Vampire Slayer Gear

8-bit Adventures

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Pathfinder Roleplaying Game Compatible

Fat Goblin Games

8-bit Adventures

Vampire Slayer Gear

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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 two buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then **Fat Goblin Games** has you covered!

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

This volume covers the iconic gear (both magical and mundane) found in the harsh lands of the Vampire Kingdom that can be used to defend against and defeat the undead legions and other supernatural beings that roam and terrorize the lands.

Where's the World of the Vampire Kingdom? Why Just Gear?

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

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

Iconic Items

When you think of the classic, 8-bit game that inspires this **8-Bit Adventure**, you are most likely to recall the various items used in the game. The monsters are neat, but you see most of them numerous times with just simple palette switches, and the side-scrolling and fast-paced nature of the game play would require whole new add-on rules to try to capture for the Pathfinder Roleplaying Game. Instead, we're focusing on making sure you can play with all the iconic weapons and other gear to aid you on your way. If you don't recognize all the items in this list, keep in mind two things: we included "hidden items" from the original game you may never have realized existed AND we included items from the original Japanese version of the game which weren't in the North American release.

Iconic Items Already in the Pathfinder Roleplaying Game Core Rulebook

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

Game Name	Item
Axe	Mundane throwing axe
Dagger	Mundane dagger
Invisibility Potion	*Potion of invisibility*
Key	Skeleton key
Potion	*Potion of cure serious wounds*
Purple Shield	Mundane heavy shield
Red Crystal	*Potion of cure light wounds*

Besides the standard equipment from the *Pathfinder Roleplaying Games*, the following new weapons represent the traditional pieces used by those within the setting.

[H3]New Mundane Weapons[/H3]

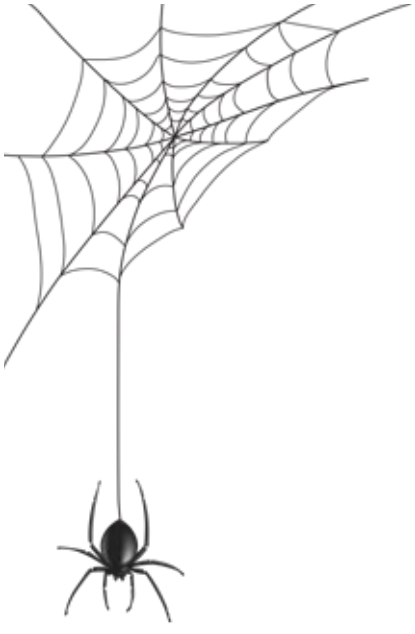
The Importance of Cleansing Fire

Fire and light play an important role in the original video game, and you can best represent this (with GM discretion) in your own games by having every major hidden secret represented by having a candle, a lamp, or other light source near by. Clever gamers should notice this fact, and begin to seek them out. Whether happenstance, purposeful actions of enemies of the Vampire King, or subtle acts of a god against the Vampire King, these mystical devices of flame contain one of the listed items, rolled at random.

Random Candle Treasure Table

Roll 1d100 for resulting effect.

d%	Treasure Result
01-10	Money bag (contains 2d6x100 gp)
11-21	*Holy water bomb*
22-28	*Hunter boots*
29-35	*Heart crystal, small*
36-45	*Heart crystal, large*
46-49	*Rosary of holy destruction*
50-59	Masterwork cross boomerang
60-69	Masterwork throwing axe
70-79	Masterwork dagger
80-85	*Whip crystal*
86-88	*Blue crystal*
89-93	*Candle of secrets*
94-100	*White cross*



If these furnishings of fire are found in secret locations, consider making the following adjustments.

