

WE BE GOBLINS: VARIABLE PLAYERS MOD

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

THIS DOCUMENT IS NOT FOR SALE, AND DOES NOT IMPINGE UPON THE MARKET VIABILITY OF PAIZO'S FREE PATHFINDER MODULE, "WE BE GOBLINS!". ITS SOLE PURPOSE IS TO EXPAND THE EXPERIENCE FOR MORE THAN FOUR PLAYERS.

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.

STOMP

XP 600

Heavy Horse

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

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.

SCABTONGUE

XP 200

Advanced Dog

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +10

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.

RUNT-EAR

XP 135

Dog (*Pathfinder RPG Bestiary* 87)

hp 6

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)

WE BE GOBLINS: VARIABLE PLAYERS MOD

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.

TICKLETOOTH

XP 200

Advanced Dog

N Small animal

Init +3; **Senses** low-light vision, scent; **Perception** +10

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.

BULLY

XP 135

Dog (*Pathfinder RPG Bestiary* 87)

hp 6

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

- δ. Advanced Tickletooth (65 xp)
- ð. Added Dale's dog, Bully (135 xp)
- g. 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.

WE BE GOBLINS: VARIABLE PLAYERS MOD

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.



CHEEKS BOTHBURNED

Male goblin sorcerer 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 8 (1d6+2)
Fort +1 **Ref** +3 **Will** +1

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d3-1/19-20)

Ranged dagger +4 (1d3-1/19-20)

Bloodline Spell-Like Abilities (CL 1st; concentration +2)
4/day—cold ray +5 (1d6)

Sorcerer Spells Known (CL 1st; concentration +2)

1st (4/day)—*magic missile*, *enlarge person*

0 (at will)—*ray of frost*, *bleed*, *mage hand*, *resistance*

Bloodline Elemental (cold)

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

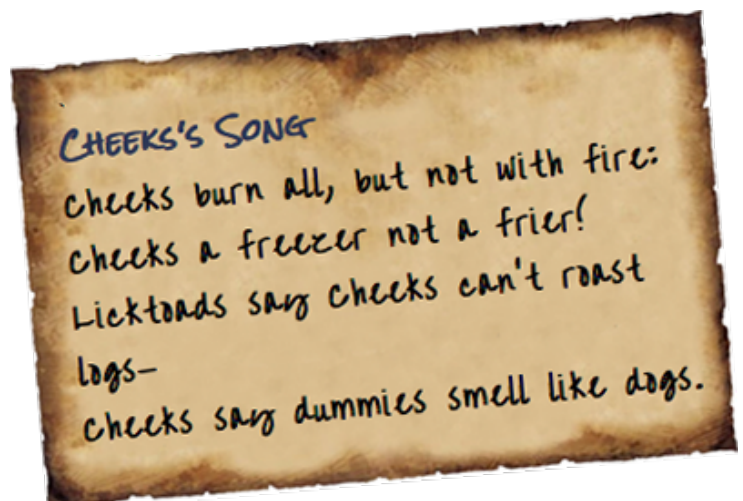
SQ bloodline arcana

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.



WE BE GOBLINS: VARIABLE PLAYERS MOD

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 SILENTSTALK

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*

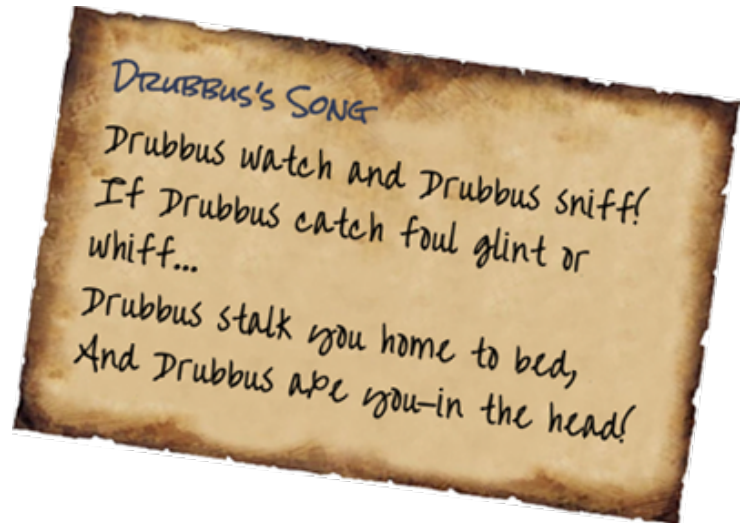
Other Gear studded leather armor, 8 throwing axes, lucky pet toad ("Latch"), pouch of spider jerky (the equivalent of 1 day's trail rations), 2 tindertwigs, blanket (worn), periscope, woven reed belt with bark buckle, collection of enemies' ears (his favorite is the one he took from leering Mogawg)

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.



WE BE GOBLINS: VARIABLE PLAYERS MOD

MEDGE THE CURIOUS

Goblins are a curious lot, easily attracted to anything the slightest bit novel. Medge 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. Medge'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*

0 (at will)—*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

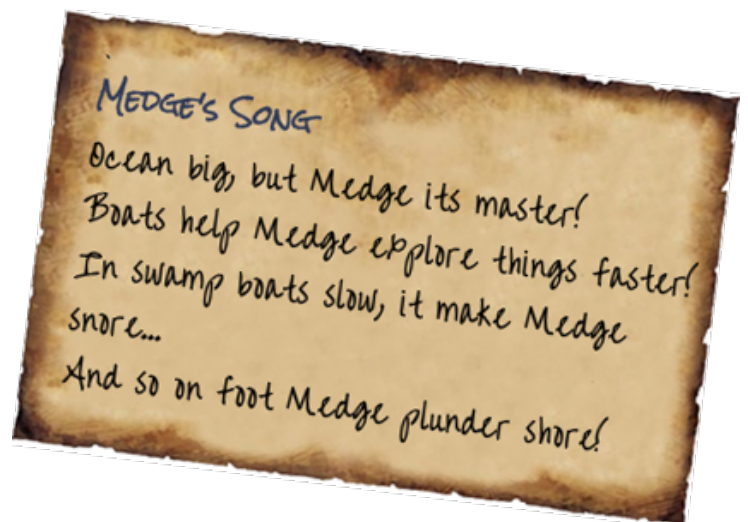
SPECIAL ABILITIES

Archaeologist's Luck (Ex) As a swift action, Medge 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) Medge 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.



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