

PATHFINDER[®] MODULE[™]

WE BE
HEROES?

A PATHFINDER PLAYTEST ADVENTURE FOR LEVEL 1 BY BRIAN DUCKWITZ

A. RUINED FARMSTEAD



B. TUNNELS



PATHFINDER MODULE

Author • Brian Duckwitz
Development Lead • Adam Daigle
Cover Artist • Kiki Moch Rizky
Interior Artist • Marko Horvatin
Cartographer • Robert Lazzaretti

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • James Case, Leo Glass, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
Franchise Manager • Mark Moreland
Project Manager • Gabriel Waluconis

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Chief Technical Officer • Vic Wertz
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Vice President of Marketing & Licensing • Jim Butler
Marketing Manager • Dan Tharp
Licensing Manager • Glenn Elliott
Public Relations Manager • Aaron Shanks
Organized Play Manager • Tonya Woldridge
Human Resources Generalist • Angi Hodgson
Accountant • Christopher Caldwell
Data Entry Clerk • B. Scott Keim
Director of Technology • Raimi Kong
Web Production Manager • Chris Lambertz
Senior Software Developer • Gary Teter
Webstore Coordinator • Rick Kunz

Customer Service Team • Katina Davis, Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

On the Cover



Undead swine attack the would-be heroes Crimsi, Pizzaz, and Grenek at a ruined farmhouse on this exciting cover by Kiki Moch Rizky.



TABLE OF CONTENTS

CHAPTER 1: DEAD MEAT	3
CHAPTER 2: CHICKEN RUN	5
CHAPTER 3: THE BEST PART OF VALOR	8
PREGENERATED CHARACTERS	12

We Be Heroes? is a Pathfinder Module designed for four 1st-level goblins and uses the rules from the *Pathfinder Playtest Rulebook* and *Pathfinder Playtest Bestiary*. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the *Pathfinder Playtest Rulebook*.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress.

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Module: We Be Heroes? © 2019, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Playtest, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

Printed in China.



ABOUT THIS ADVENTURE

We Be Heroes? is a new venture in the well-loved series of goblin adventures that have featured in many Free RPG Day Pathfinder Modules since 2011. In previous goblin-themed adventures, the protagonists were rambunctious and mean-spirited goblins eager to kill dogs and set things afire. In this adventure, we introduce a new group of goblins destined to become heroes—but who still have plenty of capers to get into. This adventure, written for use with the Pathfinder Playtest rules, assumes that the players play four 1st-level goblin characters. Your players can select their characters from the four pregenerated characters presented on pages 12–15 of this book; alternatively, they can create their own goblin characters using the rules provided in the *Pathfinder Playtest Rulebook*. If you are playing this adventure after the release of the second edition of the Pathfinder Roleplaying Game, you can use those rules with minimal modifications.

GOBLIN SONG!
GOBLINS BURN AND GOBLINS CHEW
EVERYBODY SAYS IT'S TRUE!
BUT WE ALSO BRAVE AND STRONG
FIGHTING VILLAINS ALL DAY LONG!
WATCH OUT MONSTERS,
GUARD YOUR TOES
'CAUSE WE NOW BE GREAT HEROES!



ADVENTURE BACKGROUND

The Crookedtoe goblins are a small tribe that was very nearly wiped out during the Goblinblood wars that engulfed the Chitterwood 20 years ago. They only managed to survive after the more aggressive, violent members of their tribe were killed and the remaining goblins fled far to the north, finally settling in the Southern Fangwood, where they took to hiding in the deeper sections of the forest. In a remarkable change of long-held tradition, the surviving goblins intentionally chose to curtail their ancestors' violent ways. A young and energetic leader named Velkik claimed to have had visions of the sun speaking to her, and she soon came to hold sway over the tribe, preaching the ways of redemption and peace. She subtly turned the tribe's obsession with fire into veneration of the sun, effectively creating a community devoted to Sarenrae, although because Velkik has no formal religious training, the community's faith is far from mainstream. Over the years, chief Velkik has introduced radical reforms: instead of being caged, goblin young are merely leashed, for instance, and reading and writing are not outright forbidden, although there is still much nervousness around the practice.

Perhaps most significantly, Velkik changed the way the Crookedtoes kept their voracious appetites sated. Instead of raiding nearby settlements, the tribe turned to hunting and gathering for subsistence. Under her leadership, the tribe has managed to avoid conflict with any nearby humans; they have even made peaceful contact with a few traveling merchants who pass through the area. While the occasional rogue element arises in the group, Velkik keeps a close eye out for anyone who displays too many "classic" goblin behaviors.

But change is in the air. A foul miasma of death and decay has crept into the lands of the Crookedtoes and food has become scarce. Animals in the forest seem to have fled, and the tribe's scouts have reported a rise in undead sightings. Worse, the tribe's best scout, Grimeye, has gone missing.

A group of knights from Lastwall, led by Watcher-Lord Ulthun II, finds itself cornered with little hope of escape in a dead-end valley by an undead army pushed forward by the Whispering Tyrant. Valiant and determined, the knights plan to make a heroic—if futile—last stand, unless the PCs can lead them to safety first!

It's up to the PCs to step up in this dangerous and desperate time for the Crookedtoes and ensure the survival of both their tribe and the brave and stubborn paladins. It's time for a new band of heroes to arise!

CHAPTER 1: DEAD MEAT

The sun is high in the sky, the light barely filtering through the branches of the trees to the game trail below. Your group has been

WHERE ON GOLARION

This adventure takes place just past the north edge of the Southern Fangwood in a small, hilly forest near the border between Lastwall and Nirmathas.

following the tracks of an animal spotted in this area, and your stomachs grumble at the thought of meat. Just this morning you were approached by Chief Velkik and given a desperate mission.

"You our only hope. All tribe very hungry. 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. Remember, we trying to be nice now, so be nice to any longshanks you see. At least don't kill them. Find food, and you be heroes!"

With 10 minutes and a successful DC 10 Survival check, a PC can locate the animal tracks and determine that they head north toward the farm. A character who studies the tracks and succeeds at a DC 12 Nature check identifies them as those of a boar or large pig.

If the PCs fail to locate the tracks and are unsure of where to go, they soon hear what they recognize as the faint sound of horns ringing far in the distance, beyond the buildings.

A. RUINED FARMSTEAD

LOW 1

This meager farmstead belonged to a young human couple who had hoped to scrape out an existence on the fringe of civilization. With the little money they had, they bought a few chickens and three piglets. The couple continued to fatten the piglets up over the year, looking forward to the day when they'd have enough bacon, ham, and cured pork to last them through the winter and beyond.

Unfortunately for the couple, an undead plague recently infected the pigs. They died a few nights ago, rising the next morning as zombies before breaking through the pen and killing their owners. The pigs have been wandering the nearby area ever since, gnawed by a hunger that can't be sated. Grimeye, the chief scout of the goblin tribe, followed their tracks and ambushed the animals once they wandered back to the farm. He was no match for the beasts, and the pigs now munch on Grimeye's body.