01-05	*Jewel of resurrection* (acts as the *determination* armor property)
06-14	Sapphire ring
31-40	Hourglass watch
66-71	Wall meat
89-100	Master key

Equipment Table

Exotic Ranged Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Cross Boomerang	6 gp	1d4	1d6	x2	30 ft.	3 lbs	B or P	returning

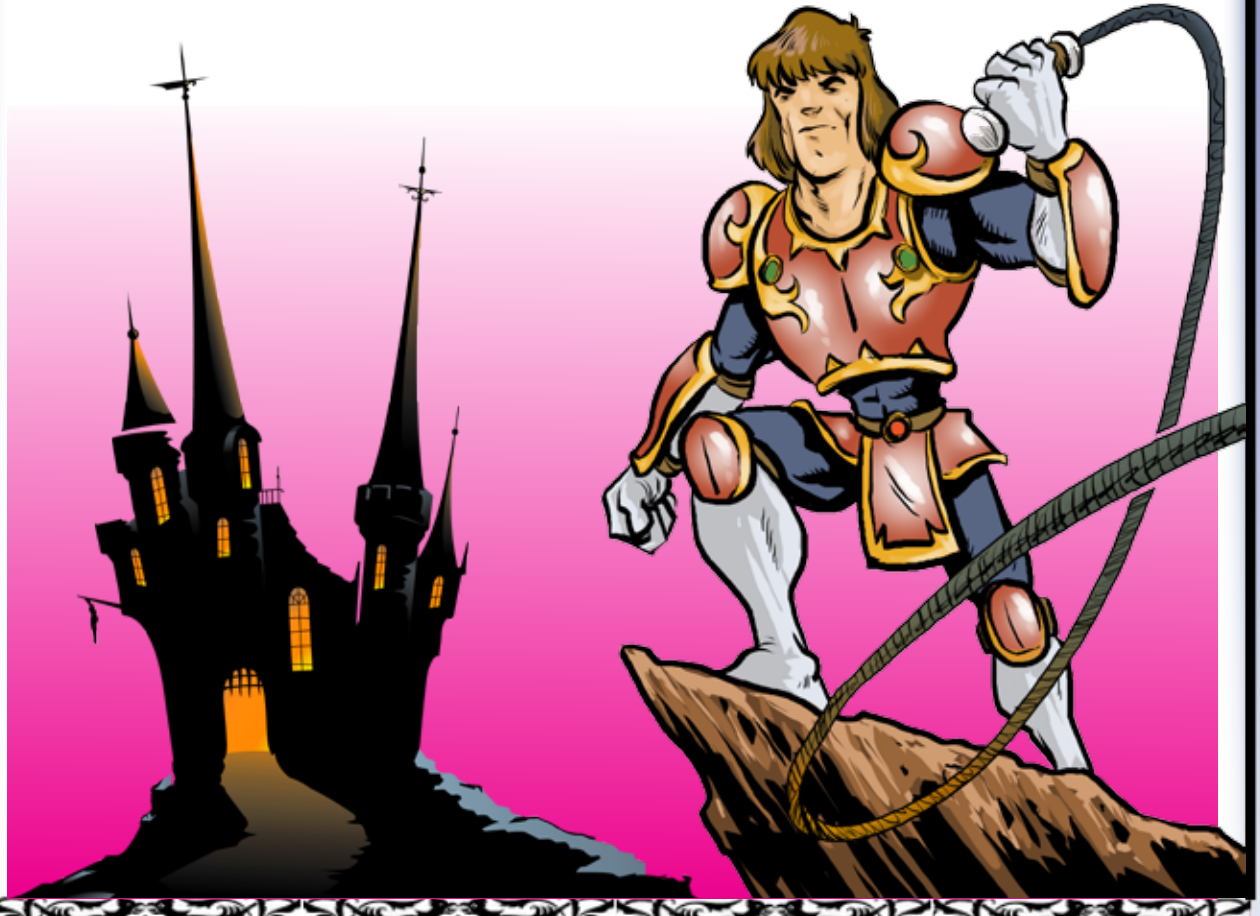
This metallic boomerang is formed in the shape of a cross.

Returning: Thrower must either spend a readied action to catch the item or make an attack roll against AC 10 as an immediate action. If the thrower does not spend the action or misses the attack roll, the boomerang lands on the ground 10 ft. from the thrower in a random direction.

