

Perseus Jr. Gear

8-bit Adventures



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8-BIT ADVENTURES

PERSEUS JR. GEAR

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CONTENTS

Introduction	4
Iconic Items	4
New Magic Weapons & Armor	5
New Magic Items	7
Bestiary Monster Listing	8

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoard*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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INTRODUCTION

Welcome to **8-Bit Adventures**! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with two buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then **Fat Goblin Games** has you covered!

This product line is designed to take a nostalgic look at the iconic video games of the past and bring those adventures to life in your campaigns in the *Pathfinder Roleplaying Game* with all new options. Each volume will include all the things you need to play a game “inspired by” a classic video game! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume describes a different game world, each inspired by a classic game sure to inspire nostalgia in even the most hardened of veterans.

This volume covers the iconic gear (both magical and mundane) found in the Greco-Roman inspired world of the Cloud Kingdom that can be used to defend against and defeat the legions of monsters released by Medusa, Queen of the Monsters.

WHERE'S THE WORLD OF THE CLOUD KINGDOM? WHY JUST GEAR?

This *8-Bit Adventure* is inspired by a classic 8-bit game of Greco-Roman mythology that plays to numerous tropes that are so common to the *Pathfinder Roleplaying Game*, that as a gamemaster, you shouldn't need a fully detailed world to be able to represent the many threats and iconic locations. In fact, when you compare the original source to some classic modules and adventures of the *Pathfinder Roleplaying Game* and its predecessors, you'll find so many similarities it would be redundant to make another Greco-Roman land, filled with Medusa's monsters. Instead, you can either play one of these classic adventures with characters having access to these iconic items, or you can just choose any map you have access to and drop in appropriate baddies as needed.

At the end of this book is a short listing of suggested monsters to represent the classic monsters of the video game.

ICONIC ITEMS

When you think of the classic, 8-bit game that inspires this **8-Bit Adventure**, you are most likely to recall the various items used in the game. The monsters are neat, and numerous, but you see most

ICONIC ITEMS ALREADY IN THE PATHFINDER ROLEPLAYING GAME CORE RULEBOOK

The following items can be best represented by existing items, both mundane and magical.

Game Name	Item
Fire Arrow	Any magic bow with the <i>flaming</i> special ability
Sacred Bow	Any magic bow with the <i>distance</i> special ability
Angel's Feather	Floating Feather Token
Water of Life, Chalice	<i>Potion of cure light wounds</i>
Water of Life, Bottle	<i>Potion of cure serious wounds</i>

of them many times with just simple palette switches, and the platforming and fast-paced nature of the game play would require whole new add-on rules to try to capture for the *Pathfinder Roleplaying Game*. Instead, we're focusing on making sure you can play with all the iconic weapons and other gear to aid you on your way.

NEW MAGIC WEAPONS & ARMOR

The following new magic armaments help those within the Cloud Kingdom defend their homeland and survive the terrors that plague it.

Item	Cost
<i>Angelic Bow</i>	8,375 gp
<i>Angel's Mallet</i>	8,312 gp
<i>Brilliant Goddess Bow</i>	98,450 gp
<i>Defensive Crystals</i>	4,000 – 65,000 gp

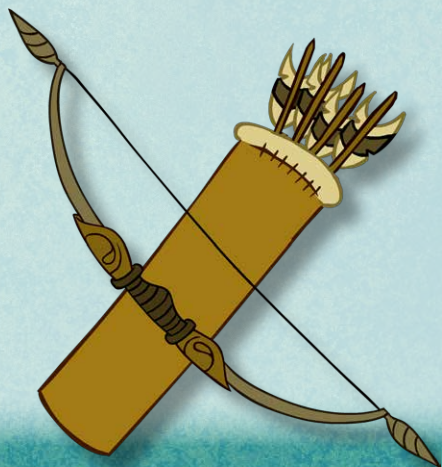
ANGELIC BOW

Price 8,375; **Aura** moderate conjuration; **CL** 9th; **Weight** 3 lbs.

Shaped like wings spread in flight, this +2 *endless ammunition composite shortbow* glows with a pale yellow light, illuminating the surrounding area like a candle. Each time the *endless ammunition composite shortbow* is nocked, a single non-magical arrow is created by the magic, so the wielder never needs to load the weapon with ammo.

CONSTRUCTION REQUIREMENTS

Cost 4,188 gp
Craft Magic Arms and Armor, *minor creation*



ANGEL'S MALLET

Price 8,312; **Aura** strong evocation; **CL** 7th; **Weight** 3 lbs.

This +2 *holy warhammer* glows with a pale white light, illuminating the surrounding area like a candle. When within 30 feet of a creature with an evil alignment, the glow intensifies to that of a torch.

CONSTRUCTION REQUIREMENTS

Cost 4,156 gp
Craft Magic Arms and Armor, *holy smite*, creator must be good

BRILLIANT GODDESS BOW

Price 98,450; **Aura** strong evocation; **CL** 9th; **Weight** 3 lbs.

