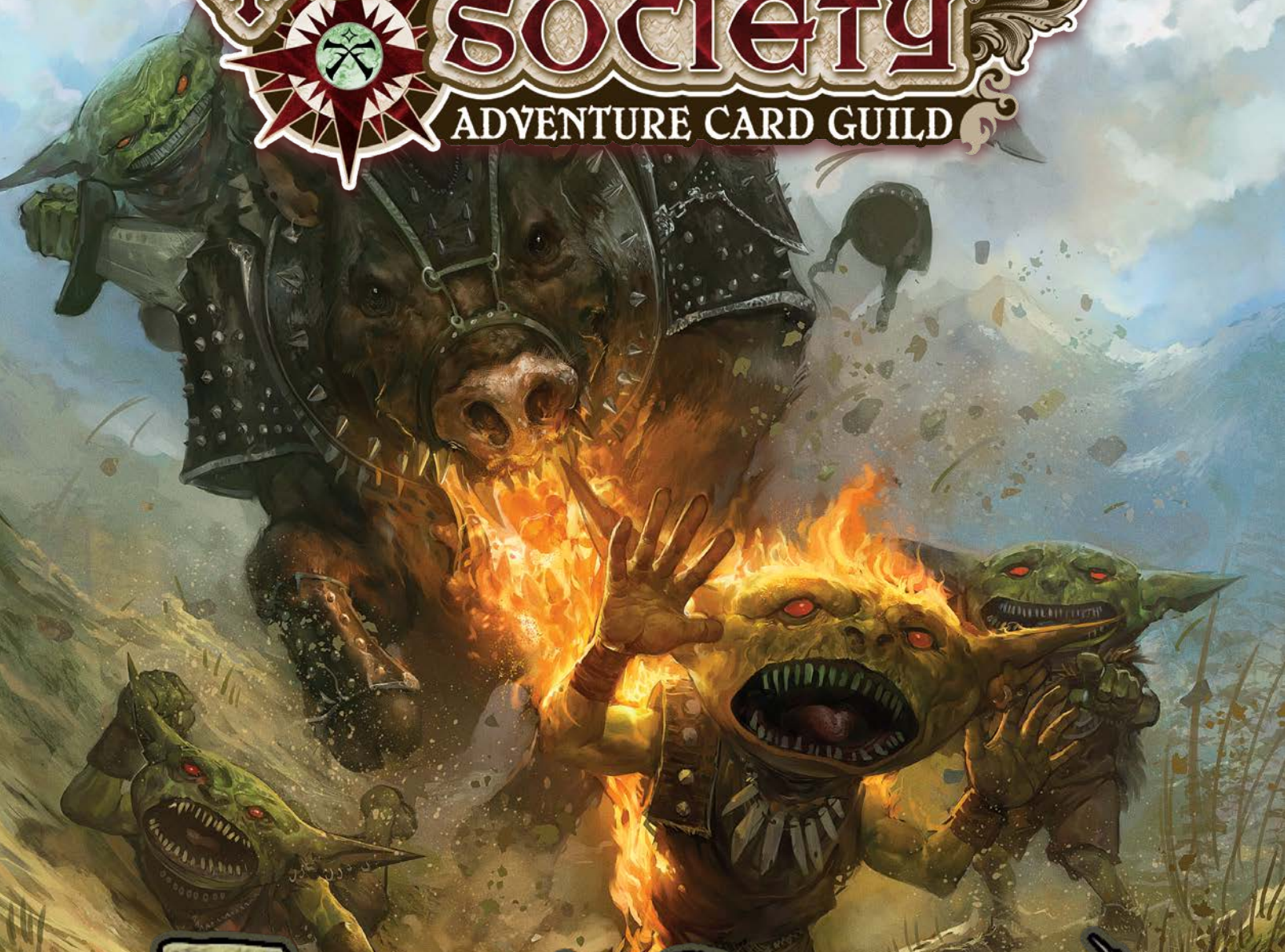


PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF THE GOBLINS!

WE BE GOBLINS TOO!



Adventure 2B-2: We Be Goblins Too!

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SEASON OF THE GOBLINS

Everyone knows the tales of those stupid longshanks adventurers from the town of Sandpoint. But have you heard the exploits of the heroic goblins Reta, Poog, Mogmurch, and Chuffy? These names will go down in history (or until we forget them). These brave Licktoad goblins ventured far and wide... well, not too far... and actually kind of close by. They have fought giant creatures and evil longshanks. Their adventures are stuff of legend and awe. Before we tell you of these undertakings, let us pray to Lamashtu and see if she'll bless us with some mutations or other exciting things.

