**We Be Goblins!**

"We Be Goblins!" is a one-shot module for the Pathfinder Roleplaying Game. It was written by Richard Pett and released for free by Paizo on Free RPG Day, 2011. You can acquire it on Paizo's web store for free (PDF) or $5 (print). Just search Paizo.com for "we be goblins"—it'll be the first result.

Having run the module a few times for more than the recommended four players, I present below my modifications to the adventure. If you're looking to run WBG for five, six, or seven players, the following should maintain the same level of challenge and fun. Obviously, in order to write up these changes in a coherent manner, I've had to make use of Paizo intellectual property, most notably the names of characters from the module. Sorry, Paizo!

—Flak

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**The Meat: Variable Players**

As you increase the player count from four, adjustments are in order to maintain challenge. I calculated the XP each player would receive if four players complete the original module: 617 XP. So for each extra player, I'm adding approximately 600 XP of challenge over the course of the adventure. On each following page, you'll find the incremental changes for 5–7 players. For now, I'm not going to mess with treasure. It's a one-shot, and loot matters a lot less as a result. If you're going to run this as an adventure in a campaign, however, this info might be useful for you. In the original module, each player receives roughly 1,044 gp worth of loot over the course of the adventure, assuming the PCs find all the treasure. For each extra player, then, you should add around 1,000 gp of loot.

Enough talk. Page down for the variable player mods.

**Bonus: Where's Scribbleface?**

This has nothing to do with the number of players, but is a simple additional mod that can be used to add a tiny bit of cohesion. Ever wonder where Scribbleface went? How did he procure fireworks from Vorka's home and emerge unscathed? A simple answer would be that he was in cahoots with her, feeding her his tribemates in exchange for fireworks. It's safe to assume that he would have fled back to her shipwreck upon being exiled from the Licktoad village, whereupon she decided he was no longer useful and consumed him. You could have his head hanging in the galley (where Cuddles is), or if the players investigate the bloody burlap sack in said room they could discover Scribbleface's corpse. Mystery solved!
We Be Goblins: Variable Players Mod

5 Players
For 5 players, make the following adjustments.

The Horrid Horse Pen
Change Stomp from a normal horse into a heavy horse, adding the advanced simple template and a bite attack, as well as increasing the damage die for his hoof attacks. He's still not combat trained.

<table>
<thead>
<tr>
<th>STOMP</th>
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<tbody>
<tr>
<td>XP 600</td>
</tr>
<tr>
<td>Heavy Horse</td>
</tr>
<tr>
<td>N Large animal</td>
</tr>
<tr>
<td>Init +4; Senses low-light vision, scent; Perception +8</td>
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</tbody>
</table>

DEFENSE
- AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, −1 size)
- hp 19 (2d8+10)
- Fort +8 Ref +7 Will +3

OFFENSE
- Speed 50 ft.
- Melee bite +5 (1d4+5) and 2 hooves +0 (1d6+2)
- Space 10 ft.; Reach 5 ft.

STATISTICS
- Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11
- Base Atk +1; CMB +7; CMD 21 (25 vs. trip)
- Feats Endurance, Run
- Skills Perception +8
- SQ docile

Front Gangplank
Increase the DC of the Reflex save to catch the falling wasp nest by 3, to a new DC of 18. To make things a little bit trickier, have the nest be better-disguised: it is only identified as a wasp nest with a DC 15 Knowledge (nature) skill check.

Upper Deck
Add the advanced simple template to Scabtongue, one of the two dogs on the shipwreck deck.

<table>
<thead>
<tr>
<th>SCABTONGUE</th>
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<tbody>
<tr>
<td>XP 200</td>
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<tr>
<td>Advanced Dog</td>
</tr>
<tr>
<td>N Small animal</td>
</tr>
<tr>
<td>Init +3; Senses low-light vision, scent; Perception +10</td>
</tr>
</tbody>
</table>

DEFENSE
- AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
- hp 8 (1d8+4)
- Fort +6 Ref +5 Will +3

OFFENSE
- Speed 40 ft.
- Melee bite +4 (1d4+4)

STATISTICS
- Str 17, Dex 15, Con 19, Int 2, Wis 16, Cha 10
- Base Atk +0; CMB +2; CMD 15 (19 vs. trip)
- Feats Skill Focus (Perception)
- Skills Perception +10

Also, add Runt-ear, a third dog statistically identical to, and chained to the same mast as, Tickletooth.