This +2 *distance holy penetrating composite shortbow* glows with a pale yellow light, illuminating the surrounding area like a candle. The highly polished, wooden bow is heavily inlaid with gold and ivory, and has double the range increment of other composite shortbows. The *brilliant goddess bow* is good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the bow is no longer wielded. This negative level cannot be overcome in any way (including by restoration spells) while the bow is wielded. Any arrows fired from the *brilliant goddess bow* become *penetrating* ammunition, and must succeed at a DC 17 Fortitude save or the arrow proceeds to travel into another creature in line. The attacker must be able to trace a line starting at their space and passing through both targets to make this additional attack. The second attack is made at a –4 penalty, in addition to any modifiers for added range.

CONSTRUCTION REQUIREMENTS

Cost 4,188 gp
Craft Magic Arms and Armor, *holy smite*, *minor creation*, *mirror strike*, creator must be good

DEFENSIVE CRYSTALS

Price 2,000 gp (+1), 5,000 gp (+2), 10,000 gp (+3), 17,000 gp (+4), 26,000 gp (+5), 37,000 gp (+6), 50,000 gp (+7), 65,000 gp (+8); **Aura** moderate conjuration; **CL** 7th; **Weight** 5 lbs

Defensive crystals appear to as two crystal formations, roughly the size of a buckler shield each. When a character first acquires a pair of *defensive crystals*, they must hold them and then release them, whereupon they takes up a circling orbit 1d3 feet from their body. Thereafter, the crystalline shields must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow *defensive crystals* (to keep them safe while they are sleeping, for example), but they lose the benefits of the crystals during that time.

Defensive crystals offer an armor bonus of +1 to +8. Both crystals must be used to gain the armor bonus. Additionally, opponents that enter melee combat with the user take 1d6 of bludgeoning, piercing, and slashing damage each round they remain adjacent to the user. Additional armor special qualities may be added to *defensive crystals*.

CONSTRUCTION REQUIREMENTS

Cost 1,000 gp (+1), 2,500 gp (+2), 5,000 gp (+3), 8,500 gp (+4), 13,000 gp (+5), 18,500 gp (+6), 25,000 gp (+7), 32,500 gp (+8)

Craft Wondrous Item, *bull's strength*, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the crystals, plus any requirements of the armor special abilities

PERSEUS SHIELD

Price 5,190 gp; **Aura** moderate abjuration; **CL** 8th; **Weight** 15 lbs.

This +1 *mirrored heavy Elysian bronze shield* is highly polished, and can be used as a mirror. Furthermore, it aids in battling creatures with gaze attacks. If the wielder averts their eyes, they can roll the miss chance twice, selecting the better result. The wielder can deal sneak attack or other precision-based damage to the target even though it has concealment against them. This provides no benefit if the wielder closes their eyes, wears a blindfold, or

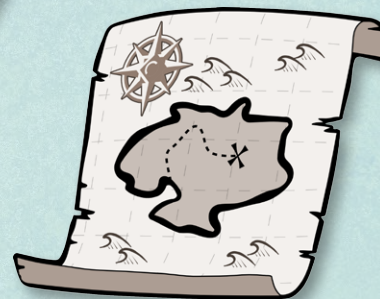
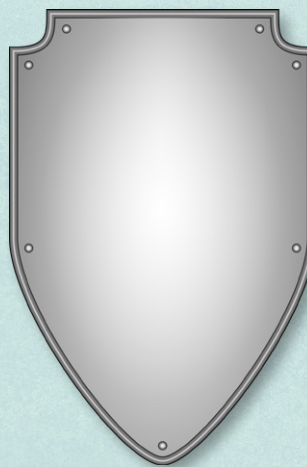
otherwise can't see the target at all. The mirrored shield also adds it enhancement bonus to the wielder's touch AC against rays.

If used to make a shield bash, Elysian bronze shields add a +1 bonus on damage rolls against magical beasts and monstrous humanoids; this damage is multiplied on a critical hit. After the wielder uses a *Perseus shield* to deal damage to a magical beast or monstrous humanoid, the wielder gains a +1 bonus on attack rolls against that specific creature type (for example, against chimeras, not all magical beasts) for the next 24 hours, or until the shield is used to damage a different kind of magical beast or monstrous humanoid.

CONSTRUCTION REQUIREMENTS

Cost 2,595 gp

Craft Magic Arms and Armor, *spell turning*



NEW MAGIC ITEMS

Magic items are diverse, but distinct. The following new magic items are all based on the classic items from the video game to help replicate the effect of the protagonist.

