat Goblin Babies Many, you maybe should run. And if you not find fireworks, you not come back or we feed you to Squealy Nord!"

After the meeting, Chief Gutwad has little more time or patience to talk to the PCs. He has Slorb give the PCs the map to the fireworks cache, then orders them out of the Moot House.

### WHAT THE GOBLINS KNOW

The PCs, being native to Brinestump Marsh, already know many of the dangers the swamp presents, even if the players themselves do not. If the players ask about any of the following things, allow them a DC 10 Knowledge (local) check to know the answers—if no PC succeeds at this check (remember that a DC 10 Knowledge check can be attempted even untrained), an hour or so of asking around the village can provide the answer.

**Brinestump Marsh:** The marsh is a place of great bounty, with lots of places to hide and lots of delicious things to eat. Some of those things are kind of poisonous, though, so take care. One of the best things about the marsh is that the humans don't normally come into it. They're afraid of the monsters. Which are a concern, but if you know about them before they find out about you, running is always an option. Among the dangers that you can expect to face in the portion of Brinestump Marsh that you'll be heading through are wild dogs, giant bugs,



# WE BE GOBLINS!

giant snakes, and giant frogs. Oh, and Lotslegs Eat Goblin Babies Many. And maybe Vorka.

**Lotslegs Eat Goblin Babies Many:** There are plenty of giant bugs in the swamp, but of late, the giant spider known as Lotslegs Eat Goblin Babies Many (known more often simply as “Lotslegs,”) is the most notorious. The giant spider lives somewhere in the marsh between the Licktoad village and the coast, and the route that Scribbleface’s map shows leads right through the giant spider’s territory.

**Scribbleface’s Map:** The map is relatively simple, showing little more than the Licktoad village, the old shipwreck on the coast that supposedly contains the fireworks, and the creek that runs between the two locations. By following the creek, the PCs should be able to easily reach the old wreck. Unfortunately, the old wreck is also located in the part of the swamp that all Licktoads know to be the territory of Vorka the cannibal.

**Vorka:** One of the greatest terrors of the swamp, at least to the Licktoads, is old Vorka, a ravenous cannibal goblin who, legend tells, was once the wife of a Licktoad chieftain. She murdered and ate that chieftain, as well as several other goblins, before she was driven out of town many years ago. Since then, the story says that she’s lived alone somewhere along the coast to the west of Licktoad village, and while she’s never returned, most goblins who go missing in that part of the swamp are assumed to have been eaten by the cannibal.

## THE BIG BONFIRE

Goblins toil all afternoon to build the bonfire out of branches, sticks, and unburnt timbers taken from the ruins of Scribbleface’s hut. As night falls, a group of four struggling goblins carry the Teeter Chair (with Chief Gutwad sitting atop it) out to the bonfire, and the chief lights the fire with a Desnan candle (see page 11 for rules for this and several other fireworks). This signals the start of an all-night party that features lots of good things to eat (snails, fish, and snakes) and gives the PCs a chance to enjoy being goblins, mingling with their kind as the evening continues with feasting and dares. The chief brings out a barrel of fermenting cider apples early on and most goblins get drunk very quickly; those indulging in the apples must make a DC 8 Fortitude save to avoid becoming sickened for 24 hours.

## DARES

As the evening progresses, word that the PCs are going on a special quest spreads, and the other goblins of the tribe

begin daring the PCs to show off their heroics. The PCs can indulge in these dares or not as they wish, though only one prize will be awarded per dare—since the prizes for completing the dares (supplied by the chief himself) are relatively significant rewards, participating and winning could make the difference between success or failure in tomorrow’s quest. As for why the chief doesn’t simply give these valuable tools to the PCs, well... that’s just not how things are done in the Licktoad tribe.

The PCs are free to take a dare or not, but for every dare that is proposed with no PC stepping up to the challenge, the other Licktoads mock the PCs furiously. This mockery has no real game effect, but try to make the players feel bad about being cowards anyway!

### Dance with Squealy Nord:

The goblins describe Squealy Nord as a fearsome boar who lives in a muddy pit in the middle of the village, right next to the goblin baby cages. In fact, Nord is a hyperactive piglet escaped from a nearby farm. His pit itself is circular, nearly 20 feet in diameter, and just over 10 feet deep. “Dancing with Squealy Nord” requires a goblin to spend 18 seconds (3 rounds) riding on the piglet’s back. Squealy Nord is tethered for this dare, then released into the pit from a narrow corral with the mounted goblin clinging onto his back and generally screaming a lot. A DC 15 Ride check is required each round to stay on Nord’s back as he races about. With a failed check, the goblin is thrown and takes 1d3 points of damage if he fails a DC 10 Reflex save. Nord’s innocent willingness to consume goblin corpses frightens the superstitious goblins enough that they haven’t roasted him, but he won’t actually attack living goblins. The humiliation of falling off his back is painful enough. If a goblin lasts for at least 3 rounds on Nord’s back, he’s rewarded with a “Dragon Brew Gourd” (an *elixir of fire breath*).