<table>
<thead>
<tr>
<th>RUNT-EAR</th>
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<tbody>
<tr>
<td>XP 135</td>
</tr>
<tr>
<td>Dog (Pathfinder RPG Bestiary 87)</td>
</tr>
<tr>
<td>hp 6</td>
</tr>
</tbody>
</table>

Summary of Changes
- Advanced Stomp (200 xp)
- Increased Wasp Nest catch DC (200 xp)
- Advanced Scabtongue (65 xp)
- Added Runt-ear (135 xp)
WE BE GOBLINS: VARIABLE PLAYERS MOD

6 PLAYERS

For 6 players, apply the changes for 5 players and then make the following adjustments.

**Lotslegs Eat Goblin Babies Many**

When Lotslegs shows itself, it becomes clear just why it’s known for having so many legs: it’s in fact **two** giant spiders. Each spider uses the stats of the normal giant spider listed in *We Be Goblins* (*Pathfinder RPG Bestiary* 258). One of the spiders should fight to the death; the other should flee as described in the original module.

**Bandit Dale**

After either defeating or evading Lotslegs, the goblins continue along the river toward the spot marked on the map. Shortly after exiting Lotslegs territory, however, they come across a longshank. Dale is a wanted bandit lying low in the swamps, currently stalking the marsh for dinner. Hungry men might not turn their noses up at goblin meat... Whether the goblins ambush him or vice versa depends on how much scouting the goblins are doing. Desperate, he fights to the death without even considering fleeing. On his person, the goblins can find some of the nausea-combating licorice taffy humans carry into Brinestump.

### Dale

**XP 200**

**Human warrior 2**

CN Medium humanoid

Init +2; **Senses** Perception +4

**DEFENSE**

AC 16, touch 12, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 11 (2d10)

Fort +3 Ref +2 Will +1

**OFFENSE**

Speed 30 ft.

**Melee** rapier +4 (1d6+1/18-20) or sap +3 (1d6+1 nonlethal)

**Ranged** composite longbow +4 (1d8+1/x3)

**STATISTICS**

Str 13, Dex 14, Con 11, Int 8, Wis 10, Cha 9

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Skill Focus (Perception), Point Blank Shot

**Skills** Climb +4, Handle Animal +3, Intimidate +3, Stealth +2, Perception +4

**Languages** Common

**Combat Gear** potion of cure light wounds

**Other Gear** studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap, 2 pieces of strong licorice-flavored taffy (ends lingering sickened condition)

### Summary of Changes

- Doubled Lotslegs (400 xp)
- Added Dale the Bandit (200 xp)
7 Players
For 7 players, apply the changes for 5 and 6 players and then make the following adjustments.

Upper Deck
Add the advanced simple template to Tickletooth, one of the dogs on the shipwreck deck. Adding this to above changes means three dogs total on the deck, two of which are advanced.

<table>
<thead>
<tr>
<th>TICKLETOOTH</th>
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<tr>
<td>XP 200</td>
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<tr>
<td>Advanced Dog</td>
</tr>
<tr>
<td>N Small animal</td>
</tr>
<tr>
<td><strong>Init</strong> +3; <strong>Senses</strong> low-light vision, scent; <strong>Perception</strong> +10</td>
</tr>
</tbody>
</table>

**DEFENSE**
- AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
- **hp** 8 (1d8+4)
- **Fort** +6 **Ref** +5 **Will** +3

**OFFENSE**
- **Speed** 40 ft.
- **Melee** bite +4 (1d4+4)

**STATISTICS**
- **Str** 17, **Dex** 15, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10
- **Base Atk** +0; **CMB** +2; **CMD** 15 (19 vs. trip)
- **Feats** Skill Focus (Perception)
- **Skills** Perception +10

Bandit Dale
For 7 players, give Bandit Dale a dog companion, Bully. Bully is a normal dog who poses little threat but aids Dale in finding and hunting prey in the marsh.