Item	Cost
<i>Creditor's Slip</i>	150 gp
<i>Daedalus Wings</i>	11,520 gp
<i>Mystical Map</i>	94,500 gp
<i>Transformative Harp</i>	4,950 gp

CREDITOR'S SCRIPT

Price 150 gp; **Slot** none; **Aura** faint illusion; **CL** 3rd; **Weight** —

This piece of vellum appears to be a script from a well-known money lender of the region. It claims that the bearer is owed 1,000 gp, which can be collected at any time. Once used, the vellum takes 1d4 minutes to return to a blank page. The *creditor's script* provides a +20 insight bonus to any Bluff, Diplomacy, or Linguistics check used to collect the money, or to purchase equipment with the script.

Note: This is a one-use item.

CONSTRUCTION REQUIREMENTS

Cost 75 gp

Craft Wondrous Item, *silent image*, creator must have 3 ranks in the Linguist skill

DAEDALUS WINGS

Price 11,520 gp; **Slot** shoulders; **Aura** moderate transmutation; **CL** 9th; **Weight** 2 lbs.

When worn, this pair of white feathered wings gives the impression of growing out of the wearer's back. As a full round action, the wearer of these wings can jump incredibly high and far, doubling the Acrobatics check made to perform the jump. No matter the distance jumped, the wearer lands safely as the *feather fall* spell. The wings can be used for 10 minutes per day. The duration need not be consecutive, but must be spent in 1-minute increments. If the wearer of the *Daedalus wings* takes damage from any source of fire, the wings'

magic stops functioning until the end of the wearer's next turn.

CONSTRUCTION REQUIREMENTS

Cost 5,760 gp

Craft Wondrous Item, *feather fall*, *jump*, creator must have 5 ranks in the Acrobatics skill

MYSTICAL MAP

Price 94,500 gp; **Slot** none; **Aura** strong divination; **CL** 7th; **Weight** —

This set of artistic tools includes a candle, an inkwell, pen, and parchment. When placed on the ground and the command word is spoken, the tools come alive and sketch the surrounding area, up to 100 ft. The *mystical map* cannot draw anything past a wall or closed door if used inside, however, it can draw areas behind trees and other natural objects outdoors. If asked, the map will also draw a path to the nearest object requested for on the map.

CONSTRUCTION REQUIREMENTS

Cost 47,250 gp

Craft Wondrous Item, *find the path*, *locate object*

TRANSFORMATIVE HARP

Price 4,950 gp; **Slot** none; **Aura** strong transmutation; **CL** 9th; **Weight** 2 lbs.

If the possessor learns the proper tune, they can use this harp to boost the speed and reaction time of the user. The harpist must make a DC 10 Perform (stringed instruments) check. Success means that they are affected as if under the *haste* spell, cast by a 9th level spell caster. Failure curses the harpist, affecting them as if under the *slow* spell, cast by a 9th level spell caster. When a command word is spoken, this magical harp may target one creature, and attempt to transform them into an *angel's mallet*. The intended target is allowed a Fort saving throw, as the spell *polymorph any object*.

Note: This is a one-use item.

CONSTRUCTION REQUIREMENTS

Cost 2,475 gp

Craft Wondrous Item, *haste*, *polymorph any object*

BESTIARY MONSTER LISTING

The iconic monsters and bosses found within the video games are numerous, but common. Some of the creatures from the *Pathfinder Roleplaying Game Bestiary* books can be used to supplement those haunting the Cloud Kingdom.

The following is suggested list for the GM.

MONSTER TABLE

Monster	Pathfinder Substitute	Bestiary
Collin	Ogre Mage	B1
Commiloose	Darkmantle	B1
Daphne	Alrauna	B3
Erinus	Lich	B1
Ganewmede	Beheaded	B4
Girin	Ant Lion, Giant	B3
Hewdraw	Magma Dragon, Young	B2
Holer	Moonflower	B2
Keepah	Dragon, Chromatic (Black, Juvenile)	B1
Keron	Berbalang	B3
Kobil	Kobold	B1
Komayto	Drake, Drift	B3
Medusa	Medusa*	B1
Mick	Gibbering Mouther	B1
Minos	Bearded Devil	B1
Moila	Ghorazagh	B3
Monoeye	Vargouille	B1
Nettler	Seal	B5
Octos	Squid, Giant	B1
Pandora	Rusalka	B3
Phils	Centipede, Titan	B2
Pluton Fly	Elemental, Air (Greater)	B1
Rokman	Elemental, Earth (large)	B1
Shulm	Ascomoid	B3
Snowman	Elemental, Ice (large)	B2
Syren	Banshee	B2
Tamabo	Animated Object (large)	B1
Totem	Elemental, Earth (elder)	B1
Tros	Animated Object (gargantuan)	B1
Twinbellows	Hell Hound	B1
Uranos	Giant, Fire	MC
Zuree	Demon, Glabrezu	B1

B1 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary*.

B2 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 2*.

B3 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 3*.

B4 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 4*.

B6 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 6*.

MC This monster can be found in the *Pathfinder Roleplaying Game: Monster Codex*.

*Medusa is going to be far too weak to be your final boss. We recommend adding templates and class levels to adjust the CR up to a respectable level.

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