



LEGEND OF HEROES

8-bit Adventures



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

8-bit Adventures

The Legend of Heroes

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Contents

Introduction	4
Iconic Creatures	4
Bladed Trap	7
Burning Skull	8
Cactus Worm	9
Treenut	11
New Character Options	16
Feats	16
Spells	18
Iconic Items & Equipment	20
Cursed Warrior (Magus Archetype)	23
Campaign Kit	24
Highland Plains (APL 4)	26
Lake Highland (APL 7)	29
Skull Dungeon (APL 10)	31
Mountain of Fire (APL 13)	34
Castle Highland Showdown (APL 16)	36

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 Hoarde), 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 2 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 monsters, magic items and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe 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 assault of the Cursed Warrior Droch-lann on the Kingdom of Highland. The Cursed Warrior has an army of monsters at his disposal, ranging from the lowly gripper up to Droch-lann himself. Most of the monsters presented here include optional variants to help encompass the vast array of foes found across the many landscapes of the Highland Kingdom. These foes provide a wealth of options to challenge parties of any level.

Unfortunately for the poor people of the Highland Kingdom, the Legendary Hero hasn't risen. This means that your PCs are

going to have to step up and help out! Luckily there are a variety of helpful items available, from the goblin poo stick and soup stone, to the powerful leaf mask and saga stone. Everything you need to include these flavorful items into the *Pathfinder Roleplaying Game* can be found in this volume.

In these pages you'll find 7 Iconic Creatures and 1 Boss Character, 5 new feats, 4 themed spells, 10 Iconic Weapons and Gear, Cursed Warrior Magus Archetype, 5 Part Campaign Kit, and 1 Map to add a little vintage flair to your campaign. Whether you use a single monster or run a whole campaign against the legendary Cursed Warrior Droch-lann, you'll be sure to find a memorable foe within!

Iconic Creatures

The Kingdom of Highland has many creatures from typical fantasy settings, from wild animals, to wandering monsters. As such, many low CR creatures can be pulled from the Bestiaries to represent them, with no changes needed. Some of Droch-lann's monsters are similar to creatures found in the Bestiaries, but with a few differences. These creatures will list a standard monster, and what changes should be made to fit the world of Highland better. Additionally, there are some creatures so unique that all new monster stats are needed. And, once we've battled all his minions, we see our Boss Character; a fully fleshed out NPC.

The creatures in the following pages can always have their CR tweaked

by advancing the Hit Dice of the monster or by adding templates. Just remember your classic video games; if they have an ability that makes them stronger, they're always a different color (palette swap!) than their basic cousins!

Standard Creatures

The Kingdom of Highland has many creatures from typical fantasy settings. We suggest using bats, giant spiders, goblins, great cyclops, lizardfolk, skeletons, snakes, and any oozes that you like, from any of the *Pathfinder Roleplaying Game Bestiaries*.



Adjusted Creatures

The following are slight modifications to make to existing monsters to make them “ready” for this setting.

Gripper

These ambush predators appear like massive, zombified hands.

GRIPPER

CR 2

The gripper is a monster found in dungeons and caves. We recommend using the choker, found in the *Pathfinder Roleplaying Game Bestiary*, with the following alterations:

Change the size from small to large. This will alter the following statistics:

Str +12, **Dex** -2, **Con** +6, **Natural Armor** +2

AC and **Attack** -2, **CMB** and **CMD** +2, **Stealth Skill** -8

Grippers are underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern outposts, they lurk in the darkness and lash out with their long, powerful fingers to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Robed Wiz

These robed wizards wear large conical hats and high collars, which conceal their faces.

ROBED WIZ

CR 9

The robed wiz is a monster found in any lands. We recommend using the clockwork mage, found in the *Pathfinder Roleplaying Game Bestiary 4*, with the following alterations:

Robed Wiz can use only the evocation Wand Magic special ability. Additionally, remove their damage reduction, and give them the ability to cast *Blink*, three times a day.

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a robed wiz to channel the power of a *wand* into arcane power. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters for the Cursed Warrior Droch-lann.

A humanoid figure of mithral and steel, a robed wiz has large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

Roctopus

An amphibious cephalopod, the roctopus has an armored shell on it's head, and a cannon-like protrusion on the front of its face.

ROCTOPUS

CR 2

The roctopus is a monster found in temperate and warm water, and lands near water. We recommend using the mudman, found in the *Tome of Horrors*, with the following alterations:

Replace the special ability Magic Vulnerability with the following Vulnerability:

Piercing and Slashing Vulnerability

(Ex) The roctopus is particularly vulnerable to piercing and slashing damage. A roctopus takes half again as much (+50%) damage as normal from piercing and slashing damage.

When a living creature nears a roctopus, it forms its octopus shape (as a standard action) and attacks until the opponent is slain or leaves the area. A roctopus attacks by pummeling a foe with its tentacles or by hurling globs of mud.

Bladed Trap

A bladed trap's body is a five-foot cube sculpted from 2,000 pounds of steel, forged with rare tinctures costing at least 3,000 gp.

BLADED TRAP

CL 7th; **Price** 6,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *haste*, *geas/quest*; **Skill** Craft (weapons) DC 15; **Cost** 3,000 gp

New Creatures

The following are all-new monsters are specifically tailored to be used in this setting.

Bladed Trap

This metal, bladed block has no other distinguishing features. It's flat, angled facades allow sharp blades to be mounted all around it.

BLADED TRAP

CR 4

XP 1,200

NE Medium construct

Init +3; **Senses** darkvision 60 ft., lowlight vision; Perception +5

DEFENSE

AC 15, touch 8, flat-footed 16 (–1 Dex, +8 natural)

hp 52 (4d10+30)

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

DR 5/adamantine; **Immune** construct traits; **Resist** acid, cold, electricity, fire 10

OFFENSE

Speed 20 ft.

Melee slam +8 (1d8+7)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 8, **Con** —, **Int** 5, **Wis** 12, **Cha** 3

Base Atk +4; **CMB** +9 (+4 on bull rush); **CMD** 18 (can't be tripped)

Feats Improved Initiative, Power Attack

Skills Acrobatics –1 (–9 to jump), Perception +5

ECOLOGY

Environment any dungeon

Organization solitary, pair or row (3–12)

Treasure incidental

SPECIAL ABILITIES

Slice! (Ex) A bladed trap is capable of launching itself at a target with alarming speed and force. It may charge at triple its base speed (rather than double) and deals double damage on charge attacks. It also initiates a free bull rush maneuver on slice! attacks, gaining an additional +4 circumstance bonus. A bladed trap must wait at least one round before it can make a slice! attack again. During this reset period, the bladed trap reduces its speed to 0 ft.

Though they appear to be little more than man-sized, sharpened blocks of metal, the dangerous constructs known as bladed traps are much more sophisticated than that. Supposedly designed by the Cursed Warrior Droch-lann himself, ancient runes indicate that they may be even older than him. A blend of science and magic allows these bladed creatures to move with surprising speed, despite not possessing any ambulatory limbs. They have an intricate yet durable gyroscopic core that allows them to rapidly shift their weight and propel their mass in its desired direction of attack. This gyroscope is slow to reset, however, sometimes leaving a bladed trap stuck out of position as it realigns its internal mechanisms.

Burning Skull

This humanoid head blazes with fire as it flies, charred black skull and graying teeth clattering slightly as it bobs in the air.

BURNING SKULL

CR 8

XP 4,800

NE Tiny undead

Init +9; **Senses** darkvision 60 ft.; Perception +18

Aura fear (10 ft., DC 21)

DEFENSE

AC 21, touch 19, flat-footed 19 (+4 Dex, +1 dodge, +4 natural, +2 size)

hp 92 (8d8+60)

Fort +9, **Ref** +12, **Will** +13

Defensive Abilities DR 5/bludgeoning and magic; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee bite +9 (1d8+2 paralysis), slam +8 (1d8+2, +1d6 fire)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** 8, **Wis** 11, **Cha** 17

Base Atk +11; **CMB** +15; **CMD** 27

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)

Skills Fly +16, Perception +8, Stealth +12

ECOLOGY

Environment any

Organization solitary, pair, or patrol (3–6)

Treasure none

SPECIAL ABILITIES

Flaming (Su) The burning skull slam attack deals 1d6 points of fire damage and might catch the target on fire.

Paralysis (Su) Any living creature that is bitten by a burning skull must succeed on a DC 21 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

Burning skulls are floating skulls or severed heads whose bodies have long since abandoned them, either in the moment of death or long after. Reanimated via dark magic, these horrors are usually created as mindless sentinels for dungeons or lairs. Burning skulls silently hover at about eye-level, often making them the last thing a casual wanderer or careless villager in an infested area ever sees.



Cactus Worm

This large worm's body is muscular and covered in cactus-like spines; its mouth a nightmare of row upon row of triangular teeth.