Exotic Melee Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Star Whip	21 gp	1d3	1d4	x2	—	3 lbs	S or B and P	disarm, finesse, reach, trip

This whip is comprised of chain links with a spiked metal ball set at its tip

Benefit: It deals lethal damage, even to creatures with armor bonuses. If you are proficient with a whip, you are also proficient with a star whip.



New Magic Weapons & Armor

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

Slayer's Shield of Defense

Price 7,420 gp; **Slot** shield; **Aura** faint abjuration; **CL** 6th; **Weight** 5 lbs

This *+2 mithral heavy shield* has a large cross emblem covering its front, granting its wearer the equivalent to a divine focus for casting spells and using special abilities. Once per day, as an immediate action, the wearer may cast *wind wall* against oncoming ranged attacks. In addition, whenever its wielder goes into a full defense, it grants damage reduction 2/—.

Construction Requirements

Cost 3,710 gp

Craft Magic Arms and Armor, *wind wall, sanctuary, shield*

Whip Crystal

Price 4,000 gp; **Slot** —; **Aura** transmutation; **CL** 8th; **Weight** —

This tiny maroon crystal sphere has the crest of a black cat o' nine tails whip engraved on one side. When attached to a whip's pommel it bestows the item the Deadly[UE] weapon property. If the whip already possesses this property or deals lethal damage, it instead increases the damage progression dealt by the whip by one step.

Construction Requirements

Cost 2,000 gp

Craft Magic Arms and Armor, *greater magic weapon*, creator must have proficiency with whips

Slayer's Mystic Whip

Price 158,021; **Aura** strong transmutation; **CL** 17th; **Weight** 3 lbs.

Alignment neutral good; **Senses** 30 ft., blindsense

Intelligence 12; **Wisdom** 14; **Charisma** 14; **Ego** 23

Language empathy (Common and one other language)

This *+3 ghost touch holy undead bane star whip* is infused with the soul of the first undead slayer's betrothed who chose to aid her beloved in battle instead of transforming into a vampire. The whip constantly seeks out and can detect any undead within 60 feet, warning the wielder with its empathic link when danger is nearby. Additionally, the mystic slayer's whip has the following powers.

- Three times per day, the wielder can cast *bless* as a swift action.
- The wielder gains the ability to cast *detect magic* at will as a spell-like ability.
- While the *mystic slayer's whip* is in hand, the wielder gains a +10 circumstance bonus to his Intimidate skill against all evil creatures.

Construction Requirements

Cost 79,171 gp

Craft Magic Arms and Armor, *bless, cause fear, detect magic, holy smite, plane shift, summon monster 1*, creator must be good and have 10 ranks in the Craft (alchemy) and Knowledge (religion) skills

New Magic Items

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

Item	Cost
Angelic wings of ivory	11,520 gp
Blue crystal	800 gp
Bracers of multi-blow	10,200 gp
Candle of secrets	50 gp
Holy water bomb	250 gp
Hourglass watch	7,650 gp
Hunter boots	1,850 gp
Heart crystal, large	1,450 gp
Heart crystal, small	350 gp
Master key	600 gp
Rosary of holy destruction	2,050 gp
Sapphire ring	5,800 gp
Wall meat	2,620 gp
White cross	400 gp

Angelic Wings of Ivory

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

When attached, this pair of bleached-white feathered wings gives the impression of growing out of the wearer's back. On command, the wearer of these wings can jump incredibly high and far, landing safely regardless of the distance, as if subject to both a *jump* and *feather fall* spell. The wings can be used for 10 minutes per day. The duration need not be consecutive, but must be spent in 1-minute increments.

Construction Requirements

Cost 5,760 gp

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

Blue Crystal

Price 800 gp; **Slot** none; **Aura** faint illusion; **CL** 3rd; **Weight** —

This perfectly smooth blue sphere appears to fade in and out of existence. When shattered, the crystalline shards surround the individual and grants them invisibility against opponents for 10 rounds or until they attack a target. If an opponent can see invisible creatures, the individual surrounded by the shards still has 20% concealment against the target.

