ADVENTURE PATH PLUG-IN

MAKE YOUR GAME LEGENDARY!

A rules supplement dealing with the contact and summoning of alien entities whose dominions lie in realms of blackness beyond the stars. Sometimes the province of the dangerously curious, more often the patrons of the deliriously insane, these inhuman powers are utterly other, indifferent to human joy or misery, though always hungry and eager to devour any creature unwise enough to attract their attention. *Beyond the Void* provides a terrifying addendum to the darkest edges of reality and their sanity-rending intersections with the mortal world.



BY JASON MELSON WITH THE LEGENDARY CAMIES DESIGN TEAM





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Welcome to Adventure Lath Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

What you Will Find Inside Reyond the Void

This supplement is designed to continue the exploration of alien and cultic horror, this time focusing upon the alien things themselves, and the dangerously curious researchers and misguided madmen who reach out to them. This product explores both the way that humans and their ilk can interact directly with alien creatures from beyond the stars, but also how they might seek out alien legacies left behind in our fantasy world, from ancient ruins to deep ocean trenches. This product contains four new archetypes for alchemists, summoners, and wizards, a dozen alchemical discoveries, two new feats, and nine new spells. While some rules are probably best used for villains, most of this product is well-suited for player use. In addition, Beyond the Void introduces two new monster templates, the alien and the embryonic creature, including three sample creatures sure to terrify anyone hoping to cling to sanity: the embryonic aboleth, embryonic intellect devourer, and embryonic shoggoth.

The aliens are among us, or will be soon when the stars are right. To add a dash of science fiction or star-themed horror, *Beyond the Void* is for you. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of <u>a recent Adventure Path</u>. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product externally with links to the <u>Pathfinder Reference Document</u>, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

antasy roleplaying games are replete with journeys to other planes, with invasions from the pits of Hell or the darkest Abyss, or even the rise of ancient empires from the deeps of past ages. Far less common in modern fantasy, however, are those supplements that look up and out, away from this tiny rock floating in the great emptiness of space and what lies beyond. This hasn't always been true in gaming or in fantasy; there is a great pulp tradition of space, science, and magic meeting, and RPGs and adventures in the 1970s and 1980s contained many well-loved crossovers, from Blackmoor to the Barrier Peaks. Still, many gamers prefer to keep the concept of space and far-off planets strictly within the realm of science fiction, well away from traditional fantasy. Beyond the Void is not for them, as it expressly blurs the lines between fantasy and science fiction, bridging the infinite gulfs of space to connect our world and the most frightening corners of the physical universe.

To be sure, crazed cultists are a staple of the genre, venerating mysterious and unfathomable relics of alien vistation, whether temporary crop circles, weathered idols in pre-optic astronomical stone circles, or enormous Nazca-like earthworks. However, Beyond the Void shifts the focus away from the secret societies and people coming together behind veils and masks to dabble in mysterious rites and places it squarely on the awful, unspeakable, incomprehensible things that the wildest-eyed of those cultists talk about but could never hope to understand. Humans and their kind come into play more are as researchers and scholars, some simply curious and others devolving into madness from the esoteric revelations they uncover in their studies. Sane or deranged, each stretches forth his mind to try piecing together the nature of reality and existence. Some cast their eyes upward, toward far distant realms around strange stars, while others search for clues about visitors from beyond whose legacy has shaped the face of the world from earliest prehistory and may point the way towards a common origin or a shared future destiny. The only question is whether that pathway leads to apotheosis or apocalypse.

CHARACTER OPTIONS

The following archetypes present excellent options for a variety of iconic roles and character types related to dealing with aliens. They include raving lunatics obsessed with unspeakable horrors from beyond and genetic manipulators mutating their test subjects in an endless variety of horror. On the other hand, those seeking signs of the aliens among us now and in our past include intrepid explorers of the ocean depths and the sunken ruins that lie therein, as well as those whose eyes remain fixed on the heavens should the space gods come again.

Alienist (Summoner archetype)

Where other summoners tap into the boundless power of the planes to draw forth their minions and to form their eidolon, an alienist stretches forth his power through impossible angles into the endless reaches of space and the far, twisted corners of reality.

Eidolon: An alienist's eidolon is an outsider with the mythos subtype, and it always takes the form of an alien creature. The eidolon may be built using aboleth or thing from beyond <u>eidolon</u> models, or its design may be unique, but its appearance is always unnatural, and it must have at least <u>1 tentacle evolution</u>. In addition, the eidolon gains the following special abilities as the summoner gains levels.

Alien Anatomy (Ex): The eidolon's multiple eyes provide it with all-around vision, and its misplaced and mutated organs give it a 25% chance to ignore critical hits and precision-based damage at 2nd level, increasing to 50% at 14th level. This does not stack with fortification armor or similar effects. This replaces evasion and improved evasion.

Extra Tentacles (Ex): At 5th level and every 5 levels thereafter, the eidolon may choose to gain an extra tentacle evolution without having to spend points from its evolution pool in place of an ability score increase. This modifies ability score increase.

Emotionless (Ex): At 6th level, the eidolon becomes immune to confusion, fear, and insanity and gains a +2 bonus to saving throws against effects with the emotion descriptor. This replaces devotion.

Unnatural Fear (Su): At 9th level, the eidolon gains an <u>unnatural aura</u> in a 30-foot radius. In addition, the summoner can select the frightful presence evolution for his eidolon at 9th level. This replaces multiattack.

Life Link (Su): An alienist's link with his eidolon is tenuous. While the eidolon's hit points decrease as normal when it strays too far from the alienist, the alienist cannot sacrifice his own hit points to heal the eidolon. This modifies the life link ability.

Summon Star-Spawn: An alienist gains this as a bonus feat.

Eldritch Lore (Ex): At 4th level, an alienist becomes an expert in all matters related to the eldritch cosmic mythos, adding 1/2 his level to Knowledge and Spellcraft checks related to creatures, objects, places, and cults devoted to the alien elder gods. He may add his Charisma bonus to Knowledge checks made to identify aberrations and creatures with the mythos descriptor. This ability replaces shield ally.