Read or paraphrase the following when the PCs approach the farmstead.

A single-room cabin stands in a copse of trees on a flat hill, its door smashed open. Next to the cabin are a vegetable garden and animal pen. The rough-hewn corner post of the pen nearest the front door of the cabin is askew, and the thick wooden rails once connected to it are in pieces, now no more than large wooden splinters on the ground. A half-eaten goblin corpse lies outside the fence.



The house contains little but the simple possessions of the humans who built it: a few cups and plates, wooden utensils, and an iron pot, as well as a single straw mattress, and a few blankets. The shed attached to the pigpen has a few buckets and a shovel, but nothing of value. A few chewed bones and bloody pieces of clothing are all that remain of the humans.

Creatures: The cause of all this destruction, the zombie pigs stand above the goblin corpse, calmly chewing it to pieces. A single goblin ear sticks out of one of their mouths like a large leaf, and another pig's eyes stare straight ahead as it chews mechanically. They have no intelligence and desire only to kill and eat anything they can catch. If any of them spots the PCs, it squeals a terrible, haunting sound, and then the pigs charge.

3 ZOMBIE PIGS

CREATURE 0

Animal
Evil
Medium
Undead
Zombie

Perception +2; darkvision, low-light vision

Languages –

Skills +2; Acrobatics +5, Athletics +5, Survival +5

Str +1, **Dex** +0, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow The zombie pig is permanently slowed 1 and can't use reactions.

AC 12, **TAC** 9; **Fort** +4, **Ref** +1, **Will** +0

HP 8, negative healing; **Immunities** asleep, disease, paralysis, poison; **Weaknesses** positive 5, slashing 5

Speed 40 feet

◆ **Melee** tusk +4, **Damage** 1d6+1 piercing

Reward: The goblin scout's gear is mostly intact. He has an eagle-eye elixir (*Pathfinder Playtest Rulebook* 364) and a feather token (bird; *Playtest Rulebook* 389). Further investigation of the farmstead turns up a half-eaten sack of corn, a bag of flour, and some vegetables stored in the house. The vegetable garden has been torn up and destroyed by the zombie pigs, although some vegetables can be salvaged with a few minutes' effort. Together, this food isn't enough to last a long time, but it helps fill the bellies of the tribe for at least a few days. Beyond the food, the humans owned little of value.

Identifying the Body: After the battle with the zombie pigs, any surviving PCs can easily identify the remains of Grimeye. He was obviously gored to death by the undead swine.

UNDEAD ARMY

If the PCs investigate the area north of the farm, they see the undead army. Even if they don't go looking on their own, anyone who succeeds at a DC 10 Perception check hears distant war horns in that direction. Read or paraphrase the following if they investigate.

The land slopes steeply down 30 feet from here before flattening

out into a barren plain with little more than scrubby brush dotting the landscape. The sickly sweet odor of rotting meat flows upon a fetid breeze from that direction. Clearly visible at a great distance to the north, massive columns of skeletal troops of all sizes, their torn banners held high, march in lockstep beneath a cloudy sky, moving from the northeast to the southwest. Outriders robed in shadow sit upon pale horses, scouting the area around the main body of troops, flitting about while their robes hang unaffected by wind.

This section of the army is roughly a mile away. While it is difficult to discern the total number of troops from this distance, it is certainly in the thousands, well beyond the ability of the party to battle.

HOME AGAIN

The Crookedtoe goblins dwell in a squalid village of individual houses and a central meeting area. There is a small stream nearby functions as a source of crude irrigation, a sewage dump, and drinking water.

The PCs can return home without further incident. Chief Velkik (NG female goblin cleric of Sarenrae 3) greets them. Although she is partially blind thanks to her bad habit of gazing adoringly at the sun, she still holds complete control over the tribe. She is truly worried for the well-being of the Crookedtoes and is especially concerned that prolonged hunger might turn the goblins back to a violent lifestyle. She listens patiently as the PCs explain what happened, a frown deepening as she hears about the undead. Once the PCs finish their report, read or paraphrase the following.

"Undead meat is no good to eat," says the chief, a look of disgust on her face. "And this army getting too close for us to stay. If we just run off, Tyrant's army is sure to wipe us out. Maybe there is another way." Velkik turns and faces roughly southwest. "Vulture scouts spotted many, many nasty flying undead birds closing in on us, but they also saw a group of longshanks in shiny armor trapped in a valley on the other side of this hill." She indicates the steep, rough mountain to the east. "If we could get them to come here and escort us, together we might survive and head south to safety."

"Once again I need you to do big job. No time to go over mountain, and our last vulture scouts barely made it back after they were attacked by undead birds. They're not eager to test their luck a second time—and longshanks are too heavy for the vultures to haul out anyway! But there is secret way." 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." She digs around for a moment in a pocket then pulls out a hand-carved wooden statuette of a woman with feathery wings, her arms outstretched at her side. She holds it out before you and says, "Show the longshanks this and maybe they listen better."



A successful DC 10 Religion check is enough to recognize the statuette as a representation of Sarenrae, a good-aligned god of healing, honesty, redemption, and the sun. Presenting it to the paladins, along with a brief explanation of where the goblins received it, will help improve the knights' attitude (See Chapter 3).

The PCs are likely to have questions. Velkik does her best to answer fully.

Is anyone else able to come along and help? "You the only ones I trust in this; you the most capable and likely to succeed. Besides, if longshanks see too many goblins at once, they might be worried and fight instead of talk."

What else can you tell us of the tunnel? "Been long time since I entered, but scouts last used it three years ago. It slopes down much of the time, has plenty of headroom. I think there some kind of natural bridge over pit. Very scary but sturdy."

Do you know anything else about the longshanks? "Only that they probably human, wear strong metal armor, and ride horses." Velkik shivers. "You must be brave around them."

What is this idol? "I carved that years ago after sun started talking to me. It shows Sarenrae; she is the sun. The longshanks should recognize it."

Reward: If the PCs returned with some of the food from the farm, Velkik frowns but finally accepts it, knowing the owners are now dead and the food can stave off the tribe's hunger, if only for a few more days. In return, she presents the PCs with a *jade cat* trinket (*Pathfinder Playtest Rulebook* 396).

CHAPTER 2: CHICKEN RUN

The tunnel system the PCs are sent to has been home to the occasional nasty creature from deep underground. But recently it's become much busier than usual and is occupied by a variety of creatures.

The PCs spend an uneventful 2 hours traveling to the tunnel. While they don't encounter any trouble along the way, they easily spot an occasional undead giant eagle circling to the north, scanning the mountains. Once the PCs arrive at the location Chief Velkik described, finding the entrance requires either a successful DC 12 Perception check or 10 minutes of searching.