Nah, let's just sing.

*Goblins chew and goblins bite.
Goblins cut and goblins fight.
Stab the dog and cut the horse,
Goblins eat and take by force!*

*Goblins race and goblins jump.
Goblins slash and goblins bump.
Burn the skin and mash the head,
Goblins here and you be dead!*

*Chase the baby, catch the pup.
Bonk the head to shut it up.
Bones be cracked, flesh be stewed,
We be goblins! You be food!*

Goblins Burn! Goblins Fight!

While not required, the *Goblins Fight! Deck* and *Goblins Burn! Deck* are very helpful. During this season, you have permission and encouragement to shuffle all of the appropriate adventure deck number boons from those decks into the *Rise of the Runelords Base Set*. You may use multiple copies of these decks, but cannot selectively choose which boons you shuffle into the set.

COMPLETE THESE ADVENTURES IN ANY ORDER:

2B-1	We Be Goblins!
2B-2	We Be Goblins Too!

DURING THIS ADVENTURE PATH

You gain the Goblin trait.

Wait, I'm Not a Goblin!

Every now and then, you have a strange memory that maybe you aren't a goblin. Maybe it's because your character card says "Human" or has a distinctly un-goblin name like Alahazra. It's almost like everything has been a horrible nightmare ever since you tangled with some cultists of Lamashtu and some awful mutating liquid.

Then you realize you're just a goblin, writing is scary, Lamashtu is great, and it's time to set things on fire.



REWARD

Each player chooses one of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Lamashtu's Bauble as if it is in her Class Deck box.

WE BE GOBLINS TOO!

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings Adventure Deck* and *The Skinsaw Massacre Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Rise of the Runelords Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, **1**, or **2**.

Read the Following Aloud:

You are heroes of the Licktoad tribe! Except you're not. You burned down the heretic Scribbleface's hut, finding a map with evil words that led to a box of fireworks! There would be much boom. His Mighty Girthness Chief Rendwattle Gutwad ordered you to follow the map and find the fireworks! After you proved your temporary worth eating slugs at the bonfire, you set out for adventure and murder.

Unfortunately, the murder seemed likely to be on the part of Lotslegs Eat Many Goblin Babies, a giant spider who ate some of you. You were trapped in her poisonous webs, and thought you'd never see the dark of night again. But you were heroes, so Lotslegs died.

You reached the coast and found a broken boat commanded by the cannibal goblin witch Vorka. She spat firesnot at you, and sent her dog (!) Cuddles and her horse (!!) Stomp after you, and all seemed lost. But you were heroes, so Vorka died.

And then longshanks came and tried to take your fireworks before you could blow things up with them! Do they not know that's what goblins are best at? They poked you with swords and froze you with spells. You were no match for them, it seemed. But you were heroes, so the longshanks... well, you ran away and everything was great.

Then there were many fireworks to be exploded! One day, while you were away from the tribe being heroes, evil thieving

longshanks came into the swamp and destroyed the tribe's camp. They wiped out the entire tribe. Worse, they stole all of the fireworks!

Now homeless and tribeless, you decide to head to Ravenroost and join the Birdcrunchers (since they aren't that stupid). But when you get there, the Birdcrunchers seem very nervous and frightened. They aren't even trying to defend their cave. And now, a wrinkled old goblin waddles out of the crowd, approaching your party. She's obviously some sort of shaman—maybe even a chieftain. If anyone here knows whether or not you can join the tribe, it'd likely be her. She might make you do something to join, but that'll be no problem for goblin heroes like you!