Alien Explorer (Ex): At 12th level, an alienist adds <u>freedom of</u> <u>movement</u> and <u>life bubble</u> to his list of spells known as 4th-level arcane spells. Additionally, whenever he arrives at a new location using a teleportation effect, for the next 24 hours he can use <u>know</u> <u>direction</u> as a cantrip; however, rather than revealing north the

The Mythos Descriptor

First introduced in <u>Tomes of Arcane Knowledge</u>, the mythos descriptor is a tool for organizing rules that derive from or touch upon the powers and knowledge of Elder Things from Beyond. Much as spells use descriptors, such as acid, air, chaotic, cold, etc, the mythos descriptor represents spells and spell energies tapping powers or beings beyond the Tapestry of Night or including rituals that call upon such beings or powers. If using the optional Madness rules featured in <u>Tomes of Arcane Knowledge</u>, learning or casting spells with a mythos descriptor causes a sanity check, as detailed above.

In addition, creatures can be given the "mythos" subtype to indicate their alien origin or associations. Creatures with the mythos descriptor include the <u>aboleth</u>, <u>cerebric fungus</u>, <u>dark young of Shub-Niggurath</u>, <u>denizen of Leng</u>, <u>eye of the</u> <u>deep</u>, <u>faceless stalker</u>, <u>ghorazagh</u>, <u>gibbering mouther</u>, <u>gug</u>, <u>hound of Tindalos</u>, <u>iku-turso</u>, <u>Leng spider</u>, <u>moon-beast</u>, <u>moonflower</u>, <u>morlock</u>, <u>neh-thalggu</u>, <u>neothelid</u>, <u>phantom</u> <u>fungus</u>, <u>quantum</u>, <u>seugathi</u>, <u>shantak</u>, <u>shoggoth</u>, <u>skum</u>, <u>star-</u> <u>spawn of Cthulhu</u>, <u>veiled master</u>, <u>vemerak</u>, and <u>yithian</u>. Other similarly alien creatures could also be given this descriptor. Statistics for the above creatures can be found on the <u>bestiary pages of d20pfsrd</u> and in the <u>Pathfinder</u> Reference Document, as well as being linked individually.

alienist may choose to determine the direction back to his point of arrival by teleportation or his point of origin, from whence he teleported. This replaces greater shield ally.

Terrible Witness (Ex): At 14th level, an alienist has become so inured to bizarre and unimaginable horrors, both mental and physical, that he gains immunity to fear and poison effects created by aberrations and creatures with the mythos descriptor and gains a +2 morale bonus to saving throws against such effects used by other creatures. This replaces life bond.

Star gate (Sp): At 19th level, an alienist can use his *gate* ability to span the distance to another planet within the same plane, rather than a location on another plane. In addition, he can use *gate* to call an aberration or creature with the mythos descriptor to his location to perform a service rather than an outsider. Such creatures could include those summonable with the Summon Star-Spawn feat, as well as powerful creatures like a <u>neothelid</u>, quantum, shoggoth, or star-spawn of Cthulhu. This modifies *gate*.

Bathynaut (Alchemist archetype)

While elder things and alien entities often predated the rise of civilization, many were known and even venerated in long-fallen antediluvian civilizations whose cities and nations have long since vanished beneath the waves in legendary cataclysms long past. Bathynauts are scholars and explorers of the abyssal deeps of the world's oceans, probing the oozy rifts of the ocean floor to find the lost relics of ancient cultures touched by visitors from beyond, often becoming tainted themselves by their discoveries of secrets better left buried beneath the waves.

Aquatic Apparatus (Ex): Bathynauts learn how to craft alchemical and technomagical apparatus to help extend her underwater explorations. Crafting an alchemical apparatus takes



1 minute and expends one use of the alchemist's bombs ability. The bathynaut then makes skill checks for Craft (alchemy) and Disable Device against a DC of 12 plus twice the level of the extract being enhanced, which must be a harmless extract with a range of personal or touch. If both checks succeed, the target spell is enhanced by the apparatus. As long as the target of the extract remains in or underwater, the extract's duration elapses at half the normal rate, effectively doubling the effect's duration if she spends the entire duration underwater. In addition, the apparatus makes the effect harder to dispel, increasing the DC of caster level checks to dispel by 4 as long as the target remains in or underwater. A bathynaut can use this ability to extend the duration of his mutagen, with a skill check DC of 10 for an ordinary mutagen or cognatogen, 15 for a greater version, or 20 for a grand version. This replaces Brew Potion.

Slippery Swimmer (Ex): At 2nd level, a bathynaut gains a +2 bonus to saving throws against becoming entangled or engulfed and to his CMD against combat maneuver checks made to drag or grapple. These bonuses are doubled in water or underwater. This replaces poison use and poison resistance +2.

Eldritch Explorer (Ex): At 5th level, a bathynaut can disarm magical traps with Disable Device. In addition, when underwater he functions as if he had the trap spotter rogue talent. This replaces poison resistance +4.

Aquatic Enchantment (Ex): At 6th level, the bathynaut gains the ability to manufacture magical items that improve a creature's ability to breathe, move, and fight underwater, including *apparatus of the crab, cloak of the manta ray, feather token (anchor, swan boat), gloves of swimming and climbing, helm of underwater action, horn of the tritons, necklace of adaptation, plate armor of* the deep, ring of elemental command (water), ring of freedom of movement, ring of swimming, ring of water walking, trident of fish command, or a trident of warning as though he had the requisite item creation feats, using her alchemist caster level for his extracts as his caster level for the purpose of magic item creation. He must fulfill all other prerequisites to manufacture such items. This replaces swift poisoning.

Submersible Suit (Ex): At 8th level, the bathynaut becomes comfortable adapting heavier armor protection with built-in submersible apparatus and maneuvering surfaces. She gains Medium Armor Proficiency as a bonus feat, and her armor check penalty for armor no longer applies to Swim checks (though penalties apply normally for shields and when carrying a medium or heavy load). At 12th level, he gains Heavy Armor Proficiency as a bonus feat.

In addition, as a swift action an armored bathynaut in the water can discharge one of his bombs while attempting a bull rush, drag, or overrun combat maneuver, increasing his combat maneuver bonus for that maneuver by an amount equal to the number of dice of damage the bomb would normally deal. Alternatively, he can discharge a bomb as a swift action as part of a run action, doubling his swim speed until the end of his turn and allowing him to move that turn without requiring a Swim check and to run even through difficult terrain.