CACTUS WORM

CR 11

XP 12,800

CN Gargantuan plant

Init +2; **Senses** tremorsense 100 ft., trace teleport 60 ft.; Perception +17

DEFENSE

AC 25, touch 4, flat-footed 30 (–2 Dex, +1 dodge, +20 natural, –4 size)

hp 147 (14d8+84)

Fort +15, **Ref** +4, **Will** +16

Defensive Abilities venomous skin, plant traits; **DR** 10/slashing; **Immune** poison; **SR** 22

Weakness vulnerability to fire

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +18 (2d6+10, plus poison), 3 tongues +18 (2d6+10/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks spines, swallow whole (1d6+10 plus 1d6 acid, AC 23, hp 23)

STATISTICS

Str 30, **Dex** 7, **Con** 24, **Int** 6, **Wis** 15, **Cha** 21

Base Atk +10; **CMB** +21 (+35 grapple); **CMD** 31 (can't be tripped)

Feats Dodge, Great Fortitude, Improved Bull Rush, Improved Critical (tongue), Improved Initiative, Improved Overrun, Power Attack

Skills Perception +17, Stealth +2 (+18 in forests)

Languages Aklo, Terran

ECOLOGY

Environment warm deserts, plains, or hills

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite-injury, or skin-contact; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 2 saves.

Spines (Ex) Any creature attacking a cactus worm with natural weapons or an unarmed strike takes 1d6 points of piercing damage. A creature that grapples a cactus worm takes 2d6 points of piercing damage each round it is engaged in a grapple. A cactus worm can also use its spines to damage any opponent it successfully bull rushes. Any creature that takes damage from a cactus worm's spines risks being poisoned.

Venomous Skin (Ex) A cactus worm's skin secretes a noxious, waxy substance. This venomous sheen poisons any creature that touches a cactus worm, either by making a successful attack with an unarmed strike or natural weapon or with a touch attack. A creature that grapples a cactus worm is also exposed to the creature's venomous skin.

The reclusive cactus worm is much feared in the deserts, badlands, and steppes of the Highland Kingdom, for it brings to a battle multiple harrowing ways of inflicting death upon its foes—poison, spines, and its ravenous jaws. The creatures are remarkably good at hiding amid the sands and rocks of their favored terrain, and devilishly efficient

at selecting foes that they can easily kill. This combination makes stories of these creatures hard to confirm, and in most urban centers, common wisdom is that the tales of cactus worms are fabrications— attempts to impress city folk or hallucinations born of too much drink.

A cactus worm is 20 feet long and weighs 2,200 pounds— although rumors of much larger cactus worms persist.



Treenut

Treenuts are a race of small, plant creatures, who guard the forest regions of Highland. They have small, wooden bodies, and wear masks made from sacred trees and leaves..

TREENUT

CR 1

XP 200

N small plant

Init +1; **Senses** low-light vision;
Perception +5

DEFENSE

AC 14, touch 12, flat-footed 13 (+1
Dex, +2 natural, +1 size)

hp 9 (1d8+4)

Fort +3, **Ref** +3, **Will** +3

Defensive Abilities plant traits

Weaknesses light dependent

OFFENSE

Speed 20 ft.

Melee dagger +1 (1d4–1])

Ranged sling +1 (1d3)

Spell-Like Abilities (CL 4th;
concentration +4)
1/day—*invisibility*

STATISTICS

Str 8, **Dex** 13, **Con** 16, **Int** 8, **Wis**
12, **Cha** 17

Base Atk +0; CMB –1; CMD 10

Feats Weapon Finesse

Skills Bluff +7, Knowledge (history) +4,
Knowledge (local) +4, Perception +5,
Perform (sing) +7

Languages Common, Sylvan

ECOLOGY

Environment temperate forest

Organization solitary, pair, or grove
(3–12)

Treasure NPC gear (contest prize,
rapier, other treasure)

SPECIAL ABILITIES

Light Dependent: Treenuts take 1d4 points of Constitution damage each day they go without exposure to sunlight.

Treenuts are creatures born from ancient forest spirits and magic. At one time, they were savage defenders of the forests they call home, but, have outgrown these violent tendencies. Now the small spirits show themselves to worthy travelers, to challenge them in games of skill. If defeated in this challenge, a treenut will often hand over a prize to the winner of the contest.



Cursed Warrior Droch-lann (Boss Character)

CURSED WARRIOR DROCH-LANN CR16

XP 76,800

Male orc magus (cursed warrior archetype) 18

NE Medium humanoid (orc)

Init +7; **Senses** darkvision 120 ft.; Perception +16

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 187 (17d8+51)

Fort +12, **Ref** +8, **Will** +11

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +2 *spell storing scimitar* +23/+18/+13 (1d6+9/15-20)

Ranged +1 *flaming composite shortbow* +16/+11/+6 (1d6+6/x3 plus 1d6 fire)

SPECIAL ATTACKS

arcane pool (+5, 15 points), counterstrike, greater spell combat, improved spell recall, magus arcana (accurate strike, critical strike, enduring blade, hasted assault, reflection), spellstrike

Spells Known (CL 18th; concentration +23)

6th — *chain lightning* (DC 21), *elemental body III*

5th — *acidic spray* (DC 20), *cloudkill* (DC 20), *elemental body II*, *teleport*, *vampiric shadow shield*

4th — *black tentacles*, *dimension door*, *elemental body I*, *greater invisibility*, *stoneskin*

3rd — *blink*, *fireball* (DC 18), *freezing*

ray (DC 18), *fly*, *haste*, *stinking cloud* (DC 18)

2nd — *blur*, *bull's strength*, *cat's grace*, *glitterdust* (DC 17), *scorching ray*, *web* (DC 17)

1st — *color spray* (DC 16), *enlarge person* (DC 16), *grease*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 16), *shadow weapon*

0 (at will) — *acid splash*, *daze* (DC 15), *mage hand*, *ray of frost*, *read magic*

TACTICS

Before Combat

Droch-lann casts *haste* and *stoneskin* on himself.

During Combat

On the first round of combat, Droch-lann casts *black tentacles* while the PCs are still close together. In subsequent rounds he casts *chain lightning*, *cloudkill*, and *fireball* if the PCs are still grouped together. If a PC breaks free, Droch-lann casts *greater invisibility* and *fly*. While flying, Droch-lann casts other buffing spells before entering melee combat. He uses his special ability of reflection on enemy spellcasters, as well as casting Disruptive Spells at them. If surrounded, Droch-lann uses a Toppling Spell version of *magic missile* to knock opponents prone, or *elemental body III* to become a fire elemental. When he reaches 75% of his hit points, Droch-lann calls for his robed wiz troops, and uses one of his curing potions. If reduced to 50% of his hit points, Droch-lann calls on his cloud giant guard. When reduced to 25% of his hit points, he calls on his goblin horde, and may decide to *teleport* away; choosing to live and fight another day.

STATISTICS

Str 24, **Dex** 16, **Con** 14, **Int** 21, **Wis** 12, **Cha** 8

Base Atk +13; **CMB** +20; **CMD** 33

Feats Arcane Blast, Disruptive Spell, Extra Arcane Pool, Greater Weapon Focus (scimitar), Improved Counterspell, Improved Critical (scimitar), Improved Initiative, Power Attack, Toppling Spell, Weapon Focus (ray), Weapon Focus (scimitar)

Skills Acrobatics -3 (-7 to jump), Appraise +13, Diplomacy +7, Disguise +7, Fly +14, Heal +10, Intimidate +19, Perception +16, Sense Motive +9, Spellcraft +22, Survival +10, Use Magic Device +11

Languages Common, Dwarven, Giant, Gnome, Goblin, Orc, Undercommon

SQ fighter training, heavy armor, knowledge pool

Combat Gear *potion of cure moderate wounds, potion of cure serious wounds, ring of blinking*; **Other Gear** +2 lava armor, +1 flaming composite shortbow (+5 Str), +2 spell storing scimitar, magus starting spellbook, 1,335 gp

SPECIAL ABILITIES

Accurate Strike (Ex) 2 Arcane Pool: Melee attacks resolve as touch attacks.

Arcane Blast (Su) Convert a level 1+ spell into a 30' ranged touch attack dealing 2d6+1d6/spell level

Arcane Pool +5 (16/day) (Su) Infuse own power into a held weapon, granting enhancement bonus or selected item powers.

Counterstrike (Ex) Gain an AoO against any spell cast defensively within your threatened area.

Critical Strike (1/day) (Su) When you score a critical with a melee weapon, you may cast a touch range spell as a swift action and immediately make the touch attack.

Darkvision (60 feet) You can see in the dark (black and white only).

Disruptive Spell You can cast a spell that imposes concentration checks for those it affects to cast spells.

Enduring Blade (Su) 1 Arcane Pool: Duration of enchants to magus weapon increase to 1 minute per level.

Ferocity (Ex) Fight without penalty even while disabled or dying.

Fighter Training (Ex) Add half your magus level to your fighter level for the purpose of feats.

Greater Spell Combat (Ex) Use a weapon with one hand at -2 and cast a spell with the other.

Grudge Fighter +1 attack and damage against creatures that attacked you in current combat.

Hasted Assault (5 rounds) (Su) 1 Arcane Pool, gain haste for the listed duration.

Heavy Armor (Ex) Heavy armor proficiency and no Arcane Failure chance in heavy armor.

Improved Counterspell Use a spell of the same school 1+ levels higher to Counterspell.

Improved Spell Recall (Su) Spend your Arcane Pool to recall spells you have already cast.