Construction Requirements

Cost 400 gp

Craft Wondrous Item, *blink*, *vanish*, creator must have 5 ranks in the Stealth skill

Bracers of Multi-Blow

Price 10,200 gp; **Slot** wrists; **Aura** strong transmutation; **CL** 12th; **Weight** 2 lb.

These hard leather bracers are marked with embroidering across the forearm area that resemble a set of claw marks. As part of a full round action, you may take a –3 penalty to all attacks to receive an additional attack at your highest attack bonus. This ability and penalty stacks with the Two-Weapon Fighting feat. Both bracers must be equipped for this ability to work. In addition, twice per day as a swift action, you may deal an extra 1d6 points of damage with ranged weapons and light weapons (as well as weapons that can be used with Weapon Finesse). This effect lasts for 1 round.

Construction Requirements

Cost 5,100 gp
Craft Wondrous Item, *haste*, *righteous might*

Candle of Secrets

Price 50 gp; **Slot** none; **Aura** divination; **CL** 1st; **Weight** —

This simple white candle burns with a strange orange light. When lit, a red aura glows around all secret doors and hidden compartments within a 30-foot radius of the candle. The candle's magic burns for 1 minute before going out. Afterwards it becomes a regular candle.

Construction Requirements

Cost 25 gp
Craft Wondrous Item, *detect secret doors*

Holy Water Bomb

Price 250 gp; **Slot** none; **Aura** faint evocation; **CL** 3rd; **Weight** 1 lb.

This flask contains a semi-translucent red and blue sparkling liquid. When thrown, a direct hit by this solution deals 1d6 points of holy damage against a target. Every creature within 5 feet of the point where the liquid hits takes 1 point of holy damage from the splash. If the creature is undead or an evil outsider, they receive double the damage dealt and are slowed for 1 round. On the round following a direct hit, the target takes an additional 1d6 points of damage. A holy water bomb has a range increment of 10 feet and the attack is treated as a ranged touch attack.

Construction Requirements

Cost 125 gp
Craft Wondrous Item, *bless water*, *sanctuary*, creator must be good and have 3 ranks in the Craft (alchemy) skill

Hourglass Watch

Price 7,650 gp; **Slot** none; **Aura** strong enchantment; **CL** 17th; **Weight** 1 lb.

This simple pocket watch has no face to tell time with but rather a red hour glass. Once per day, the wielder can use *hold monster* on all creatures with an evil alignment or the evil subtype within a 20-foot radius for 9 rounds. The creatures don't get a save against the spell, but spell resistance still applies. When the watch's ability has been used, it turns to dust.

Construction Requirements

Cost 3,825 gp
Craft Wondrous Item, *mass hold monster*, creator must have 5 ranks in the Craft (clockwork) skill

Hunter Boots

Price 1,850 gp; **Slot** feet; **Aura** faint transmutation; **CL** 1st; **Weight** 1 lb.

These white leather boots give the wearer a +10 foot enhancement speed bonus to their base land speed. Once per day, as a swift action, the wearer may double their base land speed when performing a double move action.

Construction Requirements

Cost 925 gp
Craft Wondrous Item, *expeditious retreat*, *longstrider*

Heart Crystal, Large

Price 1,450 gp; **Slot** none; **Aura** faint transmutation; **CL** 7th; **Weight** —

This small crimson gem looks similar to its smaller version except its center glows with a rose-colored light that pulses akin to a heartbeat. When shattered as a standard action, it renews one charge of a limited use item. If used to renew a charge of a daily use item, this may only be performed once per day.

Construction Requirements

Cost 725 gp
Craft Wondrous Item, *abundant ammunition*, *imbue with spell ability*

Heart Crystal, Small

Price 350 gp; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** —

This tiny crimson gem has the shape of a crystalline heart. When shattered as a move action, it creates a shadow copy of a thrown weapon. For 1d4 rounds, if the target weapon successfully strikes a target with a thrown weapon, the shadow replicates also deal damage to the target. Roll the weapon damage for the attack twice and add the results before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are multiplied on a critical hit.