This replaces poison resistance +6 and poison immunity. **Discoveries:** The following discoveries complement the bathynaut: aquatic mutagen*, <u>cognatogen</u>, concussion bomb, deep diver*, delayed bomb, <u>demolition charge</u>, depth charge*, homing torpedo*, mine*, tentacle, torpedo*, underwater demolition.

* New discovery described in this product.

Iridic Mage (Wizard archetype)

The iconography of eyes is ubiquitous among those studying the farthest alien realms, whether a single great all-seeing orb, or multitudinous eyes rippling over deliquescent and shapeless elder things. Iridic mages seek out hidden residues of alien presences, some seeking to serve and others to slay, but always to know. The eyes of iridic mages are always on the heavens, keeping watch should the space-gods ever return, for good or more likely to the ruin of all.

Bonded Sign (Ex): An iridic mage must form an arcane bond with an object, which must be an amulet or ring inscribed with the elder signs and runes of otherworldly vision, alien portents, and awful mind-rending truths. As long as the bonded sign is worn, it grants a +1 insight bonus on skill checks, ability checks, and caster level checks made when interacting with spells or creatures with the mythos descriptor, or people, objects, or places directly associated with them. This bonus increases by 1 at 5th level and every 5 levels thereafter. This modifies arcane bond and replaces Scribe Scroll.

Ultravision (Ex): An iridic mage can permanently sacrifice one spell slot of each spell level she is capable of casting (not including cantrips) in order to mystically enhance his vision. These enhanced visual abilities are gained in the following order each time a spell slot is sacrificed. These abilities are extraordinary even if they duplicate spells or magical effects.

• permanent low-light vision (if the iridic mage already has low-light vision, he can see out to three times the normal distance in dim light)



- darkvision 60 feet (or increase the range of existing darkvision by 60 feet).
- immunity to the blinded condition.
- gain the ability to see through magical darkness within the range of the iridic mage's darkvision.
- immunity to patterns.
- x-ray vision at will, as if wearing a *ring of x-ray vision*.
- immunity to gaze effects and similar effects that are triggered by looking at a creature, such as a nymph's blinding beauty.
- permanent *true seeing*.

In addition to the benefits listed above, an iridic mage who has sacrificed at least one spell slot gains a competence bonus to Perception checks based on vision equal to the number of spell slots sacrificed +1.

Light of Revelation (Sp): At 5th level, as a move action an iridic mage can create a pale light, usually violet, blue, green, or amber, emanating in a 30-foot cone-shaped spread from her bonded sign. This functions as <u>detect aberration</u>, though gaining information immediately as if the iridic mage had concentrated for 3 rounds. Creatures with the mythos descriptor are detected as if they were aberrations, and spell effects with the mythos descriptor are likewise detected as if the iridic mage had cast <u>detect magic</u> and concentrated for 3 full rounds. You automatically identify any mind-affecting effects created by aberrations, mythos creatures, mythos spells, or cultists of mythos powers.

At 10th level, this light suppresses invisibility effects (as *invisibility purge*) used by any aberration, mythos creature, or creature using a mythos spell. At 15th level, it suppresses all figments and glamers used by such creatures. An iridic mage can use this ability for a number of rounds per day equal to his class level; these rounds need not be continuous. This ability replaces your 5th and 15th level bonus feats.

Piercing Gaze (Su): At 10th level, whenever the iridic mage activates his light of revelation, the irises of the mage's eyes glow brightly in the same hue, and any aberrations, mythos creatures, or their servants within 30 feet of the mage take 1 point of Charisma damage and become staggered for 1 round if they begin their turn within the light (Will negates; DC 10 + 1/2 your wizard level + your Cha modifier). Creatures within the light take 2 points of Charisma damage and are sickened and staggered for 1 round on a failed save. This is treated as a <u>gaze attack</u>, and creatures can avoid its effects by closing their eyes or averting their gaze. This ability affects willing servants of mythos powers as well as charmed, dominated, called, and summoned creatures forced into their service. This ability replaces your 10th and 20th level bonus feats.

ALCHEMICAL DISCOVERIES

While at first the notion of alchemists being engaged with the lore of things from beyond might seem a strange combination, of all classes alchemists are natural experimenters and the class whose researches most closely resemble something we would call science. Hence, expanding their researches and discoveries into the realm of the techno-magical is actually a very small stretch, as is playing up their natural curiosity about unlocking the secrets left behind by races older than time whose civilizations now lie shattered and lost in the ocean depths. Aquatic Mutagen: An alchemist with this discovery gains supple, scaly skin, fins, and fangs when using her mutagen. She gains a primary bite attack as a that deals 1d8 points of damage (1d6 if Small); if she attacks with a weapon, she can use this bite as a secondary natural attack. She also gains the ability to breathe air and water interchangeably and a swim speed equal to her land speed, which also grants a +8 racial bonus to Swim checks and allows her to take 10 on Swim checks even when threatened and to use the run action while swimming. Lastly, the alchemist gains low-light vision underwater and can tolerate cold temperatures as if using <u>endure elements</u>.

Deep Diver: An alchemist with this discovery gains darkvision 60 feet. Underwater, the range of her darkvision doubles to 120 feet, and in addition she gains tremorsense 60 feet. The alchemist gains immunity to pressure damage from deep water, and she gains cold resistance 10 and damage reduction 10/-, though this damage reduction applies only against damage from grappling and constriction (or similar crushing or pressure effects at the GM's option). An alchemist must be at least 10th level and possess the aquatic mutagen discovery before selecting this discovery.

Depth Charge: An alchemist with this discovery can throw bombs effectively underwater, although her range increment is 10 feet. In addition, the splash radius of any bomb she uses underwater is increased to 10 feet, and the surface of a body of water does not provide cover against the alchemist's bombs when she attacks from land. This discovery does not apply to bombs that deal fire damage or create smoke. An alchemist must be at least 6th level and possess the underwater demolition discovery before selecting this discovery.