**Eat a Bag of Bull Slugs Real Quick:** Bull slugs are black, wriggling slugs the size of sausages. Even among the goblins, they’re considered particularly foul-tasting and, because of the large amounts of slime they exude, difficult to chew. A covered wicker basket containing the slug bag is brought before the PC who accepts this dare, along with a napkin made out of a soggy leaf. The PC has 1 minute to eat an entire bag of bullslugs to win this dare. Eating the slugs is not a problem, even though they wriggle, taste of rotten fish, and burst with a little squeal when chewed. Eating a full bag in a minute is the hard part. There are five slugs in the bag, and successfully eating one requires a DC 15 Fortitude save (this drops to a DC 10 Fortitude save



if the goblin doesn't bother to spit out the slug's mildly poisonous slime bladder—but neglecting to take care not to eat the slime bladder could have repercussions). Eating a slug is a full-round action (because of the squirming), and a goblin who fails a save can attempt to swallow the same slug on the following round. If the PC can make the five Fortitude saves in a minute, she is rewarded with a loan of the mighty *Gorge of Gluttons*—a +1 *dogslicer* that functions as a *bane* weapon when utilized against horses (improving to a +3 *dogslicer* that inflicts an additional 2d6 points of damage on a successful hit). This weapon is owned by the chief, and if the PCs don't bring the weapon back to him, heads will roll. At the end of the dare, if the eater opted for the easier DC 10 Fortitude save when eating the slugs, she must make a final DC 15 Fortitude save (with a cumulative –1 penalty for every DC 10 save she chose to make) to avoid becoming sickened by slug slime for 24 hours.

**Hide or Get Clubbed:** This is the goblin version of hide and seek. The dare-taker rushes off into the marsh without any weapons and attempts to find a good hiding spot (make a Stealth check to determine his success at hiding). The other goblins try to find him, and if they do, the finder is allowed to whack the previously hidden goblin with a club. Once the goblins start looking, roll 1d10 to determine how many goblins come close enough to the hiding goblin to attempt –1 Perception checks to notice the hiding goblin. If a goblin finds the hidden goblin, the resulting club strike automatically inflicts 1d4–1 points of damage. If no goblins find the hidden goblin, he wins a loan of the mystical *Ring That Lets You Climb Real Good* (a *ring of climbing*); like *Gorge of Gluttons*, this magic ring is on loan from the chieftain's treasury.

**The Rusty Earbiter:** The infamous Rusty Earbiter is a hollow coil of rusty wires, barrel hoops, bent swords, and thorny branches and vines that's kept behind the Moot House when not in use. So named for the fact that it's claimed a number of goblin ears in the past (at any one time, 1d3 partially severed goblin ears can be found tangled in its sharp internal coils), the Rusty Earbiter is both an object of fascination and fear for the Licktoads. The half-insane tinkerer who invented the thing has long since died (carried off one night by a giant bird of some sort after his first and only test of a prototype bird-attracting hat), but his legacy lives on. The other goblins cheer and hoot when one of the PCs is dared to crawl through the Rusty Earbiter, and a half-dozen eager goblins roll the 20-foot coil out from behind the Moot House with the typical number of slashed fingers and stabbed legs such a task normally brings. A PC who agrees to this dare must climb into one end of the Rusty Earbiter and then wriggle through it, coming out the other side. There's no time limit to get this done, but the faster the better! Climbing through the Rusty Earbiter requires a series of three DC 15 Escape Artist

checks as the goblin must writhe through a series of tight squeezes. Each Escape Artist check takes 1 full round to attempt, and each one must be repeated until a successful check is made before moving on to the next one (or, in the case of the last check, successfully crawling out the far end of the tube). If the PC fails more than three checks, the other goblins get bored, throw a few small rocks, and wander off; after that point it doesn't matter if the goblin gets out or not, although if she gets stuck for a few days, someone might help. But probably not. Each failed Escape Artist check causes 1d4–2 points of damage (a result of less than 1 point of damage indicates no damage is taken) from the Rusty Earbiter's spiky spikes. PCs who smear their heads with pig fat, mud, or some other slippery substance gain a +2 bonus on all Escape Artist checks to navigate the Rusty Earbiter. If the PC manages to escape the Earbiter before the other goblins get bored, she wins the use of one of the tribe's most coveted items—the *Chief's Personal Very Useful Robe That Is Useful*. This is a *robe of useful items* that has only four patches left—a ladder, a three-legged turtle, a horseshoe, and a bullhorn.

## INTO BRINESTUMP

The PCs are expected to set off into Brinestump Marsh the next morning, lingering sickness from the previous night's party or not. The PCs are brought before the chief again at dawn, whereupon he instructs them to “get fireworks and bring them here to me.” To help them, he gives the PCs the remaining fireworks from Scribbleface's stash—two Desnan candles, four paper candles, and a skyrocket. See page 11 for rules for these fireworks.

The journey to the fireworks stash, as indicated on the map, is relatively short—a slog not quite a mile-long through the swamp along the creek's southern bank. The journey takes only an hour to make. The marsh itself is relatively difficult to navigate, with numerous stretches of deep water that must be skirted and thick tangles of stinging nettles, but the PCs should have only one significant encounter along the way—a run-in with the giant spider known as Lotslegs.

### LOTSLEGS EAT GOBLIN BABIES MAN! (CR 1)

**Creature:** The giant spider known as Lotslegs has dwelt in central Brinestump for years, but only recently has she grown large enough to become a legitimate threat to the Licktoad goblins. The spider often lurks along creeks and other well-traveled routes, and her growing taste for goblins has evolved beyond eating goblin young. At about the halfway point on their journey, the PCs stumble directly into Lotslegs territory. The spider herself is a web-spinning spider that ‘lurks in the treetops, climbing down to attack unwary goblins who pass under her ambush. She attempts to flee to safety if reduced to 4 hit points or fewer.



**LOTSLEGS EAT GOBLIN BABIES MANY**

**CR 1**

**XP 400**

Giant spider (*Pathfinder RPG Bestiary* 258)

**hp 16**

**Treasure:** Lotslegs' lair is not far from her ambush point—about 200 feet directly south of the creek. If the PCs force the spider to flee, following her to the lair is possible if the PCs can keep up with the fleeing spider, or if they can make a DC 10 Survival check to track her progress through the soggy, mossy tree branches. The lair itself consists of a deadfall of several old trees. Scattered amid the trees are dozens of bodies, some of which are goblins, but a few of which are humans. A DC 12 Perception check locates the following items among the bodies: 24 gp, a Small masterwork light crossbow with 11 bolts, a single pearl worth 100 gp, 2 *potions of cure moderate wounds*, a *potion of bull's strength*, a *potion of bear's endurance*, and a wax-paper-sealed package containing six pieces of licorice-flavored taffy (this taffy is strong enough to remove any lingering sickened effects left over from the previous night's bonfire events).

