



# PATHFINDER MODULE: WE BE GOBLINS!

This Chronicle Certifies That

Scenario Chronicle #

002

☐ Slow ☒ Normal

LEVEL 1-2 250 500

MAX GOLD

## EXPERIENCE

1

Starting XP

+ 1 GM's Initial

XP Gained (GM ONLY)

2

Final XP Total

## FAME

2

Initial Fame

0

Initial Prestige

+ 2 GM's Initial

Prestige Gained (GM ONLY)

- 0

Prestige Spent

4 2

Final Fame Current Prestige

## GOLD

439

Start GP

+ 500 GM's Initial

GP Gained (GM ONLY)

+ X GM's Initial

Day Job (GM ONLY)

+ 0

= 939

Subtotal

- 0

Items Bought

= 939

Total

Score

GM

Player Name

A.K.A.

Señor Basco

Character Name

14034-36

Pathfinder Society #

Liberty's Edge

Faction

Has Completed This Scenario.

## Items Found During This Scenario

TIER

1-2

- ☐ **You Be Goblin!** You have special insight into the distractible and sadistic mind of a goblin. You gain a +2 bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against goblins.

Chief's Personal Very Useful Robe [robe of useful items] (2,334; 4 patches left—a ladder, a three-legged turtle, a horseshoe, and a bullhorn)

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.)

Gorge of Cluttons [+1 horse bane dogslicer] (2,308 gp)

Dragon breath gourd [Elixir of fire breath] (1,100 gp)

Elixir of love (150 gp)

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.)

Potion of barkskin (300 gp)

Potion of bear's endurance (300 gp)

Potion of bull's strength (300 gp)

Potion of cure moderate wounds (300 gp)

Ring That Lets You Climb Real Good [ring of climbing] (2,500 gp)

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 a 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.)

Wand of create food and water (CL 5th, 2 charges; 450 gp)

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

Party 06/28/2015 63436

EVENT

EVENT CODE

06/28/15

DATE

Game Master's Signature

14034-36

GM Pathfinder Society #