Construction Requirements

Cost 175 gp
Craft Wondrous Item, *abundant ammunition*, *spiritual weapon*

Master Key

Price 600 gp; **Slot** none; **Aura** faint transmutation; **CL** 5th; **Weight** none

This ornate key looks like a miniature walking cane. The user gains +15 to Disable Device and can use the skill untrained. If the door or chest has *arcane lock* or *hold portal*, these effects are ignored. This item can be used 10 times before it disappears.

Construction Requirements

Cost 300 gp
Craft Wondrous Item, *knock*, creator must have 3 ranks in the Disable Device skill

Rosary of Holy Destruction

Price 2,050 gp; **Slot** neck; **Aura** moderate evocation; **CL** 10th; **Weight** 1 lb.

This gold cross is attached to a string of purple beads. When activated, all evil creatures within a 40-foot radius take 5d8 holy damage. If the wearer spends two daily uses of their channel energy ability, this damage is treated as if it were affected with the Empower Spell Metamagic feat. Once the rosary is used, it fades out of existence.

Construction Requirements

Cost 1,025 gp
Craft Wondrous Item, *bane*, *holy smite*, creator must be be good

Sapphire Ring

Price 5,800 gp; **Slot** ring; **Aura** moderate transmutation; **CL** 7th; **Weight** none

This seemingly ornate silver ring is set with a dark blue sapphire that shimmers as if a trapped flame lay inside it. When activated, this ring produces an aura that surrounds its wearer and temporary grants immunity to damage while shocking hostile targets. Once per day, the user gains DR 5/—. As well, any creature that attacks with melee attack takes 2d6 point of electricity damage. This effect lasts for 1 minute.

Construction Requirements

Cost 2,900 gp
Forge Ring, *stoneskin, shock shield*

Wall Meat

Price 2,620 gp; **Slot** none; **Aura** moderate conjuration; **CL** 9th; **Weight** 2 lbs.

This slab of salted beef looks surprising well preserved and edible for having been sitting in the recesses of a stone wall for an undetermined length of time. When consumed as a full-round action, this roast restores 40 points of damage and cures ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened.

Construction Requirements

Cost 1,315 gp
Craft Wondrous Item, *create food and water*, *cleanse*, creator must have 5 ranks in the Profession (cook) skill

White Cross

Price 400 gp; **Slot** neck; **Aura** evocation; **CL** 1st; **Weight** 1 lb.

This ivory holy cross is comprised of 10 thinner crosses individually stacked together. When activated, the wearer can remove one of the crosses and lay it on a corpse to keep it from turning into an undead creature. If the target creature has already began to change or has the deathless ability (ie. a bloody skeleton), the cross instead prevents it from returning to unlife.

Construction Requirements

Cost 200 gp
Craft Wondrous Item, *disrupt undead*, *sanctify corpse*, creator must be a cleric of good alignment

Bestiary Monster Listing

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

The following is a suggested list for the GM.

Monster Table

Monster	Pathfinder Substitute	Bestiary
Axe Knight	Graveknight	B3
Eagle	Giant Eagle	B1
Fishman	Sahuagin	B1
Frankenstien	Flesh Golem	B1
Knight	Skeletal Champion	B1
Leopard/Panther	Cat, Leopard	B1
Medusa Head	Beheaded	B4
Mummy	Mummy	B1
Phantom Bat	Dire Bat	B1
Raven	Giant Raven	B6
Red Skeleton	Bloody Skeleton	B1
Skeleton	Skeleton	B1
Slime	Giant Amoeba	B2
Vampire Bat	Common Bat with Giant and Advanced Creature templates	B1
Zombie	Zombie	B1

B1 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary*.
B2 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 2*.
B3 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 3*.
B4 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 4*.
B6 This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 6*.

Note: ***The Fat Goblin Games - Shadows over Vathak - Explorer's Guide to Vathak*** supplement's cambion race can be used for the flea man/hunchback.

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