## THE OLD SHIPWRECK

The point indicated on Scribbleface's map isn't quite on the coast, but it's close enough to hear the faint susurrus of waves crashing on an unseen swampy shoreline. The site itself is obvious once it is approached—a large wrecked ship lodged in a shallow pool of swamp water. Driven aground decades ago during a particularly violent storm that flung the ship several hundred feet into the flooded swamp, the ship itself is a two-masted Chelish sailing vessel with strange, faded writing on its bow (this name, written in Tien, reads *Kaijitsu Star*, although the chances of a goblin being able to read Tien words are small). The ship itself is quite old—it crashed here several decades ago. Of course, played properly, goblins won't be all that curious about the ship's history, but on the off chance your players (or you the GM) want to know more, its history and the true source of the fireworks found on board are detailed in *Pathfinder Adventure Path* #49: "The Brinewall Legacy." Although much of the *Kaijitsu Star's* decor has faded, and most of her truly valuable supplies were taken by her surviving crew after the wreck many years ago, there remain here and there faint and subtle hints that the ship may have once been a work of beauty. The primary thing that should

concern the goblins, however, is the fact that the wreck is now the lair of the goblin cannibal Vorka.

The shipwreck itself is upright, held in place by the mud and sludge it now sits in and supported by thick growths of marsh gorse and other foliage. The derelict leans toward its stern at a noticeable but not unwieldy angle, and its railings are as decorated with hanging moss as they are with goblin skulls and bits of bone—leftovers from Vorka's meals over the past several years. The horror surrounding Vorka goes beyond her dietary preference, for she also keeps a dog and even a horse as pets and guardians—creatures traditionally feared and hated by goblins. As the PCs approach, you can start to play upon these fears by describing the sinister barking or neighing of large, frightening animals coming from the direction of the wreck. Fortunately for the shipwreck's inhabitants, the entire thing is far too damp to burn, should the PCs attempt to light the structure on fire.

## 1. THE HORRID HORSE PEN (CR 1)

A two-masted ship lies mired in the mud in this clearing, its rigging thick with moss and decorated with lanterns and windchimes made from goblin skulls and bones. Strange writing is faintly visible along the ship's prow, while the soggy, swampy "yard" that surrounds the wreck is encircled by a rickety wooden fence. A thin curl of smoke wafts up from a chimney that protrudes from an unusual box-like structure near the ship's bow.

**Creature:** Vorka keeps a horse in the fenced-in area surrounding the ship—she often needs to sneak out of the marsh to find replacement horses, though, for she doesn't treat these "pets" very well. The horse is a filthy, dark gray stallion whose feet have churned the region within the fenced area into a thick morass of mud. While the horse, which Vorka calls "Stomp," is afraid of the cannibal, its foul temper becomes all too apparent when presented with other targets—like the PC goblins. Stomp should be positioned on the far side of the wreck when the PCs first approach, only to come sloshing around the corner, ready to attack any intruders, as soon as the PCs are thick in the mud.

**STOMP**

**CR 1**

**XP 400**

Horse (*Pathfinder RPG Bestiary* 177)

**hp 15**



## 2. FRONT GANGPLANK (CR 1)

A vine-choked gangplank with a mossy handrail descends sharply from the ship's bow to the muddy ground below. One handrail seems to be encrusted with a large ball of dried mud.

The gangplank is very steep and requires a DC 10 Climb check to ascend.

**Trap:** The ball of mud on the bow can be identified as a wasp nest with a DC 12 Knowledge (nature) check. Although the nest can be avoided physically, it's attached to the vines that grow on the gangplank, and rigged to detach from the railing soon after one person ascends.

**WASP NEST TRAP** CR 1  
XP 400

**Type** mechanical; **Perception** 15; **Disable Device** 15; **Bypass** stepping over trigger vines (automatic if Perception check is made to notice the trap)

### EFFECTS

**Trigger** location (gangplank); **Onset Delay** 1 round; **Reset** none

**Effect** One round after the first person triggers the trap, the vines suddenly snap taut and knock the wasp nest off the railing, causing it to fall onto the gangplank. A person in the square at the bottom of the gangplank can catch the falling hive with a DC 15 Reflex save (after which he can set it down on the ground gingerly and not worry about the rest of the trap's effects), but otherwise the nest smashes and releases a cloud of angry wasps. This isn't a full-fledged wasp swarm, but it does affect all targets within a 15-foot spread. Any creature in this area when the trap is triggered is stung several times. The wasps quickly disperse after their nest is destroyed.

*Wasp Poison:* injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save.

## 3. UPPER DECK (CR 1/2)

The main deck of the shipwreck is cluttered with objects both natural and artificial. Thick swaths of leafy vines grow over the deck, and shiny green patches of algae and moss grow where the vines do not. The central cabin's roof has a wide edge, creating a canopied walkway along the ship's sides. A flight of steps up to the roof of the ship's main cabin, the entrance to which is blocked by a door decorated by a large number of rodent and bird skulls. A smoking stovepipe chimney extends up from the ship's highest point above.

Although the slimy green algae that seems to coat almost every surface of the upper deck might look dangerous, it is not in fact actual green slime.

**Creatures:** Two of Vorka's feral dogs live on this upper deck—one a mangy hound with one blue eye and

one brown eye and the other a scruffy mongrel with a crooked tail. Both are quite feral and half-starved, chained to different masts via 20-foot-long rusty chains. The mangy hound is chained to the central mast on the upper deck, while the scruffy mongrel is chained to the aft mast below. If the PCs taunt the dogs beyond the limit of the feeble chains, the dog can attempt a DC 18 Strength check to break free of the chain and attack.

