

PATHFINDER

ROLEPLAYING GAME COMPATIBLE



The Original!

Retro Sourcebook

ARCADE CLASSICS SERIES

**ENTERTAINMENT
SYSTEM™**

PATHFINDER
ROLEPLAYING GAME





Cornelia

Alefgard

Super Secret
Elf Village

Aliahan

Warakiya Village



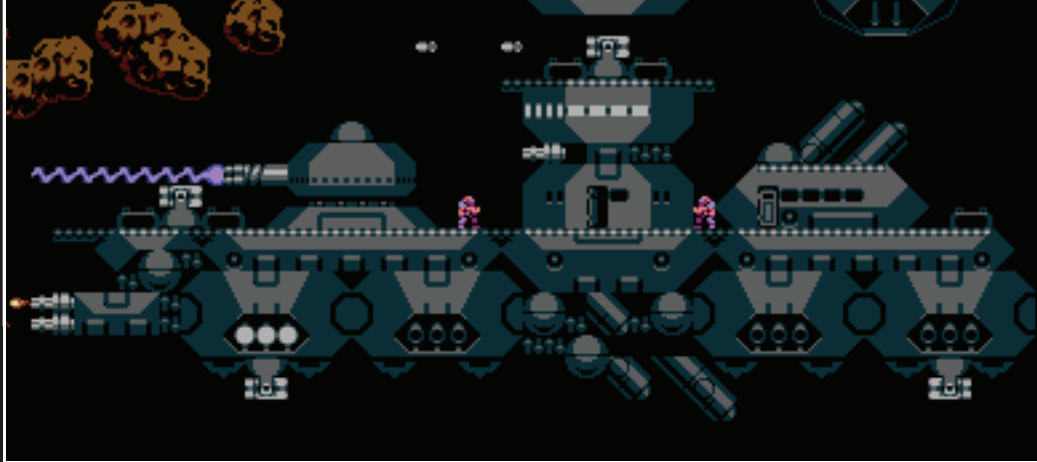
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Congratulations! You now own the authentic home version of the *Retro Sourcebook Vol. 1* for the Pathfinder Roleplaying Game, one of Higher Grounds' greatest hits. We suggest that you read this instruction manual thoroughly before playing the game.



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PROLOGUE

**“It’s dangerous to go alone! Take this.”
– Old Man**

There exists a world not far from Golarion. You may happen upon our world when you step into the wrong shadows, enter a certain village, get lost on a maiden voyage or are chosen by fate or given a great quest from one of our own. If you happen upon our pixelated world, you may find yourself fighting nostalgic monsters of yesteryear, brandishing truly ancient weapons and fighting evils from your childhood. But do not fret! This manual will provide you with all of the tools you will need to survive these ancient lands.

Our world is called Nesterra, and it is a world fraught with danger and evils around every corner. Kings reside in their castles, ever in search of a hero to save their citizens from great monsters and villains and their evil schemes. Terrifying creatures roam the land, cursing our cities and making the lives of our great nations unbearable. Omens fall upon our lands with the falling stars, foretelling the arrival of legendary warriors from other lands who will come to free us from these evils.

In this manual, you will find everything you need to adventure across the lands of Nesterra. Detailed new races native to our lands, archetypes that will allow you immerse yourself in Nesterra. Here you will find powerful magical items, equipment and weapons that will allow you to do battle with foes the likes of which Golarion has never seen. New spells will allow you to call upon the magics of our lands, and bring your enemies to heel. You’ll find here descriptions of the places and people you might encounter. In this book you will also find a manual describing the nature of the beasts and monsters that call Nesterra home.

Keep this guidebook close to you at all times, for you never know when you might need it in your travels across this new and nostalgic land.

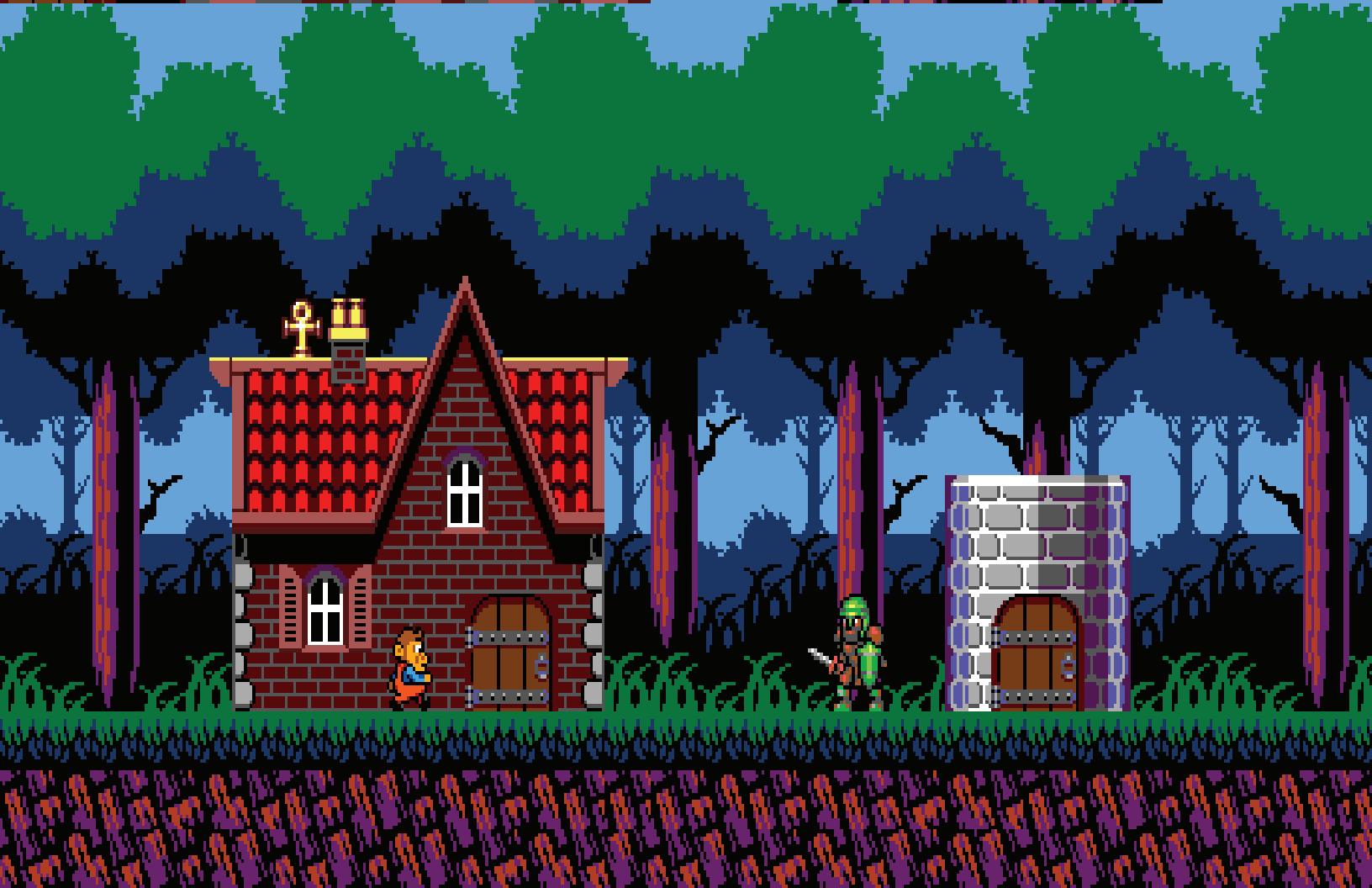
This is not the land you know. You will not be familiar with our lands when you find your way here, by accident or by choice. There are many differences between Golarion and Nesterra, but there are also many similarities. Our lands are home to a number of stranger beings, strange magics and great villains seeking to do in both my world and your own Golarion. From Shannondorf, the giant, overbearing pig-man to the Undead Vlad Dracuul, each kingdom is threatened and calls upon its heroes to save it from certain doom.

