PATHFINDER
ADVENTURE CARD GAME

STORYBOOK: WE BE HEROES?

We Be Heroes? is an adventure designed for starting characters. It requires the *Pathfinder Adventure Card Game Core Set* to play. If you have only the *Core Set*, you can play this adventure with 1–4 characters. To play with 5 or 6 characters, you will need to either add characters and appropriate boons from an Adventure Path box, or add 1 Class or Character Deck for each additional player (see Build the Vault below).

Choosing Characters

You may use any Pathfinder Adventure Card Game characters, though the following Goblin characters are especially appropriate:

- Characters provided on pages 7 and 8. (To build your deck quickly, use the suggestions on page 6.)
- Fumbus from the *Core Set*.
- Characters from the *Goblins Fight!* and *Goblins Burn!* Character Decks.
- Characters from Free RPG Day releases.

Build your starting deck using only level 0 cards from the vault.

Wait, I'm Not a Goblin!

Every now and then, you have a strange thought that maybe you aren't a goblin. Maybe it's because your character card says "Human" or has a distinctly un-goblin name like Seelah. Then you recall you are a goblin, the world needs heroes, and you're all it's got.

Adventure 1—We Be Heroes?   ☐ N   ☐ H   ☐ L

Build the Vault: At the start of the adventure, the vault should contain all cards from the *Core Set* except for banes whose level is higher than 1. If you are playing with a character from a Class Deck or Adventure Path box, add all of the level 0 and 1 cards from that box.

DURING THIS ADVENTURE			
You gain the Goblin trait in place of any other race trait (Dwarf, Elf, Human, etc.).			
COMPLETE THESE SCENARIOS IN THIS ORDER:	N	H	L
1A Dead Meat (page 3)			
1B Chicken Run (page 4)			
Adventure Reward			
You may begin any Adventure Path that starts at level 1 with your current characters and decks.			

Scenario 1A: Dead Meat

Read the Following Aloud:

Chief Velkik of the Crookedtoes Tribe speaks. "Crookedtoes goblins came to this forest far away from wars. But suddenly there's nothing to eat." Your tummies rumble in agreement. "Chief scout Grimeye supposed to bring back food, but now he missing. He said he saw tracks of food animal, maybe pig, wandering woods near here. You go find pig and maybe Grimeye too, and you be heroes!"

You follow Grimeye's trail to the remains of a longshanks farm. Their hogs, now undead, roam the yard, gorging themselves on the remains of the farmers. You spot a goblin ear hanging from a zompig's mouth.

DURING THIS SCENARIO

At the end of your turn, if a Zompig is displayed at your location, you may encounter it; if you choose not to, roll 1d10 for each Zompig and add a new boon under it:

1. Weapon	5. Ally
2. Spell	6. Blessing
3. Armor	7–10. No boon
4. Item	

When you encounter a Zompig, its difficulty to defeat is increased by 2 for each boon under it. If defeated, draw the boons under it then banish it; otherwise, display it at its location.

Development:

You stand on the roof as the last zompig collapses into a heap of meat. Just visible in the distance, a massive army of skeletal troops marches beneath a cloudy sky. Now you know why the animals disappeared!

STORY BANES

Danger	Zombie Minion
Villain	None
Henchmen	None

Setup

Create the hourglass from 12 blessings. When preparing the story banes, set aside the closing henchman Zompig and display 1 Proxy A for it next to each location.

LOCATIONS

1	Farm
1	Stable
1	Storehouse

ZOMPIG — STORY BANE 0

CHECK TO DEFEAT		TYPE	MONSTER
COMBAT	**8**		

POWERS
Immune to Mental and Poison.

If undefeated, each local character suffers 1 Poison damage and the scourge Poisoned.

UNDEAD ZOMBIE

Illustration by Marko Horvatin ©2019 Paizo Inc.

Reward

Each character gets a hero point.