Homing Torpedo (Ex): An alchemist with this discovery can ignore miss chance due to concealment when attacking into water or underwater, as if using a ranged weapon with the <u>seeking</u> property. In addition, if the homing torpedo misses its target, it does not automatically detonate. If there is a solid object within 10 feet of its target, it has a 50% chance to strike this object and explode. Otherwise, it pursues its target with a swim speed of 5 feet times the alchemist's level, continuing to make attacks each round against the same target for a number of rounds equal to the alchemist's Intelligence modifier before expending its propellant and becoming a dud. An alchemist must be at least 12th level and possess the torpedo discovery before selecting this feature.

Mine: An alchemist with this discovery can delay the explosion of a bomb she sets for any time up to a number of hours equal to her level. In addition, she can have more than one delayed bomb at a time. An alchemist must be at least 10th level and have the delayed bomb discovery before selecting this discovery.

Torpedo (Su): An alchemist with this discovery can throw bombs effectively underwater with his normal range increment of 20 feet. In addition, objects take full damage from a torpedo rather than being halved. An alchemist must be at least 8th level and possess the depth charge discovery before selecting this discovery.

FEATS

The following feats are ideal for creatures seeking to deal with alien creatures from beyond, whether summoning them to serve or cowering in terror from them when they run rampant.

Crawler in Darkness

You have learned the powers and limitations of alien senses that operate outside of the normal spectrum, and have learned methods to avoid them by keeping low to the ground.

Prerequisite: Knowledge (dungeoneering) 5 ranks, Stealth 5 ranks

Benefit: As long as you move no faster than half normal speed, you can use Stealth in conditions of dim light or darkness to hide from creatures with darkvision or low-light vision. In addition, when you are prone (including while crawling, either normally or using abilities like <u>Fast Crawl</u>), you can flank creatures with all-around sight and creatures with blindsight, blindsense, and tremorsense cannot automatically pinpoint your location and must make Perception checks to notice you if you are using Stealth. You also gain this benefit while climbing, as long as you move no faster than half your normal speed. This feat no effect when creatures can see you with normal sight and does not grant you the ability to hide in plain sight if you do not already have this ability.

Normal: Creatures with blindsense, blindsight, and tremorsense do not usually need to make Perception checks to notice creatures within range.

Summon Star-Spawn

Your summons call upon alien beings from beneath earth and sea and beyond the farthest stars.

Prerequisite: Spell Focus (conjuration), Knowledge

(dungeoneering) 5 ranks

Benefit: When you cast a *summon monster* spell or use *summon monster* as a spell-like ability, you can apply the alien template (see below) to any creature to which you could normally apply the celestial or fiendish template. In addition, you add the following creatures to the list of monsters you are able to summon:

- summon monster III: morlock, skum
- <u>summon monster IV</u>: cerebric fungus, embryonic aboleth (see below), <u>faceless stalker</u>, <u>phantom fungus</u>
- <u>summon monster V</u>: embryonic intellect devourer (see below), embryonic neh-thalggu (see below), <u>eye of the</u> deep, gibbering mouther, <u>seugathi</u>
- <u>summon monster VI</u>: <u>aboleth</u>, <u>denizen of Leng</u>, embryonic shoggoth (see below), <u>hound of Tindalos</u>, <u>iku-turso</u>, intellect devourer, moonflower, neh-thalggu, shantak
- summon monster VII: gug, tentacled horror, yithian
- <u>summon monster VIII</u>: <u>dark young of Shub-Niggurath</u>, <u>gug</u> savant, moon-beast
- summon monster IX: ghorazagh, Leng spider, veiled master, vemerak

SPELLS FROM BEYOND

Many spells are appropriate for study by aspiring alienists, whether plumbing the depths of space or exploring lost ruins above or below the waves. Core spells such as <u>air bubble</u>, <u>calm</u> <u>emotions</u>, <u>comprehend languages</u>, <u>darkvision</u>, <u>detect aberration</u>, <u>feeblemind</u>, <u>freedom of movement</u>, <u>insanity</u>, <u>interplanetary teleport</u>, <u>legend lore</u>, <u>magic circle against chaos/evil/good/law</u>, <u>mind blank</u>, <u>scrying</u>, <u>symbol of insanity</u>, <u>touch of the sea</u>, <u>true seeing</u>, <u>vision</u>, and <u>water breathing</u> harmonize well with themes of alien incursion and exploration. In addition, the following spells would make ideal additions to an alienist's arcane arsenal. TABLE 1-1: NEW SPELLS

Alien Contact	Sor/Wiz 6, Sum 5	As <i>lesser alien contact</i> , but up to 12 HD	
Alien Contact, Greater	Sor/Wiz 8, Sum 6	As <i>lesser alien contact</i> , but up to 18 HD	
Alien Contact, Lesser	Sor/Wiz 5, Sum 4	Call alien creature up to 6 HD and compel it to perform a task	
Cosmic Communion	Sor/Wiz 4, Sum 3	Contact alien entities for advice, but risk madness and retribution	
Deform Angularity	Sor/Wiz 5, Sum 4	Warp reality to redirect attacks from you to nearby creatures	
Discharge Eyespore	Alc 4, Sor/ Wiz 4, Sum 4	Release floating eye that senses the unseen and explodes with blinding sickness if destroyed	
Embryonic Implantation	Alc 5, Sor/ Wiz 6, Sum 5	Impregnate target with the seed of an alien.	
Fade from Existence	Alc 4, Sor/ WIz 4, Sum 4	Slip out of reality for 1 round, moving through warped subspace.	
Shroud of Stars	Sor/Wiz 8	A mantle of starry blackness hides you and shields you from light and darkness	

Alien Contact

School conjuration (calling) [mythos]; Level sorcerer/wizard 6, summoner 5

Casting Time 10 minutes

Components V, S

- **Targets** up to three aberrations or mythos creatures with Hit Dice totaling no more than 12 HD, no two of which can appear more than 30 feet apart
- Except as noted above, this spell functions like <u>greater planar</u> <u>binding</u>, but rather than calling elementals or outsiders it calls one or more aberrations or creatures with the mythos subtype.