You have chosen this book for a reason. You carry it with you because you have memory of our world and our ways. You know it exists, and have known it for so long that perhaps your entire party thinks you're crazy. Make no bones about it, our world needs people like you. We've been calling for a hero. Some of us have been calling for centuries or longer. Prophecy has foretold of the coming of a hero, returning to our lands to cut down the monsters and villains that would plague our people, and threaten our lands. You will find that some of our kings even know of your return, as even our royalty cannot escape the will of fate and the call of a great warrior to bring peace to our land, again. Thirty years has passed since a hero like you has found our world, and you could not have chosen this fate at a more auspicious time.



Do you remember? Many do not remember their time here. Many believe their time in Nesterra to be but a vague figment, or a dream that came and went like some wizardly illusion. Some, yet, are descendants of the heroes who once came to our lands and brought light to the darkness of Nesterra. We have been awaiting your arrival, descendants and heroes returned! Evil incarnate has once again appeared from nowhere and shut our light in darkness. Peace in our nations has been shattered, and you are here because you've heard our call. You are here because you know us and remember us. We are no dream, no illusion. We have been calling out to meet again with those who wield the light.

Welcome home, our heroes. It has been far too long.



ARCHETYPES

Ooze Trainer

Summoner Archetype

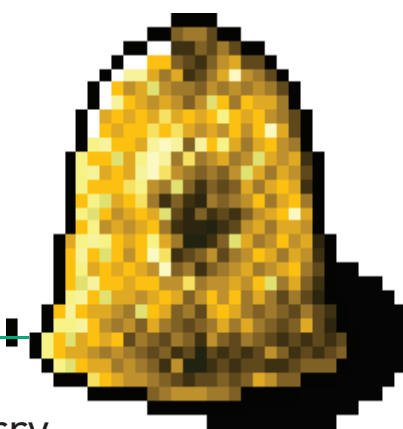
While all summoners form a close relationship with an outsider of some kind, bringing their otherworldly powers to bear and forging relationships with these strange creatures, the ooze trainer takes a different approach to their own abilities. The ooze trainer has found a powerful kinship with an ooze, befriended it and made the creature a pet of their very own. The two form a special bond that no other summoners share with their eidolon, and in return for colorful candies, the ooze takes on mental and physical transformations through the summoner's training. The ooze develops a modicum of intellect, and learns to transform its body into various tools useful to the Ooze Trainer.

Eidolon: The eidolon ability for ooze trainers works exactly like they do for other summoners, except that the ooze trainer must choose an ooze for their eidolon and may not choose any other creature type.

Training Candies (Ex): Starting at first level, an Ooze Trainer can use specially flavored, colorful candies in order to cause their ooze to change its form. These candies are the primary method that trainers used to create their bond with an ooze, and became a way to train the ooze as well as to inform it as to what the trainer wants it to do. An ooze trainer has a candies held trait that determines how many candies a trainer can have ready per day. Trainers also have an amount of candies

per day that determines how many candies that the trainer can use per day. The trainer can toss any candies she is holding to the ooze, and must choose at the beginning of each day which candies she will use. Each candy chosen in this way contributes to a candies held slot. The amount of candies that your ooze will eat per day is determined by the candies per day slots. The ooze trainer can use a number of additional candies per day if she has a high enough charisma score as if she were gaining additional spells per day (see table 1-3 of the core book). This ability replaces a summoner's spells. Tossing a candy to the ooze is a swift action.

Each candy tells the ooze to do something different, and has a specific flavor and color that communicates to the ooze what the trainer wants it to do.



Level 1 Candies

- Cinnamon Hots
- Cream-Filled Strawberry
- Marshmallow Bits
- Licorice Whip
- Hard Lime
- Super Sour Citrus
- Chamomile Lozenge
- Fizzy Rocks
- Sugar Glass
- Rock Candy
- Saltwater Taffy

Level 2 Candies

- Fizzy Drop
- Blueberry Gummy
- Bubble Gum
- Jawbreaker
- Garlic Jelly
- Lemon Drop

Level 3 Candies

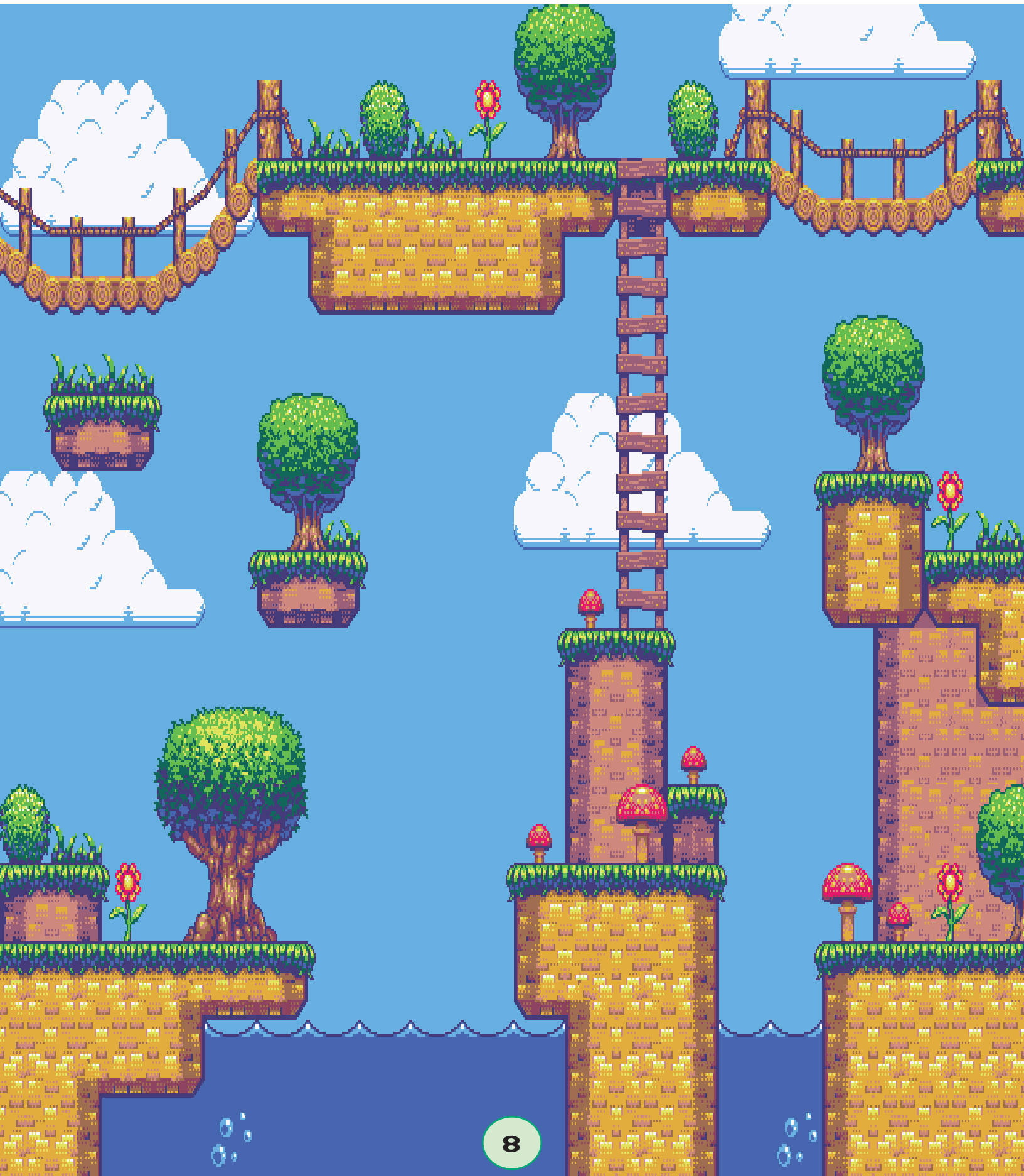
- Banana Hardies
- Doublemint
- Menthol Lozenge