<table>
<thead>
<tr>
<th>BULLY</th>
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<tr>
<td>XP 135</td>
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<tr>
<td>Dog (Pathfinder RPG Bestiary 87)</td>
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<tr>
<td><strong>hp</strong> 6</td>
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Vorka’s Cabin
To increase Vorka’s difficulty, give her treasure until she has gear equivalent to that of a 3rd-level PC. Because of her limited action economy relative seven PCs, avoid giving her equipment that increases her options. I suggest adding the following: cloak of resistance and tanglefoot bag. Finally, replace her mundane leather armor with +1 leather armor. These changes increase all of her save bonuses by 1 and her armor bonus to AC by 1.

Summary of Changes
- Advanced Tickletooth (65 xp)
- Added Dale’s dog, Bully (135 xp)
- Gave Vorka full PC gear (400 xp)

New Pregenerated Characters
The next three pages of this document present three new pregenerated goblin heroes to be used as PCs with “We Be Goblins!” As with the pregenerated characters for the original module, each possesses a unique goblin trait, and each has his own crude gobliny rhyme.
Cheeks Bothburned

A fiery young goblin who admires Zarongel more than most, Cheeks once tried to give himself a flaming mane in the image of his hero. This was how he discovered that goblins burn just as easily as dogs and horses. Unfortunately, his magic draws not from Zarongel but from the element of cold itself. This used to make Cheeks sad. Now he proudly touts his frosty rays, claiming that they burn just as bad as fire and proving this claim to any skeptics with practical demonstrations and ad hominem chants.

**STATISTICS**

Str 8, Dex 17, Con 13, Int 13, Wis 13, Cha 12

Base Atk +0; CMB -2; CMD 11

**Feats**

Eschew Materials, Weapon Focus (ray)

**Traits**

Rude Songs

**Skills**

Perform (songs) +7; Spellcraft +5; Use Magic Device +5, Stealth +11

**Languages**

Common, Goblin

**SQ**

bloodline arcana

**Combat Gear**

alchemist's fire, potion of cure light wounds, potion of mage armor

**Other Gear**

3 daggers, lucky pet toad ("Test Subject #5"), 5 torches, 8 tindertwigs, 2 pints of oil, flint and steel, empty flask, jug of charred elf fingers (the equivalent of 1 day's trail rations), make-believe wand of fireball (infinite charges), sack containing the blackened corpses of his first four lucky pet toads

**Goblin Trait: Rude Songs**

Providing an opponent can hear and understand you, the lyrics of your songs are so personally insulting that you gain a +2 trait bonus on all Perform (song) checks. Perform is always a class skill for you.
Drubbus Silentstalk

Drubbus has an amazingly long attention span for a goblin. He is also fairly soft-spoken. He would be derided by his tribe-mates for these abnormalities if it weren't for his bad habit of following enemies home at night and hurting them, badly. Drubbus makes his home in the marsh just outside the village for fear of retaliation, though he'll insist he simply enjoys the solitude.

### DRUBBUS SILENSTALK

Male goblin ranger (warden, Ultimate Combat 68) 1  
NE Small humanoid (goblinoid)  
Init +2; Senses darkvision 60 ft.; Perception +5

**DEFENSE**

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)  
hp 11 (1d10+1)  
Fort +3 Ref +4 Will +1

**OFFENSE**

Speed 30 ft.  
Melee throwing axe +4 (1d4+2) or throwing axe +2 (1d4+2) and throwing axe +2 (1d4+1)  
Ranged throwing axe +4 (1d4+2) or throwing axe +2 (1d4+2) and throwing axe +2 (1d4+1)

**STATISTICS**

Str 14, Dex 14, Con 12, Int 8, Wis 13, Cha 6  
Base Atk +1; CMB +2; CMD 14  
Feats Two-Weapon Fighting  
Traits Foul Belch  
Skills Knowledge (geography) +3, Perception +5, Survival +6 (+7 to follow tracks), Stealth +13  
Languages Goblin  
SQ favored terrain (swamps +2), track +1  
Combat Gear potion of cure light wounds, potion of hide from animals  
Other Gear studded leather armor, 8 throwing axes, lucky pet toad ("Latch"), pouch of spider jerky (the equivalent of 1 day's trail rations), 2 tindertwigs, blanket (worn), periscope, woven reed belt with bark buckle, collection of enemies' ears (his favorite is the one he took from leering Mogawg)

**SPECIAL ABILITIES**

Favored Terrain (Ex) Drubbus gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in a swamp. Unless he so desires, he leaves no trail and can't be tracked in swamps.

**Goblin Trait: Foul Belch**

Once per day as a standard action, you can force a particularly odious belch at a single opponent within 5 feet. The character affected must make a DC 13 Fortitude save (12 + Drubbus's Constitution bonus) or be sickened for 1d6 rounds.
MEDGE THE CURIOUS

Goblins are a curious lot, easily attracted to anything the slightest bit novel. Midge of the Squidwhistler tribe exemplifies this quality. She dabbles here and there, sticks her bulbous face into all kinds of trouble, and emerges relatively unscathed—sometimes. Midge's insatiable curiosity led her far from her southern home to Brinestump Marsh, where the swagger (and peg leg) she acquired as a pirate immediately commanded the awe of lesser Licktoads.

**MEDGE THE CURIOUS**

Female goblin bard (archaeologist, *Ultimate Combat* 32) 1
NE Small humanoid (goblinoid)
Init +4; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 size)
hp 9 (1d8+1)
Fort +0 Ref +6 Will +0

**OFFENSE**

Speed 30 ft.
Melee dogslicer +5 (1d4) or whip +5 (1d3 nonlethal)
Ranged dart +5 (1d3–1)
Special Attacks archaeologist's luck 6 rounds/day
Bard Spells Known (CL 1st; concentration +3)
1st (2/day)—animate rope, sleep
1st (2/day)—know direction, light, message, open/close
Reach 5 ft. (15 ft. with whip)

**STATISTICS**

Str 10, Dex 19, Con 11, Int 10, Wis 6, Cha 14
Base Atk +0; CMB –1; CMD 13
Feats Weapon Finesse
Traits Goblin Pirate
Skills Acrobatics +8, Appraise +4, Escape Artist +8, Perception +2, Profession (sailor) +3, Stealth +11, Swim +5
Languages Goblin
SQ bardic knowledge +1

**Combat Gear** acid (2), *potion of cure light wounds*, smokestick
**Other Gear** leather armor, 2 dogslicers, whip, 5 darts, lucky pet toad ("Bandana"), hollow reed (for hiding underwater), jar of pickled slugs (the equivalent of 1 day's trail rations), human-sized fedora with a hole cut in it for Bandana to peek out, extra peg leg, whistle, sack of useless junk retrieved from Brinestump's bog

**SPECIAL ABILITIES**

Archaeologist's Luck (Ex) As a swift action, Midge can call on fortune's favor, granting herself a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls for 1 round.

Bardic Knowledge (Ex) Midge can attempt any Knowledge skill check untrained with a +1 bonus.

**GOBLIN TRAIT: GOBLIN PIRATE**

Although you might prefer life on board a ship, you often end up in the water for some odd reason. You gain a +1 trait bonus on Profession (sailor) and Swim checks, and Swim is always a class skill for you. You might also have a peg leg or a hook for a hand, but that's not so helpful.

**MEDGE'S SONG**

Ocean big, but Medge its master!
Boats help Medge explore things faster!
In swamp boats slow, it make Medge snore...
And so on foot Medge plunder shore!
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