From the outside, the entrances on both ends of the tunnel are covered with creeping vines, overgrowth and other thick vegetation, making it difficult to find the way in for those who don't already know the location. A few long branches and some other wooden debris must be cleared away before the PCs can enter the cave. (This wood might come in handy in area B5.) The paladins have not located the tunnel and are almost entirely focused on the end of the valley, where they are certain the undead must enter.

The limestone tunnel and caverns formed slowly over time through normal geological processes. They are mostly dry, although some water does run in, particularly at the entrances. The tunnel system slopes gradually downward from the goblin camp side to the valley side where the knights have built their defenses. Except for near the entrances and near the *continual flame* torch in area B3, the entire tunnel system is in darkness. Unless stated otherwise, the ceilings are 5 feet high in the passages and 8 feet high in the caverns.

BI. ENTRY CHAMBER

LOW I

Brushing aside the branches and vines at the entrance is a simple matter. Read or paraphrase the following when the PCs enter.

A three-foot-wide crack in the hillside leads to a dimly lit tunnel.

Inside, the passageway splits left and right around a massive column that divides the chamber. A steady breeze flows through the room, sometimes flowing inward, while other drafts pass from somewhere else.



ZOMBIE PIG

The split passageway rejoins after a few feet. At this junction is a small pile of animal bones—the remains of the latest victim of the room's occupant.

Creature: A choker wormed its way to the tunnel several weeks ago from deep below ground. It lurked in the cavern system for some time, finally being driven off by a reclusive wizard and her defenses before settling in this room, where it subsists off the occasional unfortunate animal that enters. When not actively sneaking about, the choker climbs partway up the south side of the column, where it waits for victims. It prefers to attack lone wanderers, but if it knows



more than one enemy is nearby, it lies in wait until the last creature walks past before trying to silently murder it. The choker fights to the death.

1 CHOKER

CREATURE 2

Pathfinder Playtest Bestiary 39

Initiative Stealth +7

Rewards: The choker's collection includes two gems worth 10 gp each and a *sleep arrow* (*Pathfinder Playtest Rulebook* 407) taken long ago from a drow victim.



CHOKER

B2. XULGATH DEN

TRIVIAL I

Characters who approach within 10 feet of the entrance to this room automatically notice a foul odor wafting from within. Read or paraphrase the following when the characters enter.

This room reeks of a powerful animal musk, and it is much more humid than the connecting passageway. The odor lingers in the stale air. Water drips slowly from tiny, finger-sized stalactites, forming small puddles throughout the area.

Creature: A troglodyte scout for a city far deeper beneath this cave system has been exploring the tunnels in recent days. He entered through the deep passageway in area B6 and has so far seen only areas B4, B5, and this chamber. He has not encountered any of the other denizens of the cave system, although he has seen signs of them and heard distant noises. He plans to continue his survey but is nearly convinced the caverns are unsuitable for his people given their proximity to the surface, a fact he has gathered from the fresh air flowing throughout. The warrior is determined for his exploration to remain secret, and he viciously fights to the death against any creatures he encounters.

1 XULGATH WARRIOR

CREATURE 1

Pathfinder Playtest Bestiary 117

Initiative Stealth +6

Rewards: In addition to a small gem worth 5 gp and a leaper's elixir (*Pathfinder Playtest Rulebook* 366), the xulgath warrior has a map, crudely drawn on lizard hide, of the caverns he has explored thus far (areas B2, B4, B5, and B6).

B3. SCRIBBLE SHACK

TRIVIAL I

Read or paraphrase the following when the characters enter.

A rickety wooden door in a roughly made wall is built into the cave opening here, blocking the view of what lies beyond, although tiny chinks between the boards allow a bit of light through.

Six months ago, a wizard from the desert nation of Thuvia named **Jaeren Ophal** (CN female human wizard 2) left her home just before her arrest: she was dabbling too much in alchemical alternatives to the highly valued *sun orchid elixir* that can extend one's life. To further complicate matters, her experimentation and self-testing affected her mind. She became a recluse, wandering from place to place far from civilization until she stumbled into this cave system. She built a ramshackle shelter



here, constructed a homunculus she called Wit, and continued her work. A few days ago, while out collecting fungus, she encountered a cockatrice (see area B7) and is now calcified. The homunculus, meanwhile, retains his functionality, as his master is not slain. Her mental command to “kill the blasted chicken!” rings through his mind for a few minutes each day. Unsure what this command means, Wit has remained in the shack and dutifully copied the messages in paint on the walls.

The door to the shack is unlocked. Once the PCs open the door, read or paraphrase the following.

The interior of this shack is neat and tidy, with a human-sized bed, a finely crafted bureau, and a workbench covered with numerous glass vials, metal bowls, and assorted lab equipment. The cleanliness and order are marred only by words and phrases painted on the walls.

The writing consists of various combinations of “kill the chicken!” Wit wrote these words down to capture and externalize the telepathic commands of its master, but the creature doesn’t understand the meaning of the words enough to act.

Creatures: Although the homunculus (*Pathfinder Playtest Bestiary* 80) does not wish to fight, an animated bureau stands guard in front of the shack’s back door. It leaps to attack any intruders who enter the room. Wit knows about the bureau, and if the PCs have treated the homunculus in a friendly way and not tried to force their way in, Wit warns the PCs. The bureau obeys only Jaeren, however, and Wit can exercise no control over it.

1 ANIMATED BUREAU

CREATURE 1

Pathfinder Playtest Bestiary 30

Initiative Perception +1

Talking to Wit: After the PC fight off or circumvent the bureau, Wit does his best to communicate his limited understanding of what’s happened to Jaeren. This conversation is complicated by the fact that Wit can write but not speak, while some of the goblin PCs might still be a bit nervous about reading, despite their tribe’s progressive ways.

B3A STORAGE

Beyond the southeastern door is a chamber where the wizard stores some of the more volatile reagents she uses in her research. Aware that a very narrow tunnel runs between this area and the place just to the east of area B5, she placed rubble around it to inhibit, if not totally stop, intruders. She used this narrow tunnel on her last journey when the cockatrice attacked her, so it is mostly unblocked right now. A PC can notice the passage if they succeed at a DC 8 Perception check.

Moving through this narrow passageway is difficult. Small creatures are hampered 10 within the tunnel, while medium creatures are hampered 20. Creatures larger than Medium can’t move through the passage at all.

B4. MUSHROOM PATCH

Here the passageway turns sharply, another chamber just ahead. On the northern end of the room, the ceiling has partially collapsed, and a mound of soil rests in a low pile beneath. Large white mushrooms the size of a goblin’s head grow from the soil, their surfaces wrinkled and reminiscent of a brain.

These mushrooms are, despite their somewhat strange appearance, simply a variety of giant puffball. A successful DC 10 Nature or Survival check is enough to identify the mushrooms as an edible variety. If harvested, there are enough mushrooms here to feed the tribe for a few days. Jaeren used this as a source of food, although the mushrooms grow so quickly that this fact is not apparent.