- **Cinnamon Hots:** These small, red candies post a powerful and fiery flavor that causes the ooze to belch forth fiery breath. This candy causes the ooze to cast the equivalent of burning hands, using the ooze as a point of origin, and using the Ooze Trainer's level to determine damage.
- **Cream-Filled Strawberry:** This sweet hard candy with a creamy center causes the ooze to harden and stretch, creating a platform solid enough to hold up to 200 pounds. The blob can stretch to a ten foot square, or create a narrow five foot path stretching out up to 20 feet.
- **Fizzy Drop:** This amber-colored gummy contains little effervescent bubbles that cause the ooze to break up into bubbles of breathable, cola-flavored air. These air bubbles can be used to breathe underwater for a number of rounds equal to one minute per ooze trainer level.
- **Marshmallow Bits:** These light, airy candies cause the ooze to bestow feather fall upon the trainer by becoming a parachute.
- **Blueberry Gummy:** These elastic, blue candies cause the ooze to become rubbery and stretch, filling itself with air. The ooze floats and, should the ooze trainer grab hold, she comes under the effect of a levitate spell, using the trainer's level to determine duration.
- **Licorice Whip:** These red strings of licorice allow the ooze to stretch and form into a whip that the ooze trainer can wield as if she were proficient with the weapon.
- **Bubblegum:** This sweet, chewy confection causes the ooze to form into a large sticky mass. This mass can fill an area, and has the same effect as a web spell.
- **Banana Hardies:** These hard, powdery yellow candies cause the ooze to shrink and grow in mass and density allowing the ooze to become the weight and toughness of steel. This causes the ooze to change form, replicating the effects of wall of iron.
- **Hard Lime:** These candies cause the ooze to transform into roughly the shape of a key. Retaining its amorphous qualities, if placed into a lock, the key

has the same effects as a knock spell.

- **Super Sour Citrus:** This lip-puckering candy causes the ooze to take on acidic properties, allowing the ooze to spit acid with the same effect of an acid arrow spell.
- **Doublemint:** Through the use of this minty green candy, the ooze can take the form of another creature similar to a clone spell.
- **Jawbreaker:** This incredibly hard candy causes the ooze to take on the form of a shield. When held, the ooze confers the same effects as a shield spell.
- **Chamomile Lozenges:** This calming little lozenge causes the ooze to release a powerful effect equal to a sleep spell.
- **Fizzy Rocks:** A scintillating powder that creates a popping sound when wet. This candy sends the ooze into a dazzling display of light and sound, causing an effect equivalent to a daze spell.
- **Garlic Jelly:** This noxious-smelling candy causes the ooze to belch forth a cloud with effects equivalent to a stinking cloud spell.
- **Menthol Lozenge:** This ice-blue, heavily mentholated candy is cold to the touch, and causes the ooze to change form, growing in size and moving toward the targets. This change in form causes the ooze to take on the effects of a freezing sphere spell.
- **Lemon Drop:** This electrifying yellow drop causes the ooze to electrify, allowing it to use an effect similar to a lightning bolt spell.
- **Sugar Glass:** This completely transparent candy composed of pure sugar causes the ooze to become completely invisible. If it wraps around and covers a target, that target acts as if under the effects of an invisibility spell.
- **Rock Candy:** An ooze's favorite candy is the simple rock candy. This candy makes the ooze much more amicable, giving the trainer an effect similar to mage hand through use of his pet ooze.

- **Saltwater Taffy:** This candy is chewy and irresistible, and allows the ooze to become rubbery and malleable. If an ooze, after eating this candy, covers a target, that target comes under the effects of a disguise self spell.



Vampire Killer

Inquisitor Archetype

Long ago, the matriarch of the Helmonte clan, Simone Helmonte slew a very powerful vampire. In so doing, the Helmont clan was forever cursed to battle the helish undead legions of vampires and their ilk, and to forever have their destinies entwined with them. Those of the vampire killer archetype share a bloodline directly related to Simone Helmonte and are forever cursed to find themselves amidst the carnage and bloodshed of the vampires.

Alignment: Those of the Simone Helmonte clan exist as exiles, and cannot be of lawful alignment.

Weapons And Armor: Vampire Killers are proficient with simple weapons, plus the whip, throwing axe, lance, firearms, greatsword, rapier, short sword and flail. Vampire Killers are also proficient with all types of armor and shields.

Cannot Be Turned (Su): A vampire killer of the Helmonte clan cannot be turned into a vampire or vampire spawn through use of their blood drain or energy drain abilities.

Item Crash (Sp): A Vampire Killer is able to draw out the subtle powers of specific items, and use that power for destructive effect against their foes. The vampire killer must be holding the item in their hand in order to use the power. After the effect is used, the item is destroyed completely. This ability replaces the spells ability.

Throwing Axe: At 1st level, the vampire killer gains a +1 attack bonus to attacks made when attacking with a throwing axe.

Dagger: At 3rd level, the vampire killer can throw a dagger at an enemy three times in a single round. This ability works much the same way as rapid shot, except three daggers can be thrown instead of just two. Each dagger is thrown at a -2 to each attack roll. The vampire killer must have three daggers to use this ability, and each is destroyed upon use.

Holy Water: At 5th level, the character can cause holy water to become a font of fire. Anything struck by the vampire killer's holy water splash suffers the effects of a fireball spell.

Holy Symbol: At 11th level, the vampire killer can use a holy symbol to cast disintegrate.

Watch: At 17th level, the Vampire Killer can draw out the powers of the stopwatch. Once per day, she can cast time stop.

Turn Undead (Su): Vampire Killers gain the turn undead feat and can use it as if they were a cleric of the same level, so long as they brandish a holy symbol. This ability replaces domain.

Silversmith (Ex): At 2nd level, a Vampire Killer learns how to craft silver into powerful weapons against the undead. She gains a bonus equal to her level on any craft or spellcraft check made to create silver items that bypass DR/Silver. This ability replaces detect alignment.



Holy Weapon (Su): At 5th level, a Vampire Killer can imbue her weapon with holy power as a swift action. The weapon becomes good-aligned and bypasses relevant damage reduction. The weapon has a +2 bonus to hit, and it deals an extra 2d6 holy damage against all creatures of evil alignment. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive. This ability replaces the bane ability.

Greater Holy Weapon (Su): At 12th level, whenever a Vampire Killer uses her holy weapon ability, the amount of bonus damage increases to 4d6. This ability replaces greater bane.





NEW RACE

AMANI

The Amani, named after the mushrooms of their likeness, Amanita Muscara, are very short humanoids hail from a faraway land filled with strange and wonderful creatures. They are typically humble, if a bit cowardly in personality. They often panic in dangerous situations, and often choose to play supporting roles for stronger and more adventurous party members. Their cowardice is more than made up for in their incredible work ethic.

The Amani are loyal to a fault, and tend to become emotional when their allies are put into danger. Though many are non-violent, there are a small number of amani that embrace a toughened, adventurous nature. Even these grizzled amani tend to choose peace over violence, though their strength allows them to become formidable foes when pressed. Overall, the amani are cheerful, peaceful adventurers with unflinching loyalty.

Appearance: The amani are typically short individuals, and can something be mistaken for children to a casual observer. They typically have dark, beady eyes. They have short legs with a strong torso. Their most noticeable trait is the large mushroom cap that sits atop their small bodies. These caps are typically white with red, blue, green, yellow or purple spots. Amani prefer simple, breathable clothing and the women tend to wear long dresses.

TRAITS

Monstrous Humanoid Darkvision 60ft

Small Size +1 size bonus to AC +1 size bonus to attack rolls, -1 to combat maneuvers and CMD +4 size bonus to stealth.

Normal Speed Base movement speed 30ft

Ability Score Modifiers +2 Strength, +2 Dexterity

Languages Common, Amani

RACIAL TRAITS

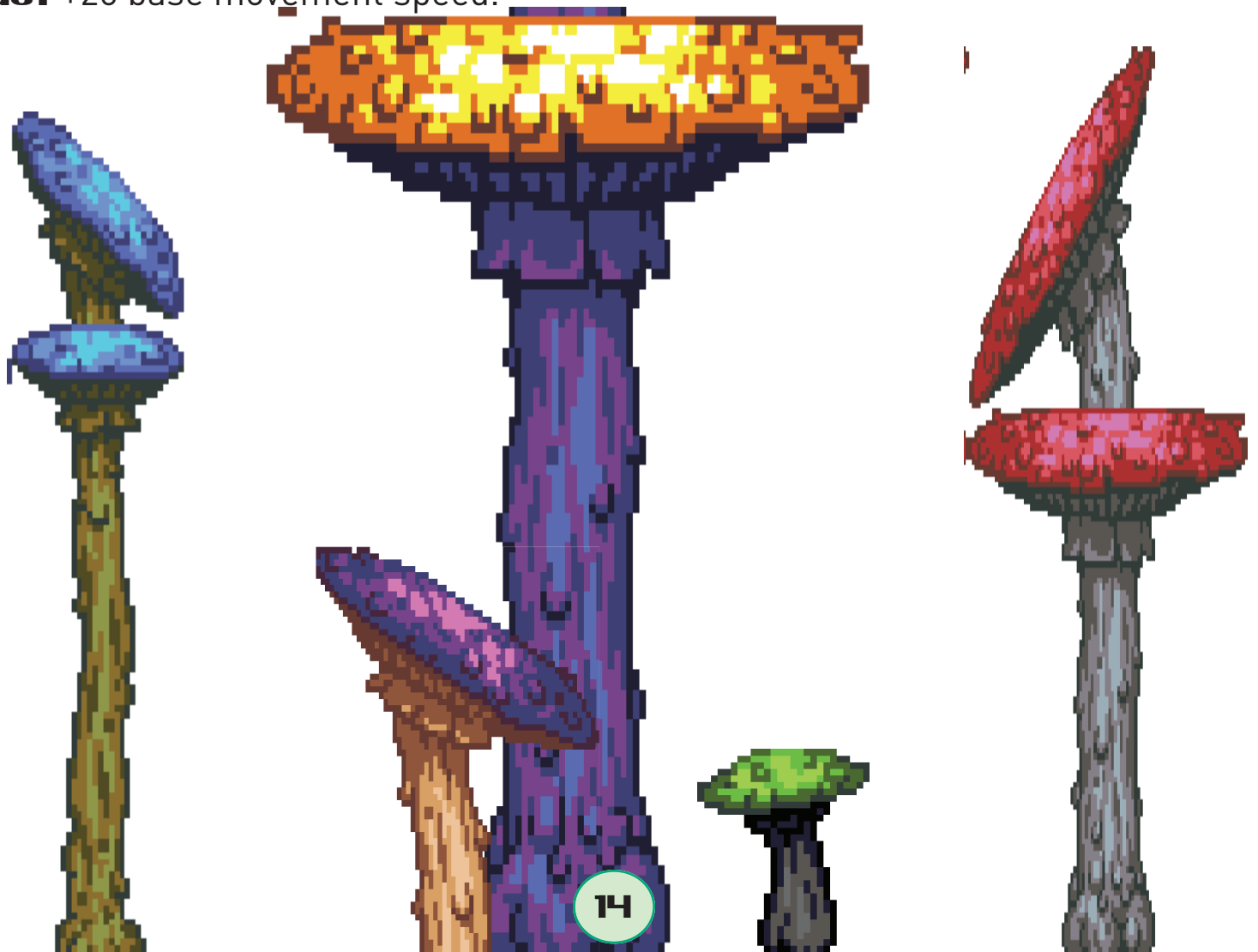
Craftsman +2 racial bonus to craft and profession

Skilled +1 skill rank per level

Climb +8 to climb rolls, 20ft climb speed.

Sprinter +10 foot racial bonus to speed to charge or withdraw.

Fast +20 base movement speed.





SPELLS

Bikill

School: Divination, **Level:** Sorc/Wiz 3

Casting Time: 1 standard action

Components: V, S

Range: Personal and Touch

Duration: 1 round per caster level

This spell bestows an intuitive insight into a combatant's own abilities. Once successfully cast, the recipient effectively doubles her base attack bonuses for all attacks she uses until the spell ends.

Chaos

School: Illusion, **Level:** Sorc/Wiz 5

Casting Time: 1 standard action

Components: V, S

Range: 30ft + 5ft / Caster Level

Duration: 1 round per caster level

Saving Throw: Will Negates; **Spell Resistance:** Yes

When this spell affects a target, that target becomes befuddled and in a state of panic. Every time she attempts to attack a foe, she has a 50% chance of striking an ally adjacent to her. If there is no ally within attack range, the target will swing

wildly at the air.

Chance

School: Evocation, **Level:** Sorc/Wiz 6

Casting Time: 1 standard action

Components: V, S

Range: Varies

Duration: Varies

Saving Throw: Will Negates; **Spell Resistance:** Yes

A last ditch spell used only when the spellcaster finds herself overwhelmed and with no other options. Chance can save the day, or spell your doom. When you cast this spell, roll percentile dice and consult the table to determine the effects.

- **1 – 10** A chaos spell descends on everyone involved in combat.
- **11 – 20** A darkness spell engulfs the area, in a radius from the spellcaster.
- **21 – 30** Enemies must save or be unable to attack until the start of the spellcaster's next round.
- **31 – 40** Enemies must save or become afraid, and immediately flee the area.
- **41 – 50** All party members heal 4d8 points of damage.
- **51 – 60** All enemies must make a will save, or die.
- **61 – 70** The verbal component of this spell echoes. Nothing else happens.
- **71 – 80** All combatants must save or be affected by an illusion that immediately ends the fight.
- **81 – 90** The caster is immediately affected by a Time Stop spell.
- **91 – 95** Everyone must save or fall asleep.
- **96 – 97** The character's party must save vs. Death.
- **98** All enemies are teleported in random directions.
- **99** All allies are teleported in random directions
- **100** Everyone heals 4d8 damage.



LOCK

School: Enchantment; **Level:** Sorc/Wiz 1, Bard 1

Casting Time: 1 Standard Action

Components: V, S

Range: Close (25ft + 5ft /2 levels)

Target: One Creature or Ally

Duration: See Text

Save: Fortitude negates, **Spell Resistance:** No

You inflict upon one creature a locked state. The next single attack roll made against it (if it is made before the end of her next round) is made as if its AC were -10. Additionally, the target does not gain advantage against attacks if she is concealed.

Outside

School: Conjunction, **Level:** Sorc/Wiz 7

Casting Time: 1 Round

Components: V, S

Range: Personal and Touch

Duration: Instantaneous

Save: None and Will negates; **Spell Resistance:** no and yes

When the outside spell is cast, the spellcaster and anyone she is touching teleports instantly to the entrance of the dungeon that the spellcaster is currently in. This spell works in any building, dungeon, tomb or similar area. The spellcaster must be inside of a building of some type for the spell to work. If the spellcaster is not inside of a building, the spell has no effect. The spellcaster and anyone touching her will arrive instantly just outside the entrance that the party used to come inside the dungeon in question. If there is a mishap, similar to the effects of the teleport spell, then the spellcaster and anyone attempting to teleport will receive 1d10 points of damage and the spell fails.

RUSE

School: Divination, **Level:** Sorc/Wiz 2, Bard 1

Casting Time: 1 Standard Action

Components: V, S

Target: Self

Duration: See Text

You bestow upon yourself the ability to bluff an enemy into missing an attack.

You gain a +20 evade bonus to the next single attack roll against you (if it is made before the end of her next round).

Sacrifice

School: Necromancy, **Level:** Sorc/Wiz 6

Casting Time: 1 standard action

Components: V, S, M (Drop of the Caster's Blood)

Range: 30ft + 10ft / Caster Level

Duration: Instantaneous

Saving Throw: Will Negates, **Spell Resistance:** No

This spell is a desperate, last ditch effect in which the character must pay the ultimate price, her own life. The spellcaster draws her own life force from her body, and uses it as the component in her spell. If the target saves, then the spellcaster is reduced to zero hit points and the target takes 1d6 damage per caster level. If the target fails her save, then the target immediately dies, and so does the spellcaster.

Stepguard

School: Abjuration; **Level:**

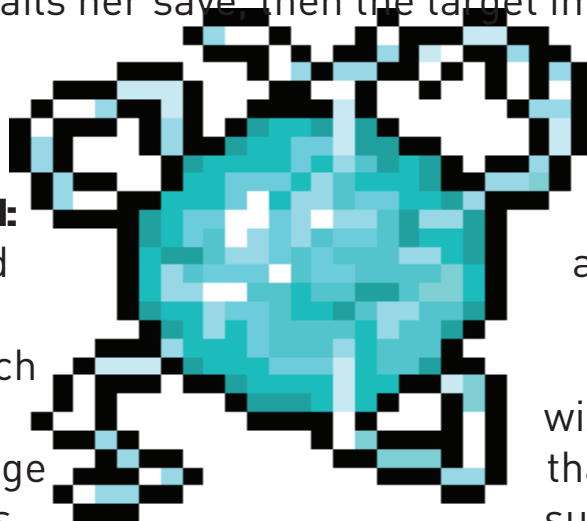
Casting Time: 1 standard

Components: V, S

Range: Personal and Touch

Duration: 1 minute per
Stepguard prevents damage
from stepping on dangerous objects

and even poisons. The spell instantly prevents all damage that would occur from stepping on a dangerous object, so long as the source is non-magical. This spell does not prevent the spellcaster or an affected ally from setting off traps, but does increase the save against setting off footfall traps by the caster's spell modifier.



Sorc/Wiz 2
action

wizard level
that occurs when step-
such as spikes, caltrops

TMPR

School: Divination, **Level:** Sorc/Wiz 2, Bard 2

Casting Time: 1 Standard Action

Components: V, S

Range: Touch

Target: One Creature or Ally

Duration: See Text

You bestow upon your own or one ally's weapons a magical hardness and sharpness of blade. The target's next single attack roll (if it is made before the end of her next round) gains +14 damage.

X-Ray

School: Divination, **Level:** Sorc/Wiz 1

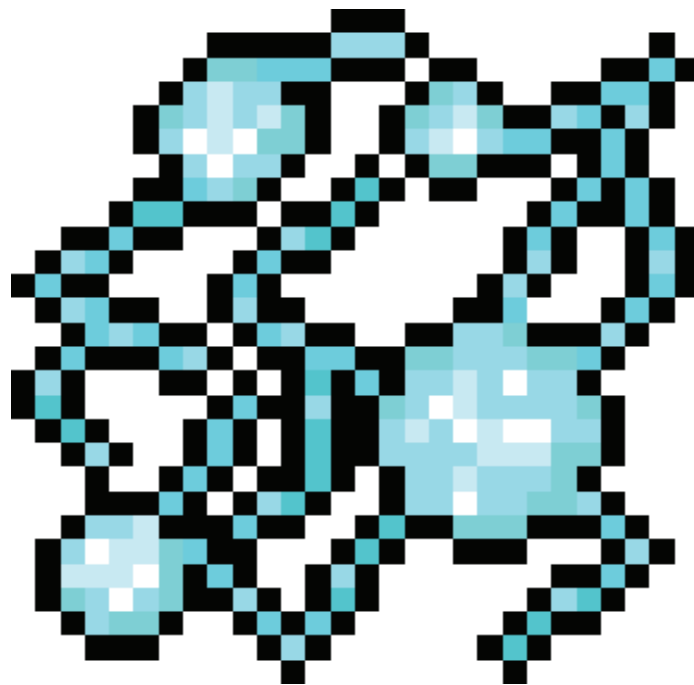
Casting Time: 1 standard action

Components: V, S

Range: Personal

Duration: 1 minute

This spell will make the caster's eyes glow faintly green. With this spell, you can see through solid objects. You can peer inside of a chest to see what is inside. You can peer inside of a latch mechanism to see any traps located inside. You can even look through doors and walls to see what lies in the room beyond. Looking through an object requires a full action.





EQUIPMENT

Wonderous Items

Blue Candle (8,000gp)

Aura: Light Evocation

This blue candle is held at its base by a bronze candleholder. It is enchanted, and upon activation, it casts a light spell. It can also be used to cast burning hands. This burning hands spell shoots from the candle's flame, and causes 2d4 damage. Burning hands can only be used this way once per combat.

Giant's Tonic (1,500gp)

Aura: Medium Conjunction

This bilous fluid has the consistency of red tapioca and honey. It is supposedly distilled from the synovial fluids of a giant. When imbibed, the user gains an additional number of temporary hit points. To number of hit points gained, the player will roll a number of thier character's hit dice equal to their level.



Levistone (6,500gp)

Aura: Medium Conjunction

This is a rock. Just a plain old dirty rock. There is literally nothing special about it until it is activated and then it flings itself into the air and becomes an airship. The airship is magical in nature and moves at a speed of 60mph. It lasts 24 hours, after which it flickers from existence and the rock falls to earth never to be seen again amongst the other rocks that it will inevitably land in. The airship can move of its own accord and requires no fuel or crew to sustain it. It moves in the direction of the person that summoned it.

Phoenix Feather (3,000gp)

Aura: Strong Conjunction

Some folks say this is the feathers of a baby phoenix, plucked right out of the poor bird just after it hatches, but the planar feather doesn't even belong to a planar. No one knows where this stuff comes from but it looks a lot like reddish-orange fuzz. When used, the item disappears. One target who has died within the last minute is instantly brought back as if it were affected by a raise dead spell. The raised character heals to half its hit points. If used on undead, the undead creature must save vs. death.

Portable Home (5,250gp)

Aura: Medium Conjunction

The portable home appears until used as a small figurine immaculately sculpted in the shape of a beautiful one-story house. When activated, the home grows and expands to fill out the complete, full-size proportions of a single-story home. If the home is activated where it cannot expand, it will place a large amount of force on any blocking object. Anything short of reinforced steel will be blown away and destroyed. If the home cannot move or break away a blocking object, it will grow around it, like a balloon inflating over an object, distorting its shape. The house will remain for 12 hours. If the characters sleep for at least 8 hours in the enlarged home, they will find themselves back to full health, to a maximum of 150 hp. Otherwise, each hour spent doing nothing more strenuous than reading a book, will heal 1d8 damage per hour they spend. The home disappears after 12 hours and the figurine is destroyed. This item does not remove negative levels. Undead creatures in the house take damage instead of heal. If an undead creature sleeps in the home, it takes 150 damage.

Red Candle (16,000gp)

Aura: Medium Evocation

This is a candle of deep red held in a steel candleholder. It is enchanted and upon activation can cast a light spell. In addition, the flame can spew forth, sending a burning hands spell at the holder's enemies that deals 4d4 damage.

Snowman Doll (7,650)

Aura: Heavy Transmutation

This single-use item is a small plush doll in the shape of a snowman. It is cold to the touch. Once activated, it stops time per the spell time stop.

Vitamin X (450)

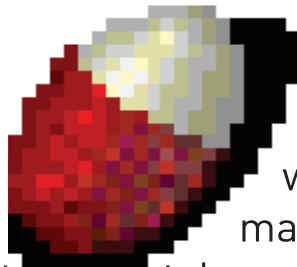
Aura: Light Necromancy

This is a single pill of red and white on each end. When swallowed, this pill will heal 3d10+3 damage. If this healing would take the character over their maximum health, they will gain the remainder as temporary hit points. The character will lose the healed amount at a rate of 1hp per round.

Wyvern Wing (3,150gp)

Aura: Medium Conjunction

This item is a single wing from a wyvern that has been magically enchanted with conjunction magics. It has been desiccated to fit in one hand. When used, this item will teleport its user and anything the user is touching to the nearest friendly town. The town must be within 1,000 miles. When the wing is used, it is destroyed.



Zeus Handwraps (750gp)

Aura: Minor Evocation

These handwraps are incredibly powerful. Composed almost completely of yellowed leather with thin white streaks covering their entirety, they have the ability to cast a lightning bolt spell. This spell is cast as if the user were a 3rd level wizard.

WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Battle Yoyo	3gp	1d3	1d4	x2	-	1 lb.	B	Reach, Trip
Erdrick's Sword	200,000gp	1d4	1d6	19-20/x2	-	2 lb.	P	See Text
Masamune	125,000gp	2d10	4d12	19-20/x2	-	4 lb.	S	See Text
Orichalcum Dagger	75,000	1d3	1d4	19-20/x2	-	2 lb.	P or S	See Text

Battle Yoyo: This exotic weapon is a simple weighted cylinder that holds a receptacle for a coil of string which can extend and retract to attack.

Erdrick's Sword: A legendary short sword wielded by the legendary warrior Erdrick. Its blade is composed of shining steel, inlaid through the center with gold. Its guard is shaped into golden, outstretched wings with reddened feathers.

Masamune: A brilliant pattern of eastern dwarvish runes glitter over the length of this blade. The weapon is built like a katana with an elongated blade and hilt. It possesses a strange ability that allows it to be wielded by anyone, regardless of their proficiencies.

Orichalcum Dagger: This weapon is a seemingly simple knife except for its brilliantly gleaming golden blade. When the blade successfully hits a target, the amount of damage it inflicts is added to the wielder's temporary hit points. These hit points last for one hour and disappear thereafter.



ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight
Erdrick's Armor	193,000gp	+11	+3	-4	25%	30ft 20ft	30lbs.



Blue Ring (35,000gp)

Aura: Light Abjuration

This golden ring has a single, bulbous blue sapphire in its center. When worn, it gives the wearer DR5/Adamantine.

Cursed Belt (Worthless)

Aura: Light Enchantment

This leather belt is beset by bone spikes along its length, and at the clasp is a small horned skull. When it is worn, it squeezes painfully tight around the waist. At the beginning of every combat, the character wearing this belt has a 25% chance of being the target of a hold person spell. This hold person spell lasts for 3 rounds. Once worn, this belt can only be removed by the equivalent of a remove curse spell.

Erdrick's Armor + 5 (193,000gp)

AC Bonus: +11 (Breastplate)

This armor is composed of a breastplate, arms and gauntlets. It is composed of a navy blue hue, etched to its outlines with gold. Emblazoned on the chest is a circular, golden seal representing a dragon with massive antlers reaching out to each side of the disk. While wearing this armor, the character gains a regeneration rate of 1hp per round. The character can slowly regrow lost limbs and appendages. This regeneration does not restore hit points lost through suffocation, thirst or starvation.



Fighter's Ring (8,000gp)

Aura: Light Abjuration

This thin golden band gives the wearing +2 to attack rolls.



Red Ring (56,000gp)

Aura: Medium Abjuration

This bronze ring is beset with a bulbous ruby that seems too big for the ring. Though it may seem to be less valuable than its cousin, the blue ring, it is much more powerful. When worn, it gives its wearing DR10/Adamantine.



LOCATIONS



Alefgard City

LG Small Town

Corruption +0, **Crime** +0, **Economy** +0, **Law** +1, **Lore** +1, **Society** +1

Qualities Adventure Site,

Danger +0

DEMOGRAPHICS

Government Autocracy

Population 550 (500 Humans, 50 other)

Notable NPCs

King Of Alefgard (NG male human aristocrat 8)

MARKETPLACE

Base Value 4,000gp; **Purchase Limit** 1,000gp; **Spellcasting** 2nd

Minor Items 4d4; **Medium Items** 2d4; **Major Items** 1d4

Aliahan Castle

LG Small Town

Corruption -7, **Crime** -5, **Economy** +0, **Law** +0, **Lore** +3, **Society** +3

Qualities Holy Site

Danger -25

DEMOGRAPHICS

Government Autocracy

Population 1,600 (1,300 Humans, 100 Elves, 75 Dwarves, 125 others)

Notable NPCs

King Of Aliahan (LG male human aristocrat 15)

Luisa (NG female human expert 4)

MARKETPLACE

Base Value 1,000gp; **Purchase Limit** 3,000gp; **Spellcasting** 7th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** 1d4

Cornelia City

NG Small City

Corruption -4, **Crime** -3, **Economy** +3, **Law** +1, **Lore** +2, **Society** +3

Qualities Adventure Site, Majestic,

Danger -10

DEMOGRAPHICS

Government Autocracy

Population 7,400 (6,900 Humans, 200 Elves, 300 other)

Notable NPCs

King Of Cornelia (NG male human aristocrat 16)

Queen Jayne (NE female human aristocrat 12)

Princess Sarah (CG female human fighter 3 summoner 6)

MARKETPLACE

Base Value 4,000gp; **Purchase Limit** 1,000gp; **Spellcasting** 2nd

Minor Items 4d4; **Medium Items** 2d4; **Major Items** 1d6

Super Secret Elf Village

CG Hamlet

Corruption -8, **Crime** -8, **Economy** -4/+1, **Law** +2, **Lore** -6/+6, **Society** -8/+3

Qualities Darkvision, Living Forest, Racially Intolerant

Danger +5/-20

DEMOGRAPHICS

Government Magical

Population 27 (24 Elves, 3 other)

Notable NPCs

The Fairy Queen (CG female Half-Pixie wizard 18)

MARKETPLACE

Base Value 45gp; **Purchase Limit** 5gp; **Spellcasting** 9th

Minor Items 2d6; **Medium Items** 2d4; **Major Items** 1d6

Description This is a small hamlet located in a secret woodland overgrowth. It is composed primarily of elves, though there are a few scattered citizens of centaur and other forest-living and magical ilk. They have a hatred of humans, and will not do business with them. They are somehow responsible for a nearby village that has had all of its members put to sleep. The numbers before the slash are toward non-elves, and the number after the slash is for elves or locals.

Warakiya Village

CE Hamlet

Corruption +3, **Crime** +6, **Economy** -3, **Law** -10, **Lore** +1, **Society** -8

Qualities Desecrate, Holy Site, City Of The Dead, Cursed, Soul Crushing,

Danger +85

DEMOGRAPHICS

Government Council

Population 38 (29 Humans, 3 Half-Elves, 2 Half-Orcs, 4 others)

Notable NPCs

Brigadier Renault Higgins (NG male human cleric of Toma Thule 2)

Knight Risha Caliden (LG female human paladin of Helreginn 1)

Magister Urdak Caliden (LE male half-elf necromancer 6)

Sinistral Meur (CE male human anti-paladin 5)

MARKETPLACE

Base Value 45gp; **Purchase Limit** 5gp; **Spellcasting** 5th

Minor Items 1d6; **Medium Items** 1d4; **Major Items** -

Description Warakiya Village has been completely overrun by evil monsters and undead. The city council has all but given up in their duties in order to spare their own lives. Most keep clear of the streets and never venture out after dark. Even the daytime, seeing a villager is a scarce occurrence. Seeing monsters and undead, however, is much more common. The city has fallen under a deep and wicked curse that soiled their earth and tainted everything in and around the city. Two resisting members, who now comprise the entirety of the city council, keep the one holy site clear of monsters. This site is a temple devoted to both Helreginn and Toma Thule. Many of the villagers stay here during the evenings for the protection that the holy site gives, as well as the guardianship of Knight Risha and Brigadier Renault. Two other council members have fought at every turn to resist and limit any efforts legally made to assist the city or rid it of the curse. Magister Urdak and Sinistral Meur work together and oversee this lawless, cursed city.

Plot Hook: The Sleeping Village

It is said that the daughter of the Queen of the Super Secret Elf Village had a daughter. That daughter fell in love with a human man from a village called Norvik. Their love was strictly forbidden by the laws of the Queen and her village.

The Queen's daughter stole away with a powerful magical item that belonged to her mother. Believing that this was the work of the mayor of Norvik, the Queen cast a powerful sleeping spell upon the entire village of Norvik, and the city sleeps to this very day.

BESTIARY



Bat Daddy

A large creature vaguely resembling a bat, it has dark blue fur that almost appears black. The large, voluminous orb is beset on each side by huge, leathery wings. Near the top of the orb are two eyestalks topped with large oddly shaped orbs resembling eyes.

Bat Daddy

CR 1/2

P 200

NE, Small Aberration

Init +2, Senses: Blind Sense 20ft,
Low-Light Vision, Perception +6

Defense

AC 12, touch 12, flat-footed 10

hp 10

Fort +0, Ref + 4, Will + 2

Offense

Speed 5ft, Fly 40ft (good)

Melee slam +4 (1d4 - 2)

Space 1ft, Reach 0ft

Statistics

Str 3 Dex 12 Con 8 Int 2 Wis 14 Cha 5

Base atk +0, CMB 0, CMD 0

Feats Weapon Finesse

Skills Fly+16, Perception +6, Racial Modifier +4 Perception

Special Abilities

Spawn Crazy Bats (Ex): If the bat daddy takes damage equal to at least half its hit points but doesn't die, it tears apart, spawning two crazy bats.



Burrowpods

This grotuesque excuse for a rotted, limp squash is a lime-green in color with red, feathery appendages at its sides. It has pincer-like appendages at what might be its head, and a leech-like oriphace where its mouth would be.

Burrowpod

CR 2

P 600

N, Plant Vermin

Init +2, Senses: Tremor-Sense 20ft, Low-Light Vision, Perception +6

Defense

AC 17, touch 16, flat-footed 15

hp 20

Fort +5, **Ref** + 9, **Will** + 1

Offense

Speed 30ft, Burrow 60ft

Melee Pincer +10 (1d10 - 2)

Space 1ft, **Reach** 1ft

Statistics

Str 6 **Dex** 16 **Con** 8 **Int** 3 **Wis** 4 **Cha** 2

Base atk +5, **CMB** +3, **CMD** +5

Feats Weapon Finesse

Skills Stealth +16, Perception +6, Stealth +6



Special Abilities

Burrow (Ex): The burrowpod can burrow through sand at a speed of 40ft.

Surprise [Ex]: In their preferred terrain, which is either soft ground or desert, the burrowpod gains a +10 to any given stealth roll in order to set up an ambush.

Crazy Bat

Not so much flying as clumsily meandering through the air is this annoying, dark-blue bat.

Crazy Bat

CR 1/8

XP 50

N, Diminutive Animal

Init +2, Senses: Blind Sense 20ft, Low-Light Vision, Perception +6

Defense

AC 16, touch 16, flat-footed 14, (+2 Dex, +4 Size)

hp 2 (1d8 - 2)

Fort +0, **Ref** + 4, **Will** + 2

Offense

Speed 5ft, Fly 40ft (good)

Melee slam +6 (1d3 - 2)

Space 1ft, **Reach** 0ft

Statistics

Str 1 **Dex** 15 **Con** 6 **Int** 2 **Wis** 14 **Cha** 5

Base atk +0, **CMB** -2, **CMD** 3

Feats Weapon Finesse

Skills Fly+16, Perception +6, Racial Modifier +4 Perception



Demon Anteater

A large muscular animal with excessive shaggy red fur and an elongated poisonous-looking green tongue.