**SCABTONGUE AND TICKLETOOTH** CR 1/3

XP 135 each

Dogs (*Pathfinder RPG Bestiary* 87)

hp 6 each

## 4. RIGGING

Two rickety wooden platforms—crow's nests—sit on the masts, ten feet above the ship's deck below. Each is linked by a pair of thick ropes, and additional ropes hang down from the platform on the stern-most mast to the deck.

These two crow's nests are often used by Vorka as places to commune with the marsh—up here, she feels close to the surrounding terrain. She might also attempt to flee up here to escape melee with the PCs if a fight spills up onto the deck.

It's a DC 5 Climb check to clamber up to the stern platform using the dangling ropes, or a DC 15 Climb check to ascend the central masts or the stovepipe (which lack climbing ropes). Crossing to the via the rigging takes a DC 10 Climb check.

**Treasure:** Vorka uses these platforms now and then, and she has absentmindedly left a few valuables on each. The central platform contains two vials of alchemist's fire, a half-finished bottle of grog, and three Desnan candles. The stern platform contains a masterwork sling and a dozen sling stones.

## 5. GALLEY (CR 1)

This room is a blood-splattered chamber of horror. Dead rodents, snakes, and birds have been variously nailed, tied, and hung around the walls. At the far end of the room, a large cauldron bubbles over an iron stove set against the aft wall, its stovepipe chimney extending up through the ceiling. A bloody burlap sack sits on the floor next to the stove. The center of the room contains a long, rickety table surrounded by chairs that contain several grisly decorations—a whole family of skeletal goblins, their bones bleached white and bound together by reeds and twine.

This room is used today by Vorka to prepare her meals, including her semi-monthly cannibal repasts. She

doesn't always catch her ingredients from the Licktoad tribe, but those goblins are by far her favorite flavor. Vorka's not normally a glutton—she can make a single goblin last for 2 to 3 weeks if she has to. Unfortunately for poor Scribbleface, who after his exile returned to the wreck hoping to sneak in and steal some more fireworks, Vorka's hunger was strong earlier this month. His left arm and heart are currently stewing in the cauldron, while the bloody burlap sack contains the rest of his body, including his uniquely branded face. Scribbleface's hideous fate should serve as yet further proof to the PCs that writing words can, in the end, only bring you bad luck—or worse!

**Creature:** Vorka keeps her third (and favorite) pet dog, a hulking, rheumy-eyed, lumbering cur bigger than most goblins, in this room. The dog's name is Cuddles, and while it is well-trained (to the extent that it doesn't bother the large number of bones and other normally irresistible dog distractions in this room), intruding goblins other than its beloved mistress Vorka quickly arouse its wrath. The dog barks furiously upon sighting such intruders before it lunges forth to attack.

## CUDDLES

CR 1

XP 135 each

Advanced riding dog (*Pathfinder RPG Bestiary* 87, 294)

hp 17

## 6. VORKA'S CABIN (CR 2)

The air in this cabin is thick and close, stinking of swamp and sweat, with a thick, glistening layer of mud on the floor and swaths of oily fungus clinging to the walls. Even more dangling decorations of goblin bone and animal-part fetishes hang from the ceiling on lengths of sinew here, and what appears to be a nest made of rags, sticks, mud, and cast-off bits of clothing lies against the westernmost wall. But scattered amid the filth and clutter are several exotic-looking man-made objects—including a tantalizing red chest.

**Creature:** This cabin is where Vorka and her animal companion, a giant frog she calls "Lord Longtung," sleep and relax. It's also where the cannibal is located when the PCs first arrive at the site—sleeping off a long night of vile rituals and food preparation. Every encounter that the PCs trigger abovedecks or outside brings a cumulative 25% chance of awakening Vorka, at which point she prepares herself for conflict as detailed in the tactics section of her statistics before climbing upstairs to seek out the cause of the commotion. On her own, Vorka is a dangerous foe—but if the PCs face her while some of her animal friends are handy, that encounter can quickly become overwhelming. Vorka won't leave

her home to pursue foes—her arrogance is such that if the PCs flee, she'll cackle and hurl threats but not much else after them, allowing the PCs a second (and perhaps a third or even a fourth) attempt to defeat or evade her and secure her treasure of fireworks.

Vorka is particularly frightening, especially to goblins who know of the stories that paint her in a cannibalistic light. Unfortunately for any goblins who might meet her, those stories, if anything, downplay her ferocity. Her mouth is her most fearsome feature—it's a bit too wide, even by goblin standards, and Vorka's habit of filing her already sharp teeth has resulted in a snaggletooth grin of mismatched teeth that leaves little doubt as to her preference for tough, stringy meat. Like goblin meat. She wears rags and bits of stained cloth—trophies harvested almost at random from her hapless victims, over her equally patchwork leather armor. While her exact outfit can change in this manner depending on who her latest meals may have been, the one part of her apparel that never changes is her floppy, pointy leather hat—a hat Vorka stole from a human traveller and made crude alterations to in order to make it fit her large, misshapen head.



**VORKA** CR 2

XP 600

Female goblin druid 3

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 29 (3d8+12)

Fort +5, Ref +5, Will +5

**OFFENSE**

Speed 30 ft.

Melee scimitar +3 (1d4/18–20)

Ranged dart +5 (1d3)

Druid Spells Prepared (CL 3rd; concentration +5)

2nd—*spider climb*, *summon swarm*

1st—*charm animal* (DC 13), *cure light wounds*, *produce flame*

o (at will)—*create water*, *flare* (DC 12), *guidance*, *resistance*

**TACTICS**

**Before Combat** Vorka drinks a *potion of barkskin* as soon as she realizes her home is under attack, then casts *spider*

*climb* and *produce flame* before venturing forth to confront the intruders.