B5. PERILOUS PIT

Ahead, the floor ends suddenly in a jagged outcropping of rock that reaches a few feet into the air. Beyond the outcropping is a massive natural cavern, its floor far below. Barely visible at the bottom of this pit lies a narrow column of rock, shattered and broken like the spine of a giant beast. On the other side of the pit, the passage continues to the southeast.

The natural bridge that once spanned this crevasse fell away some time ago, cutting off easy access from one end of the passageway to the other. The pit is 30 feet deep, and the distance between the outcroppings is 20 feet at their closest points.

There are various ways the PCs might cross the pit. The walls are steep, but there are available handholds; a successful DC 12 Athletics check is needed to Climb across this surface. Some PCs may decide to construct a makeshift bridge to traverse the gap; there are ample supplies of wood just outside the cave entrance, should the players wish to spend some time gathering it up. A group may decide to send a single member across and string a rope from one side to the other. GMs are encouraged to allow creative solutions and simply assign an appropriate skill check with a DC from 12 to 15 for most ideas.

B6. TUNNEL TO THE DARKLANDS

The passage gives way to a small natural cavern here. Multicolored, fluted stalactites cling to the ceiling like hideously beautiful elfen carvings. To the north, where the chamber narrows, a nearly five-foot-wide hole descends into the depths.



The xulgath scout (see area B2) made his way up from the Darklands here. The hole in the floor of the cavern is a narrow tunnel that drops so sharply that it is necessary to Climb through narrow chimneys to make any kind of progress. It becomes obvious to the PCs after a few minutes of this descent that this is not the way to the paladins, although it could be a hook for future adventures should you see fit.

B7. COCKATRICE GALLERY

HIGH I

A light breeze flows into this room from the eastern exit and swirls about before flowing out the passage to the northwest. The room itself has higher ceilings than elsewhere in the tunnel network, rising to a height of 20 feet and dotted with stalactites. At first glance, it appears the floor has matching stalagmites, but closer inspection reveals heads, arms, legs, and bodies. Statues of small mammals as well as one of a human stand in this space, all of them with pained expressions on their faces.

Of all the calcified victims here, only Jaeren has not fully succumbed to permanent petrification.



COCKATRICE

For several days now, her attacker has watched her for signs of movement, quickly pecking her again as she begins to gain the ability to move.

Creature: A cockatrice wandered into the far end of the cavern a few weeks ago and found it a suitable home. A handful of calcified victims stand in the room, Jaeren among them. When the cockatrice spots the PCs, it beats its leathery wings together and unleashes a cry of “caw cuh-caw cuh-caw!” and attacks the first enemy it notices. If anyone scores a critical hit on it, the cockatrice begins to target that creature instead. If reduced to less than 10 HP, the creature attempts to flee the cave system and into the wilderness.

1 COCKATRICE

CREATURE 3

Pathfinder Playtest Bestiary 39

Initiative Perception +8

Rewards: For their brave efforts on her behalf, Jaeren presents the PCs with a few items from her own pouch: an *invisibility potion* (*Pathfinder Playtest Rulebook* 396), and two *minor healing potions* (*Pathfinder Playtest Rulebook* 393). In addition, found among the victims in the room is an *owlbear claw* trinket (*Pathfinder Playtest Rulebook* 400).

Rescuing Jaeren: Killing or driving away the cockatrice allows Jaeren to recover after an hour (she succeeds at the Fortitude saving throw). She is surprised that her rescuers are goblins but thanks them profusely nevertheless. The wizard’s mind is slightly addled from her experimentation and long isolation, but she has no desire to harm the goblins or take advantage of them.

The ordeal with the cockatrice has wiped all spells from Jaeren’s mind, and she requires a full night’s rest before she can prepare them again. She is unwilling to help the PCs explore the cavern, although as long as the goblins don’t attack and instead ask for her help, Jaeren agrees to accompany the party to the knights’ camp. There she can speak on the goblins’ behalf, providing powerful testimony as to their character. Finally, she knows about the passageway in area B3a and shares that information with the PCs if they’re not already aware of it.

CHAPTER 3: THE BEST PART OF VALOR

The cave eventually exits a steep hillside 20 feet above the valley floor. The perimeter of the knights’ camp is a hastily erected wooden palisade only 300 feet to the southeast, easily



visible as soon as the goblins exit. Once the PCs reach the exit, read or paraphrase the following.

The tunnel opens to the surface on the wall of a lightly wooded, V-shaped valley that runs more or less north to south. The northern end terminates where the surrounding hills meet, while the southern end opens onto broad plains. Not far to the southeast from the tunnel entrance stands a wall of sharpened wooden poles. Within this roughly made palisade, many knights move about, some atop ferocious-looking horses. The sounds of metal being worked and the smells of cook fires are noticeable even from this distance.

The camp consists of 62 individuals, most of them human paladins of Iomedae; a few are full-fledged members of the Knights of Ozem, elite knights sworn to protect Lastwall. A dozen guards near the southern gate watch for the inevitable arrival of the undead army, and four more guards tirelessly roam the camp watching for trouble.

Creatures: Although it would be unwise for the PCs to battle the guards, it is possible for a fight to break out if the goblins make the wrong moves. Below are the statistics for the average guard in the camp. Keep in mind there are several higher-level paladins about as well.

KNIGHT GUARD

CREATURE 1

Good
Human
Lawful
Medium

Perception +5

Languages Common

Skills +1; Acrobatics +4, Athletics +6, Diplomacy +4, Religion +4

Str +4, **Dex** +0, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

Items scale mail, heavy wooden shield (Hardness 3), longbow with 20 arrows, longsword

AC 15, **TAC** 13; **Fort** +5, **Ref** +3, **Will** +5

HP 20

◆ **Shield Block**

Speed 20 feet

◆ **Melee** longsword +7 (versatile P), **Damage** 1d8+4 S

◆ **Ranged** longbow +4, **Damage** 1d8 P

Paladin Powers 3 Spell Points; 1st lay on hands

THE IDOL AND THE WIZARD

Should the PCs present the idol of Sarenrae given to them by Chief Velkik and explain its source, the paladins' starting attitude improves by one step (unfriendly becomes indifferent, for example). This applies to all encounters in the camp, including speaking to the watcher-lord.

If the wizard Jaeren accompanies the PCs and is given a moment to explain what she knows of them, the PCs gain a +2 on checks to improve the knights' attitudes, including during the meeting with the watcher-lord.

GAINING ENTRY

The knights are a small group, but they are on high alert as they await the oncoming undead army. Fortunately for the PCs, if the knights spot goblins near the camp, they are initially more curious than concerned, although they don't welcome strangers with open arms.

Sneaking In: Since the PCs approach from an unexpected direction, they have a temporary advantage of surprise. Sneaking up to the walls from the north end of the valley requires a successful DC 12 Stealth check, while doing the same from the south side requires a successful DC 14 Stealth check. The walls are 6 feet tall and require a DC 10 Athletics check to Climb.

