Weekly Wonders





Alex Riggs, Joshua Zaback



Necromancers of the Northwest



Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Introduction

The eldritch, the strange, and the weird are often relegated to the domains of villains and NPCs in fantasy, with the good guys being the ones who stand in the way of the dark things that remain just beyond our perception, which we can never truly understand. But sometimes, it can be fun to take on the mantle of the otherworldly, and to embrace the alien terrors of the cosmos. Each installment of Weekly Wonders: Eldritch Archetypes contains five archetypes for eldritch characters—those that are weird, alien, and otherworldly, who don't fit in with normal society—as well as a cleric domain devoted to a specific mythos entity or race.

For this book, we focus on the Great Old One Shub-Niggurath, also known as The Black Goat of the Woods, and the Black Goat with a Thousand Young. Shub-Niggurath is a sort of fertility deity devoted to the creation of horrible abominations. Typically, Shub-Niggurath births creatures from her horrible form, which resembles an amorphous but tentacled mass with a large number of goat legs, with her twisted young spreading disaster throughout the world. She is famed for breeding with other horrible mythos monsters, such as Hastur, in order to create other ever more terrible young.

The following archetypes all attempt to pay homage to this horrible deity of creation, with abilities that twist and warp summoned creatures, alter close animal companions, allow the conjuring or creation of aberrations, and the transformation of the body into something that would make Shub-Niggurath proud.

New Archetypes

The following archetypes are presented in alphabetical order.

Shub-Niggurath Bloodline (Bloodrager)

You are descended from Shub-Niggurath herself or from one of her young, and her tainted blood runs through you.

Bonus Feats: Cleave, Combat Reflexes, Fleet, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Toughness.

Bonus Spells: *summon monster II (7th), summon swarm* (10th), *summon monster IV (13th), black tentacles* (16th).

Bloodline Powers: While bloodraging, you take on some of the aspects of Shub-Niggurath herself.

Tentacles (Ex): You were born with a prehensile tentacle. You gain a secondary tentacle natural attack that deals 1d4 points of damage for a Medium creature. When in a bloodrage, you can choose to sacrifice a number of rounds of bloodrage. For every 4 rounds of bloodrage you sacrifice in this way, you gain an additional secondary natural tentacle attack for the duration of the bloodrage. At 1st level, you can gain only one additional tentacle attack in this way. When your base attack bonus reaches +6, you can gain up to 2 tentacle attacks in this way; when your base attack bonus reaches +11, you can gain up to 3 tentacle attacks in this way; and when your base attack bonus reaches +16, you can gain 3 tentacle attacks.

Amorphous Form (Ex): At 4th level, your form becomes cloudy and amorphous. You can squeeze through spaces of any size that are not watertight. Additionally, while in a bloodrage, you have a 25% chance of being immune to any critical hit or precision-based damage. At 10th level, this chance increases to 50%, and at 20th level, you become immune to critical hits.

Black Goat (Ex): At 8th level, your body takes on goatlike characteristic, which many find attractive. You gain a +2 bonus on Charisma-based skill checks. This bonus applies even when you are not bloodraging. Additionally, when you enter a bloodrage, you may choose to have any of the morale bonus your bloodrage would grant to your Strength and Constitution scores be granted to your Charisma score, instead (this replaces the bonus to both Strength and Constitution).

Puckered Maws (Su): At 12th level, your body becomes covered in invisible puckering mouths, which latch on to your foes while grappling to deal attaditonal damage. Whenever you begin a round in a grapple, the mouths deal 1d6 + your Charisma modifier points of damage to all creatures you are grappling or which are grappled by you. While you are in a bloodrage, the damage is increased to 2d6 + your Charisma modifier.

Shared Frenzy (Su): At 16th level creature, whenever you summon a creature with a spell of the summoning subschool, that summoned creature gains the benefits of your bloodrage for the duration of the time it is summoned.

Flesh Infestation (Su): At 20th level, as a standard action, you can make a melee touch attack, which, if successful, causes the target to become infested with Shub-Niggurath's dark seed unless he succeeds on a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier). If he fails, he immediately suffers 1d4 points of Constitution damage. He must continue to save or suffer Constitution damage each round until he either succeeds on two consecutive saving throws or dies. If he dies in this way, his corpse is ripped open from the inside by a dark young of Shub-Niggurath^{AP46}, which serves you loyally for one minute before departing on its own unknowable ends. A creature that succeeds on its initial saving throw is immune to this ability for 24 hours. You can use this ability 3 times per day.