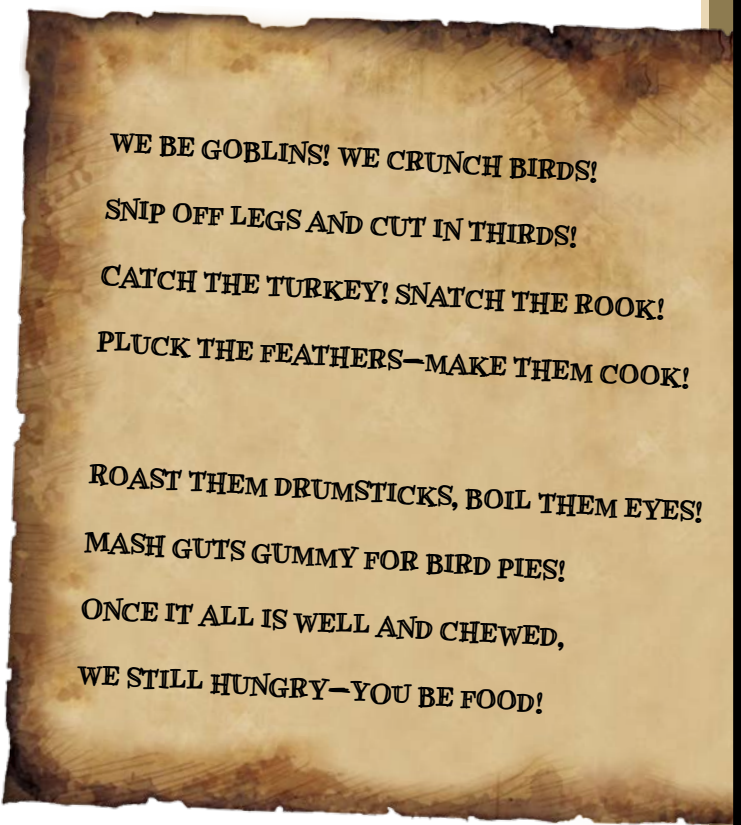
COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2B-2A: The Birdcruncher Moot
- 2B-2B: It's All Fun and Games Till an Arch-Lich Loses an Eye
- 2B-2C: Munchmeat Farm
- 2B-2D: Pa's Reckoning

DURING THIS ADVENTURE

When you would encounter a bane that has the Goblin trait, instead banish it and summon and encounter a bane of the same type that does not have the Goblin trait.

When you are dealt damage, you may give 1 card that has the Goblin trait that you would discard as damage to a random other character instead.



REWARD

You may add the promo card *Birdcruncher Crown* to your deck and to your *Goblins Fight!* and *Goblins Burn!* decks.

2B-2A: THE BIRDCRUNCHER MOOT

Read the Following Aloud:

“Well, well! What have we here?” says Wise Mummy Sprattleharsh. “Licktoads, by the look of you, and from what I hear, orphans as well, hmm? Looking for a new place to live, I suspect? Well, you might be in luck, because we need new blood. Our own chieftains have been... lacking... in chieftainish ways. We’ve been having problems lately with an ogre and his fire-breathing boars, you see, and any goblins capable of killing the boars and driving off the ogre... or driving off the boars and killing the ogre... or... or whatever—well, they’ll not only be welcomed into Birdcruncher territory with open arms. They’ll be made chieftains, one and all!”

With that, the gathered Birdcruncher goblins suddenly animate into cheers and song. Eager and excited, they surge out of the cave to welcome their saviors, but suddenly freeze as the old woman shrieks out a command for silence. The goblins remain frozen in place, literally fearful of twitching a single thumb, and she continues in a softer voice.

“But we can’t just assume you’re the stuff chieftains are made of. You might just be lucky. No, no... before we accept you as our saviors and before you’ll even have a chance to face off against Pa Munchmeat and his pig... I declare we have a Chieftain Moot!”

Whatever dares Wise Mummy Sprattleharsh might concoct to test you, you’ll be running this place soon!

DURING THIS SCENARIO

When placing token cards, all characters start at the location Birdcruncher Cave.

When you move, all characters move to the same location, ignoring any movement restrictions.

When you would encounter a barrier from a location deck, roll 1d4 and summon and encounter the following barrier instead. If you defeat it, display the original barrier next to your character deck; otherwise, shuffle the original barrier into the location deck it came from.

1. Bird Pie
2. Blind Bird Shoot
3. Bloodbug Bog Bash
4. The original barrier

To win this scenario, close the location Birdcruncher Cave.

VILLAIN: NONE

HENCHMEN: NONE

PLAYERS	LOCATIONS
1	BIRDCRUNCHER CAVE
1	BLOODBUG BOG
2	WOODS
3	WARRENS
4	NETTLEMAZE
5	TREACHEROUS CAVE
6	JUNK BEACH



REWARD

For each barrier displayed next to a character, that character may choose weapon, armor, item, or ally and add a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

For the rest of Season of the Goblins, each character may temporarily replace 1 of his items with the promo card Birdcruncher Crown.

Development:

Now that you have decided which of you is the new chieftain, it’s time to show your new subjects that you are a tough and strong leader. On Wise Mummy Sprattleharsh’s request, go hunt

down the ogre who has been causing problems for the tribe... just watch out for those fire-breathing boars!