Scenario 1B: Chicken Run–Act 1

Read the Following Aloud:

"Undead army you saw would eat all the Crookedtoes for sure. But vulture scouts saw a group of longshanks in shiny armor trapped in a valley on the other side of this hill. If we could get them to come here and escort us, together we might survive and head south to safety." Velkik grins broadly. "There is tunnel we have not used for years that leads to valley where longshanks are. They probably think they are cornered. You go through tunnel and get longshanks to come back here and save us all, and you become biggest heroes our tribe has ever known."

Firethorn bushes overgrow the tunnel opening. The rocks are covered in a terrifying graffiti: "BEWARE THE BLASTED CHICKEN!"

"*We be heroes,*" you whisper.

STORY BANES

Danger	Blasted Chicken
Villain	None
Henchmen	None

Setup

When setting out the locations, arrange them in a line in the order listed, from left to right. When preparing the story banes, set aside the closing henchman Shiny Longshanks and shuffle a Proxy A for it into the location Campsite.

Characters start at the Trail.

LOCATIONS

1	Trail
1	Mountain
1	Ravine
2	Cave
3	Cliff
5	Forest
1	Campsite

DURING THIS SCENARIO

This scenario has two acts, Act 1 and Act 2. In both acts, you may not move on your move step. After you defeat a bane or acquire a boon, you may move. When you move, you may move only to an adjacent location.

Act 1: When Shiny Longshanks is defeated, display the story bane Blasted Chicken next to the scenario. At the end of the turn, if Shiny Longshanks was defeated using a combat check, display the Proxy A at the rightmost location; otherwise, banish it and display Proxy B at the rightmost location. Then begin Act 2.

SHINY LONGSHANKS — STORY BANE 1

CHECK TO DEFEAT		TYPE	MONSTER
COMBAT	**9**		
OR			
CHARISMA DIPLOMACY STEALTH	**7**		

POWERS
If defeated by a non-combat check, draw a new weapon or armor.

HUMAN PALADIN

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Scenario 1B: Chicken Run—Act 2

Read the Following Aloud:

Nestled in crude palisades, knights hurry between sagging tents. The ring of a blacksmith hurriedly striking iron sets a frantic pace. A grumpy human paladin stands at a war table improvised from barrels. He looks angry, though not yet at you.

A guard notices you and shouts, "Hey! We have goblins?" Her superior's reply is garbled by the nervous whinny from the guard's terrifying horse. The guard stares at you quizzically. "I dunno, they're just standing here and… watching me."

Maybe you should've made a plan. Getting the longshanks to follow you should be easy, though. Try to charm the angry one, maybe? You should probably stop standing here first.

Development:

You stumble out from darkness over jagged stones. The echo of a thousand undead feet shakes the tunnel, covering the paladins' shining armor in a thick layer of dust. They blink, squinting at the sudden light. The sun reaches down through the trees and gently brushes the dust from the awestruck paladins.

Chief Velkik emerges from the underbrush and raises a hand-carved statuette of a woman with feathery wings, her arms outstretched at her side: Sarenrae. "Sun say you help Crookedtoes tribe. We help you. Now you help us." They seem skeptical. But the conversation is cut short as the first wave of undead arrives. A rotting hound pounces on the unluckiest of Chief Velkik's guards. Rips off his head and swallows it in one gulp. Just the kind of challenge for real heroes like you.

DURING THIS SCENARIO

Act 2: At the start of your turn, each character must succeed at a Constitution, Fortitude, Stealth, or Survival 5 check or suffer the scourge Entangled. Then if Proxy A is displayed at your location, suffer 1 Combat damage; if Proxy B is displayed at your location, add 1 to your checks against banes this turn. Then display the proxy at the rightmost occupied location.

After a character encounters a non-summoned bane, any number of other characters may summon and encounter it.

In the reset step of any turn in which you did not move, you may reset and remove 1 of your scourges.

When the proxy is displayed at the leftmost location, you win.