Order of the Black Goat (Cavalier)

The cavaliers of the order of the Black Goat are devoted to the Black Goat of the Woods with a Thousand Young, and are dedicated to the perfection of life through the fusion of various elements. They serve their otherworldly goddess by perpetuating the joining of various species to create ever more powerful progeny and are gifted with supernatural power for their mounts, which develop monstrous characteristics, suiting the divine vision of Shub-Niggurath.

Edicts: The cavalier must strive to spread the creation of new and more diverse life wherever he can, encouraging members of different races and species to breed. He must protect and guard new life until it is strong enough to survive on its own, sheltering children and mothers, protecting them above all others. He must himself seek to conceive a child with diverse partners.

Challenge: Whenever an order of the black goat cavalier challenges a creature, his mount also gains the benefits of that challenge. He also gains a +1 bonus on Handle Animal and Ride checks made to control his mount while in combat with the target of his challenge. This bonus goes up by +1 for every 4 levels above 1st, to a maximum of +5 at 17th level.

Skills: An order of the black goat cavalier adds Knowledge (dungeonieering) and Knowledge (nature) to his list of class skills. Additionally, whenever he uses a Knowledge skill to identify a monster, he adds half his cavalier level (minimum 1) to the check.

Order Abilities: A cavalier belonging to the order of the black goat gains the following abilities as he increases in level.

One Mind: At 2nd level, the cavalier of the order of the black goat's mind is bound to his mount by the alien influence of Shub-Niggurath, allowing him to issue commands to his mount using Handle Animal as a free action. Additionally, whenever the cavalier's mount would make a Will save, it uses the cavalier's base save bonus or its own, whichever is higher. Further, whenever the cavalier fails a Will save, he may choose to have the effect target his mount instead. If he does, his mount is treated as being a valid target for the effect if the cavalier would have been (for example, the mount can be affected by *charm person*). Finally, the cavalier's mount gains an Intelligence of 6 and the ability to speak Aklo.

Monstrous Form: At 8th level, the cavalier can call upon Shub-Niggurath to bless his mount with an alien and wild form befitting one of her children. The mount gains a +2 bonus to Strength and Constitution and gains one of the following monstrous features.

Tentacles (Ex): The mount gains 2 tentacle secondary natural attacks and the grab special attack whenever it hits with one of its tentacles.

Extra Eyes (Ex): The mount grows a number of extra eyes all over its body, which have enhanced sensory power. The mount gains all-around vision, making it impossible to flank, and gains low-light vision and darkvision. If the mount already had low-light vision or darkvision the range of that ability is doubled, instead.

Wings (Ex): The mount grows a pair of wings that allow it to fly with a speed of 20 feet (clumsy maneuverability).

Improved Monstrous Mount: At 15th level, the cavalier is able to extend the power of Shub-Niggurath's dark blessings to further empower his mount, granting it additional abilities, based on the type of mutation it gained when he gained the monstrous form special ability.

Tentacles (Ex): The mount gains the constrict special attack, which deals damage equal to its tentacle attack damage + 1/2 the mount's Strength modifier.

Extra Eyes (Ex): The mount can see invisible creatures as though with the spell *see invisibility*.

Wings (Ex): The mount gains 2 secondary wing attacks, which deal damage based on its size. Additionally, its fly speed improves to equal its land speed.

Alternatively, the cavalier can choose to have his mount gain a second ability from the list of monstrous features under the monstrous form ability.

Gof'nn Hupadgh (Druid)

As worshipers of Shub-Niggurath, these dark druids aspire to be the greatest of her servants, both embodying her dark commandments to create and explore and to join in her dark embrace, becoming ever closer to their great goddess. The title gof'nn hupadgh means favored one, and it is bestowed upon those who have encountered the goddess, been devoured, rebirthed, and remade as hers. Those who strive for this blessing and strive to pervert and alter nature to give form to Shub-Niggurath's vision.

Monstrous Empathy (Ex): The gof'nn hupadgh may make Knowledge skill checks to learn about creatures of the aberration, magical beast, ooze, and outsider types untrained and achieve a result higher than 10. Additionally, the gof'nn hupadgh can make a special check to influence the attitudes of such creatures. She adds her druid level and her Wisdom modifier on this check, with a DC equal to 10 + the creature's CR. If the check is successful, the creature's attitude is improved by 2 steps. The creature can further be influenced with the Diplomacy skill.



This ability replaces the wild empathy class feature.

Follower of the Black Goat: A gof'nn hupadgh does not receive an animal companion or worship nature in the rational sense. A gof'nn hupadgh gains the Shub-Niggurath cleric domain at 1st level and treats her druid level as her effective cleric level for determining the effects of the domain.

This ability replaces the nature's bond class feature.