Demon Anteater

CR 1

XP 400

N, Small Animal Outsider

Init +2, Senses: Perception +6

Defense

AC 13 touch 12, flat-footed 12

hp 22

Fort +2, **Ref** +2, **Will** +4

Offense

Speed 30ft,

Melee Tongue Lash +1 (1d6+1)

Space 1ft, Reach 5ft



Statistics

Str 8 **Dex** 14 **Con** 12 **Int** 4 **Wis** 10 **Cha** 3

Base atk ++1, **CMB** 2, **CMD** 2

Feats Natural Armor

Skills Perception +6

Special Qualities

Disease [Ex]: The barbs on the Demon Anteater's tongue are disease ridden. Damage inflicted causes the opponent to save against demon fever.

Type disease, injury; **Save** Fortitude DC 18 **Onset** 1 day; **Frequency** 1/day
Effect 1d6 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

Ferocity [Ex]: The demon anteater can fight even below 0 hp. It dies when it reaches -12 hp.

Doglin, Blue

Large, blue-fur covered humanoid with a huge, muscled stature and biceps as big as wine barrels. With the face of a bulldog and an underbite to match.

Blue Doglin

CR 2

XP 600

CE, Medium Monstrous Humanoid

Init +3, Senses: Low-Light Vision, Perception +5

Defense

AC 16, touch 14, flat-footed 12

hp 23 DR5/Magic

Fort +5, **Ref** + 2, **Will** +1

Offense

Speed 20ft

Melee Longspear +6 (1d8 + 4)

Ranged Throwing Spear +6 (1d8 + 4)

Space 1ft, Reach 5ft

Statistics

Str 18 **Dex** 10 **Con** 16 **Int** 12 **Wis** 12 **Cha** 6

Base atk +1, **CMB** -2, **CMD** 3

Feats Two-Handed Thrower

Skills Intimidate + 4, Perception +5

Special Qualities

Scent [Ex]: The blue doglin have keen senses of smell, and can detect enemies by scent up to 30ft away and can follow tracks by smell.



Doglin, Red

Large, reddish-brown fur covered humanoid with a huge, muscled stature and biceps as big as wine barrels. With the face of a bulldog and an underbite to match.

Doglin (Red)

CR 1

XP 50

CE, Medium Monstrous Humanoid

Init +3, Senses: Low-Light Vision, Perception +4

Defense

AC 11, touch 9, flat-footed 10

hp 12 DR2/Magic

Fort +4, **Ref** + 1, **Will** +1

Offense

Speed 20ft

Melee Longspear +4 (1d8 + 3)

Ranged Throwing Spear +4 (1d8 + 3)

Space 1ft, Reach 5ft

Statistics

Str 16 **Dex** 12 **Con** 16 **Int** 10 **Wis** 12 **Cha** 6

Base atk +1, **CMB** 2, **CMD** 2

Feats Two-Handed Thrower

Skills Intimidate + 4, Perception +5

Special Qualities

Scent [Ex]: The blue doglin have keen senses of smell, and can detect enemies by scent up to 30ft away and can follow tracks by smell.



Platos

A large statue seemingly composed out of stone and metal. It has a large pedestal atop which lies a spiralling metal cylinder. At the very top is a large round rock composed of etched stone. Engravings mark sharp teeth, a wide nose and red beady eyes. In each hand, the statue holds a sword and shield.

Platos

CR 4

XP 1,200

NE, Medium Construct

Init +2, Senses: Perception +4

Defense

AC 22, touch 12, flat-footed 21

hp 55 DR 10/magic

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

Offense

Speed 15ft

Melee shortsword +7 (1d6 + 3)

Space 1ft, Reach 0ft

Statistics

Str 17 **Dex** 12 **Con** 18 **Int** 7 **Wis** 10 **Cha** 3

Base atk +4, **CMB** -2, **CMD** 3

Feats Cleave, Great Cleave

Skills Stealth +5

Special Abilities

Statue's Stealth (Ex): A platos looks exactly like a statue to onlookers, and it isn't until the platos is disturbed that it will come to life and attack. If it is standing stil when the party comes upon it, it will recieve a +15 to its stealth check.

Energy Resistance [Ex]: Each platos has resistance 10 to all energies except for acid. Cold damage is double against the platos.



Scorpion Wasp

A large red and blue striped insect with pincers on its front legs and a long, scorpion-like tail dropping with sickly green venom.

Scorpion Wasp

CR 1

XP 50

N, Small Animal

Init +3, Senses: Perception +3

Defense

AC 14, touch 14, flat-footed 14

hp 7

Fort +0, **Ref** + 6, **Will** +0

Offense

Speed 10ft, Fly 50ft

Melee sting +1 (1d4-1)

Space 1ft, Reach 0ft

Statistics

Str 6 **Dex** 16 **Con** 8 **Int** 2 **Wis** 8 **Cha** 2

Base atk +1, **CMB** -1, **CMD** 1

Feats Flyby Attack

Skills Fly+6, Perception +3,

Special Qualities

Poison (Ex): When the scorpion wasp successfully damages an opponent, its stinger injects a potent venom into the target's bloodstream. The saving throw to resist the poison is fort DC 11. 1/round for 2d4 rounds, effect 1d2 damage, cure 2 consecutive saves.



Slime

At first, this innocuous monster appears much like a bucket of spilled water, or a chunk taken out of a larger ooze. The creature takes shape into a rough droplet, wide and round near the bottom and pointed at the top. Its eyes are round white orbs, and it seems to smile pleasantly with odd pink lips.

Slime

CR 1/8

XP 25

N, Aberration

Init +2, Senses: Perception +6

Defense

AC 10, touch #, flat-footed #

hp 1 or 2 (1d2)

Fort +0, **Ref** + 2, **Will** +1

Offense

Speed 15ft,

Melee slam +1 (1d2 – 1)

Space 1ft, Reach 0ft

Statistics

Str 1 **Dex** 12 **Con** 8 **Int** 2 **Wis** 14 **Cha** 5

Base atk +0, **CMB** -2, **CMD** 3

Skills Perception +6



Vermillion Slime

At first, this innocuous monster appears much like a bucket of spilled rusty water, or a chunk taken out of a larger red ooze. The creature takes shape into a rouch droplet, wide and round near the bottom and pointed at the top. Its eyes are round white orbs, and it seems to smile pleasantly wth oddly shaped lips.

Vermillion Slime

CR 1/2

XP 50

N, Aberration

Init +2, Senses: Perception +6

Defense

AC 12, touch #, flat-footed #

hp 5

Fort +0, **Ref** + 4, **Will** + 2

Offense

Speed 15ft,

Melee slam +1 (1d2 – 1)

Space 1ft, Reach 0ft

Statistics

Str 1 **Dex** 12 **Con** 8 **Int** 2 **Wis** 14 **Cha** 5

Base atk +0, **CMB** -2, **CMD** 3

Skills Perception +6

Special Abilities

Fiery Spit (Sp): The vermillion slime is capable of spitting a small burst of fire at a target that has the effects of burning hands with 1d4 damage.



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