Once inside, the problem of where to go is easy to determine, as the watcher-lord's tent is the largest and most elaborate, with gold-embroidered flags flying the symbol of Lastwall. Moving about within the camp is considerably more difficult, requiring each character to succeed at two DC 14 Stealth checks to avoid being noticed by the knights—or worse yet, the horses. If the PCs are successful, they can enter the watcher-lord's tent unnoticed. If they fail, the knights raise the alarm and 2d4 paladin guards quickly converge upon the PCs' location.

Talking Their Way In: The entrance to the camp is a single gate to the south and is watched at all times by guards on raised platforms. If the PCs decide to talk their way in, they must first introduce themselves. The guards' starting attitude is unfriendly, and a PC must succeed at a DC 12 Diplomacy check to Make an Impression and improve their attitude by one step. If the guards' attitude is shifted to friendly or helpful, the PCs are allowed inside and sent to meet with the camp's commander, Watcher-Lord Ulthun II.

Fighting: The PCs may also (purposefully or inadvertently) raise the ire of the paladins enough that the knights attack. The paladins fight to subdue the PCs, as they can tell there is something odd about these sudden visitors from out of nowhere, and their attention is firmly on the oncoming undead. Any unconscious PCs are brought before Watcher-Lord Ulthun II, healed, and questioned as outlined below.

MEETING WITH THE WATCHER-LORD

When the PCs manage to enter the watcher-lord's tent, whether by sneaking in, talking to the knights, or being captured, read or paraphrase the following.

Despite the fine fabrics the tent is constructed from, the interior of this large pavilion is anything but fancy. A few boards lay across upturned barrels to form a table, and several cut logs serve as chairs. What looks like a large map is laid out on the boards, smooth stones and other small items set in place of the troops they represent. A human-sized cot rests in one corner with thick fur blankets piled atop it, and a few continual flame torches provide bright light to the interior.



The watcher-lord uses this tent both as his personal room and headquarters. If unaware the PCs are approaching, he is joined by 2d4 other knights who serve as guards and advisors; they are gathered around the map in the center of the room, going over their plans for a final stand. If the watcher-lord is aware that the PCs are on the way, he is seated on one of the stumps, flanked by eight guards, regal and imperious despite his surroundings and situation.

Creature: **Ulthun II** (LG male human paladin 14) is the Watcher-Lord of Lastwall, Bearer of the *Shattered Shield of Arnisant*, and the rightful monarch of Lastwall. Young for a person in his position, he was chosen for the monarchy because of his qualities as an absolute exemplar of the crusader virtues Lastwall values most highly. The last few weeks have seen him driven from his capital city, the Precentors Martial—his chief advisors—killed or driven away, and loved ones slain, all at the hand of the Whispering Tyrant and his forces. Despite this loss and suffering, Ulthun remains steadfast in his faith in Iomedae. When the PCs arrive, he is fully committed to a final, glorious last stand against the undead army moving to crush him and his group, despite the futility of such an effort.

SPEAKING WITH ULTHUN

Fair-minded and just, Ulthun is willing to meet and listen to the PCs, even if they have entered without permission. When the meeting begins, read or paraphrase the following.

"Now this is an unexpected visit, to be sure," says the human, his voice clear and full of authority but tinged with unmistakable weariness. "I sense no wickedness in your hearts, and I wonder whether providence's hand is at work. Tell me, why are you here in this camp?"

The interaction with Ulthun can go many directions, but it ultimately determines the watcher-lord's final attitude toward the PCs. He is more sensitive to the will of Iomedae than many of his compatriots, and his starting attitude is indifferent.

Each PC can spend 1 minute making a speech to explain the situation and attempt either a DC 12 Diplomacy or Religion check, with each success increasing Ulthun's attitude one step, each critical success increasing it by two steps, and a critical failure lowering it one step. PCs do not have to participate if they don't wish to do so. GMs should remember that presenting the idol of Sarenrae and telling its story automatically increases his attitude one step, as he is surprised and delighted by their story of Sarenrae-worshipping goblins.

Use the following information to determine the outcome of this roleplaying encounter based on Ulthun's attitude after each PC has had a chance to speak.

Ulthun is Hostile: The goblins are forcibly ejected from the camp and chased away with arrows. Further attempts to use diplomatic means are met by another hail of arrows. The PCs must use other means to fulfill their mission (see *A Merry Chase* below).

Ulthun is unfriendly: The goblins are given some food for their tribe and ejected from the camp. Further attempts to use diplomatic means fail. The PCs must use other means to fulfill their mission (see *A Merry Chase* below).

Ulthun is indifferent: Not entirely sure one way or another, the watcher-lord sends two knights with the goblins to the cave system. They soon report back, and the knights begin packing up camp. This delay costs lives of knights and Crookedtoes goblins (see *Concluding the Adventure*).

Ulthun is friendly: The watcher-lord believes the goblins and starts the evacuation of the camp, but their efforts are slowed as many of the paladins are unsure about trusting goblins. As a result, a few paladins sacrifice themselves on a rear-guard action to protect the retreat when the undead army arrives (see *Concluding the Adventure*).

Ulthun is helpful: Ulthun is convinced the hands of Iomedae and Sarenrae are at work here. He springs from his tent and addresses the camp in a rousing speech that causes the troops to move with increased alacrity and vigor. The knights manage to evacuate before any undead forces arrive, and the goblins escort the knights to safety without any loss of life (see *Concluding the Adventure*).

A MERRY CHASE

Should the PCs not want to make their way into the camp, or if they fail to convince the knights to cooperate, there is another way they might help the knights escape: getting the knights to chase them to the caves. This requires two successful DC 15 Intimidate checks or any physical assault (such as shooting into the camp). The knights send two riders out to pursue the goblins, although the rough terrain negates the mounts' speed advantage. Should the knights be made aware of the tunnel entrance, they soon investigate. Watcher-Lord Ulthun II sees this as a sign from Iomedae that the paladins should not sacrifice themselves at this point and they should live to fight another day (see *Concluding the Adventure*).

CONCLUDING THE ADVENTURE

The outcome of the adventure can vary quite a bit depending on the outcome of the PCs' interactions with the knights. Below are some of the likely possibilities.

The PCs fail to get help from the knights: After learning of their failure, Chief Velkik orders the evacuation of the village and the Crookedtoes head south without aid, pursued by the forces of the Whispering Tyrant. The very old and the very young are captured or killed within



the first 2 days (including Chief Velkik), and the rest of the tribe scatters to the forest, likely to become undead in the service of the Whispering Tyrant. Alone among the tribe, the PCs finally make their way to the distant city of Absalom, the rest of their tribe missing, slain, or transformed into undead. Most of the knights who stood their ground are slain, and most of those killed are raised as undead.

