

Licktoad Village — Where It All Began





Licktoad Village, burning in the night

Licktoad Village

Status

Destroyed. The village was burned and its inhabitants killed by human adventurers from Sandpoint. The party returned to find only guttering remnants and skeletons that still moved. All

goblins who had celebrated them days before were dead. The adventurers were gone. The eight put down the skeletons, then left.

Geography

- Located **southwest** of Sandpoint, deep in Brinestump Marsh.
- Module 1 describes the direction as "south of Sandpoint" — this is imprecise. PathfinderWiki confirms southwest.
- Several miles along the Varisian coast from Sandpoint.

Physical Description (pre-destruction)

- Centered on the **Moot House** — Chief Rendwattle Gutwad's hall, stacked with trophies, brine-pickled corpses, and the six-foot Teeter Chair.
- **Whelping cages** for raising goblin infants — the party began here as whelps.
- **Squealy Nord's pit** — a muddy enclosure next to the goblin baby cages where the tribe's mascot pig was kept.
- Remains of **Scribbleface's burnt hut** (exiled and eaten before the campaign began).
- Communal fire pit for celebrations.
- Marsh surrounds the village on all sides: giant bugs, wild dogs, giant snakes, giant frogs.

Key Events Here

1. **Campaign opening:** The eight goblins were released from the whelping cage after completing their dares. Declared heroes of the Licktoad tribe. Party reached Level 1.
2. **First celebration:** After returning from the Kaijitsu Star with Vorka dead and the marsh navigated. The heroes were feted.
3. **Squealy Nord discovered missing** during or after the first celebration. Led to the Paddlefoot Farm recovery mission.
4. **Second celebration:** After Squealy Nord was liberated from the farm. Louder than the first.
5. **Destruction:** The party returned from the second ship expedition to find the village burned and its population dead. Skeletons were still active in the ruins. The eight cleared them and departed north.

Destruction — The Mystery

remembered — skeletons/destruction confirmed (CD memory, T3). Backstory: imagined — GM-designed content, Jade Regent AP / Fires Over Brinestump connection.

The village was attacked and burned while the party was on their second ship expedition. When they returned, skeletons were still moving through the ruins. The party defeated them and departed north. All other tribe members were dead. Squealy Nord was not with the party — he had already been captured by Pa Munchmeat, who was fattening him for bacon at Manschmied Farm. The party freed him there later.

The cause — an in-world mystery from the goblins' POV: An adventuring party visited the Kaijitsu Blossom before the goblins arrived. They disturbed the dead aboard the ship. The undead followed their trail back to the village and attacked. The adventuring party's identity is unknown to the goblins — the party never encountered them, never identified them, and has not read the paper inside the sword hilt recovered from the Blossom, which may contain relevant information.

This is an **active in-world mystery**, not a documentation gap. Resolution depends on future player action.

Notable NPCs

Chief Rendwattle Gutwad — CE male goblin ranger 3. Obese. Rules from the six-foot Teeter Chair. Speaks only through his advisor Slorb. Dead by the time of Rise of the Runelords (a ghost haunting Brinestump Marsh in Module 5's era), but alive during the campaign's events.

Slorb — Gutwad's chief advisor and mouthpiece. CE male goblin expert 1. Overdressed, pompous, nasal voice. Distributes missions on Gutwad's behalf.

Notes

- Module 2 (We Be Goblins Too!) confirms the village destruction as backstory: the Licktoad tribe was wiped out by Sandpoint adventurers while the PCs were out scrounging for more fireworks.
- The village burning happened between Part 2 and Part 3 of the campaign, after the second ship expedition return.
- The GM-designed backstory connects to the Jade Regent Adventure Path / Fires Over Brinestump module (not played in this campaign).

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