Alien Contact, Greater

School conjuration (calling) [mythos]; Level sorcerer/wizard 8, summoner 6

Casting Time 10 minutes

Components V, S

- **Targets** up to three aberrations or mythos creatures with Hit Dice totaling no more than 18 HD, no two of which can appear more than 30 feet apart
- Except as noted above, this spell functions like *greater planar* <u>*binding*</u>, but rather than calling elementals or outsiders it calls one or more aberrations or creatures with the mythos subtype.



Alien Contact, Lesser

School conjuration (calling) [mythos]; Level sorcerer/wizard 5, summoner 4
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels); see text
Target one aberration or mythos creature with 6 HD or less

Duration instantaneous

Saving Throw Will negates; Spell Resistance no and yes; see text Except as noted above, this spell functions like *lesser planar*

binding, but rather than calling an elemental or outsider it calls a single aberration or creature with the mythos subtype.

Cosmic Communion

School divination [mythos]; Level sorcerer/wizard 4, summoner 3 Casting Time 10 minutes

Components V

Range personal

Target you

Duration concentration

This spell casts your mind out across the cosmos, into contact with alien intelligences from far beyond. Except as noted above, this spell functions like <u>contact other plane</u>, but if you fail the Intelligence check to avoid decreasing your Intelligence and Charisma to 8, you also take Wisdom damage equal to the difference between your Intelligence check and the target DC. In addition, failing this check attracts the attention and interest of the cosmic entity you contacted, with a chance equal to 5% times the difference between your Intelligence check and the target DC that the entity sends one or more alien minions to investigate within 1d10 days. Treat this as a *summon monster* spell using the Summon Star-Spawn feat (see above), summoning one or more mythos creatures or creatures with the alien template. This functions as *summon monster III* if using the Elemental Plane line, increasing the level of the *summon monster* effect by one step for each step by which the caster tries to increase the power of his divination. These summoned creatures focus their attention on the caster of *cosmic communion* but will happily destroy any other creatures that get in their way or happen to be nearby when they appear. If they appear during a battle, they are equally likely to target the caster's enemies as his allies.

Optional Rule: If using the alternate Madness and Sanity rules from <u>Tomes of Arcane Knowledge</u>, you gain an equivalent number of Madness points instead of Wisdom damage.

DEFORM ANGULARITY

School conjuration (teleportation) [mythos]; Level sorcerer/ wizard 5, summoner 4 Casting Time 1 standard action Components V Range personal Target you Duration 1 round/level (D) Your body is transpatially distorted into otherworldly geometries too alien to contemplate. You gain a +4 deflection bonus to your Armor Class, and any effect targeting you has a 50% chance to bypass you and instead be redirected toward a random creature within 10 feet (or to simply fail, if no creature is within this range). Effects that you create are not affected, but even effects that do not require attack rolls or normally hit automatically can be affected. A creature using <u>true strike</u> ignores the effect of this spell.

Embryonic Implantation

School conjuration (creation) [mythos]; Level alchemist 5, sorcerer/wizard 6, summoner 5

Casting Time 1 minute

Components V, S, M (a bit of flesh from a creature with the mythos subtype)

Range touch

Target creature touched

Duration instantaneous and see text

Saving Throw Fortitude negates; Spell Resistance yesdevours its original

Tapping into the genetic material of an alien creature, you impregnate a creature you touched with an aberrant abomination that grows slowly to maturity inside the target's body. If the target saves, the embryo fails to implant and the spell has no effect. If the save fails, you may stipulate the time span of the embryo's maturation, which may be 2d6 hours, 2d6 days, 2d6 months, or 2d6 years. During this time, the alien seed exists as a parasite bonded to the target's vitals. Conjuration (healing) effects treat the embryo as part of the target's body and do not harm the embryo. However, break enchantment can remove it with a successful caster level check. Poison that deals Constitution damage can also kill the embryo, acting like *break* enchantment but rolling 1d20 and adding the number of points of Constitution damage or drain dealt to the host in place of a caster level check. Make a single check when the embryo matures; any Constitution damage or drain that has been healed does not apply to this check. The embryo also dies if the host does, even if the host is later returned to life.

- The implanted embryo is difficult to detect, as most divinations treat it as part of the host. However, <u>detect chaos</u>, <u>detect</u> <u>aberration</u>, and <u>locate creature</u> can detect the presence of the embryo with a successful caster level check against a DC of 20 plus your caster level, as can a Heal check against the same DC.
- The maturing embryo saps at the vitality and sanity of the target. Whichever time increment you have selected (hours, days, months, or years), each time that increment passes the target takes 1 point of Wisdom drain. Once Wisdom drain occurs, the target becomes mentally unstable and takes a -2 penalty to saving throws against mind-affecting effects and must always attempt a saving throw to resist normally harmless healing effects.
- When the maturation period described above ends, the target becomes violently ill, becoming fatigued and sickened. A DC 30 Perception check (or DC 20 Heal check, if the host is closely examined) reveals something writhing and stretching within the host's body. Every round thereafter, the target takes 1 point of Constitution drain as the implanted embryo begins eating its way out of its host and must make a new Fortitude save against the spell's DC. Each time the save is failed, he gains one of the

following conditions (determine randomly):

- 01-25 confused
- 26-50 exhausted
- 51-75 nauseated
- 76-00 panicked

Whenever the target reaches 0 Constitution, or on the third failed save in any case, the target dies at the end of its turn and the embryonic creature bursts forth from its body. The type of embryonic creature that can be implanted depends on your caster level.

Caster level	Implanted creature	
up to 14th	Embryonic aboleth	
15th-17th	Embryonic intellect devourer or neh-thalggu	
18th or greater	Embryonic shoggoth	

Once mature, the embryonic creature is an independent being and has no allegiance to the caster. It devours the remains of its original host and seeks out further prey to help it grow into its full-sized adult form.