2B-2B: IT'S ALL FUN AND GAMES TILL AN ARCH-LICH LOSES AN EYE

Read the Following Aloud:

You are on your way to Munchmeat Farm when you spy a group of longshanks adventurers coming out of a cave... and one of them has a shiny blue thing. This is what you'd hear them say if you were paying attention.

"Twas a tryingly arduous struggle, I must admit," says the wizardly one.

"Tryingly arduous, you say?" says the swordy one. "We just lost half our blessed party down there!"

The wizardly one answers. "But triumphant have we boon companions emerged, with a worldshaking prize wrested from the hellish depths of the most formidable dungeon in all the northland!"

As the burnt-up elfy one just repeats the word "Ow" over and over, the swordy one says, "I'm not feeling too blessed triumphant now, mage..."

"Oh smile, brave paladin! For we've just liberated the mightiest magical artifact to see daylight in centuries, surely! Claiming the Other Eye of the Arch-Lich Kalzaroth will make me—nay, us—powerful beyond our wildest dreams!"

But who has time to listen to all of that? Kill them and claim the shiny thing for yourselves!



VILLAIN:



THE SKINSAW MAN (PROXY FOR ARCH-LICH KALZAROTH)

HENCHMEN:



BANDITS

PLAYERS	LOCATIONS
1	WOODS
1	WARRENS
2	MILL
3	SHRINE TO LAMASHTU
4	NETTLEMAZE
5	FARMHOUSE
6	DEEPER DUNGEONS

DURING THIS SCENARIO

Treat the villain The Skinsaw Man as the villain Arch-Lich Kalzaroth. After adding the villain and henchmen, build the location Treacherous Cave and shuffle in the henchman Longshanks Adventurers.

When placing token cards, all characters start at the location Treacherous Cave and cannot move until it is closed.

When you defeat the henchman Longshanks Adventurers, display the support card Shiny Eye Thing next to your deck, then summon and encounter the henchman Fight Over the Eye.

REWARD

If you have the Shiny Eye Thing displayed next to your deck, choose a type of card other than loot and draw a card of that type with an adventure deck number of 2 from the box. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

You've escaped the wrath of the terrifying Arch-Lich Kalzaroth, and felt the powers he possessed yourselves... but you still have a job to do. Go deal with those ogres, and

maybe you can use some of that forbidden knowledge to your advantage. Or just stab them a bunch. That works too.

2B-2C: MUNCHMEAT FARM

Read the Following Aloud:



An archway made of broken branches and bleached bones allows passage to the farm. A sign hangs from the arch, its words scrawled onto the wood with what looks like blood. Three severed, maggot-covered goblin heads sit on poles driven into the ground to the left of the gate. A second sign leans against these poles under the heads.

Both signs are written in Common. The one hanging from the arch says, "Trespsrs wil b eatn!" The one near the three goblin heads (which once belonged to the three Birdcruncher chieftains who came before you) reads, "Yous gobluns taste YUM! Send moar gobluns!"

Thankfully, you're goblins: you don't read, and goblin heads are pretty common lawn adornments. On to the farm and its goblin-eating ogres and fire-breathing boars!

VILLAIN: NONE

HENCHMEN:

-  TANGLETOOTH (PROXY FOR BIG OL' OWLY THING)
-  POISON TRAPS (PROXY FOR PIGGY)

DURING THIS SCENARIO

Treat the henchman Tangletooth as the henchman Big Ol' Owly Thing. Treat the henchman Poison Trap as the henchman Piggy.

When you defeat and would banish a monster that has the Animal trait, shuffle it into a random unoccupied location.

To win the scenario, close all locations.

PLAYERS	LOCATIONS
1	ALCHEMICAL WORKSHED
1	DYING GARDEN
1	OVERTURNED BOAT
2	BONEYARD
3	FARMHOUSE
4	WARRENS
5	WOODEN BRIDGE
6	TREACHEROUS CAVE



REWARD

For the rest of this Adventure Path, after drawing starting hands, 1 character may draw the cohort Squealy Nord. At the end of each scenario, return Squealy Nord to the game box.

Development:

You took out the ogre's fire-breathing pigs and rescued your own lost pig, Squealy Nord! Now you just need to teach him to breathe fire, and the world is yours for the taking. But,

first, you need to deal with whatever strange ogre trained these crazy animals!

2B-2D: PA'S RECKONING

Read the Following Aloud:

You've triumphed over fire-breathing boars and giant owly things. There's just one last thing to do, then you'll be the heroes (and chieftains!) of the Birdcruncher tribe.