Knowledge Pool (Su) Spend Arcane Pool points to prepare a magus spell that is not in your spellbook for 1 day.

Light Sensitivity (Ex) Dazzled as long as remain in bright light.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Reflection (Su) Use Arcane Pool points

equal to the level of an incoming spell to reflect it or fewer to give a bonus to any saves vs. the spell.

Spellstrike (Su) Deliver touch spells as part of a melee attack.

Shadow Armor (Sp) Give up a 1st level spell or higher to improve AC.

Toppling Spell Spell with the force descriptor knocks targets prone.

Years ago, Droch-lann was a man named Drochannon. He was employed among the town guard in Port Malairt. When a rift in space opened during the night, local wizard, Shigeru-laan, brought Drochannon as his protector to inspect the rift, which inevitably pulled them in. While no one knows what happened in the rift, one being calling himself “Droch-lann” walked out as the rift sealed itself. This being appeared to be an amalgamation of both Drochannon, and Shigeru-laan. Half mad from the experience, Droch-lann spoke of a shadowy realm, and a burning desire to unite the Tetrahedron Quadriad — the four mythical relics of Highland.

Droch-lann wandered into the wildernesses of Highland, seeking ancient legends and treasures. He found prophecies of a hero rising up, and defeating a being of pure evil with the power of the Tetrahedron Quadriad. Piecing together clues from old stories, he believed that Castle Highland was built atop the hiding place of one of the Tetrahedron Quadriad, and may be the source of the royal family’s magical powers. Assuming he was the hero of legend, Droch-lann went to Castle Highland and demanded the Tetrahedron Quadriad of the the royal family to assist in his quest. Rebuked at the gate, Droch-

lann returned to the wild where he began forming his own army from the local monster tribes.

Laying siege to the castle, Droch-lann and his army of monsters finally broke through the walls. Many of the royal family were taken prisoner, and tortured for their knowledge of the Tetrahedron Quadriad. Only the youngest heir to the throne, a youth named Princess Zena escaped with a small group of soldiers. With the castle in his grasp, an army of unstoppable monsters at his command, and a dark shadow pushing his ambitions forward, Droch-lann has dove deep into catacombs and temples, poured through books and legends, trying to pinpoint the objects of his desires.

Droch-lann is a tall, powerfully built orc. Well dressed, Droch-lann stands poised, ready to discuss any topic from mechanical engineering, and military tactics, to philosophy and lore. Willing to speak on any subject, Droch-lann will change the subject away from himself, or his motivations. If pressured on the subjects, he quickly becomes agitated; bordering on violent. Within minutes of meeting him, it becomes clear that Droch-lann respects and craves power, specifically the power of the Tetrahedron Quadriad. Anything, or anyone, that stands between him and this power is considered an enemy, and will be dealt with quickly and without mercy.

Those who are very careful, and respectful, when speaking to Droch-lann, may learn more about the Tetrahedron Quadriad. The Cursed Warrior believes that they each have a unique power over light, or darkness, though he’s vague on the details.



New Character Options

While numerous existing character options would work well in the setting of **Legend of Heroes** and fit in well among the denizens of the Kingdom of Highland, these specific options are tailored to the setting.

Feats

The following feats have been tailored for use in this setting.

Bomb Jump

Using nothing more than the shockwave of an explosion, you can jump higher than normal.

Prerequisite: Bomb class feature.

Benefit: When making an acrobatics check to jump, you may expend one of your bombs, and add the damage from the bomb to the Acrobatics check.

Improved Luminous Metal

Metal objects you craft cast light off of them.

Prerequisites: Craft (armorsmith, blacksmith, or weaponsmith) 10 ranks, Luminous Metal

Benefit: Adding alchemical reagents, worth 60 gp during the smelting process, metal objects you craft cast light as though they were torches.

Special: The light cast is a non-magical effect.

Luminous Metal

Metal objects you craft cast light off of them.

Prerequisite: Craft (armorsmith,

List of Feats

Feat	Prerequisites	Benefits
Bomb Jump	Bomb class feature	Bonus to jumping
Luminous Metal	Craft (armorsmith, blacksmith, or weaponsmith) 5 ranks	Make metal objects that glow
Improved Luminous Metal	Craft (armorsmith, blacksmith, or weaponsmith) 10 ranks, Luminous Metal	Make metal objects that glow
Reflect Shot	Dex 15, Shield Ally, Shield Focus	Reflect ranged attacks
Reflect Ray	Dex 17, Reflect Shot, Shield Ally, Shield Focus	Reflect ray attacks
Shaped Charge	Bomb class feature	Bombs bypass hardness for demolition
Shield Ally	Dex 13, Shield Focus	Use a shield to block an attack
Shield Rider	Athletics 5 ranks, Shield Focus	Ride shields downhill

blacksmith, or weaponsmith) 5 ranks
Benefit: Adding alchemical reagents, worth 30 gp during the smelting process, metal objects you craft cast light as though they were candles.

Special: The light cast is a non-magical effect.

Reflect Ray (Combat)

You can use your shield to reflect a ray attack.

Prerequisites: Dex 17, Reflect Shot, Shield Ally, Shield Focus.

Benefit: You can reflect an incoming ray attack as an attack of opportunity against any creature whose ray attack you successfully block, so long as the creature you are attacking is within range.

Reflect Shot (Combat)

You can use your shield to reflect a ranged attack.

Prerequisites: Dex 15, Shield Ally, Shield Focus.

Benefit: You can reflect an incoming ranged attack as an attack of opportunity against any creature whose ranged attack you successfully block, so long as the creature you are attacking is within range.

Shaped Charge

A shaped charge can be used to destroy solid objects.

Prerequisite: Bomb class feature.

Benefit: As a full-round action, you may expend one of your bombs to make a ranged touch attack against a door, lock, wall, or other sturdy object with hardness. The attack is always successful against an unattended object, and the damage

bypasses the object's hardness. This ability negates the bomb's splash damage.

Shield Ally (Combat)

You can use your shield to defend an ally.

Prerequisites: Dex 13, Shield Focus.

Benefit: You have learned to block the ranged attacks of other creatures, causing them to miss. Whenever you take a full attack action, you can elect not to take one of your attacks. At any time before your next turn, you can attempt to block a ranged attack against you or an adjacent ally with a light or heavy shield, as an immediate action. To block the attack, you make an attack roll, using the same bonuses as the attack you chose to forego during your previous action. If your attack roll is greater than the roll of the attacking creature, the attack automatically misses. You take a -4 penalty when attempting to block an attack made against an adjacent ally. You must declare the use of this ability after the attack is announced, but before the roll is made. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Shield Rider

You can ride your shield downhill like a sled.

Prerequisites: Athletics 5 ranks, Shield Focus.

Benefit: When riding your shield, you give up your shield bonus to AC and your base speed increases by 10 feet while going downhill. You lose the benefits of this feat if you carry a medium or heavy load.

Spells

RETRIEVER

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration see text

Saving Throw none; **Spell**

Resistance no

You temporarily animate a weapon, with the ability to grab items off of a target. If the weapon's next single attack roll (if it is made before the end of the next round) is successful, the wielder of the weapon can attempt a Sleight of Hand check with a -5 penalty as if they were able to use the skill normally.

FREEZING RAY

School evocation [ice]; **Level**

bloodrager^{ACG} 2, magus 3, sorcerer/wizard 3; **Elemental School** water 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous, see text

Saving Throw see text; **Spell**

Resistance yes

You blast your enemies with an arctic beam of ice. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of ice damage, with no saving throw. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

At 7th level, when casting *freezing ray*, you may choose to additionally paralyze the target. The target gets a Will saving throw against this effect. If successful, they avoid the effect. If the target fails the saving throw, they are paralyzed and cannot move. They are aware and can breathe normally, but cannot take any actions. At the end of each of the creature's turns, it can attempt a new saving throw to end the effect. Flying creatures that rely on wings to fly fall, and swimmers cannot swim and may drown.

MAGNETISM

School transmutation; **Level**

alchemist^{APG} 4, cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range (400 ft. + 40 ft./level)

Target see text

Duration concentration (up to 1 round/level) or instantaneous; see text

Saving Throw Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

You move metallic objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be magnetically manipulated as if with one hand. For example, a lever or chain can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to unlock simple locks, though delicate activities such as these require the appropriate skill checks.

Combat Maneuver: Alternatively, once per round, you can use *magnetism* to perform a bull rush, disarm, grapple (including pin), or trip against opponents in metal armor. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one metallic object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10

feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause 1d6 points of damage per 25 pounds. Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell, and wearing metal armor or are metallic themselves, can be hurled but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a magnetised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

^{ACG} These classes can be found in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

^{APG} These classes can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Iconic Items & Equipment

While a large number of standard armors, weapons, and equipment from the Pathfinder Roleplaying Game can work well, these specific pieces of equipment are tailored to the setting.

Goblin Poo Stick: A pointy stick that goblins keep in midden heaps. On a critical hit, the goblin poo stick has a chance to infect the target with filth fever on a successful hit (**Disease (Ex)** *Filth fever*: Bite—*injury*; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex [damage](#) and 1d3 Con [damage](#); *cure* 2 consecutive saves. The save DC is Constitution-based.).