DISCHARGE EYESPORE

School conjuration (creation) [mythos]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4

Casting Time 1 minute

Components V, S, M (an eyeball from the caster)

Range personal

Target you

- Duration 1 hour/level or until discharged
- You pluck out one of your own eyes, while creating a levitating protoplasmic sac to encase it. The act of removing an eye deals 2 points of Constitution damage to the caster and leaves him dazzled until the eyespore is replaced in his eye socket; if the *eyespore* is destroyed, the dazzled condition becomes permanent, though *remove blindness/deafness, regenerate*, or *heal* removes the condition. If you are affected by the *countless eyes* spell when you cast *discharge eyespore*, you may choose to discharge the remaining duration of that spell in lieu of taking Constitution damage and becoming dazzled.
- The *eyespore* functions similarly to *prying eyes* but creates only a single floating oculus. However, the *eyespore* gains <u>all-around</u> <u>vision</u> and in addition to normal sight has blindsight in a radius equal to 10 feet per 5 caster levels.
- The protoplasmic sac encasing the *eyespore* is filled with unstable gas that allows it to float and propel itself, and if the *eyespore* is damaged it explodes in a 10-foot radius, dealing 6d6 points of damage (DC 16 Reflex half). In addition, creatures within this blast radius are exposed to blinding sickness.

FADE FROM EXISTENCE

School conjuration (teleportation) [mythos]; Level alchemist 4, sorcerer/wizard 4, summoner 4
Casting Time 1 immediate action
Components V
Range personal
Target you

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Duration 1 round

- You slip loose from the bounds of ordinary reality into the weird hyperspatial dimension of your cultic patrons. While in this extradimensional reality you can perceive the normal world around you and you can move through creatures or solid objects as if you were incorporeal, but creatures within normal reality can perceive you or affect you. In fact, when you *fade from existence* creatures within line of sight to you temporarily forget that you ever existed for 1 round (DC 20 Will negates). Creatures that have forgotten your existence cannot ready actions that depend on your actions.
- You can target yourself or objects you carry with spells or effects while you *fade from existence* but you cannot affect other creatures or objects. Time passes normally when you *fade from existence*, and you reappear within reality at the end of your next turn. This brief transit through alien unreality causes you to become confused for 1 round (DC 20 Will negates) upon reverting to normal reality.
- **Optional Rule**: You gain 1 Madness point rather than becoming confused at the conclusion of the spell (DC 20 Will negates).

Shroud of Stars

School illusion (glamer and shadow) [mythos]; Level sorcerer/ wizard 8

Casting Time 1 standard action

Components V, S, F (a black silken and velvet mask studded with crushed black and star sapphires - 1000 gp)

Range personal

Target you

Duration 1 round/level (D)

- You cloak yourself in a cosmic curtain, your silhouette filled with inky blackness and swirling celestial bodies. While your outline is unchanged, the details of your appearance cannot be seen while so glamered. Attacks against you have a 20% miss chance, though you do not gain actual concealment. You gain low-light vision and if outdoors at night you gain fast healing 2.
- The *shroud of stars* renders you immune to effects with the light or darkness descriptor, whether they target you or affect an area, as well as pattern spells, *searing light*, and *prismatic spray*. In addition, if a spell of these types includes you in its area of effect, as an immediate action you can make a caster level check against a DC equal to 11 plus the caster level of the effect. With a successful check, the entire effect is harmlessly absorbed by the *shroud of stars*. However, this reduces the remaining duration of the *shroud of stars* by a number of rounds equal to the level of the absorbed spell. You can attempt to absorb existing effects of these types as a standard action, but the DC is increased to 15 plus the creator's caster level.
- The *shroud of stars* also protects you from the harmful effects of *prismatic wall* and *prismatic sphere*, and a successful caster level check against a DC of 15 plus the caster level of the *prismatic wall* or *prismatic sphere*'s creator enables you to pass through the *prismatic sphere* or *prismatic wall* as the caster can. This reduces the remaining duration of the *shroud of stars* by 10 rounds.

Mythos Magic Rituals

Because of their alien origin and the mind-bending seductiveness of their eldritch language, spells with the mythos descriptor can be cast even by creatures with no magical talent or training, by divine casters trying to use an arcane spell (or vice versa), or to cast a spell of a level beyond that which the character is normally capable of casting. If a ritual is used to cast a spell that a character would normally be unable to cast, whether because of its level or because they lack the proper spellcasting ability, the spell takes effect at a caster level equal to half the caster's character level (minimum 1st). If the spell is one that the caster could normally prepare and/or cast, she can instead use a mythos magic ritual to cast the spell without expending a spell slot. In this case, the spell takes effect at her full caster level.

Performing a mythos magic ritual requires the caster to have a physical copy of a spellbook containing the spell available. The ritual takes 1 hour and requires a Will save (DC 15 + spell level) to avoid taking 1 point of ability drain to Intelligence, Wisdom, or Charisma (determine randomly which ability is affected). As long as the target has at least 1 point of ability drain, he takes a -2 penalty to saving throws against compulsions, including any effect that would cause him to become confused or insane (including future saving throws to avoid ability drain from performing mythos rituals). The creature also acquires a type of paranoia that prevents him from willingly accepting any effect that would heal his ability drain; he must attempt a saving throw against such effects even if they are harmless. If a character's cumulative ability drain to Intelligence, Wisdom, and Charisma equals his level, or if any score reaches 0, he becomes insane.

Optional Rule: The above rule is an extremely simplified version of the madness and sanity rules in <u>Tomes of Arcane</u> <u>Knowledge</u>; if you have that product, you may use the rules as described there instead.

CREATURE TEMPLATES

A variety of mythos creatures already exist in the game, as described in the "Mythos Descriptor" sidebar. In addition, the following templates can be used to convert ordinary creatures into alien horrors. The alien template is an otherworldly analogue to the celestial and fiendish creatures that reside on the upper and lower planes. The embryonic creature template takes an existing alien beast and shrinks it into a grotesque parasite that can bond with another creature as a terrifying symbiote.

Alien

An alien creature is an otherworldly analogue for a commonly known creature, a native of distant planets and the dark places between the stars. Alien creatures are typically misshapen and mutated, with masses of gelid tissue, bulbous eyes in various positions around their bodies, sagging skin, asymmetrical limbs, and a savage disposition. Alien is an inherited template that can be applied to any corporeal living creature, save for fey and outsiders. An alien creature's quick and rebuild rules are the same.

Challenge Rating: As the base creature, +1 for creatures with 5 or more Hit Dice.

Senses: Alien creatures gain all-around vision and blindsense 30 feet.

Alignment: Always chaotic.