Corrupted Summoning: Whenever the gof'nn hupadgh casts a *summon nature's ally* spell instead of choosing form the normal list of creatures available for the spell, she must choose one of the following creatures to summon.

Summon nature's ally I: grindylow^{B2}, sagari^{B3}, stirge, xtabay^{B2}

Summon nature's ally II: akata^{B2}, boilborn^{B4}, dossenus^{B4}, fleshdreg^{B4}

Summon nature's ally III: choker, fungus leshy^{B3}, yellow musk creeper

Summon nature's ally IV: cerebric fungus^{B3}, fungal crawler^{B2}, grick^{B2}, otyugh, tentamort^{B2}

Summon nature's ally V: ascomoid^{B3}, brethedan^{B4}, elder thing^{B4}, gibbering mouther, mi-go^{B4}, tendriculos^{B2}

Summon nature's ally VI: halsora^{B4}, hangman tree^{B2}, moonflower^{B2}, treant

Summon nature's ally VII: irnakurse^{B4}, ghonhatine^{B4}, gug^{B2}

Summon nature's ally VIII: moon-beast^{B3}, jinmenju^{B4}, roper

Summon nature's ally IX: alrune^{B3}, froghemoth

This ability modifies the spontaneous casting class feature.

Form of the Servant (Su): At 4th level, the gof'nn hupadgh gains the wild shape ability as normal, except that when she transforms, she appears obviously deformed and corrupted, covered in randomly arranged sightless eyes and tiny gaping mouths. While transformed, the gof'nn hupadgh does not receive a bonus on Disguise checks made to appear as the type of creature whose shape she assumes, and she suffers a -2 penalty on all Charisma-based skill checks while in the chosen form. However, because of the influence of Shub-Niggurath, the gof'nn hupadgh can speak while in the assumed form, though she may not cast spells unless she has the Natural Spell feat.

This ability modifies the wild shape class feature.

Create Dark Young (Su): At 13th level, a gof'nn hupadgh is able to use Shub-Niggurath's life-giving power to twist and morph a tree into one of Shub-Niggurath's dark young. Whenever the gof'nn hupadgh uses the *awaken* spell to awaken a tree, she may choose to have the tree become a dark young of Shub-Niggurath. The dark young created in this way is normally not hostile to the Shub-Niggurath, but there is a 5% chance that the newly created dark young might attack the gof'nn hupadgh and her allies. While dark young created in this way are not normally obligated to follow the gof'nn hupadgh's commands, she gains a bonus on Bluff, Diplomacy, and Intimidate checks made to interact with the creature.

This ability replaces the a thousand faces class feature.

Gof'nn Hupadgh (Ex): At 15th level, the gof'nn hupadgh is blessed by Shub-Niggurath in a twisted ritual in which the being appears to the gof'nn hupadgh and devours her, then expells her from her amorphous form, forever changed. As a result of this process, the gof'nn hupadgh takes on goatlike characteristics, including horns and goat legs, and also grows large fang-like teeth. The gof'nn hupadgh ceases to age from that point onward, suffering no penalties to her ability scores and accruing no benefits from increase in her age, and becoming immune to magical aging effects. Additionally, the gof'nn hupadgh never dies as a result of old age, though she may still be killed by other means. Finally, a gof'nn hupadgh who undergoes this ritual is forever blessed with charm, granting her a +4 bonus on all Charisma-based skill checks.

This ability replaces the timeless body class feature.

Channeler of Shub-Niggurath (Kineticist)

These kineticists draw their elemental power directly from Shub-Niggurath's other-dimensional form, and their energies always carry a disgusting organic component, dripping with hazy ooze or encrusted with tiny chitinous shells. Taking the energies of Shub-Niggurath into themselves, they can internalize burn as tiny spawn of their divine mistress, allowing them to bring horrors into the world to alleviate the stresses of their powers.

Gather Power (Ex): At 1st level, the channeler of Shub-Niggurath gains the gather power ability as normal, except as follows. If she suffers damage, she may choose to bring a horror into existence instead of making a concentration check to avoid suffering burn. The horror summoned by this ability varies, depending on the channeler of Shub-Niggurath's level. At levels 1-5, the horror is a lemure; at levels 6-10, the horror is a xill; at levels 11-15, the horror is a treant; at levels 16-20, the horror is a dark young of Shub-Niggurath^{AP46}. Creatures summoned in this way are hostile to the channeler of Shub-Niggurath and her allies, as well as to the enemies of the channeler of Shub-Niggurath.