The PCs are forced to lead the knights on “A Merry Chase”: The distrust of the knights and the accompanying delay means the undead army begins arriving in the valley as the knights are still entering the tunnels. Roughly two-thirds of the knights survive, while the rest die protecting the retreat. The goblins welcome the knights, and together they make their way south. The reduced number of knights means several goblins (including Chief Velkik) die during the flight as the forces of the Whispering Tyrant are close behind and the knights cannot defend them all.

Ulthun was made indifferent: The paladins that accompany the PCs soon report back to Ulthun the location of the tunnels. The knights make their retreat from the valley, but the delay costs the lives of 10 paladins. The goblins welcome the knights to the village and together make their way south. A few of the older goblins (including Chief Velkik) succumb to the rigors of travel and demanding pace as they flee together, harassed by the forces of the Whispering Tyrant.

Ulthun was made friendly: The quick response of the knights to the PCs’ story means almost all the paladins escape. Given the close confines of the tunnels, two brave Knights of Ozem hold off a massive force for days before they are overrun. Their sacrifice ensures the safety of the entire Crookedtoes tribe, and all the members of the tribe and the remaining knights arrive in Absalom safely.

Ulthun was made helpful: Filled with the certainty of his goddess, Ulthun’s speech convinces the knights to leave the valley so quickly that the undead don’t know where the knights have gone. The knights and PCs also have time to collapse the valley entrance of the tunnel, leading to a clean escape. The goblins greet the PCs and knights with a great celebration, and Ulthun recognizes the touch of Sarenrae upon Velkik. Together the knights and Crookedtoes flee south before the Whispering Tyrant’s forces can begin to close the noose around them.

ARRIVAL IN ABSALOM

Eventually the survivors make their way to the Isle of Kortos and the city of Absalom with tales of the Whispering Tyrant and his spreading undead control. The goblin survivors are allowed into the city; if any Lastwall knights are with them, they vouch for the Crookedtoes and the city officials find a place for the tribe to settle, but if not, the survivors

have a difficult time on their own. Eventually, the tribe is approached by a representative from the Pathfinder Society: a goblin alchemist named Gribblesmak, who joined the Pathfinders 5 years ago alongside a handful of other goblins. He greets the PCs and notes that the Society is always looking for new members, and that a few goblins have already been accepted into their ranks.



ULTHUN II



CRIMSI

The youngest and newest scout in the tribe, Crimsi is a pupil of Grimeye, the tribe's chief scout. She has a keen eye for spotting useful bits of junk discarded by travelers or former residents of the area and a deep interest in crafting new devices. Her greatest achievement to date is the creation of her own heavy crossbow, a powerful weapon she's nicknamed "Shootie."

Crimsi is usually found wandering the nearby area looking for scrap to repurpose. When she is in the village, she often attracts a gaggle of hangers-on who are curious about her work and want to see exactly what she's up to. The high number of minor injuries these observers accumulate seems to only increase the size of the crowd—if what she's doing is dangerous, it must be interesting. Broken limbs, missing teeth, and a few lost fingers are a small price to pay for the kind of entertainment the goblins receive.



Chief Velkik has mostly allowed Crimsi to do her work without interference, although she did step in and stop the young goblin's effort to build a trebuchet "for defense" several months ago. Crimsi had already loaded two goblins into the bucket to test the device when the chief arrived. The ranger's arguments about progress and promises that the volunteers would be safe because they were wearing helmets were insufficient to sway Velkik, and the monstrous weapon was disassembled, and its parts reused for other creations such as the water bucket wheel that diverts water from a nearby stream into the village.

Of the other Crookedtoes, Crimsi gets along best with Grenek (whom she is almost certain isn't her father) and Pizazz. She also often finds herself working closely with Siathorn, sometimes to explain the injuries the druid is treating, but often because she is one of the few goblins who isn't terrified of Mitzi.

CRIMSI

Chaotic
Goblin
Good
Humanoid

CG female goblin ranger 1

Background scout

Perception +4; darkvision

Defense **HP 16 Hero Points 1 RP 2**

AC 17; **TAC** 15

Fort +2; **Ref** +6; **Will** +4

Offense

Speed 25 ft.

Melee spear +4, **Damage** 1d6 P

Ranged heavy crossbow +5, **Damage** 1d10 P; alchemist's fire +5, **Damage** 1d8 plus 1 persistent fire and 1 fire splash

Statistics

Str 10 (+0), **Dex** 18 (+4), **Con** 10 (+0), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 12 (+1)

Skills Acrobatics +4, Athletics +1, Crafting +2, Medicine +3, Nature +3, Scouting Lore +2, Stealth +4, Survival +3

Feats Crossbow Ace, Forager, Inflammable Goblin, Junk Tinker

Languages Common, Goblin

Other Abilities Hunt Target

Combat Gear alchemist's fire, dagger, heavy crossbow with 30 bolts, spear; **Other Gear** studded leather, backpack, bedroll, belt pouch, caltrops, climbing kit, hammer and a bag of crooked nails, rations (5 days), waterskin, 30 sp, 5 cp

CRIMSI'S SONG

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?



GRENEK

At nearly 30 years old, Grenek is the second-oldest member of the Crookedtoes tribe after the chief. He fought in the Goblinblood wars 20 years ago, as the many scars that crisscross his body attest. But in a battle late in the wars, he took a sharp blow to the head from a horse hoof and was left for dead by both the opposing troops and his own tribe.

Grenek spent many years after the battle wandering the world on his own and experiencing wild adventures, though his memory of them is a bit foggy, as his war injury had affected his memory. When he reappeared one day in the tribe's new lands in the Northern Fangwood, he carried an axe of massive proportions. Stranger still, the hide armor he wore looked to have come from a single, gigantic rabbit. Chief Velkik was nervous about allowing Grenek back at first, given that he had been a member of the tribe in the old days when the Crookedtoes had been much more violent. After a long, private talk, however, she was convinced that Grenek was a changed goblin, and she happily announced he was to be welcomed back with open arms.

Time and again, the barbarian has proven he fits the tribe's choice to turn away from their violent past. He is even-tempered and trustworthy with his tribemates and always a bit suspicious of outsiders. He has been romantically involved with several tribemates over the years and has a number of children. He is fiercely protective of the village.

The tribe appreciates having a skilled warrior for defense, although they are puzzled by the manner in which he bounds into battle and an enjoyment of carrots that borders on addiction. The Crookedtoes have made many attempts to get stories of Grenek's adventures out of him, although he is usually tight-lipped about his large axe and strange armor. When he does share, he tells wild stories of a land of gigantic creatures unfamiliar to anyone in the tribe.

GRENEK

Chaotic
Goblin
Good
Humanoid

CG male goblin barbarian 1

Background warrior

Perception +1; darkvision

Defense

HP 20 Hero Points 1 RP 3

GRENEK'S SONG

MY AXE IS BIG
MY ARMOR FUNNY
BUT DON'T YOU EVER
CALL ME BUNNY!

AC 16; TAC 13

Fort +4; Ref +3; Will +1

Offense

Speed 25 feet

Melee Large greataxe +5 (sweep), **Damage** 1d12+4 S; jaws +5 (unarmed), **Damage** 1d6+4 P

Ranged dart +3 (agile, thrown), **Damage** 1d4+4 P

Statistics

Str 18 (+4), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 14 (+2)

Skills Acrobatics +0, Athletics +2, Intimidation +3, Warfare Lore +1

Feats Goblin Scuttle, Razortooth Goblin, Quick Repair, Sudden Charge

Languages Common, Goblin

Other Abilities anathema, Rage, titan mauler (totem ability)

Combat Gear darts (5), minor healing potion, Large greataxe;

Other Gear hide armor, backpack, bedroll, climbing kit, cookware, flint and steel, rations (5 days), waterskin, purse (57 sp, 9 cp)



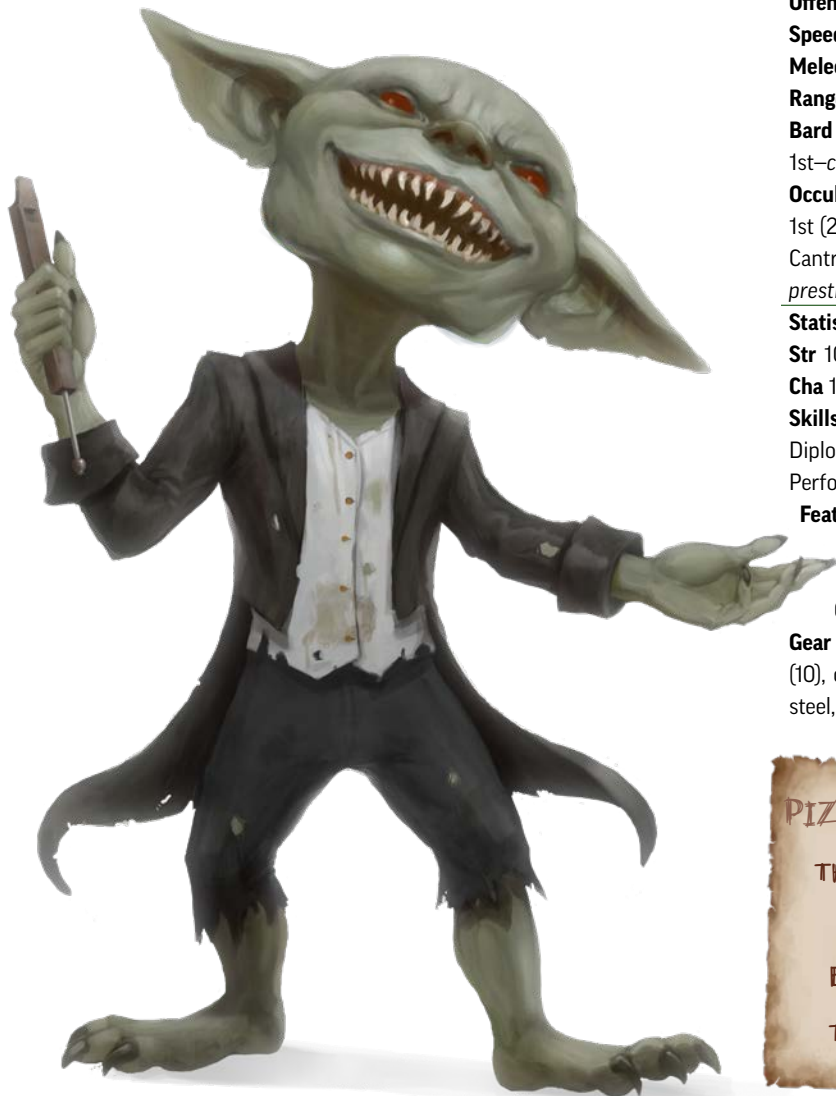


PIZAZZ

By non-goblin standards, Pizazz has a beautiful singing voice. A natural tenor, he has a clear tone, strong breath support, and clever, innovative phrasing. Unfortunately, most goblins find these qualities to be annoying and irksome. His whole life he has watched as his tribemates run away from him, their ears plugged with knobby fingers. Grenek, the barbarian, is the notable exception.

Certain the problem was a lack of training, Pizazz spent months sneaking off to a small human settlement, hiding in bushes outside a manor house, and listening to the local lord's son as he was tutored in a variety of subjects, including music. One evening a year ago, the youth threw a tantrum, ripped up his fine clothes, and tossed them out the window. Pizazz grabbed the finery and fled.

After some quick repairs to the clothes back home, Pizazz dramatically stepped out in his new outfit and began singing in the way he'd learned in his observations.



After a puzzled minute or two staring at his new attire, his tribemates plugged their ears and ran off once again.

Furious at himself and his tribe, Pizazz vowed to play something truly annoying. The next time one of the few traveling merchants stopped by, he asked her for the cheapest instrument she had. She handed him an old slide whistle. A grin on his face, Pizazz practiced in solitude for a few days, then once again stepped into the center of the village and began playing. Everyone loved it! They loved it so much they asked him to perform again, which he did.

PIZAZZ

Goblin
Good
Humanoid

NG male goblin bard 1

Background entertainer

Perception +2; darkvision

Defense

HP 14 **Spell Points** 6 **Hero Points** 1 **RP** 5

AC 13; **TAC** 13

Fort +1; **Ref** +3; **Will** +2

Offense

Speed 25 ft.

Melee rapier +4 (deadly d8, forceful, finesse), **Damage** 1d6 P

Ranged hand crossbow +4, **Damage** 1d6 P

Bard Powers

1st—counter performance, lingering composition

Occult Spells Known (CL 1st)

1st (2/day)—illusory disguise, magic missile, soothe

Cantrips—dancing lights, ghost sound, inspire courage, prestidigitation, telekinetic projectile

Statistics

Str 10 (+0), **Dex** 16 (+3), **Con** 10 (+0), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 18 (+4)

Skills Acrobatics +4, Arcana +3, Athletics +1, Deception +5, Diplomacy +5, Entertainment Lore +3, Nature +1, Occultism +3, Performance +5, Stealth +4

Feats Bigbelly Goblin, Goblin Song

Languages Common, Draconic, Goblin

Other Abilities muse (maestro)

Combat Gear hand crossbow with 20 bolts, rapier; **Other Gear** backpack, ball of twine (100 ft.), bedroll, belt pouch, candles (10), climbing kit, cookware, disguise kit, fine clothing, flint and steel, rations (5 days), sheath, slide whistle, waterskin, 54 sp, 9 cp

PIZAZZ'S SONG

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!



SIATHORN

Although young, Siathorn has quickly risen to become an important figure in the tribe. Her abilities are highly regarded, and she would likely be on track to be the next chief except for one problem: her choice of animal companion, the poodle Mitzi.