Type: The creature's type changes to aberration, and it gains the mythos subtype.

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Defensive Abilities: Alien creatures gain resistance to acid and cold, as well as partial immunity to critical hits and sneak attack or precision-based damage, based on their Hit Dice.

HIT DICE	Resist acid and cold	Critical immunity	Unnatural aura
1-4	5	25%	10 feet
5-10	10	50%	20 feet
11+	15	75%	30 feet

Speed: As the base creature.

Special Qualities: An alien creature gains the following special qualities:

Unnatural Aura (Su): Alien creatures have an <u>unnatural aura</u> with a radius as noted above.

Embryonic

An embryonic creature is an alien creature that has not yet fully formed. Sometimes found in creepy egg or seed pods, an embryonic creature's development into a mature creature may be stimulated by disturbing a long-sealed birthing chamber, or exposing it to living tissue or living creatures in which they may implant themselves. Of course, alien researchers or cultists may cultivate collections of these embryonic creatures (or be directed to do so, knowingly or unconsciously, by alien masters) to implant them in others and unleash alien havoc. Embryonic is an inherited template that can be applied to any aberration or to magical beasts or outsiders with the mythos subtype.

Challenge Rating: For creature's CR 8 and below, an embryonic creature's CR is 1/2 the base creature's CR (rounding down, minimum 1); for creatures CR 9 and above, an embryonic creature's CR is 1 plus 1/3 the base creature's CR.

Alignment: As the base creature.

Type: The creature's type changes to aberration (unless an ooze, which remains an ooze), and it gains the mythos subtype.

Size: Reduce an embryonic creature's size to Tiny (if normally Large or larger) or Diminutive (if normally Medium or smaller).

Armor Class: An embryonic creature's natural armor bonus to its Armor Class is halved (rounding down).

Hit Dice: An embryonic creature has 1 Hit Die, increased by 1 for every 3 Hit Dice of the base creature. Recalculate base attack bonus, saves, skill points, and feats based on its new Hit Dice.

Defensive Abilities: An embryonic creature implanted within a host has total cover against effects originating outside the host's body. If the host is killed, the corpse provides improved cover instead (if the corpse is destroyed by dealing at least 10 points of damage to it (for a Medium corpse; increase or reduce this number by 5 for each size category larger or smaller), it no longer provides cover.

An embryonic creature retains all defensive abilities of the base creature, though its damage reduction (if any) is reduced by 5 and its spell resistance and any elemental resistances are reduced by 10.

Speed: An embryonic creature has all movement types of the base creature, but its speed is halved (minimum 5 feet). It also

gains a burrow speed of 5 feet, but it can burrow only through soft material like flesh, earth, sand, and snow.

Attacks: An embryonic creature retains all natural weapons of the base creature, though its damage dealt is reduced as appropriate for its new size. Because of their very small size, embryonic creature usually lacks reach and does not threaten attacks of opportunity. In order to make melee attacks of their own, they usually must enter the target's square, provoking an attack of opportunity from the target.

Special Attacks: An embryonic creature retains any exceptional or supernatural special attacks, though its save DCs are recalculated as appropriate for its new Hit Dice and ability scores. If an exceptional or supernatural ability deals damage, the damage (or number of dice of damage) is reduced to 1/4 normal (minimum 1 die).

An embryonic creature with spellcasting or spell-like abilities has its caster level reduced to 1/4 normal (rounding down), and it retains only 1/4 of its normal spell-like abilities (rounding down), retaining the lowest-level abilities in preference to its higher-level abilities. If a spell-like ability has an obvious lower-level analogue, replace that ability with its lower-level equivalent. If abilities are equivalent in level, select randomly. At the GM's option, embryonic creatures of the same type may all share the same spell-like abilities.

Attach (Ex): As a full-round action, an embryonic creatures can make a melee touch attack to <u>attach</u> itself to a creature like a stirge. In addition, if it is attached to a creature at the end of its turn, the target is affected as <u>memory lapse</u>. On a failed save, the target not only forgets that the embryonic creature attached itself to him, but he also becomes unable to perceive the creature as long as it remains attached to him.

Neural Implant (Ex): Once attached, an embryonic creature taps into the central nervous system of its target. It can read the targets thoughts continuously, as <u>detect thoughts</u>, with no saving throw allowed. It also deals 1 point of damage to the target's Intelligence, Wisdom, or Charisma (choose randomly) every 24 hours; however, as long as the target is able to heal naturally this damage is healed as it occurs and has no immediate game effect. However, the constant gnawing away at the target's psyche makes the target mentally unstable, resulting in a -2 penalty to saving throws against emotion and fear effects, as well as effects that cause the target to become confused, dazed, feebleminded, or insane.

An embryonic creature can explant itself as a move action, or if it is helpless or dead it can be removed without injury with a DC 20 Heal check taking 1 hour. If the embryonic creature is killed while attached, the creature into which it is implanted takes 2 points of damage to its Intelligence, Wisdom, and Charisma due to the psychic shock. If the Heal check to remove it safely is failed, the target takes the same ability damage with each failed check.

Abilities: Str -16 (minimum 1), Con -4, Int -4, Wis -4, Cha -4. Skills: An embryonic creature has the same class skills as the base creature, though its skill ranks should be recalculated to reflect its lower hit points and Intelligence.

Feats: An embryonic creature retains any racial bonus feats and its feat choices typically mirror an adult of its species, though with fewer overall feats due to its reduced Hit Dice. Embryonic creatures gain Weapon Finesse as a bonus feat.

Special Qualities: An embryonic creature gains the following special quality:

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Undetectable Parasite (Su): While attached, an embryonic creature benefits from a continuous <u>nondetection</u> effect. If the embryonic creature lacks a caster level, a DC 15 caster level check penetrates this detection.