BLASTED CHICKEN — STORY BANE 1

CHECK TO DEFEAT

COMBAT 12

TYPE — **MONSTER**

POWERS
Before acting, succeed at a Constitution, Fortitude, Stealth, or Survival 5 check or suffer the scourge Entangled.

If undefeated, suffer the scourge Exhausted.

ABERRATION COCKATRICE

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Reward

Each character gets a hero point.

Deck Suggestions

If you're playing a Crookedtoes Tribe character, build your deck with 15 level 0 cards. You may include the boons described below, supplementing the specified cards with level 0 cards of your choice or randomly selected.

CRIMSI

Weapon	Heavy Crossbow, Light Crossbow, 1 other
Armor	any 1
Item	Caltrops, Compass, 3 others
Ally	Lookout, 2 others
Blessing	Prayer, 2 others

GRENEK

Weapon	Battleaxe, Dogslicer, 2 others
Armor	Hide Armor, 1 other
Item	Elixir of Healing, 2 others
Ally	Frog, 2 others
Blessing	Benefaction, 2 others

PIZAZZ

Weapon	Rapier
Spell	Force Missile, Soothing Word, 2 others
Item	Sage's Journal, 2 others
Ally	Porcupine, Sage, 2 others
Blessing	any 3

SIATHORN

Weapon	any 1
Armor	any 1
Spell	Aid, Cure, 3 others
Item	any 1
Ally	Bat, Cat, Snake, 2 others
Blessing	Orison, 1 other

MITZI **COHORT 0**

POWERS

Display. While displayed:

- For your combat check, you may discard the top card of your deck to use your Survival skill +1d6 plus the discarded card's level and add the Animal and Melee traits.
- When you would discard an Animal card from your deck or as damage, you may shuffle it into another Goblin character's deck instead.

Despite all evidence to the contrary, Siathorn sees Mitzi as a wolf—a fuzzy, white, hairbow-wearing wolf. A wolf that likes to surprise goblins by jumping up and licking their face.

ANIMAL

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CRIMSI — CHARACTER 0

Crimsi good at finding things
Mixing gears, and rods, and strings
Why don't you come here and see!
Care to try it out for me?

DECK LIST	FAVORED CARD: BOW WEAPON		
WEAPON	3	☐ 4	☐ 5
SPELL	–	☐ 1	
ARMOR	1	☐ 2	
ITEM	5	☐ 6	☐ 7
ALLY	3	☐ 4	☐ 5
BLESSING	3	☐ 4	☐ 5

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GRENEK — CHARACTER 0

My axe is big
My armor funny
But don't you ever
Call me bunny!

DECK LIST	FAVORED CARD: MELEE WEAPON			
WEAPON	4	☐ 5	☐ 6	☐ 7
SPELL	–			
ARMOR	2	☐ 3		
ITEM	3	☐ 4		
ALLY	3	☐ 4	☐ 5	☐ 6
BLESSING	3	☐ 4	☐ 5	

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PIZAZZ — CHARACTER 0

They hate my voice despite its charm
And run away in great alarm.
But what really makes me bristle?
They all want to hear my whistle!

DECK LIST	FAVORED CARD: SPELL OR INSTRUMENT ITEM		
WEAPON	1	☐ 2	
SPELL	4	☐ 5	☐ 6
ARMOR	–	☐ 1	
ITEM	3	☐ 4	☐ 5
ALLY	4	☐ 5	☐ 6
BLESSING	3	☐ 4	☐ 5

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SIATHORN — CHARACTER 0

Siathorn loves her wolf Mitzi
Because she's so very prit-zy
If you try to call her "dog"
Then I smack you with a log!