As in most goblin tribes, dogs are viewed with a mixture of fear and disgust by the Crookedtoes. The fact that Siathorn dotes upon Mitzi leaves many with the impression that there is something deeply wrong with the druid. The dog, for its part, seems unaware of the other goblins' fear of it, and often surprises them by jumping up and licking their face.

When she first emerged from the forest with Mitzi following obediently, many of the Crookedtoes pointed out that Siathorn's companion was a dog. The druid's response was—and continues to be to this day—"Is not dog. Is wolf!" Despite all evidence to the contrary, Siathorn still sees Mitzi as a wolf: a fuzzy, white, hairbow-wearing wolf. She doesn't see why no one besides Crimsi, the ranger, seems to understand this truth.

SIATHORN

Goblin
Good
Humanoid

NG female goblin druid 1
Background animal whisperer
Perception +4; darkvision

Defense HP 15 **Spell Points** 3 **Hero Points** 1 **RP** 2

AC 16; **TAC** 13

Fort +3; **Ref** +3; **Will** +5

Offense

Speed 25 ft.

Melee scimitar +3 (forceful, sweep), **Damage** 1d6+2 S

Ranged javelin +3 (thrown), **Damage** 1d6+2 P; bottled lightning +1, **Damage** 1d6 plus flat-footed and 1 electricity splash damage

Primal Prepared Spells (CL 1st)

1st—heal, magic fang

Cantrips—know direction, produce flame, stabilize, tanglefoot

Statistics

Str 14 (+2), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 12 (+1)

Skills Animal Lore +1, Athletics +0, Nature +4 (+5 to checks to Handle a goblin dog or wolf mount.), Religion +4, Survival +4

SIATHORN'S SONG

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!

Feats Animal Companion, Inflammable Goblin, Rough Rider

Languages Common, Druidic, Goblin

Other Abilities anathema, wild empathy

Combat Gear bottled lightning, minor healing potions (2), javelins (3), scimitar; **Other Gear** hide, backpack, bedroll, belt pouch, climbing kit, flint and steel, holly and mistletoe, rations (5 days), sheath, 21 sp, 4 cp

MITZI

Minion

Perception +4; low-light vision, scent

Defense

HP 14

AC 13; **TAC** 13

Fort +3; **Ref** +3; **Will** +3

Offense

Melee jaws +6, **Damage** 1d8+2 P

Speed 40 ft.

Statistics

Str +2; **Dex** +2; **Con** +2; **Int** -4; **Wis** +2; **Cha** +0

Skills Acrobatics +3, Athletics +3, Survival +3

Other Abilities work together





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/

or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Playtest Rulebook © 2018, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Module: We Be Heroes? © 2019, Paizo Inc.; Author: Brian Duckwitz.

PATHFINDER[®]

PLAYTEST™

EVOLVE YOUR GAME!

AVAILABLE NOW!



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game and Pathfinder Playtest are trademarks of Paizo Inc. © 2019, Paizo Inc.

pathfinderplaytest.com



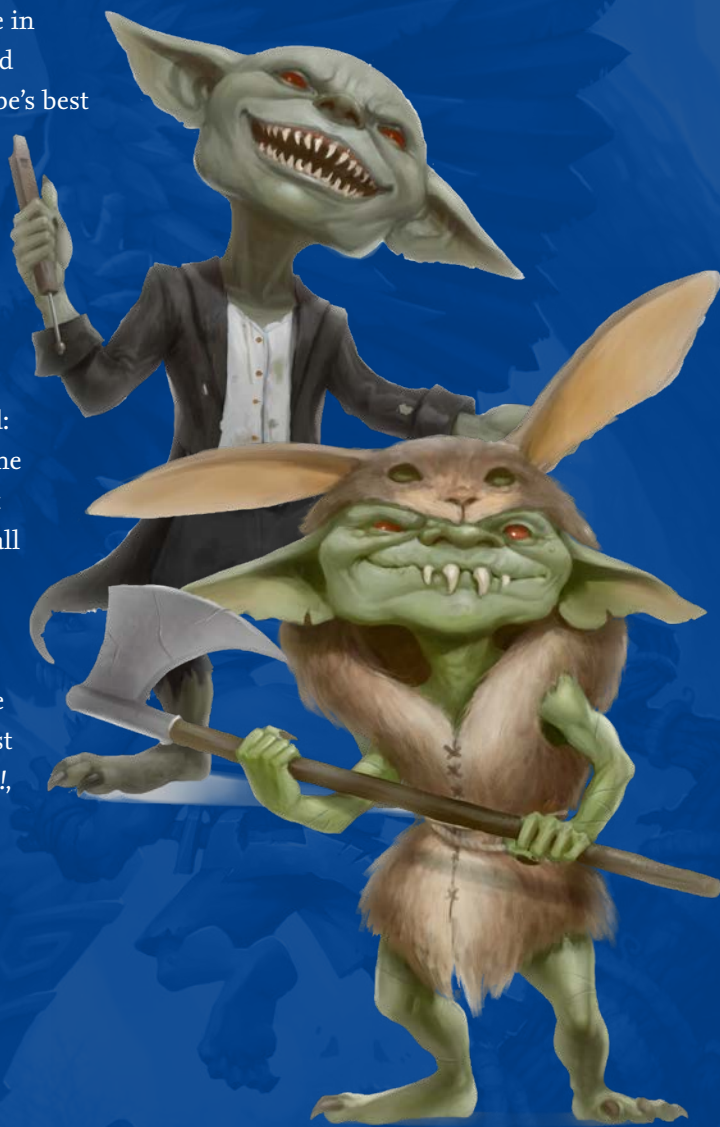
WE'RE NOT ALL BAD

Pathfinder Module

WE BE HEROES?

As an undead army pushed forth by the Whispering Tyrant stirs in the Southern Fangwood, driving the local animals to flee in terror, the goblins of the Crookedtoes tribe suddenly find their bellies empty and growling for food. Worse, the tribe's best scout has gone missing, and the chief has tasked the four brightest members of the Crookedtoes to go out into the woods and find out what happened. While searching for the missing scout, the goblins stumble across a wrecked farmhouse on a hill and discover a group of knights camped nearby. Though the knights have retreated from the undead army menacing the area, they have decided to make one last, desperate stand: an endgame doomed to wipe out both the knights and the Crookedtoes settlement. Now, the four goblins must test their mettle—will they emerge as victorious heroes, or fall to the might of the undead scourge?

We Be Heroes? is an Pathfinder Playtest adventure for four 1st-level goblin characters that gives players and GMs alike a taste of the upcoming Second Edition of the Pathfinder Roleplaying Game. The adventure adds a twist to the familiar modules *We Be Goblins!*, *We Be Goblins Too!*, *We Be Goblins Free!*, and *We B4 Goblins!*, Paizo's popular series of Free RPG Day adventures!



Printed in China
PZ09500-14

PATHFINDER
MODULE