**During Combat** As Vorka fights, she periodically threatens goblin enemies by describing how she thinks they'll taste, or preselecting choice cuts by saying things like, "Those ears might taste fine stuffed with eyes." She begins combat by using her first action to light her Desnan candle to fire at the PCs. She uses *spider climb* if possible to retain range on the PCs so she can summon swarms or other creatures (she's fond of using *summon nature's ally I* to summon dogs), leaving the task of melee combat to her animal companion, Lord Longtung.

**Morale** Vorka is too proud and crazed to admit defeat—she fights to the death.

**STATISTICS**

Str 10, Dex 14, Con 14, Int 8, Wis 15, Cha 11

Base Atk +2; CMB +1; CMD 14

Feats Lightning Reflexes, Toughness

Skills Climb +6, Craft (cooking) +3, Handle Animal +6, Knowledge (nature) +5, Survival +4, Swim +4

Languages Goblin

SQ nature's bond (animal companion), nature sense, trackless step, wild empathy +3, woodland stride

**Combat Gear** *potions of cure light wounds* (3), *potions of barkskin* +2 (2), Desnan candle; **Other Gear** leather armor, scimitar, and 6 darts

**LORD LONGTUNG** CR —

XP —

Giant frog animal companion (*Pathfinder RPG Bestiary* 135)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +3

**DEFENSE**

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d8+9)

Fort +6, Ref +5, Will +2

Defensive Ability evasion

**OFFENSE**

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d6+4) or tongue +5 touch (grab)

Space 5 ft.; Reach 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 ft.), tongue

**TACTICS**

**During Combat** Vorka's lucky frog does as it is told, attacking in the confines of the bridge or using its tongue to attack those climbing the rigging.

**Morale** If Vorka is slain, Lord Longtung flees into the marsh to soon die of a broken heart.

**STATISTICS**

Str 16, Dex 14, Con 16, Int 1, Wis 9, Cha 6

Base Atk +2; CMB +4; CMD 15

Feats Iron Will, Power Attack



# WE BE GOBLINS!

**Skills** Acrobatics +10 (+14 jumping), Perception +3, Stealth +10, Swim +11

**SQ** link, share spells, tricks (attack, guard, heel, seek, work)

## SPECIAL ABILITIES

**Tongue (Ex)** Lord Longtung's tongue is a primary attack with reach equal to three times his normal reach (15 feet). His tongue deals no damage on a hit, but can be used to grab. Lord Longtung does not gain the grappled condition while using his tongue in this manner.

**Treasure:** The man-things—objects that once belonged to the crew of *Kaijitsu's Star* but were left behind when the crew abandoned ship—are certainly worth something. The majority of these objects are filthy and broken, but 10 minutes or so of sorting and scavenging turns up some interesting finds. All of these items (broken and functional alike) are strangely decorative, depicting colorful serpentine dragons, towering cliffs, delicate humanoid figures, and strange pagodas—not that a goblin would know a pagoda from a tool shed. Even the filthy or broken clutter here could be worth about 600 gp to the right collector, but as they are mostly made of bamboo, exotic wood, and in some cases paper, they're probably more fun to burn. Among the more obviously valuable objects are 140 gp, a bejeweled silver and jade lantern built to look like a coiled dragon worth 150 gp, a dozen masterwork shuriken, an ivory and gold fan depicting a gecko walking amid cherry blossoms worth 80 gp (the reverse side of this fan has been used by Vorka to draw a crude map of Brinestump, not unlike the one Scribbleface created, and contains a secret that the goblins are unlikely to decipher anytime soon), a long hairpin with a red pearl at one end worth 150 gp, a *wand of create food and water* with only 2 charges left, and an *elixir of love* in a crystal vial shaped like a heart (the vial itself is worth 50 gp).

The red chest, though, is the object of the PCs' quest. Unlocked, it contains several fireworks. The chest itself is heavy and worth 150 gp, and there were obviously once many more fireworks within (Scribbleface managed to steal many of them by sneaking into this room while Vorka was out hunting), but those that remain should be more than enough to satisfy the chief for at least a few days. The fireworks in the chest consist of 14 Desnan candles, 20 paper candles, and seven skyrockets.

## CONCLUDING THE ADVENTURE

If the PCs manage to get the fireworks back to their village without using them all or “accidentally” setting them off, they can return as heroes—if they don't, they'd best not return at all, for the chief makes good on his threat and has the PCs imprisoned and, eventually, fed to Squealy Nord. If the PCs do return triumphantly, a big

feast is given in their honor, and His Mighty Girthness Chief Rendwattle Gutwad decides the lucky male PC who played the most prominent role (your choice) should marry his daughter—the fearsomely corpulent and ferociously lusty Gupy Wartbits. The remaining PCs are given prominent tribal positions as well, with names like Head Village Watcher, Overseer of Village Stabbings, Master of the Pig Pit, or even a brand new title like Boss of Big Fire.

What the goblins do with the fireworks they recover, and what happens when they figure out the meaning of the images and map symbols scribbled onto the back of the ivory fan found in Vorka's den, sets into motion a series of events that will have repercussions far beyond Brinestump Marsh, in the distant land of Minkai. These events await discovery in the Jade Regent Adventure Path.

## FIREWORKS

The following fireworks first appeared in print in *Pathfinder Player Companion: Adventurer's Armory*.

**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.

**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.

**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 an 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.

## PREGENERATED CHARACTERS

The next four pages of this adventure present four pregenerated goblin heroes to be used as PCs in this adventure. Each possesses a unique goblin trait—for more goblin traits, check out the upcoming *Pathfinder Player Companion: Goblins of Golarion*.