You need to go into an ogre's house and drive off or kill him and his family. He's not just any ogre, though: he's a crazy ogre druid who figured out how to tame giant owly things and train boars to belch fire. Vultures wheel overhead, which is almost always a sign of good luck, because that means someone else is dying or about to die. Hasn't been you yet, so that's a good sign too.

Pa Munchmeat may have magic command over fire and the ability to charm animals, but you're big goblin heroes, and you've got Squealy Nord to back you up, so you're ready for anything! And maybe you can steal his crazy tricks for yourself.

Make with the heroing!

VILLAIN:



PILLBUG PODIKER (PROXY FOR PA MUNCHMEAT)

HENCHMEN:



POISON TRAP (PROXY FOR SPIKE AND GUFFY)

PLAYERS

1-6

LOCATIONS

MUNCHMEAT "MANOR"

DURING THIS SCENARIO

Treat the villain Pillbug Podiker as the villain Pa Munchmeat. Treat the henchman Poison Trap as the henchman Spike and Guffy.

When adding the villain and henchman, shuffle the henchman into the location deck, then put the villain on the bottom.

When creating the blessings deck, shuffle together from the box 20 blessings and a number of monsters equal to twice the number of players.

When you discard a monster from the blessings deck, put it on top of your location deck.

When you encounter the villain Pa Munchmeat, if there are other cards in the location deck, Pa Munchmeat is evaded; put him on the bottom of the location deck.



REWARD

Each player may draw a blessing with an adventure deck number of 1 or 2 from the box. If Charmed Squealy Nord was displayed at the end of the scenario, each player may draw an ally with an adventure deck number of 1 or 2 from the box and Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

You return triumphant to the Birdcruncher tribe. They are amazed that not only did you defeat the ogres and their pets, but you even lived to tell the tale! They are amazed at your only slightly embellished tales of the battle, and cheer at the newly found ways to play with fire. You are proclaimed heroes, chieftains, and greatest goblins of all time!

It's good to be the chief and nothing bad could ever happen again, so it's time for a well-deserved break where no one is thinking about killing you in your sleep. You know, like chieftains get!

SEASON OF GOBLINS! LOCATION 2

BIRDCRUNCHER CAVE



DECK LIST	
MONSTER	1
BARRIER	3
WEAPON	2
SPELL	0
ARMOR	1
ITEM	1
ALLY	0
BLESSING	1

AT THIS LOCATION
If another location is open, this location may not be permanently closed.


WHEN CLOSING
Succeed at a Wisdom or Perception 8 check.

WHEN PERMANENTLY CLOSED
No effect.

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SEASON OF GOBLINS! LOCATION 2


BIRDCRUNCHER CAVE



A small, dark opening in the cliff sits surrounded by various bits of bone, gristle, trash and other detritus left by the Birdcruncher goblins. The cave itself is dank and would smell awful to a longshanks, but goblins don't generally worry about such things. A large pot filled with tepid, oily water hangs over a spent fire, promising tasty soup if any of the goblins ever feel like going out to get some meat for it. Small beds of grasses and twigs lie haphazardly along one wall, while the whelping cages are around the corner where the screams and curses of the little creatures can be ignored properly. This might be only a nasty cave to some, but to you it feels like home.

SEASON OF GOBLINS! LOCATION 2

BLOODBUG BOG



DECK LIST	
MONSTER	3
BARRIER	2
WEAPON	0
SPELL	0
ARMOR	0
ITEM	1
ALLY	2
BLESSING	1

AT THIS LOCATION
The difficulty of your Acrobatics and Stealth checks is increased by 2.


WHEN CLOSING
Succeed at an Intelligence or Knowledge 8 check.

WHEN PERMANENTLY CLOSED
On closing, you may recharge any cards that have the Poison trait in your discard pile.

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SEASON OF GOBLINS! LOCATION 2

BLOODBUG BOG



A low valley to the south of the Birdcruncher camp gradually ramps down into a perpetually swampy sludge known as Bloodbug Bog. All sorts of vermin buzz and squelch around in the filthy water, including a healthy supply of bloodbugs waiting for the chance to latch onto some unsuspecting goblin's flesh and suck her dry. Some leftover stilts from a failed attempt by the Birdcrunchers to colonize this swamp still sag into the water in several places, and boards have been laid down across some of these to form a precarious crossing ten feet off the ground.

SEASON OF GOBLINS! BARRIER 2

BLIND BIRD SHOOT



DARE SKIRMISH TASK ANIMAL

CHECK TO DEFEAT PERCEPTION 5

THEN COMBAT 10

POWERS

If defeated, draw a blessing from the box.