Sample Embryonic Creatures

Embryonic aboleth

XP 800

CE Tiny aberration [mythos] Init +5; Senses darkvision 60 ft.; Perception +9

Defense

AC 18, touch 13, flat-footed 15 (+5 natural, +1 Dex, +2 size) hp 25 (3d8+12) Fort +5, Ref +2, Will +4

OFFENSE

Speed 5 ft., burrow 5 ft., swim 30 ft.
Melee 4 tentacles +6 (1 plus slime)
Space/Reach 2-1/2 ft./0 ft.
Special Attacks attach, neural implant
Spell-Like Abilities (CL 4th, concentration +7) At will—hypnotic pattern (DC 15), major image (DC 16)

STATISTICS

Str 4, Dex 12, Con 19, Int 11, Wis 13, Cha 13 Base Atk +2; CMB -4; CMD 5 (can't be tripped) Feats Improved Initiative, Weapon Finesse^B, Weapon Focus

(tentacle)

Skills Bluff +7, Intimidate +7, Perception +7, Swim +9^o Languages Aboleth SQ undetectable parasite

SPECIAL ABILITIES

Mucus Cloud (Ex) This ability functions as an adult aboleth (DC 15 Fortitude negates), but it fills only the embryonic aboleth's own square, not adjacent squares.

Slime (Ex) This ability functions as an adult aboleth (DC 15 Fortitude negates).

Embryonic intellect devourer

XP 1200

CR 3

CR

13

CE Diminutive aberration [mythos] Init +10; Senses blindsight 60 ft.; Perception +12

Defense

AC 22, touch 20, flat-footed 16 (+2 natural, +6 Dex, +4 size) hp 22 (3d8+9) Fort +4, Ref +7, Will +3 DR 5/adamantine and magic; Immune fire, mind-affecting effects; Resist cold 10, electricity 10, sonic 10; SR 13 Weaknesses vulnerability to *protection from evil*

OFFENSE

Speed 20 ft., burrow 5 ft. **Melee** 4 claws +7 (1) **Space/Reach** 2-1/2 ft./0 ft.

Special Attacks attach, body thief, neural implant, sneak attack +1d6

Spell-Like Abilities (CL 2nd, concentration +5) At will—lesser confusion (DC 12), daze monster (DC 13)

STATISTICS

Str 1, Dex 23, Con 17, Int 12, Wis 6, Cha 13

Base Atk +2; CMB -7; CMD 9 (13 vs. trip) Feats Improved Initiative, Iron Will, Weapon Finesse^B Skills Bluff +15, Knowledge (local) +6, Perception +12, Sense Motive +4, Stealth +30, Use Magic Device +7

Languages Undercommon (cannot speak); telepathy 100 ft. SQ undetectable parasite

SPECIAL ABILITIES

Body Thief (Su) This ability functions as an adult intellect devourer.

Embryonic neh-thalggu

XP 1,200 CE Tiny aberration

Init +7; Senses darkvision 60 ft.; Perception +10

Defense

AC 16, touch 16, flat-footed 13 (+3 Dex, +1 insight, +2 size) **hp** 34 (4d8+16)

Fort +3, Ref +5, Will +5

DR 5/magic; Immune confusion effects; SR 9

OFFENSE

Speed 5 ft., burrow 5 ft., fly 20 ft. (perfect) Melee 2 claws +8 (1d2-1), bite +8 (1d3-1 plus poison) Special Attacks attach, neural implant, poison, rend (2 claws, 2d2-2)

Sorcerer Spells Known (CL 1st; concentration +3) 1st (4/day)-color spray (DC 12), shield 0 (at will)—acid splash, dancing lights, detect magic, mage hand

STATISTICS

Str 8, Dex 16, Con 19, Int 15, Wis 14, Cha 13

Base Atk +3; CMB +0; CMD 13 (can't be tripped)

- Feats Arcane Strike, Eschew Materials^B, Improved Initiative, Weapon Finesse^B
- Skills Fly +20, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +8, Perception +10, Sense Motive +7, Spellcraft +8, Stealth +16, Use Magic Device +8

Languages Aklo, Common

SQ brain collection, undetectable parasite

SPECIAL ABILITIES

Brain Collection (Ex) As an adult neh-thalggu; however, upon maturing an embryonic neh-thalggu has only a single brain pod, drawn from its original host. Hence, it must bud a new brain pod for each brain it consumes; this takes 1d4 rounds and the neh-thalggu is staggered during this time. An embryonic neh-thalggu does not suffer negative levels for having less than seven stored brains, nor does consuming brains grant it additional hit dice or spellcasting ability (though it can access

information that a consumed brain formerly possessed, at the GM's discretion) until it reaches its next stage of maturity.

CR₇

Poison (Ex) Bite; save Fort DC 15; frequency 1/round for 6 rounds; effect 1 Strength damage and staggered; cure 2 consecutive saves.

Strange Knowledge (Ex) As an adult neh-thalggu.

EMBRYONIC SHOGGOTH

XP 3,200

CE Tiny ooze (aquatic) [mythos]

Init +11; Senses all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +12

DEFENSE

AC 28, touch 19, flat-footed 21 (+9 natural, +7 Dex, +2 size) hp 92 (8d8+56) Fort +11, Ref +9, Will +11

DR 5/-; Immune blindness, charm effects, cold, deafness, ooze traits, sonic; Resist acid 10, electricity 10, fire 10; SR 20

OFFENSE

CR 4

Speed 25 ft., burrow 5 ft., climb 15 ft., swim 25 ft. Melee 4 slams +15 (1d6+7 plus grab) Space/Reach 2-1/2 ft./5 ft.

Special Attacks attach, constrict (1d6+7), engulf (1d8+15 bludgeoning damage plus 2d6 acid damage, AC 17, hp 9),

maddening cacophony, neural implant, trample (2d6+10, DC 20)

STATISTICS

Str 24, Dex 24, Con 25, Int 1, Wis 18, Cha 9 Base Atk +6; CMB +11 (+15 grapple); CMD 28 (can't be tripped) Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse^B Skills Climb +14, Perception +12, Swim +14 Languages Aklo SQ amphibious, undetectable parasite

SPECIAL ABILITIES

- Engulf (Ex) An embryonic shoggoth can use this ability on a creature up to Small if it begins its turn grappling that creature. It can use this ability while trampling only against Diminutive or Fine creatures.
- Maddening Cacophony (Su) This ability functions as an adult shoggoth (DC 13 Will negates), but it affects only 1 15-foot radius.

ADVENTURE PATH PLUG-IN

Aultic Aryptomancia

BY JASON NELSON

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