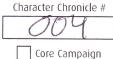
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Pathfinder Module: We B4 Goblins!



Ъ SUBTIER Slow Normal Dur 4 Archm SLOU 20104 1-2 252 504 Faction SUBTIER Slow Normal This Chronicle sheet grants access to the following: 99 SUBTIER Slow Normal You Be Goblin Whelp: Long days spent walking too far, sleeping under bushes, eating bad food, and fearing for your life—some may call that adventuring, but you've realized that it's also frightfully similar to a Licktoad goblin's childhood. At least they get badges for it, and now you do, too! Choose one of the SUBTIER Slow Normal badges below, and cross the other off your Chronicle sheet. You can use each badge a limited number of times, after which its power is lost. Furthermore, the badges' rudimentary magic only lasts for a limited time; once you reach 6th level or higher, check any remaining boxes on the badge. SUBTIER Slow Normal 🗖 🗖 Animal Friendship: When you hit a creature with the animal type, you can check one of this badge's boxes to deal an additional 1d6 damage to the animal. This damage is not multiplied on a critical hit. T I Happy Beat: When you are hit by an attack, you can check one of this badge's boxes to gain DR 5/— against that attack. □ □ *Hurtful Words*: When attempting an Intimidate check to demoralize a target, you can check one of Starting XP this badge's boxes to gain a +5 bonus on the Intimidate check. - I Squimtongue: Before attempting a saving throw, you can check this badge's box to roll the saving GM's SAL + throw twice and take the better result. XP Gained (GM ONLY) Great Goblin Relics: To a goblin, even the most repugnant and mundane trinkets can become valuable treasure. As if empowered by the goblins' superstitions, several of the mementos of the wedding raid = have manifested minor enchantments. Choose one of the objects below, and cross the others off your **Final XP Total** Chronicle sheet. If you are a Small creature, you can instead choose two. If you are a goblin (requiring a special Chronicle sheet), you can choose three. When you use the item, you must check the box that precedes it; afterward the object is a mundane keepsake with no further powers. Kettlehelm of Glory: Wearing this absurd helmet made from a kettle provides you an unlikely defensive Initial Prestige Initial Fame advantage. You can use the kettlehelm as an immediate action to gain the benefits of the light fortification Sial armor enchantment against a single attack. If this fails to prevent a critical hit or sneak attack, the helm's Prestige Gained (GM ONLY) power is not expended and can be used again. FAM Handful of Wedding Cake</mark>: You can eat this heaping handful of wedding cake as a full-round action. At Handful of Wedding Cake the beginning of your next turn, the sugary treat grants you the benefits of haste for 1d4+2 rounds, after **Prestige Spent** which you are fatigued for 1 minute. 3 □ Eye Patch of Selective Blindness: This grim, black eye patch helps you avoid seeing what should not be 3 seen. When you would be subject to a gaze ability, you can use this eye patch to immediately avert your Current Prestige Final gaze until the beginning of your next turn. If you are already averting your gaze, using the eye patch reduces the chance to be affected by the gaze to 25%. 250 - Jester's Cap of Medicine Mixing: You can use this bright, five-pointed jester's cap to drink two identical alchemist extracts or potions as a standard action. The second potion has no effect, but you increase the Starting GP effective caster level of the first potion by 5. Even if the effect would be permanent, the caster level returns SP 504 to normal after 24 hours. GP Gained (GM ONLY)

potion of spider climb (330 gp) wand of cure light wounds (15 charges; 225 gp, limit 1) elixir of fire breath (1,100 gp)

purchased 15 charge wood (205)

Total 237865

GM Pathfinder Society #

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Day Job (GM ONLY) 5

Gold Spent

Initials

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For GM Only

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Game Master's Signatur