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SEASON OF GOBLINS! BARRIER 2

BLOODBUG BOG BASH



DARE SKIRMISH TASK

CHECK TO DEFEAT DEXTERITY ACROBATICS 6


POWERS

Before you act, summon and encounter the henchman Bloodbug. If the Bloodbug is not defeated, this barrier is evaded.

Illustration by Damien Mammoliti © 2016 Paizo Inc.

SEASON OF GOBLINS! HENCHMAN 2

BLOODBUG



ANIMAL

TYPE MONSTER

CHECK TO DEFEAT COMBAT 9

POWERS

Before you act, succeed at a Constitution or Fortitude 7 or bury the top card of your deck.

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SEASON OF GOBLINS! BARRIER 2

BIRD PIE



DARE SKIRMISH TASK

CHECK TO DEFEAT SEE BELOW

POWERS

Each character summons and encounters the henchman Cooking Eagle. If any of the henchmen are defeated, this card is defeated.

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SEASON OF GOBLINS! HENCHMAN 2

COOKING EAGLE



ANIMAL FIRE

TYPE MONSTER

CHECK TO DEFEAT COMBAT 11

POWERS

If undefeated, you are dealt 1d4 Fire damage.
If defeated, you are dealt 1 Fire damage.

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SEASON OF GOBLINS! **VILLAIN 2**

ARCH-LICH KALZAROTH

UNDEAD LICH WIZARD

TYPE
MONSTER

CHECK TO DEFEAT
DEXTERITY
STEALTH

16
OR
30

POWERS

The Arch-Lich Kalzaroth is immune to the Mental and Poison traits.

When you encounter Arch-Lich Kalzaroth, if the support card Shiny Eye Thing is displayed next to the deck of a character at your location, display it next to this card.

Before you act, each character at your location may be dealt 1d4 Fire damage to add that number to your check to defeat.

If defeated by a Combat check, display the Shiny Eye Thing next to your deck; otherwise return it to the box.

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SEASON OF GOBLINS! **HENCHMAN 1**

LONGSHANKS ADVENTURERS

DWARF ELF HUMAN ARMY SKIRMISH

TYPE
BARRIER

CHECK TO DEFEAT
ACROBATICS
DISABLE
FORTITUDE
PERCEPTION
STEALTH
SURVIVAL

8

POWERS

Each character chooses a different check to defeat. Each character who fails a check to defeat must attempt a Combat 13 check. If any character fails both checks, the barrier is undefeated; otherwise, it is defeated.

If undefeated, you are dealt 1d4+1 Combat damage.

If defeated, you may automatically close the location this henchman came from.

Illustration by Wayne Reynolds © 2016 Paizo Inc.

SEASON OF GOBLINS! **SHINY EYE THING 2**

POWERS

Display this card next to your deck.

While displayed, you gain the skill Arcane: Charisma +4.

While displayed, on your Constitution check, subtract 1d4+1 from the result.

While displayed, you may add 1d20 to your check. If you succeed and the result is odd, bury a card, then summon and encounter the henchman Fight Over the Eye.

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SEASON OF GOBLINS! **HENCHMAN 2**

FIGHT OVER THE EYE

SKIRMISH

TYPE
BARRIER

CHECK TO DEFEAT
COMBAT

13

POWERS

Each character attempts the check to defeat. The character with the highest result displays the support card Shiny Eye Thing next to her deck. Characters who fail are dealt an amount of Combat damage equal to the difference between the difficulty to defeat and that character's result.

After you act, banish this barrier; it is defeated.

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SEASON OF GOBLINS! **LOCATION 2**

OVERTURNED BOAT

DECK LIST	
MONSTER	2
BARRIER	2
WEAPON	1
SPELL	0
ARMOR	1
ITEM	1
ALLY	1
BLESSING	1

AT THIS LOCATION

The difficulty of your checks to defeat banes that have the Animal trait is increased by 2.

WHEN CLOSING

Succeed at a Strength or Perception 8 check.

WHEN PERMANENTLY CLOSED

On closing, draw the cohort Squealy Nord from the box.

Illustration by Tim Kings-Lynne © 2016 Paizo Inc.

SEASON OF GOBLINS! **LOCATION 2**

OVERTURNED BOAT

Something that was long ago some sort of boat juts belly-up from the dirt here, having long since been half-buried by mud and sludge. What little plant life that survives in the area has overtaken the boat as well, with weeds twice as tall as a goblin growing around the base, and vines choking the surface and growing into and out of small holes caused by warping and twisting of the planks that make up the hull. A large hole has been broken in one side of the boat, obviously using some sort of sharp object, and a crude fence surrounds a muddy rooting pit smelling sharply of pig poo.