Spear, Spring: This 2–5 foot spear has a metal crossbar and can be used in melee, with reach, or thrown. The spring spear has a 10–foot range, and can be thrown up to 5 range increments. If you ready a spring spear against a charge and your attack hits, you get a +2 shield bonus to your AC against that creature until your next

turn. The spring spear's wielder can activate or suspend its reach as a swift action, giving it a reach of 5 or 10 feet.

Magical Equipment

The following magic items are made for use with this setting.

LEAF MASK

Price 5,000 gp; **Slot** eyes; **Aura** strong transmutation; **CL** 9th; **Weight** 5 lbs.

This wooden mask is crafted to cover the wearer's face, and has a terrifying visage, surrounded by leaves.

Once per day, the wearer of a leaf mask can transform themselves into a plant creature. This ability functions as the *plant shape I* spell, as cast by a 9th level caster. While transformed, the wearer gains all the racial traits of a plant.

CONSTRUCTION REQUIREMENTS

Cost 2,500 gp
Craft Wondrous Item, *plant shape I*

Weapons

Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapon</i>								
Goblin Poo Stick	1 gp	1d3	1d4	×2	– ft.	1 lb.	P	see text
Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Two-Handed Melee Weapon</i>								
Spear, Spring	75 gp	1d4	1d6	×2	10 ft.	8 lb.	P	see text

MINISCULE CAP

Price 3,600 gp; **Slot** head; **Aura** faint transmutation; **CL** 3rd; **Weight** 1 lb.

This green cap, looks something like a bird. Any character wearing this hat may shrink three times per day, exactly as if she had cast the *reduce person* spell.

CONSTRUCTION REQUIREMENTS

Cost 1,800 gp
Craft Wondrous Item, *reduce person*

SAGA STONE

Price 600 gp; **Slot** none; **Aura** faint transmutation; **CL** 6 th; **Weight** 1 lbs.

This golden sphere has a strange pattern embedded within it. The magic inside this stone is released once it's possessor dies. Rather than going on to an afterlife, their soul is affected by the *reincarnate* spell. The stone dissolves after the magic is drained from it.

CONSTRUCTION REQUIREMENTS

Cost 1,200 gp
Craft Wondrous Item, *reincarnate*



SOUP STONE

Price 50 gp; **Slot** none; **Aura** faint conjuration; **CL** 5th; **Weight** 1 lb.

A *soup stone* appears as a plain smooth stone about the size of a small potato. When boiled in any potable liquid, it imbues the liquid with all the nutrients of a healthy meal. One *soup stone* will be sufficient to nourish four people for an entire day. The stone does not impart any flavor to the liquid, leaving it thin and unsatisfying unless other ingredients are added for seasoning.

CONSTRUCTION REQUIREMENTS

Cost 25 gp
Brew Potion, *create food and water*

TRAPFINDER TORCH

Price 700 gp; **Slot** none; **Aura** faint transmutation; **CL** 7th; **Weight** 1 lb.

Commonly referred to as a trapfinder torch, these magical torches cast light as a normal torch. However, their strange light seems to point out hidden doors and traps to the person carrying the torch. The bearer of a *trapfinder torch* gains a +10 to Perception checks to find hidden doors and traps as though *acute senses* had been cast on them by a 7th level bard.

Note: This is a single use item.

CONSTRUCTION REQUIREMENTS

Cost 350 gp
Craft Wondrous Item, *accute senses*

Specific Magical Armors

The following magic armors are made for use with this setting.

AQUATIC ARMOR

Price 17,000 gp; **Aura** faint conjuration; **CL** 5th; **Weight** 15 lbs.

This suit of +1 leather armor is made from blue and gray fish scales. When in water, the wearer gains a swim speed of 20 ft.

CONSTRUCTION REQUIREMENTS

Cost 8,500 gp
Craft Magic Arms and Armor, *slipstream*

LAVA ARMOR

Price 16,750 gp; **Aura** faint evocation; **CL** 5th; **Weight** 75 lbs.

This suit of +2 *stoneplate armor* is black, with threads of glowing yellow and orange at the seams. *Lava armor* provides energy resistance 10 against fire-based damage. When struck by a fire-based attack or spell, the wearer may make a ranged touch attack as a free action. This blast of fire deals 2d6 points of fire damage, and has a range of 25 ft..

CONSTRUCTION REQUIREMENTS

Cost 8,375 gp
Craft Magic Arms and Armor, *scorching ray*

Magical Weapon Special Ability

DAZZLING

Price +1 bonus

Aura faint transmutation; **CL** 5th;
Weight —

DESCRIPTION

A *dazzling* weapon dazzles creatures with light sensitivity, made of shadow, or shadow conjurations for 1d2 rounds. This effect does not stack with any other source of the dazzle condition.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor,
Improved Luminous Metal, *flare*;
Cost +1 bonus



Cursed Warrior (Magus Archetype)

Cursed warrior magi are born from the file and rank soldiers who encounter dark or strange magics.

A cursed warrior magus can manifest a shadowy barrier that bolsters their defenses.

Diminished Spellcasting

A cursed warrior magi casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Shadow Armor (Sp) At 2nd level, a cursed warrior magus can sacrifice a prepared magus spell of 1st level or higher as a swift action to create a tangible field of shadow around their body. The shadow armor lasts for 1 minute or until dismissed, applies a enhancement bonus to AC equal to the level of the spell sacrificed (maximum +5), and entails no armor check penalty, or speed reduction.

Shadowsight (Ex) At 5th level, a cursed warrior gains darkvision 60 feet. If the cursed warrior already has darkvision, it increases to 120 feet.

This ability replaces the cursed warrior's 5th-level magus bonus feat.



Campaign Kit

The Kingdom of Highland presents a world filled with new and strange wonders. The following short, encounter-based adventures are but a few ideas for how to take your party adventuring in this alternate reality where the action is as fast paced as a video game.

The following section is structured in such a way that the adventures can be played consecutively (level-up to meet the suggested APL) if you're looking for a long sojourn in the Kingdom of Highland. A campaign can be made from each of the included adventures, if creative GMs are willing to flesh in the world around these encounters. Alternately, any of the adventures can be played as a one-off or side-trek in any existing campaign using the glowing runes.

There are several options for pulling your party into this dimension. If you choose to play through the whole series then starting with Highland Plains will provide everything you need to draw your PCs into the Kingdom of Highland and explain a few things. If you'd rather use only part of this book, then there are many ways you could potentially draw your party into this alternate dimension where you can choose to give them as much or as little information as you like. Here are but a few suggestions for flavorful dimension-hopping:

- People have gone missing from a nearby pond. While exploring it, a glowing ring appears beneath the water. Suddenly, the PCs lose their

balance, and are pulled into the glowing pond. Rather than getting wet, or drowning, they emerge from a portal made from glowing runes.

- While exploring a dungeon, the PCs find magical runes carved into a doorframe. These runes have conjuration magic on them, and once activated, they form a link to the Kingdom of Highland through the rune portal (one-way or two, GM's choice).
- An evil cult intends to sacrifice a group of people, by sucking their souls into a portal to oblivion. Once the portal is activated, the PCs find themselves in Highland, rather than some Hell dimension.

The possibilities for pulling your unwitting PCs into this new and dangerous land are nearly limitless, lending itself to any setting which could contain a rift to another dimension (*portable hole + bag of holding?*). Do your PCs dare face what lies on the other side of the glowing runes?

Background

The PCs, one way or another, have found themselves in the Kingdom of Highland and must take on the role of being the Legendary Heroes to defeat the Cursed Warrior Droch-lann, whom has dethroned the rightful Princess Zena.

Cursed Warrior Droch-lann Scholar, swordsman, spellcaster, and tainted by a dark shadow; Droch-lann has taken control of Castle Highland with an

Playing The Legend of Heroes as a One-on-One Adventure

One-on-One Adventures are a type of adventure designed for only one PC and one GM to play together. While, as designed, this campaign kit is meant to be taken on by a party of four characters of the appropriate level, it can, in theory, be completed by one, lone player character — with adjustments. The easiest adjustment is to reduce the number of creatures in every combat to just a single creature, or to increase the level of the solo character by +2 levels. Alternate to this, you can play with the idea that this lone character IS in fact the Legendary Hero and receives a special mantle of power that confers to them additional abilities. This Mantle of the Legendary Hero can take a few forms, but we recommend either giving the character one mythic tier using the Pathfinder Roleplaying Game: Mythic Adventure rules, or, you can instead 'seed' each scenario with one of the four *Tetrahedron Quadraid* and have each grant a special power. The powers of the *Tetrahedron Quadraid* are purposefully kept vague (see below) but granting a +1d4 to every roll for each piece of the *Tetrahedron Quadraid* as long as they are working to save the Kingdom, and/or granting them special powers (like all weapons they wield automatically gain *flaming* or *frost*, etc.) work well, as can simply allowing them additional uses of limited abilities, like adding to the character's maximum arcane/ki/grit pool or allowing them to recover spells once per day.

army of monsters. There, he seeks the power of the hidden *Tetrahedron Quadraid*, and the locations of the other hidden pieces. He believes that uniting all the pieces will unite the worlds of light and dark.

Princess Zena The rightful ruler of the Kingdom of Highland, Princess Zena is a student of the ancient legends, and has lived in exile from her home in Castle Highland since being overthrown by the Cursed Warrior. Recently, she was captured by a patrol of monsters, and imprisoned. Anxiously she awaits interrogation, or execution by Droch-lann and his forces. The Princess has supporters hidden throughout the Kingdom, willing to help her retake the castle.

The Legendary Hero(es) The fabled protector of all of Highland, the Legendary Hero is a mantle passed on to one (sometimes more) protector of the royal family. Only in Highland's darkest moments does this dazzling hero of light and right appear, though a shrine dedicated to the Hero is located in Castle Highland, holding within it a weapon of supposedly great power.

Highland Plains This rural, agricultural center is known for its farms, fields and wild horses. Rolling hills, and stands of trees dot the landscape.

Lake Highland Second only to Loch Rioghalachd near Castle Highland in size, Lake Highland bolsters a strong community of fishermen, ship builders, and seamstresses along its banks. Multiple rivers lead into the lake, and out to the sea.

The Prophecy of the Legendary Hero

From the Cycles of Light and Shadow:

*Across the mountain and plain,
a Shadow crosses man's door.
To become the people's bane,
and seek the Power of Four*

*The Old Blood stands as shield.
The Old Blood keeps it hidden.
The heroes from the field,
Shadow must be overridden.*

*The Heroes of Light comes,
to stop the shadow again.
The power of four hums,
once again let peace reign.*

Skull Dungeon of Fae Forest The Fae Forest is one of Highlands oldest forests, with trees tall and wide. Hidden away inside the peaceful woods is one of Droch-lann's workshops, when horrors are made.

Tioram Desert and Teine Mountain A wide expanse of ruins dot the desert around the semi-active volcano. A tribe of tengu live somewhere in this region.

Castle Highland The seat of power within Highland, Castle Highland gleams in the sun with white walls and columns. A town of busy merchants, trades people, entertainers, and others live outside the castle walls. Races from all over Highland call this place home.

The Tetrahedron Quadriad An artifact of immense power, it said that these four pyramidal shapes each possess immense magical power which is made all the stronger when combined.

Shrines to the Legendary Hero The belief in the Legendary Hero takes on an almost religious quality in Highland with dedicated shrines throughout the Kingdom to the figure, with the primary Shrine of the Legendary Hero being at Castle Highland. At GM discretion, in any town or in any remotely special location throughout the Kingdom, the PCs can find a shrine and a docent of the shrine whom can perform simple healing and other services (as an NPC hireling, this religion ain't free!). These are best employed if playing the campaign kit as a one-on-one, or if the party just lacks a healer of their own.

Highland Plains APL 4

Light shimmers around you, as you step through the stone wall. Behind you, a tall pillar with glowing runes shows the fading scene of the world you've just left. Ahead of you, a small farm with several stables fills the immediate surroundings.

The village of Soraidh is well known for its farms, sprawling plains, and horse stable; *The Parading Pony*. Last night, *The Parading Pony's* prized albino warhorse was stolen, with several other horses. The owners are offering a reward for the horses return.

The Tetrahedron Quadriad (aka The MacGuffin of Magic & Plot)

You will notice, no specific statistics are ever given for the *Tetrahedron Quadriad* (note — a d4 is a tetrahedron, and a 'quadriad' means simple "a group of four," so 4d4). This is because it's never meant to be an item the PCs will interact with. It exists solely to further the plot and thus can do whatever the GM needs it to do to push their agenda. It is tapped as an excuse for what Droch-lann is looking for, but also for why he keeps Princess Zena alive ("only she can wield it's full power") and so forth. At the end, after the Princess is saved, she can use it to undo whatever harms were done, or to do otherwise impossible things — like send the characters back to wherever they came from, etc.

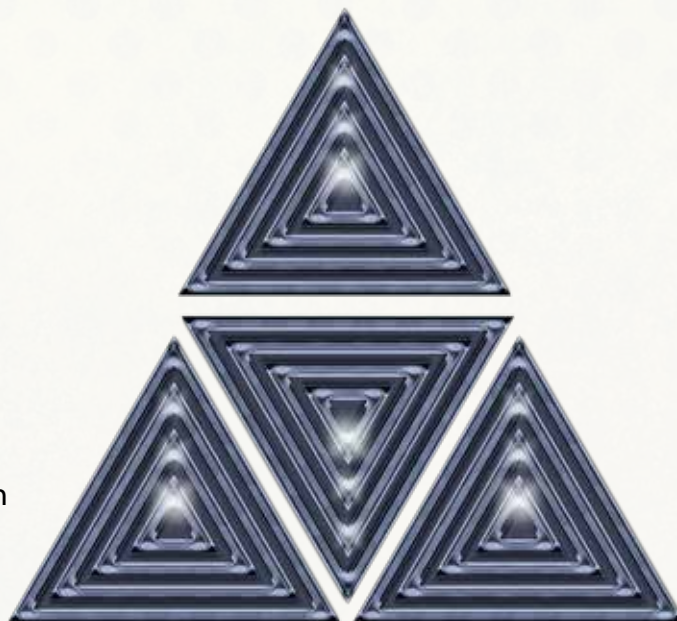
With the return of the Cursed Warrior Droch-lann, monsters have been seen outside the village, and even the normal animals have become more aggressive. The average farmer stands little chance against these beasts, but, as *The Parading Pony's* owner nails up the reward near the road, new heroes emerge from the nearby ruins.

To reward the party, he has a map of the region, and a couple spare soup stones he can part with.

Act 1 –Horse Thieves

As the party emerges from the ruins, farmer Roy spots them and exclaimed, "Greetings travelers! You have the adventurous looks of would-be heroes. Perhaps you will join me for a meal, and help me with a problem?"

Farmer Roy has a large table, more than capable of seating the PCs. As they dine on fresh cornbread, seasoned veggies, and steaks, Roy explains that someone stole his horses, and the prized albino warhorse. While his farmhands repair the damaged fences, he needs people to track the bandits and retrieve the horses.



Act 2 – Horse Tracks

It's pretty easy to tell which way the horses ran. Hoof prints have churned the soil up, leaving clumps of dirt and grass everywhere. The trail leads over the hill, and down to a stand of trees. A DC 12 Survival check will help the PCs track the horses further into the woods. In the woods, a giant amoeba begins sneaking up on the PCs, looking for an easy meal. With the ooze, two goblins attempt to surround the PCs. These goblins are a patrol from the camp, carrying their normal weapons and goblin poo sticks (see above).

GIANT AMOEBE

CR 1 XP 400

GOBLIN (2)

CR 1/3 each XP 135 each

Once defeated, perceptive PCs might note partially dissolved pieces of a saddle inside the ooze's slimy corpse. Following the horse tracks requires a DC 14 Survival check, but following the ooze's slime trail is a DC 12. Either way, the trail leads into a small clearing in the woods, where the horses have been fenced in by a small goblin camp.

Act 3 – Horse Choppers

The goblin camp consists of a few small, tattered tents, trees stripped of leaves used for look out towers, and a pointy wooden fence around the horses. The goblins have a fire started, and a large spit

sitting above it. It looks like the horses may be tonight's supper, if the PCs don't rescue them. Two goblins sit in trees, keeping watch. The leader of this group is an ogre warrior.

GOBLIN (2)

CR 1/3 each XP 135 each

OGRE

CR 3 XP 800

Treasure: The ogre keeps their treasure in a metal chest with Droch-lann's seal etched into it. Within are 139 gp, 400 sp, 1800 cp, Ivory (50 gp), Peridot (50 gp), Smoky Quartz (50 gp), carved stone idol of Droch-lann (30 gp), decorated silver plate (60 gp), elaborate copper wind chimes (20 gp), platinum holy symbol dedicated to the Legendary Hero (500 gp), silver chess set (50 gp), silver comb with gold handle (125 gp), 2 x silver noble family seal (60 gp)

Act 4 – Horseback

With the goblin camp defeated, the horses calm down. They can be lead, or ridden, away from the camp and back to *The Parading Pony*. Roy is grateful for the return of his livestock, and rewards the PCs with a map of Highland, two *soup stones*, and a *trapfinder's torch*. Roy tells the PCs of the problems Highland has been having since the return of Droch-lann. With no Legendary Hero to battle the evil, he asks the PCs if they would consider helping to free the people of Highland from Droch-lann's monstrous tyranny.

Lake Highland (APL 7)

As you round the bend in the road, the village of lasgaich comes into view. It's a quaint town, nestled between the hills and lakes of Highland. A cool breeze comes off the lake. Cobblestone streets run through the town and down to the docks where you catch the sounds of fishermen chatting while they prepare to head out for the day's work.

An ancient temple rises from the waters of Lake Highland. A red robed bomber use the temple as their base of operations; sending monsters across the lake to attack the nearby fishing community. The villagers can help by offering boats, but don't have the weapons necessary to protect themselves. It's up to the PCs to stop the alchemist, monsters, and other threats of the lake temple.

Act 1 – Village in Disarray

While traveling across Highland, the PCs come to the lakeside village of lasgaich. The village is constructed from stone, with cobblestone streets, and lanterns hung at the corners of each block. The lanterns cast a fuzzy, dim light, as they are cloaked in early morning fog. The wooden docks are bustling with fishermen lamenting the monster attack in the night. Their nets have been torn, and boats have been damaged. Some boats have been sunk, while others are so encased in hardened mud that they'll take days to scrape free. No one saw the monsters in the night, but, the activity was focused around the docks. Villagers think something from

the ancient temple in the lake spawned the monsters, as there's now an orange light out on the lake, faintly seen through the fog.

Act 2 – A Short Boat Ride

If the PCs take interest in the monster attacks, some of the local fishermen band together, and manage to find a rowboat that's mostly intact. Two of the men, Dink and Dino, offer to row the adventurers out to the temple, but they won't stick around. The PCs will need to find some way to signal the boat for a pick up.

As the boat is rowed out onto the water, a roctopus attacks. The roctopus stays at range, popping up in the water, then firing its mud bomb attack, before submerging. Between its moving around, and the row boat's unsteady nature, PCs take a –2 penalty to attack rolls to hit the roctopus.

ROCTOPUS

CR 2 XP 600

Act 3 –The Lake Temple

The ancient stone temple doesn't look like much. It resembles the topmost floor of a tower, sunk into the ground. A red banner, with glowing gold embroidery waves above the temple. This is the banner of Droch-lann. A simple arched doorway leads into the darkness of the temple itself. The temple is arranged like a tower, each room taking the PCs deeper into the earth, and beneath the cold waters of the lake.

Note: Each of the following rooms is a 20 foot cube, with the stairs circling the outside edge of the room.

FLOOR 1

The first floor is at ground level. With only one way in and out, the door has been trapped, and has guards at the windows. Skeleton archers fire on the PCs once they land on the small island the temple is built on. The skeletons have been ordered not to leave their window posts, but fire on anything that approaches the temple.

ELECTRIFIED FLOOR TILE

CR 3 **XP 800**; magic; **Perception** DC 20; **Disable Device** DC 20; **Trigger** location; **Reset** none; **Effect** electric shock (2d6 electricity damage, DC 10 Reflex save for half damage); multiple targets (all targets in a 10 ft. square)

SKELETON, MEDIUM (5)

CR 1/3 each **XP** 135 each

FLOOR 2

Going down the stone spiral staircase, the temperatures begin to drop. The floors become slick with bat guano, making any PC walking down the stairs, or stopping on the second floor, move at half their base speed. Anyone taking a full move action must make a DC 20 Acrobatics check, or fall prone in the guano. Where there's guano, there's bats; bats that don't like intruders. Characters making a DC 25 Perception check can find a guano-

covered chest in the corner. Any character making a DC 22 Perception check hears the muffled sound of explosions from the floor below them.

COMMON BAT (6)

CR 1/4 each **XP** 50 each

BAT, DIRE

CR 2 **XP** 600

Treasure: A worn-down, guano-covered chest has temple relics within it. Within are 100 gp, and one suit of aqua armor.

Note: Guano is highly flammable and is a key component in spells like fireball. Random fire can be made excessively dangerous here and anything that might have a chance of igniting highly flammable things can set the entire room on fire!

FLOOR 3

Coming down the stairs, the PCs can distinctly hear the sounds of explosions, as a red robed bomber, and two roctopus blast away at a glowing seal in the floor. The repeated explosions have damaged the temple, and each round, the room fills with two feet of water. After one round, small characters are forced to swim if trying to stand on the floor, and after 2 rounds, medium creatures have the same problem.

ROCTOPUS (2)

CR 2 each XP 600 each

CRAZED CHEMIST (GNOME ALCHEMIST 4)

CR 3 XP 800

Treasure: The red robed bomber has several packages with various treasures within them. Inside the packages are a map marking the Skull Dungeon's location, 95 gp, 68 sp, 60 cp Carnelian (60 gp), Moonstone (55 gp), Saltwater Pearl (80 gp), Topaz (550 gp), Turquoise (9 gp);

Magic Items: *potion of guidance*, 2 x *potion of invigorate*, *scroll of freezing ray*, +1 studded leather armor, *wand of disrupt undead* (25 charges left), *wand of magic missile* (3rd level, 43 charges left)

Act 4 –Protected Power

With the red robed bomber defeated, the PCs are free to flee the tower. The tower will flood with water, and cave in once the final PC is clear. Dink and Dino take this as the cue to retrieve the PCs. The red robed bomber was attempting to destroy an ancient seal, which would have provided a source of power for Droch-lann to harness. With the PCs intervention, the seal will remain intact, and entombed beneath 50 feet of water and collapsed temple. Perhaps there are other temples out there, but that's a tale for another time.



Skull Dungeon (APL 10)

A dirt path, more like a well-run deer trail than a road, winds through the forest. As you travel deeper in these woods the sounds of animals and insects disappear. Off the path, and easily dismissed as a rock formation if you hadn't know what to look for, a stony hillock has been shaped to resemble a humanoid skull. A door is set behind teeth as large as shields, and one lantern glows in an empty eye socket.

Deep within the Fae Forest lies an evil site, Skull Dungeon. This stone facade has been carved to resemble a skull, and it leads into one of Droch-lann's laboratories, where monsters are born from the foul magic within. Spirits of the forest, the treenuts, try to keep people from getting too close to this dangerous location. With

the approach of the PCs, they decide now's the time to end Droch-lann's cruel reign of their territory.

Act 1 – A Spirited Visitor

Following the map found in the Lake Temple, the PCs find themselves at the edge of the Fae Forest. Stories persist of fairies that heal travelers, though few dare enter the forest itself to find the truth. As the PCs approach, a treenut appears on a stump. In a sing-song voice, the treenut offers the PCs a riddle challenge:

"Answer my riddle, which I'll now weedle: What pine has the longest and sharpest needle?"

If the PCs answer with "Porcupine," the treenut vanishes. Where it stood, the PCs can see a small knob, stylized like a porcupine, set into the stump. Pulling the handle reveals a *miniscule cap*. If the PCs answer incorrectly, the treenut tells them it's a secret that everyone knows and to try again tomorrow, and disappears without revealing the prize.

Further down the darkening path, the PCs see the lush, green forest give way to blighted trees, and eventually, the Skull Dungeon.

Act 2 – Into the Dungeon

ROOM 1: ENTRYWAY

This simple room is 20 ft by 20 feet. In opposite corners, two bladed traps stand

sentinel, awaiting anyone that enters or leaves the room. Programed to attack anyone that is not Droch-lann, or one of his minions, the bladed traps attack all intruders. One exit stands opposite the entrance.

BLADED TRAP (2)

CR 4 each **XP** 1,200 each

ROOM 2: WELL

This central chamber connects rooms on every side. In the middle of the room is a metal well with a chain and metal bucket; 5 feet wide in diameter. Thirty feet down the well shaft, the well opens into a 10 ft. by 10 ft. room, filled with what looks like water. On the floor of the well is a magically glittering treasure hoard. The bucket cannot be used to pick up the treasure, unless a PC uses *magnetism*, or a similar spell. The clear, watery liquid within the well is actually a gelatinous cube.

GELATINOUS CUBE

CR 3 **XP** 800

Treasure: Inside the well, under the gelatinous cube, are 30 sp, Agate (10 gp), Ivory (65 gp).

ROOM 3: PARTS ROOM

Tall, dusty shelves store a variety of metallic baubles, boxes of bones, and a mish-mash of other junk. While nothing in this room has any practical use, a bladed trap still stands guard here. When the bladed trap slams into any shelf, the

shelf is destroyed and becomes difficult terrain.

BLADED TRAP

CR 4 XP 1,200

ROOM 4: LIBRARY

This small room is dominated by bookshelves on all the walls; each shelf packed with old tomes and blueprints for a variety of constructs. While almost all these blueprints are flawed in some way, there's one set of blueprints for the bladed traps that can show the PCs how to build one. Anyone reading the blueprints, and passing a DC 15 Knowledge (arcana) check, gains a +1 to attack and damage the construct.

ROOM 5: CONSTRUCTION LAB

Well lit by nine lanterns hanging from the ceiling, the 25 ft. by 25 ft. construction lab has work tables, crates with parts, and a partially assembled bladed trap on a slab. At the far end of the room, a rusting suit of decorative armor has a humanoid skull mounted in the helm. As the PCs enter the room, a bladed trap attacks from a corner. After the first round of combat, the suit of armor shudders and the skull falls out of the helm. With the sounds of grinding gears and pumping pistons, the suit of armor stands at attention, brandishing its halberd, then proceeds to attack the PCs.

BLADED TRAP

CR 4 XP 1,200

CLOCKWORK SOLDIER

CR 6 XP 2,400

Act 3 –Necromancy in Skull Dungeon

ROOM 6: HIDDEN TREASURE ROOM

With the clockwork soldier destroyed, perceptive PCs may notice a small inscription in the wall where the construct stood. A Perception skill check of DC 20 finds the inscription, while a check of 25 reveals that the wall itself is a hidden door. The door can be opened with a Disable Device check; AC 3; hardness 8; hit points 90; DC 28 Break, 28 locked). The inscription provides a clue to unlocking the door, without requiring a Disable Device check.

"Plunge the lab into darkness. As you do to me, so too shall my neighbors be."

This puzzle has nine lanterns hanging in a grid from the ceiling. When one lantern is extinguished, all of the lanterns adjacent, but not diagonally adjacent, will also go out. If a lantern is out and another lantern near it would also put it out, the second lantern lights back up. To solve the puzzle, each corner lantern must be put out. This will have the center lanterns along the walls turning back on, as the next corner lantern is turned off. All four corners will be off, with the central most lantern, and center lanterns of each wall on. By turning off the centermost lantern, all the lights will be off. Then, with a grinding moan, the secret door will open.



Within the hidden room, a locked treasure chest stands at the feet of another suit of armor with a skull placed in the helm. If any of the PCs attempt to unlock the chest (disable device DC 28), the skull in the helm bursts into flames and begins flying around the room, attacking the person trying to open the chest first.

Treasure: Within the locked chest are 20 gp, pyrite (13 gp), a dust bolt, a +1 light wooden shield, a ring of feather falling, and a saga stone

BURNING SKULL

CR 8 XP 4,800

Act 4 – A Spirited Celebration

With the dungeon cleared of threats, the treenuts appear in greater numbers to reclaim the blighted land. They, with the help of other forest spirits, will do their

best to keep Droch-lann's forces away from Skull Dungeon in the future. Their friendliness to the PCs does not extend to giving away the riddle prize without solving the riddle however.

Mountain of Fire (APL 13)

Ahead of you, a tall mountain blots the skies with gray and black clouds. The day's blistering heat, and night's freezing cold, make traveling through the desert dangerous. The occasional eroded ruin pokes up through the sand, reminders of an age gone by.

Beyond the Fae Forest and the Skull Dungeon, the road to Highland Castle passes through Tioram Desert and Teine Mountain; the mountain of fire. The long stretches of sand are broken up by eroded ruins and rocky outcroppings as the PCs get closer to the mountain. In the midst of Teine Mountain, a small prison holds those that Droch-lann feels are threats to his power.

Act 1 – Heating Up

On the approach to Teine Mountain, the temperatures begin to heat up. PCs must make hourly Fortitude saves against the heat or take nonlethal damage as outlined in the heat environmental rules. Along the road, stone spires jut out of the shifting sands. Hiding atop these spires, four tengu watch the PCs pass by. They silently glide down to rob the PCs once they pass by. If beaten, the tengu beg for mercy, offering to tell the PCs where a secret entrance to the nearby prison is. Droch-lann built the prison to hold those who stood against him, but were still potentially valuable to him.

FEATHERED KING (4)

CR 4 XP 800

Act 2 – Into the Cooler

The prison is built into a stone mesa. If the PCs have access to the secret passage, they can crawl through a sandy, stone tunnel and into an empty cell in the back of the prison. The PCs might choose a frontal assault. Either approach ends in an open courtyard facing off against the guard, a robbed wiz. The prison can be as elaborate or as simple as you feel you'd like, with random goblins and/or skeletons typically acting as guards. The robbed wiz has an office in the prison. Here, keys for the cells can be found in the desk. Additionally, a cabinet with confiscated goods stands in the opposite corner.

The prisoners released include the Highland Princess Zena, a Tengu

chieftain, and several others. The princess can help sneak the PCs into Highland Castle if they take her with them. The tengu chieftain offers the PCs a reward, if they visit his home in the mountains.

ROBBED WIZ

CR 9 XP 6,400

Treasure: Within the cabinet are 41 pp, 262 gp, 100 sp, 600 cp, a +1 *warhammer*, *leaf mask*, +1 *longsword*, *mistmail*, *oil of keen edge*, *potion of burrow*, *potion of cat's grace*, *scroll of magnetism*, *scroll of mass cat's grace*, *scroll of stabilize*, *wand of inflict light wounds*, and a *wand of lesser confusion*

Act 3 – Rocks and Hard Places

The pass down from Teine Mountain narrows, threading through a basin just wide enough for one person at a time to squeeze through. This basin has been boobytrapped by the robbed wiz, just in case something got past it.

FALLING ROCK

CR 3 XP 800; mechanical; **Perception**

DC 20; **Disable Device** DC 22;

Trigger location; **Reset** none; **Effect**

Atk +12 melee (2d6); multiple targets (all targets in a 10 ft. square area)

After exiting the basin, the PCs, are heading downhill on the sandy terrain. Stone outcroppings still dot the landscape. PCs succeeding at a DC 25 perception

check, may notice that one of the rocky outcroppings has a bleached-white skeleton on top of it. Before the PCs can reach the safety of Highland Castle, a Cactus Worm bursts from the sand attacking the party.

CACTUS WORM

CR 11 XP 12,800

Act 4 –Traveling Plans

Passing through Teine Mountain and Tioram Desert was a dangerous affair. There are other villages and nations out there. The PCs could escort the political prisoners to their homes, or continue on their mission with the princess. The GM is at liberty to have the tengu chieftain's reward (as well as the difficulty of getting to him) fit their own design.

Castle Highland Showdown (APL 16)

Even from a great distance, you can see the shimmering walls and towers of Castle Highland. The roads here are paved with brick, making travel for citizens, merchants, and the Royal Guard easier. But, you see no people, only monsters patrolling the castle grounds.

It's been a long trip, but ahead of the PCs, the final showdown awaits. Highland Castle's brilliant, white marble columns are mired by swirling shadows and the scars of battle. If Droch-lann can be defeated, all of Highland will be free. Failure is not

an option. Droch-lann is well aware of the approaching adventurers, and awaits them in the throne room. Whether the PCs follow Princess Zena through the hidden entrance, or march straight to their destiny, the Cursed Warrior is ready.

Act 1 –The Approach

The path from Teine Mountain leads downhill, towards the castle's main gate. The gate is of a heavy steel, and requires a DC 30 Strength check to open. PCs entering the courtyard beyond the gate see spider webbing, and a patrol of giants. One grey skinned giant, and two hairy spider pets that are bigger than horses patrol the grounds of the castle. This patrol is waiting to challenge the PCs, but stealthy teams may get pass them.

ASH GIANT

CR 11 XP 12,800

SPIDER, GIANT TARANTULA (2)

CR 8 XP 4,800

Act 2 – Minions in the Shrine

Princess Zena can bypass the courtyard, by taking the PCs around the castle walls, to the waterway which fills the moat. The water is calm, and a quick swim can get everyone into a Shrine near the castle, without being seen.

This Shrine is dedicated to the Legendary Hero, a mythological character that has risen up many times in the past to defeat the greatest evils of the land. Inside the Shrine, the PCs find a weapon wedged into a slab of stone. In the last age, this was the the Legendary Hero's weapon, used to strike down countless evils. Princess Zena believes that the weapon will help the PCs defeat Droch-lann in the final battle. Until Droch-lann is defeated, monsters will continue rampaging across the land, and Princess Zena won't be able to tap into the magic powers needed to send the PCs home. The weapon can be anything the GM wants it to be, but it has the *dazzling* magical weapon special ability.

Beyond the Shrine lays the castle proper. Two roaming squads of three burning skulls and two robed wizzes patrol the halls.

BURNING SKULL (6)

CR 8 XP 4,800

ROBED WIZ (4)

CR 9 XP 6,400

Act 3 – Showdown in the Throne Room

Within the throne room, Droch-lann idly sits on the Throne of Highland. He twirls his sword in his hand. As the PCs enter the chamber, he stands and flourishes his blade.

"So, the goddesses brings me children? No Hero of Legend? This is terribly disappointing."

CURSED WARRIOR DROCH-LANN

CR 16 XP 76,800

At 75% health, Droch-lann calls on a troop of blue robed wizzes to defend him. Dozens of beings, dressed in blue robes and hats flood the chamber. They stay so tightly packed, that no individual can be targeted. A [robed wiz troop](#) is similar to a swarm, and uses the special [mob](#) subtype. While these forces engage the PCs, Droch-lann uses a *potion of invisibility* to avoid combat. Once this challenge is defeated Droch-lann becomes visible and rejoins the battle.



ROBED WIZ TROOP

CR 11 XP 12,800

At 50% health, Droch-lann calls on a cloud giant ally. The giant crashes through the wall of the throne room, threatening the PCs with a morningstar bigger than they are. Once again, while the giant engages the PCs, Droch-lann uses a *potion of invisibility* to avoid combat. Once this challenge is defeated Droch-lann becomes visible and rejoins the battle.

GIANT, CLOUD

CR 11 XP 12,800

At 25% health, Droch-lann calls on a goblin troop to defend him. Hundreds of goblins, of every color, swarm into the throne room. Statues topple, tapestries are ruined; and the gibbering horde attack. A [goblin troop](#) is similar to a swarm, and uses the special [mob](#) subtype. At 25% health, Droch-lann must make a Will save DC 26. If successful, while the goblin troop engages the PCs, he uses a *potion of invisibility* to avoid combat. Once this challenge is defeated Droch-lann becomes visible and rejoins the battle. If the saving throw was unsuccessful, Droch-lann *teleports* away; choosing to live and fight another day.

GOBLIN TROOP

CR 14 XP 38,400

Act 4 –The Legend Continues

With Droch-lann's defeat, the monsters under his command seem to know they have no chance against these new heroes. The creatures abandon their posts, fleeing into the wild places of Highland. Without the Cursed Warrior to command them, none of the minions have any other plan beyond avoiding the new Legendary Heroes.

Now that the throne is reclaimed, Princess Zena offers the PCs 40,000 gp in gems as a reward for saving the Kingdom of Highland. Additionally, she will commission the Royal blacksmith to forge dazzling weapons, of the PCs choice, for any party member desiring them. She asks the party to stay in Highland as the elite guard, and to help defend the Kingdom as they rebuild the lands. After some rest, a parade and night of festivities is held in honor of the new Legendary Heroes. The Kingdom's many races fill the streets to see those that defeated the Cursed Warrior.

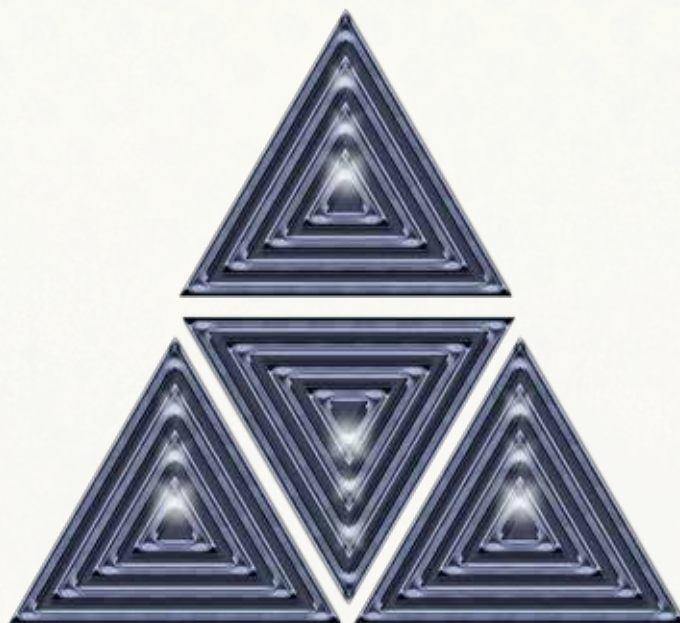
If the party decides to return to their own world, Princess Zena will show the group to a wall within the Shrine. When she places her hand against the wall, blue runes flair to life, and a link between the worlds forms (alternately, see **Unlocking the Power of the Tetrahedron Quadriad**).

Unlocking the Power of the Tetrahedron Quadriad

An optional choice you can make as a GM is to include the following final puzzle to do whatever it is that the PCs or Princess Zena need at the end of the adventure: unlocking the power of the *Tetrahedron Quadriad*. This can also be used to explain “what Droch-lann was doing this whole time,” he never came out to battle the PCs because he was confounded by the simple puzzle — how to connect all four pieces to release the magical power of the combined whole.

The only hint they need for the puzzle is “Four must be Five” and then hand the PCs 4d4. There are two layers to this solution. Not only do the pieces need to be arranged into a pyramid which produces a fifth, upside-down tetrahedron in the negative space between them, they also must have it that each touching point adds up to 5 (so a 1+4, 2+3, 3+2, or 4+1). You could add a layer of obfuscation by having the the PCs need to decipher that while the *Tetrahedron* is riddled with glyphs, there are in fact only 4 glyphs repeated, and in an ancient dialect of Highland Common, they are an alternate numbering system.

Once combined, assume that Princess Zena can essentially cast *wish* or otherwise “do the thing that she needs to properly reward the characters” (this may be opening a gate to their home dimension, resurrecting the dead, or so forth).



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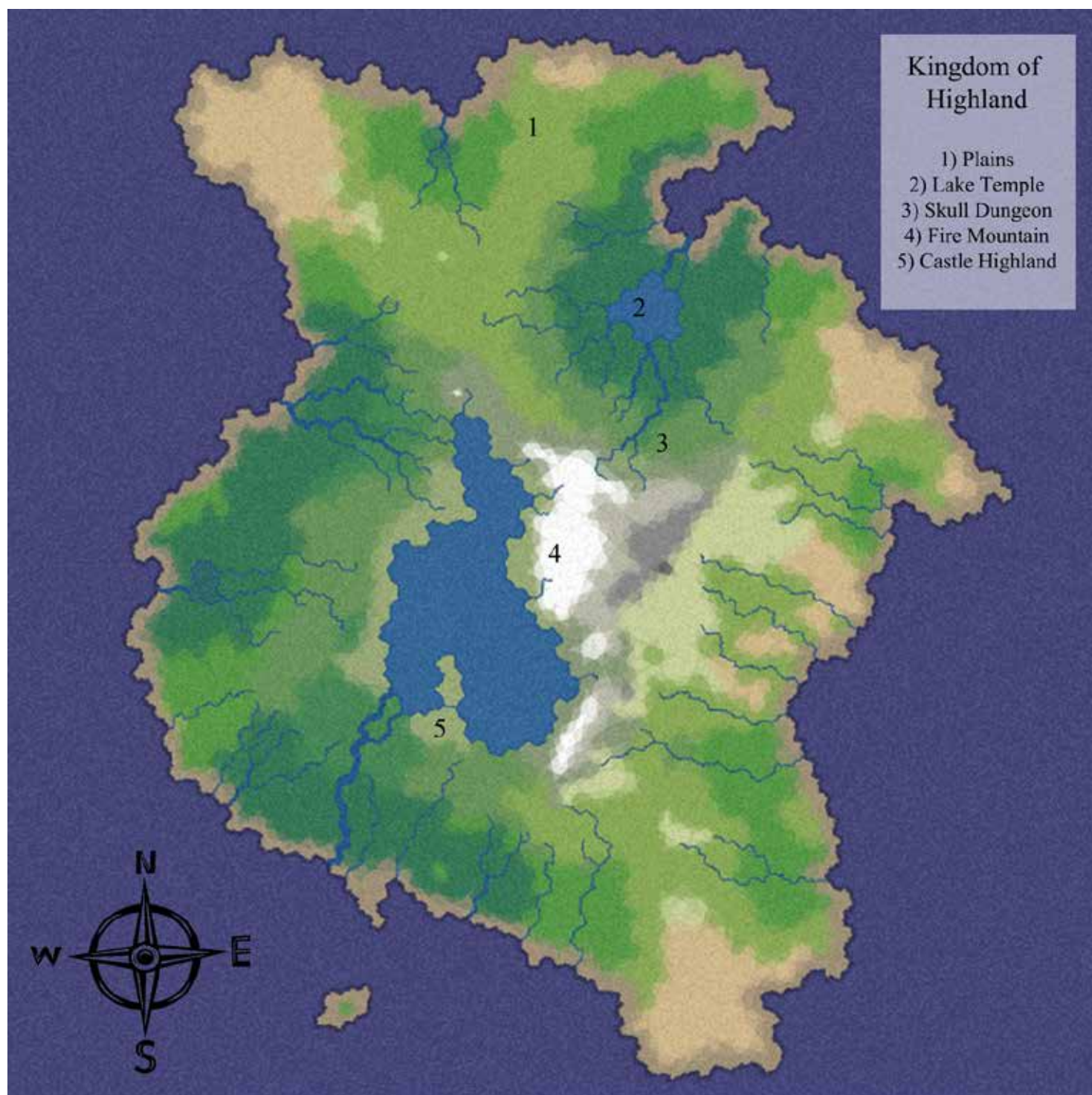
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Pathfinder Player Companion: Monster Summoner's Handbook © 2015, Paizo Inc.; Authors: Alexander Augunas, Tyler Beck, Anthony Li, Luis Loza, David N. Ross, Owen K.C. Stephens, and Linda Zayas-Palmer.

8-Bit Adventures: The Legend of Heroes. © 2017, Fat Goblin Games; Author: Ben Dowell



A never ending adventure!

Welcome to 8-Bit Adventures! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with 2 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!

Not only do you get an amazing 8-bit bestiary with iconic 8-bit monsters, spells, feats, iconic weapons, mini-adventures in classic 8-bit worlds, and one iconic 8-bit map where these creatures play major roles! Take on the role of your favorite 8-bit hero and jump, hop, and climb your way through the various levels to do what else... save the day of course!

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 monsters, magic items and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe 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 assault of the Cursed Warrior Droch-lann on the Kingdom of Highland. The Cursed Warrior has an army of monsters at his disposal, ranging from the lowly gripper up to Droch-lann himself. Most of the monsters presented here include optional variants to help encompass the vast array of foes found across the many landscapes of the Highland Kingdom. These foes provide a wealth of options to challenge parties of any level.

Unfortunately for the poor people of the Highland Kingdom, the Legendary Hero hasn't risen. This means that your PCs are going to have to step up and help out! Luckily there are a variety of helpful items available, from the goblin poo stick and soup stone, to the powerful leaf mask and saga stone. Everything you need to include these flavorful items into the Pathfinder Roleplaying Game can be found in this volume.

With power, strength, and wisdom; new heroes are born!