## 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 BIGBAD

Female goblin fighter 1

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +3, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** dogslicer +3 (1d4+1/19–20)

**Ranged** shortbow +5 (1d4/x3)

#### STATISTICS

**Str** 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6



**Base Atk** +1; **CMB** +1; **CMD** 14

**Feats** Dog-Sniff-Hate, Skill Focus (Perception)

**Trait** Balloon-Headed

**Skills** Perception +9, Ride +11, Stealth +11

**Languages** Goblin

**Combat Gear** *potion of cure light wounds, potion of spider climb*

**Other Gear** leather armor, dogslicer, shortbow with 20 arrows in a quiver decorated with dog ears, lucky pet toad (“Spot!”), jar of pickled halfling toes just about ready for eating (equivalent to 1 day’s trail rations), toasting fork, bridal veil, halfling ladies’ corset, 20 feet of rope with dead moles sewn into it, small silver mirror, jar of human perfume (half drunk), meat hook, leather satchel, flint and tinder, set of false teeth, pocketful of caterpillars

### NEW FEAT: DOG-SNIFF-HATE

Unlike many goblins, you’re not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad. *Very mad.*

**Prerequisite:** Goblin, Skill Focus (Perception)

**Benefit:** You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creature, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.

### GOBLIN TRAIT: BALLOON HEADS

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. Any Escape Artist checks that requires you to squeeze your head through a tight space take a –8 penalty.

### RETA'S SONG

RETA CHOP AND RETA BITE!  
 RETA SLAY AND RETA FIGHT!  
 RETA STAB AND RETA SMITE!  
 RETA KILLS IT ALL JUST RIGHT!

## CHUFFY LICKWOUND

Sadistic Chuffy is horrible indeed. He loves to sneak up on his enemies and stab them. If he gets the chance, he also likes to light fires—lighting fires is Chuffy's idea of great fun, almost as enjoyable as causing big explosions.

### CHUFFY LICKWOUND

Male goblin rogue 1

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

**hp** 11 (1d8+3)

**Fort** +2, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** dogslicer +5 (1d4–1/19–20)

**Ranged** dart +5 (1d3–1)

**Special Attacks** sneak attack +1d6

#### STATISTICS

**Str** 8, **Dex** 19, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

**Base Atk** +0; **CMB** –2; **CMD** 12

**Feats** Weapon Finesse

**Trait** Pustular

**Skills** Acrobatics +8, Bluff +2, Climb +3, Disable Device +8, Escape Artist +8, Knowledge (local) +5, Perception +5, Ride +8, Sleight of Hand +8, Stealth +16

**Languages** Common, Goblin

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*, *potion of jump*, 6 caltrops

**Other Gear** leather armor, dogslicer, 6 darts, lucky pet toad (“Fat Frog”), lock of hair from Goodwife Lotty still tied around her dog’s paw (worn on a thong about Chuffy’s neck), 3 metal skewers, stuffed raven, pet spider (called Stankrush) in a wire cage, 3 spare bug cages, bottle of brine-soaked alligator eyes (equivalent to 1 day’s trail rations), child’s doll with the eyes taken out, grappling hook, 3 tindertwigs, curved sewing needle, set of thieves’ tools, cowbell (worn)

### 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 may 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!



## 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. That Poog isn't very good at mounted combat is his not-so-secret shame, so he funnels most of his energy into attempts to overachieve at his god's other sacred teachings—killing dogs (although he hasn't yet killed one, he hopes to do so some day) and lighting fires (something that Poog is already pretty good at).

### POOG OF ZARONGEL

Male goblin cleric 1

NE Small humanoid (goblinoid)

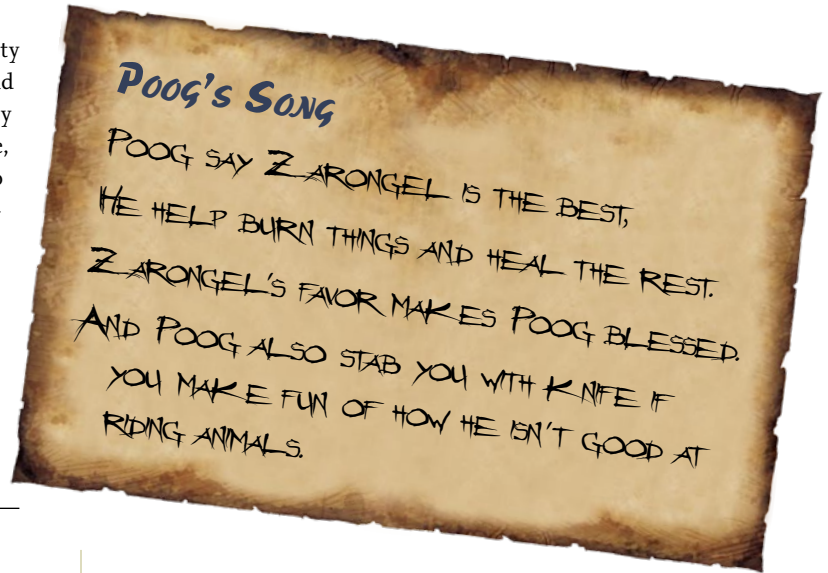
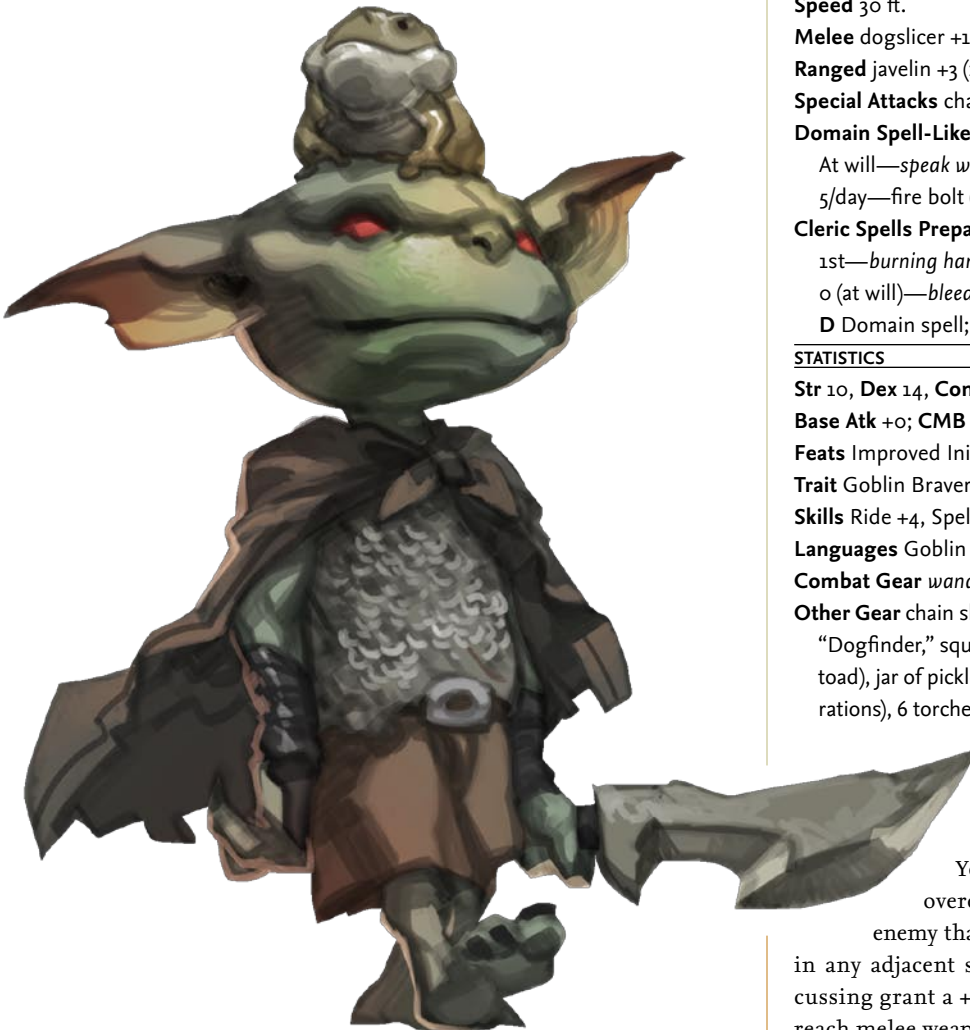
Init +6; Senses darkvision 60 ft.; Perception +2

#### DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

hp 10 (1d8+2)

Fort +3, Ref +2, Will +4



#### OFFENSE

Speed 30 ft.

Melee dogslicer +1 (1d4/19–20)

Ranged javelin +3 (1d4)

Special Attacks channel negative energy 4/day (DC 11, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

At will—speak with animals (4 rounds/day)

5/day—fire bolt (1d6 fire)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—burning hands<sup>D</sup> (DC 13), cure light wounds, divine favor

o (at will)—bleed (DC 12), detect magic, guidance

D Domain spell; Domains Animal, Fire

#### STATISTICS

Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 12

Base Atk +0; CMB –1; CMD 11

Feats Improved Initiative

Trait Goblin Bravery

Skills Ride +4, Spellcraft +3, Stealth +8

Languages Goblin

Combat Gear wand of cure light wounds (9 charges)

Other Gear chain shirt, dogslicer, 2 javelins, lucky pet toad

“Dogfinder,” squashed dried toad (his previous lucky pet

toad), jar of pickled fish heads (the equivalent of 1 day's trail

rations), 6 torches, flint and tinder, almost empty salt shaker,

pig's tail (snack), wooden flute (too

splintery to play for long without injury)

### 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 a +1 trait bonus on attack rolls with non-reach melee weapons.



# WE BE GOBLINS!

## MOGMURCH

Ten-year-old Mogmurch is deranged. Mogmurch lives with his mate Rempty, who has an irritating habit of licking his face clean in public (especially when he leaves the village). She thinks his use of alchemy is very clever, and while she loves the flavor Mogmurch's experiments leave on his face, she worries that he'll some day blow himself up when she's not around to watch.

### MOGMURCH

Male goblin alchemist 1

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3

#### DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

**hp** 10 (1d8+2)

**Fort** +5, **Ref** +6, **Will** -1

#### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d4-1)

**Ranged** bomb +6 (1d6+2 fire)

**Special Attacks** bomb 3/day (1d6+2 fire, DC 12)

**Alchemist Extracts Prepared** (CL 1st)

1st—*cure light wounds, shield*

**Extracts Known** *detect undead, jump, reduce person, true strike*

#### STATISTICS

**Str** 8, **Dex** 18, **Con** 13, **Int** 15, **Wis** 8, **Cha** 10

**Base Atk** +0; **CMB** -2; **CMD** 12

**Feats** Brew Potion, Great Fortitude, Throw Anything

**Trait** Bouncy

**Skills** Craft (alchemy) +6, Heal +3, Knowledge (nature) +6, Perception +3, Ride +8, Sleight of Hand +8, Stealth +12, Survival +3

**Languages** Common, Goblin, Varisian

**SQ** alchemy (alchemy crafting +1, identify potions), mutagen (+4/-2, +2 natural, 10 minutes)

**Combat Gear** *potions of cure light wounds* (2), acid (2), alchemist's fire (3), smokestick, tanglefoot bag

**Other Gear** leather armor, club, lucky pet toad "Amfibier," spectacles (for show), gourd of pickled leeches just about ready to eat (counts as 1 day's field rations), juicy slug in a small pot (snack), skull face mask, metal codpiece, jester's hat, pumpkin-head lantern, black eyepatch (with hole cut in it to see), hard leather boot (used as belt pouch), formula book (contains all extract formulae known)

### GOBLIN TRAIT: BOUNCY

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

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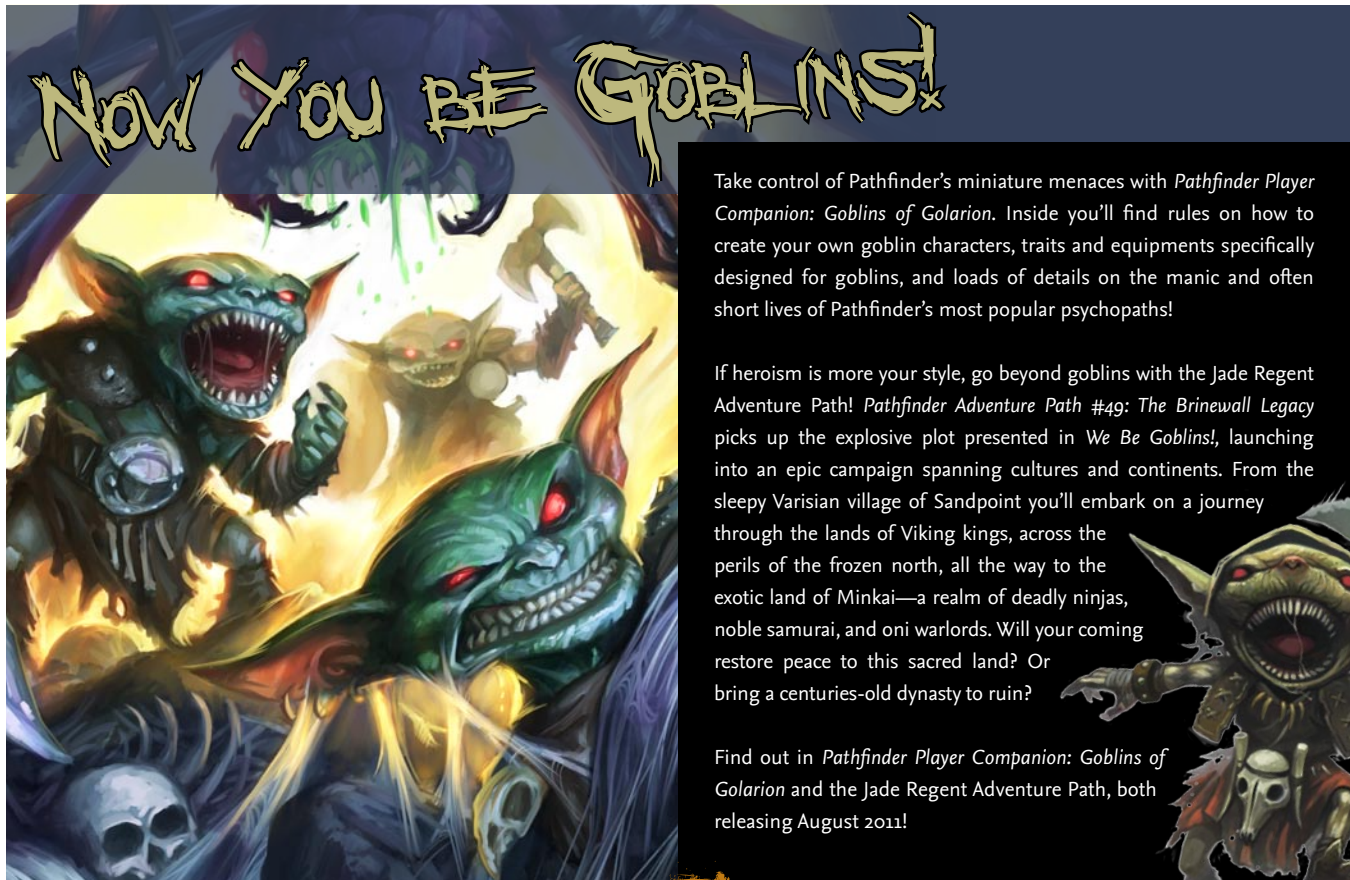
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**Pathfinder Module: We Be Goblins!** © 2011, Paizo Publishing, LLC; Author: Richard Pett.



Take control of Pathfinder's miniature menaces with *Pathfinder Player Companion: Goblins of Golarion*. Inside you'll find rules on how to create your own goblin characters, traits and equipments specifically designed for goblins, and loads of details on the manic and often short lives of Pathfinder's most popular psychopaths!

If heroism is more your style, go beyond goblins with the Jade Regent Adventure Path! *Pathfinder Adventure Path #49: The Brinewall Legacy* picks up the explosive plot presented in *We Be Goblins!*, launching into an epic campaign spanning cultures and continents. From the sleepy Varisian village of Sandpoint you'll embark on a journey through the lands of Viking kings, across the perils of the frozen north, all the way to the exotic land of Minkai—a realm of deadly ninjas, noble samurai, and oni warlords. Will your coming restore peace to this sacred land? Or bring a centuries-old dynasty to ruin?

Find out in *Pathfinder Player Companion: Goblins of Golarion* and the Jade Regent Adventure Path, both releasing August 2011!



# YOU BE FOOD!

## Pathfinder Module

### WE BE GOBLINS!

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

*We Be Goblins!* is an adventure for 1st-level characters in which the PCs play a horde of malicious and murderous goblins, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure takes place outside the town of Sandpoint in the Pathfinder campaign setting, utilizes rules from the upcoming *Pathfinder Player Companion: Goblins of Golarion*, and also serves as an optional prequel to the upcoming Jade Regent Adventure Path.



[paizo.com/pathfinder](http://paizo.com/pathfinder)



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