SEASON OF GOBLINS! **LOCATION 2**

ALCHEMICAL WORKSHED

DECK LIST	
MONSTER	0
BARRIER	3
WEAPON	1
SPELL	2
ARMOR	0
ITEM	3
ALLY	0
BLESSING	0

AT THIS LOCATION

After you attempt a check that invokes the Fire trait, you are dealt 1d4-1 Acid damage.

WHEN CLOSING

Succeed at an Intelligence or Craft 7 check.

WHEN PERMANENTLY CLOSED

On closing, draw a random item that has the Alchemical trait from the box.

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SEASON OF GOBLINS! **LOCATION 2**

ALCHEMICAL WORKSHED

This rickety shed seems to have been built out of whatever leftover pieces of wood might have been available at the time. The ground around it is muddy, and darker than the nearby soil, as if the dirt in this area had been scorched over and over throughout a period of years. Inside, a crooked workbench barely supports a menagerie of alchemical reagents and cracked and broken glassware. Almost every spot on the walls has been scorched at some point in the past, and the whole place has been inundated by the scent of chemically burned flesh.

SEASON OF GOBLINS! **LOCATION 2**

DYING GARDEN

DECK LIST	
MONSTER	3
BARRIER	2
WEAPON	1
SPELL	0
ARMOR	1
ITEM	1
ALLY	0
BLESSING	1

AT THIS LOCATION

Add 1d6 to your checks against banes that have the Plant trait.

WHEN CLOSING

Either succeed at a Survival 8 check or discard a card that has the Fire trait.

WHEN PERMANENTLY CLOSED

Before closing, search the location deck for a boon and draw it.

Illustration by Felipe Escobar © 2016 Paizo Inc.

SEASON OF GOBLINS! LOCATION 2

DYING GARDEN



This swath of earth could have once been a tended garden, but years of being ignored has obviously given it a mind of its own. At least half of the plants here are dead or dying, and those that still live are weeds and other useless plant life. The smell of decay is overpowering as you come near, and you can see that it's become more of a compost heap than a garden at this point, with trash and poorly cleaned bones having been dumped into several spots.

SEASON OF GOBLINS! LOCATION 2

BONEYARD



DECK LIST	
MONSTER	3
BARRIER	1
WEAPON	1
SPELL	2
ARMOR	0
ITEM	1
ALLY	1
BLESSING	0

AT THIS LOCATION
Allies and non-villain monsters gain the Undead trait and are immune to the Mental and Poison traits.

WHEN CLOSING
Either succeed at a Divine 8 check or bury a blessing.

WHEN PERMANENTLY CLOSED
No effect.

Illustration by Scott Purdy ©2016 Paizo Inc.

SEASON OF GOBLINS! LOCATION 2

BONEYARD



This pile of leftover bones with small bits of dry flesh hanging on them seems to be Pa Munchmeat's main trash pile. All manner of vermin buzz and skitter around the pile, not the least of which is a huge cloud of flies making their presence well known. You can recognize a few bones that look suspiciously like those of goblins if you look closely... but why would you look closely?

SEASON OF GOBLINS! HENCHMAN 2

BIG OL' OWLY THING

ANIMAL



TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
15	

POWERS

Before you act, succeed at a Perception 6 check or you are dealt 2 Combat damage.

If undefeated, a random character summons and encounters the henchman Big Ol' Owly Thing.

If defeated, you may immediately attempt to close the location this henchman came from.

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SEASON OF GOBLINS! HENCHMAN 2

PIGGY

ANIMAL



TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
14	
OR	SURVIVAL
10	

POWERS

Before you act, each character at your location must succeed at a Dexterity or Acrobatics 9 check or be dealt 1d4 Fire damage.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Mike Sass © 2016 Paizo Inc.

SEASON OF GOBLINS! COHORT 2

SQUEALY NORD

ANIMAL MOUNT VETERAN



POWERS

Display this card next to your deck.

While displayed, you may recharge a card to add 1d4 plus the scenario's adventure deck number to your non-combat check.

While displayed, at the end of your turn, you may recharge a card to move.

"Squealy is fearsome boar! Poog will tame him!" —Poog

Illustration by Greg Opalinski © 2016 Paizo Inc.

SEASON OF GOBLINS! LOCATION 2

MUNCHMEAT "MANOR"



DECK LIST	
MONSTER	4
BARRIER	6
WEAPON	2
SPELL	2
ARMOR	1
ITEM	1
ALLY	1
BLESSING	1

AT THIS LOCATION
Add 1d6 to your checks that invoke the Fire trait.