DECK LIST	FAVORED CARD: SPELL OR ANIMAL ALLY			
	COHORT: MITZI			
WEAPON	1	☐ 2		
SPELL	5	☐ 6	☐ 7	
ARMOR	1	☐ 2		
ITEM	1	☐ 2		
ALLY	5	☐ 6	☐ 7	☐ 8
BLESSING	2	☐ 3	☐ 4	

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GRENEK — CHARACTER 0

SKILLS

STRENGTH	d10	□+1	□+2	□+3	□+4
MELEE: STRENGTH +2					
DEXTERITY	d6	□+1	□+2	□+3	
CONSTITUTION	d8	□+1	□+2	□+3	□+4
FORTITUDE: CONSTITUTION +1					
INTELLIGENCE	d6	□+1			
WISDOM	d4				
CHARISMA	d8	□+1	□+2	□+3	
DIPLOMACY: CHARISMA +0					

HAND SIZE 5   □ 6

PROFICIENCIES
Weapon

POWERS
On your Strength check or your check against a monster, you may bury a random card from your discards (□ or the top card of your deck) to add your Fortitude.

On a local check against a monster, you may discard (□ or recharge) a card to add 1d4 (□ 1d6) and the Piercing trait.

At the end of your turn, you may move; any local Goblin characters may move with you.

GOBLIN
BARBARIAN

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CRIMSI — CHARACTER 0

SKILLS

STRENGTH	d6	□+1	□+2		
DEXTERITY	d10	□+1	□+2	□+3	□+4
RANGED: DEXTERITY +1					
CONSTITUTION	d6	□+1			
INTELLIGENCE	d6	□+1	□+2	□+3	
CRAFT: INTELLIGENCE +3					
WISDOM	d8	□+1	□+2	□+3	
SURVIVAL: WISDOM +2					
CHARISMA	d6	□+1	□+2		

HAND SIZE 5   □ 6

PROFICIENCIES
□ Alchemical   Weapon

POWERS
At the start (□ or end) of your turn, you may examine the top card of a random location.

For your check against a bane, you may use Craft instead of Disable, Fortitude, or Perception.

On your check that invokes the Bow or Fire trait, add 1d4 (□ 1d6).

GOBLIN
RANGER

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SIATHORN — CHARACTER 0

SKILLS

STRENGTH	d8	□+1	□+2	□+3	
MELEE: STRENGTH +2					
DEXTERITY	d8	□+1	□+2	□+3	
CONSTITUTION	d6	□+1	□+2		
INTELLIGENCE	d4	□+1			
WISDOM	d10	□+1	□+2	□+3	□+4
DIVINE: WISDOM +1					
SURVIVAL: WISDOM +2					
CHARISMA	d6	□+1	□+2		

HAND SIZE 5   □ 6

PROFICIENCIES
Divine

POWERS
On local checks against Aberration, Animal, Goblin, or Vermin cards, add 1d4 (□ 1d6).

At the start of your turn, you may exchange a card for a random Animal card from a local (□ or distant) character's discards.

When you would recharge an Animal ally for its power, you may shuffle it into your deck (□ or reload it) instead.

GOBLIN
DRUID

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PIZAZZ — CHARACTER 0

SKILLS

STRENGTH	d4	□+1			
DEXTERITY	d10	□+1	□+2	□+3	□+4
ACROBATICS: DEXTERITY +0					
STEALTH: DEXTERITY +1					
CONSTITUTION	d6	□+1	□+2		
INTELLIGENCE	d8	□+1	□+2	□+3	
WISDOM	d4	□+1			
CHARISMA	d10	□+1	□+2	□+3	□+4
ARCANE: CHARISMA +1					
DIPLOMACY: CHARISMA +2					
DIVINE: CHARISMA +1					

HAND SIZE 6   □ 7

PROFICIENCIES
Arcane   Divine   Instrument

POWERS
When a local character would encounter a card that lists Diplomacy in its check to acquire or defeat, you may encounter it instead; if you do, each other local Goblin character moves (□ or recharges a card).

On another local character's check, you may whistle a tune and recharge a card to add 1d4 (□ 1d6); if the card you recharge is an Instrument item, additionally add your Diplomacy modifier.

At the end of your turn, a local character may discard a card from their deck (□ or hand) to let you heal a spell or an Instrument item.

GOBLIN
BARD

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