Power of Shub-Niggurath (Ex): As the channeler of Shub-Niggurath continues to accept burn and fill herself with Shub-Niggurath's glory, she takes on a number of powerful monstrous abilities, including gaining a more terrible form. At 3rd level, for every point of burn the channeler of Shub-Niggurath gains, she gains +1 natural armor bonus to AC and a number of temporary hit points equal to her class level. These temporary hit points lasts so long as the burn persists, or until they are depleted. As she gains more and more burn, the benefits of Shub-Niggurath's transformative powers greatly increase, allowing her to become ever more terrible. When she has at least 3 points of burn, she gains a +2 size bonus to the ability score of her choice, and also gains her choice of either two primary claw attacks which deal 1d4 points of damage for a Medium creature (1d3 points of damage for a Small creature), or four secondary tentacle attacks which deal 1d3 points of damage for a Medium creature (1d2 points of damage for a Small creature). These natural attacks also deal an amount of additional damage equal to the amount of burn the channeler of Shub-Niggurath has accepted. When the channeler has received 6 or more points of burn, she becomes immune to critical hits and precision-based damage, and her natural attacks deal damage as though she were 2 size categories larger than she actually is. If she has at least 9 points of burn, she gains regeneration 5, which can be stopped by fire or acid damage.

This ability replaces the elemental overflow class feature.

Dark Conjuring (Ex): At 6th level, the channeler of Shub-Niggurath can expel the essence of her dark mistress in order to create a number of terrible creatures and alleviate her burn. As a full-round action that provokes attacks of opportunity, the channeler of Shub-Niggurath can choose to immediately heal herself of all burn in order to summon a number of creatures equal to the amount of burn she had accepted. The creatures summoned in this way can be any creature of the aberration type, so long as the total combined CRs of the summoned is less than or equal to the channeler of Shub-Niggurath's level. Creatures summoned in this way are not beholden to the channeler of Shub-Niggurath, and always attack the nearest living creature.

This ability replaces the internal buffer class feature.

Warstitcher of Shub-Niggurath (Warpriest)

The warstitchers of Shub-Niggurath are mortal priests of the fertility goddess who use the overwhelming power of raw life that stems from Shub-Niggurath to fuel their powers heal the wounded and augment the living into monstrous children befitting her glorious majesty. They all possess the ability to cure wounds and corrupt and twist the flesh but lose out on some divine spell casting power.

Blessing of Shub-Niggurath (Su): A warstitcher of Shub-Niggurath receives power from the dark goddess, and may choose a blessing from one of the following domains: animal, chaos, evil, plant, or void. He also gains the following blessing, unique to followers of Shub-Niggurath:

Twisted Creations (Su): Any creature that the warstitcher of Shub-Niggurath summons gains 1d6 temporary hit points for every 2 warpriest levels he possesses (minimum 1d6), and summoned creatures have their duration extended by 1d4 rounds.

Birth Dark Beast (Su): A warstitcher of Shub-Niggurath can summon forth terrible twisted abominations from Shub-Niggurath herself. As a full-round action,

the warstitcher of Shub-Niggurath can summon any one aberration with a CR less than his class level. The aberration summoned in this way counts as a summoned creature for the twisted creation blessing power. The summoned aberration obeys the warstitcher of Shub-Niggurath's telepathic commands and remains for 1 minute. He can use this ability once per day at 10th level, plus an additional time per day at 15th and 20th levels.

This ability modifies the blessings class feature.

Fervor (Ex): At 2nd level the warstitcher of Shub-Niggurath gains the fervor ability as normal, except as follows. His fervor ability always restores hit points to both living and undead creatures, instead of being determined by his alignment. Additionally, he can use fervor to cause protective pustules to form on healthy characters, granting a character with full hit points a number of temporary hit points equal to the number of hit points he could heal with the fervor ability. A character with temporary hit points gained in this way cannot gain additional temporary hit points from the warstitcher of Shub-Niggurath. These temporary hit points last for 1 hour, or until lost. A warstitcher of Shub-Niggurath cannot use fervor to cast spells on himself as a swift action.

This ability modifies the fervor class feature.

Aspect of the Black Goat (Su): At 20th level, the warstitcher of Shub-Niggurath can assume the terrible form of one of Shub-Niggurath's bizarre creations and gain additional combat skills. This function like the spell *plant shape III*, except that the warstitcher of Shub-Niggurath also treats his class level as his base attack bonus and any natural attack the assumed form possesses bypasses damage reduction of any kind. Finally, the saving throw DCs for any special attack possessed by the assumed form is equal to 10 + 1/2 the warstitcher of Shub-Niggurath's Wisdom modifier.

This ability replaces the aspect of war class feature.

New Cleric Domain

The following domain is available to any character that chooses to devote herself to Shub-Niggurath. Such characters can choose animal, chaos, evil, plant, or void as their other domain. Shub-Niggurath's favored weapon is a dagger.

Shub-Niggurath

Those who worship Shub-Niggurath are obsessed with uncontrolled life and explosive evolution. They seek to perpetuate the creation of new and ever more powerful beings. They use powers granted by The Black Goat of the Woods to advance their dark goddess' horrible agenda.

Granted Powers: You can create and spawn horrible monsters in Shub-Niggurath's dark name.



Flesh Monster (Sp): You can pull off pieces of your flesh and form them into terrible servants with a semblance of life that last for a short time. As a standard action, you can pull off a piece of flesh and transform it into a creature of your choice, as with the spell summon monster I, except that the summoned creature gains an additional secondary tentacle natural attack which does damage based on the creature's size. The creature obeys your telepathic commands. At 3rd level, and every 2 levels thereafter, the summon monster spell increases in power. At 3rd level, it functions as summon monster II; at 5th level, it functions as summon monster III; at 7th level, it functions as summon monster IV; at 9th level, it functions as summon monster V; at 11th level, it functions like summon monster VI; at 13th level, it functions like summon monster VII; at 15th level, it functions like summon monster VIII; and at 17th level, it functions like summon monster IX. The summoned creature lasts for a number of rounds equal to your Wisdom modifier. You may use this ability once per day, plus an additional time per day for every 5 cleric levels you possess.

Dark Young (Su): At 8th level, any creature you summon, including creatures created by your flesh monster ability, gain an additional secondary tentacle natural attack which deals damage based on its size. Additionally, any creature you sire or give birth to gains 2 tentacle attacks, and its Intelligence, Wisdom, and Charisma scores are set to 6. Any creature spawned in this way is influenced by Shub-Niggurath and may act in ways outside of its typical manner.

Domain Spells: 1st—mount, 2nd—summon swarm, 3rd vermin shape I, 4th—black tentacles, 5th—awaken, 6th—live oak, 7th—creeping doom, 8th—polymorph any object, 9th summon elder worm^{UM} Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Caceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Bastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'i, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyrig, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn,

based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaving Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Tavlor.

and Russ Taylor. Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer. Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg

Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Weekly Wonders: Eldritch Archetypes Volume I - Archetypes of Shub Niggurath Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Weekly Wonders

78 Face Only the Mother of a Thousand Goung Could Lovel

The eldritch, the strange, and the weird are often relegated to the domains of villains and NPCs in fantasy, with the good guys being the ones who stand in the way of the dark things that remain just beyond our perception, which we can never truly understand. But sometimes, it can be fun to take on the mantle of the otherworldly, and to embrace the alien terrors of the cosmos. Each installment of Weekly Wonders: Eldritch Archetypes contains five archetypes for eldritch characters Ichose that are weird, alien, and otherworldly, who don't fit in with normal societylks well as a clerie domain devoted to a specific mythos entity or race.

For this book, we focus on the Great Old One Shub–Niggurath, also known as The Black Goat of the Woods, and the Black Goat with a Thousand Young. Whether or not they reference this mythos deity directly, each archetype builds on themes closely associated with it, including physical mutatelons, fertility, and spawning horrible monstrosities. The Shub–Niggurath bloodrager bloodline grants tentacles and sucking maws while bloodraging, and ultimately allows you to infest fees with Shub–Niggurath's hateful seed. The order of the black goat is a cavalier order devoted to Shub–Niggurath, whose mounts become twisted and warped by the eldritch entity's power, and who share a mind with these corrupted steeds. The goffan hupadgh are druids dedicated to the service of Shub–Niggurath, who can conjure her unnatural young to their sides, and even create dark young. The channeler of Shub–Niggurath is a kineticist archetype that draws on the strange, life–giving essence of Shub–Niggurath to empower their channeling, and the warstitcher of Shub–Niggurath is a warpriest archetype for those blessed by the black goat, which can cause protective puscules to grow with her fervor, and can conjure twisted aberrations to add her. Finally, the Shub–Niggurath cleric domain focuses on using one's own flesh to conjure hideous and tentacled monstrosities.

Whether you're about to embark on a campaign of eldritch horror (such as the official Daizo adventure path dealing with strange and alien entities), or you just want an excuse to play a servant of the unknowable and uncaring cosmic entities of the Gthulhu mythos, this book has lots of tantalizing options to offer. Given GMs can get in on the fun, as several of the archetypes here are perfect for insane cultist NPCs as well, and can make for exciting and memorable encounters.



Necromancers of the Northwest