WHEN CLOSING
Succeed at a Strength or Constitution 9 check.

WHEN PERMANENTLY CLOSED
No effect.

Illustration by Paolo Puggioni © 2016 Paizo Inc.

SEASON OF GOBLINS! LOCATION 2

MUNCHMEAT "MANOR"



This decaying farmhouse stands in the lowest, wettest part of the farm. A steep ramp arches up to the doorway over the small pond of tepid water that sits below the shack. In what appears to be a living area, trophies from hunts line the walls and sit on almost every surface. A door leads to a smaller room with a large, bloodstained table in the middle, supporting a myriad of poorly tanned hides and failed taxidermy projects. On the other side of the building, the master bedroom hosts a mass of pieces of old mattresses, loose straw, and mud.

SEASON OF GOBLINS! VILLAIN 2

PA MUNCHMEAT

GIANT OGRE DRUID



TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
18	

POWERS

Characters may not play cards that have the Animal trait.

Before you act, return the cohort Squealy Nord to the box and summon and encounter the henchman Charmed Squealy Nord.

If undefeated, each character at your location is dealt 1d4 Fire damage.

Illustration by Greg Opalinski © 2016 Paizo Inc.

SEASON GOBLIN! HENCHMAN 2

SPIKE AND GUFFY

ANIMAL AND GIANT OGRE FIGHTER



TYPE: MONSTER

CHECK TO DEFEAT: COMBAT

14

THEN: COMBAT

16

POWERS

If undefeated, bury 2 cards from your discard pile.

Illustration by Greg Opalinski © 2016 Paizo Inc.

SEASON GOBLIN! HENCHMAN P

CHARMED SQUEALY NORD

ANIMAL



TYPE: MONSTER

CHECK TO DEFEAT: COMBAT

9

OR: CHARISMA, DIPLOMACY, ARCANE

11

POWERS

If evaded or defeated by a non-combat check, display this card next to the scenario.

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SEASON GOBLIN! LOOT P

LAMASHTU'S BAUBLE

ACCESSORY MAGIC



TYPE: ITEM

POWERS

Display this card next to your deck. While displayed, you gain the Goblin trait. While displayed, add 1d4 to your checks against cards that have the Goblin trait. While displayed, when you defeat a bane that has the Goblin trait, you may recharge a random card from your discard pile.

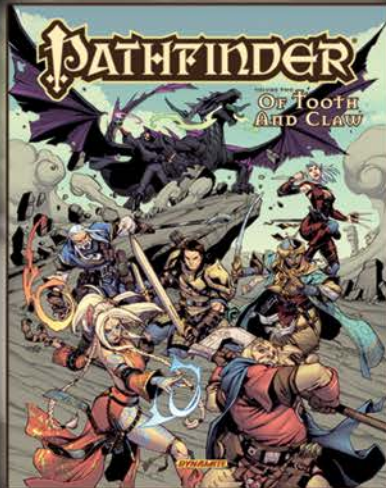
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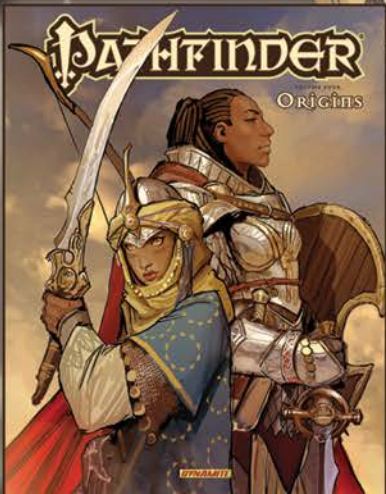
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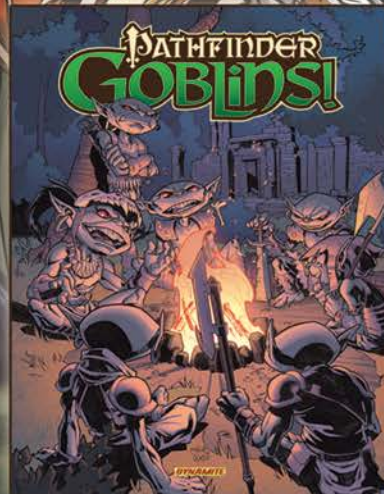
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Season of the Goblins

Adventure 2: We Be Goblins Too!

_____ A.K.A. _____
 Player Name Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		
Notes:					
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure					