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.

This particular installment focuses on the most iconic entity in all of weird fiction, Great Cthulhu himself. Ancient and terrible, described at length in *The Call of Cthulhu*, this alien entity came to our planet from beyond the stars eons ago, and famously lies dormant, having transcended death, but forced to wait until the stars are right before he can awaken. His malevolence is so great it can be felt from across the globe, by those who are sensitive to it. The archetypes in this book, whether they reference Cthulhu directly or not, all share themes and elements of Cthulhu and from the short story in which he starred, including reliance on the right alignment of the stars, the ability to access and influence the dreams of others, and a peculiar focus on the crafting of idols and other representations of Great Cthulhu and similar creatures.

New Archetypes

The following archetypes are presented in alphabetical order.

Dream Warrior (Fighter)

Not all battles are fought on physical planes, and dream warriors are among those martial warriors who devote themselves to being able combatants in both this realm and the astral realm. Often a fighter becomes a dream warrior after a traumatic psychic event, such as receiving dreams and visions from Great Cthulhu. Whether they fight against such cosmic horrors or instead throw in their lot behind them, dream warriors are deadly foes in any arena. This archetype makes heavy use of mindscapes and the dimension of dreams. For more information on these topics, see *Pathfinder Roleplaying Game: Occult Adventures*.

Star-Aligned (Su): Beginning at 2nd level, a dream warrior's fate and strength are tied to the stars, and he is stronger when the stars are aligned in the proper positions. When the dream warrior gains this class feature, he must choose a single hour of the day and a single day of the week. Once these choices are made, they can never be changed. The dream warrior gains a +1 circumstance bonus on attack rolls, damage rolls, ability checks, skill checks, and saving throws as long as it is either his chosen hour or chosen day. When it is both the chosen hour and the chosen day, this bonus increases to +2.

This ability replaces the bonus feat gained at 2nd level.

Stout Mind (Ex): Starting at 2nd level, a dream warrior gains a +1 bonus on Will saves against confusion effects and fear, as well as all saving throws made in a mindscape or dreamscape,

or to resist the effects of spells or abilities utilizing mindscapes and dreamscapes (such as *microcosm*^{OA}). This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces the bravery class feature.

Dream Warrior (Su): Beginning at 12th level, a dream warrior learns to enter the world of dreams, but only when the stars are right. During any time that the dream warrior is currently gaining a circumstance bonus from his star-aligned class feature, he can cast either *dream* or *nightmare* as spell-like abilities. His caster level is equal to his fighter level, and the saving throw DC uses the highest of his Intelligence, Wisdom, or Charisma modifiers. The dream warrior can use this ability once per day.

Additionally, whenever the dream warrior is in a mindscape or dreamscape, he gains a +4 enhancement bonus to his Strength, Dexterity, and Constitution scores. The dream warrior also automatically realizes whenever he is in a dreamscape or mindscape, regardless of whether it is veiled or overt (he does not necessarily learn the knowledge needed to leave the mindscape, however).

This ability replaces the bonus feat gained at 12th level.

Lie Eternal (Su): Beginning at 19th level, whenever the dream warrior dies, he may choose to seek refuge in a mindscape of his own creation. If he does, he creates a mindscape, as the spell greater create mindscape^{OA}, except that no other creatures are brought into the mindscape, and the duration is equal to 1 year per fighter level the dream warrior possesses. The dream warrior's mind manifests in the dreamscape separately from his body, and is able to act normally within the mindscape, while his body remains cold and lifeless. The dream warrior is unable to leave the mindscape. If another creature enters the mindscape, it can use magic such as raise dead to restore the dream warrior's body to life, which ends the effect and causes the dream warrior's body to reappear in the Material Plane at either the location where he was slain or the location the creature that returned him to life was in when that creature entered the mindscape (the dream warrior chooses which). Creatures in the mindscape can alternatively take the dream warrior's body with them when they leave, in which case it reappears in their possession when they return to the Material Plane.

For each year that the dream warrior remains in this dreamscape, he must succeed on a Will save (DC 25) or suffer 1d3 points of Wisdom drain, and gain a permanent madness.

This ability replaces the armor mastery class feature.

Eldritch Investigator (Inquisitor)

Most inquisitors hunt down and destroy all things monstrous, including strange and aberrant foes. Eldritch investigators are no exception, but they themselves bear a certain taint of the unnatural which they carry with them, and which may eventually cause them to stray from their righteous path.

Strange Sight (Sp): Beginning at 2nd level, an eldritch investigator gains the ability to easily sense strange and

otherworldly creatures and forces. She can cast *detect aberration*^{APG} and *detect psychic significance*^{OA} as spell-like abilities at will.

This ability replaces the detect alignment class feature.

Starbound Judgment (Ex): Beginning at 3rd level, an eldritch investigator's fortunes are tied to the stars. She must select a single hour of the day, and a single day of the week. Whenever she uses her judgment class feature on the chosen day of the week, she may select one more judgment than she otherwise would. During the chosen hour of the day, she gains a +1 competence bonus on attack and damage rolls.

This ability replaces the solo tactics class feature.

Eldritch Defenses (Ex): At 3rd level, an eldritch investigator taps into her own otherworldly nature to defend herself against the creatures she interacts with. She gains DR 1/ magic and lawful, spell resistance equal to 5 + her inquisitor level, and a +1 bonus on saving throws made to resist mind-affecting effects. At 6th level, and every three levels thereafter, her damage reduction and the bonus to saving throws increases by +1.

This ability replaces the bonus teamwork feats gained at 3rd, 6th, 9th, 12th, 15th, and 18th levels.

Dream Reader (Sp): At 5th level, an eldritch investigator learns to read the dreams of other creatures. She can cast *detect anxieties*^{UI} and *detect desires*^{UI} as spell-like abilities, using her inquisitor level as her class level, and her Wisdom modifier to determine the saving throw DC. She can use this ability a number of times per day equal to 1/2 her class level. At 10th level, she can expend two uses of this ability to cast *dream scan*^{OA} as a spell-like ability. At 15th level, she can expend two uses of this ability to cast *dream* or *nightmare* as spell-like abilities.

This ability replaces the discern lies class feature.

Seer of Strange Aeons (Occultist)

While there are many great benefits to being as in tune with mystical energies and the secret psychic potential locked away in mundane objects as occultists often are, there are also certain drawbacks, such as being more receptive to the psychic influences of otherworldly entities, such as the Great Cthulhu. Some occultists, whose minds have been touched by otherworldly forces, find their fortunes dictated by cold and uncaring stars above, and their dreams haunted by strange psychic phenomena. Known in some circles as seers of strange aeons for the alien visions they receive, these occultists have access to powerful secrets, although not always when they need it.

Focus Idol (Su): At 4th level, a seer of strange aeons learns how to store some of his mental energy in an idol or fetish, allowing him to recover that mental focus later. The seer of strange aeons must choose a specific object to serve as his focus idol, and many choose depictions of strange and dark alien entities. By meditating on the idol for one minute, during which time he must remain in contact with it, he can store a single point of mental focus in the idol. At a later time, he can meditate on the idol in a similar fashion in order to withdraw the stored point of mental focus. This can allow him to have more points of mental focus at a given time than his usual maximum.

At 12th level, the idol can store up to two points of mental focus, and at 20th level, it can store up to three points of mental focus.

This ability replaces the shift focus class feature.

Guiding Star (Su): At 8th level, a seer of strange aeons identifies a particular star in the night sky that has an undue astrological impact over his own fate and destiny, which is his guiding star. He can always feel the presence of this guiding star, even when he cannot see it, allowing him to easily determine which direction is north by comparing it to the location of his guiding star.

Additionally, the seer of strange aeons must choose a single hour of the day and a single day of the week, which are the times when his star is in a particularly prominent place in the sky. During the chosen hour of the day, the DC of all spells cast by the seer of strange aeons increases by 1. On the chosen day of the week, the seer of strange aeons gains 1 additional point of mental focus, beyond what he would otherwise gain for that day.

This ability replaces the magic circles class feature.

Eldritch Dreams (Su): Beginning at 8th level, a seer of strange aeons begins to have powerful revelatory dreams, which show him strange images of things past and future. Each night, when he rests, he must roll 1d4 and consult the table below to determine what type of dream he experiences. Each entry on the table is described in detail below.

Table 1: Eldritch Dreams

d4	Result
1	Nightmare
2	Alien tongues
3	Sights unseen
4	Whispered thoughts

Alien Tongues: The seer of strange aeons gains knowledge of another language from his dream. If the seer of strange aeons encountered a language he did not know the previous day (whether in written or verbal form), he learns that language temporarily, allowing him to translate whatever he heard or read in that language that day. Additionally, he retains the ability to read, speak, and understand that language after he awakens, until the next time he rests. If the seer of strange aeons encountered multiple languages he is not familiar with, the previous day, he chooses one, whereas if he encountered no languages he wasn't familiar with the previous day, he learns a random language, instead. This ability works on any language that can be learned with Linguistics, as well as secret languages, such as Druidic, but may not function on certain other restricted languages, at the GM's discretion.

Nightmare: The seer of strange aeons is visited by

horrible, sanity-wracking nightmares. He must succeed on a Will save (DC 10 + 1/2 his class level + his Charisma modifier) or suffer 1d3 points of Wisdom damage. For each point of Wisdom damage suffered in this way, he regains 1 fewer points of mental focus than he otherwise would when he awakens for the next day (to a minimum of o points of mental focus).

Sights Unseen: The seer of strange aeons sees in his mind the hidden things that he missed throughout the day. If he encountered an invisible creature or object that day, he dreams a vision wherein he relives every moment he spent within sight of the invisible creature or object, except this time he is able to see it clearly. Regardless of whether or not he encountered an invisible creature or object that day, when he awakens, he gains a bonus on all Perception checks equal to 1/4 his occultist level until the next time he rests, and he can cast *see invisibility* as a spell-like ability once during that day, with a caster level equal to his occultist level. If the use of *see invisibility* has not been spent by the time he next rests, it is wasted.

Whispered Thoughts: The seer of strange aeons hears in his mind the surface thoughts of a creature he encountered that day. The seer of strange aeons determine which creature's thoughts are heard, but the GM determines what time during the day the thoughts are drawn from (which may or may not be from the period of time when the seer of strange aeons was interacting with that creature). The seer of strange aeons experiences up to 1 minute of the creature's thoughts. This ability always focuses on periods of time when thoughts of at least some potential value or importance occurred, although they may not be the ones the seer of strange aeons was hoping for.

The seer of strange aeons can benefit from only one eldritch dream per day, even if he rests multiple times.

This ability replaces the outside contacts class feature.

Deeper Dreams (Su): Beginning at 12th level, whenever the seer of strange aeons rests, he may choose to roll 1d8 and roll on the following table to determine the type of dream he has, rather than the table he normally uses. Each entry on the table is outlined either below, or under the eldritch dreams class feature.

Table 2: Deeper Dreams

d8	Result
1	Dreaded nightmare
2	Nightmare
3	Alien tongues
4	Sights unseen
5	Whispered thoughts
6	Contact entity
7	Dream travel
8	Farsight

Contact Entity: The seer of strange aeons's mind makes contact with a strange and alien entity. This functions as the spell *contact other plane*. Treat the entity that the seer of strange aeons contacts as though it were a greater deity, except that any Intelligence or Charisma decrease caused by the effect lasts for only 24 hours.

Dreaded Nightmare: As the nightmare entry, except that the seer of strange aeons suffers 1d6 points of Wisdom damage on a failed saving throw, and 1d3 points of Wisdom damage even on a successful saving throw.

Dream Travel: The seer of strange aeons sends his consciousness to the dreams of another creature of his choice, who he must have met in person at least once. This otherwise functions as the spell *dream*.

Farsight: The seer of strange aeons gains a vision of a single creature that he has met at least once. This functions as the spell *scrying*, except that the seer of strange aeons sees the creature at some time during the past 24 hours, rather than seeing what the creature is doing in real time. The seer of strange aeons chooses which creature to target, but the GM determines the exact time the vision shows. Visions gained in this way always have some piece of useful or interesting information, if any is available. The target is entitled to a saving throw, with the normal modifiers for *scrying*, but the base DC is 10 + 1/2 the seer of strange aeons's Intelligence modifier.

This ability replaces the binding circles class feature.

Lucid Dreams (Su): Beginning at 16th level, whenever the seer of strange aeons uses his eldritch dreams or deeper dreams class features, he can roll twice and choose which result to use.

This ability replaces the fast circles class feature.

Inhabit Idol (Su): At 20th level, a seer of strange aeons gains a limited ability to cheat death. If the seer of strange aeons dies, his spirit can inhabit a single item in his possession that he is capable of using for his focus idol class feature. This functions similar to *magic jar*, with the idol serving as the jar. The seer of strange aeons gains the ability to see from the idol, to a range of 60 feet, and he can telepathically communicate with creatures within that range. He can remain in this state indefinitely.

If a creature makes physical contact with the idol that is housing the seer of strange aeons's spirit, he can attempt to gain control of their body (also similar to *magic jar*). The DC of the Will save to resist this effect is equal to 1 + 1/2 the seer of strange aeons's occultist level + the seer of strange aeons' Intelligence modifier. The seer of strange aeons can control the body for up to 1 hour per caster level, before he must return to the idol. As with *magic jar*, if the body he is possessing is out of range of the idol at the end of this time, his spirit is lost, and he dies.

This ability does not prevent the seer of strange aeons's body from being resurrected. If he would be successfully returned to life, he can choose to have his spirit immediately leave its current location (either the idol or a possessed creature) and return to his body. Otherwise, he must physically touch his body (either in the idol or in a possessed body) to return his spirit to it. During any time that his body does not possess a spirit, it is alive but comatose, and will eventually starve if not cared for.

This ability replaces the implement mastery class feature.

Cthulhu Mystery (Oracle)

Great Cthulhu is a strange and terrible entity from beyond the stars and before recorded time. Although it is generally accepted that it is not a true deity, its powers are so much greater than that of mortal creatures that it may as well be, and it is no surprise that some oracles find that the divine call that they have answered comes not from a god, as they expected, but from Dread Cthulhu itself. Many take this revelation badly, descending into gibbering madness, but a handful follow Great Cthulhu's path eagerly, unlocking the mysteries of his many eldritch powers.

Class Skills: An oracle with the Cthulhu mystery adds Intimidate, Knowledge (arcana), Knowledge (geography), and Swim to her list of class skills.

Bonus Spells: *bane* (2nd), *darkness* (4th), *water breathing* (6th), *control water* (8th), *nightmare* (10th), *acid fog* (12th), *insanity* (14th), *earthquake* (16th), *overwhelming presence*^{UM} (18th).

Revelations: An oracle with the Cthulhu mystery can choose from any of the following revelations.

Aquatic Adaptation (Su): You are at home in the depths, and can grow webbing in your fingers to make it easier for you to swim. You gain a +4 bonus on Swim checks, and can hold your breath for a number of minutes equal to your Constitution score before you risk suffocation. At 5th level, you gain a swim speed equal to your base land speed. At 10th level, you can hold your breath for a number of hours equal to your Constitution score before you risk suffocation. At 15th level, you are immune to the negative effects of high water pressure. At 20th level, you can breathe water as easily as air.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage for every oracle level you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you had used detect thoughts. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Dream Messenger (Sp): You can send your mind to invade the dreams of others. This functions as the spell dream, except that you must have met and interacted with the chosen creature in person at least once, and the target is entitled to a Will save to resist the effect (they can choose to fail, but know only that someone is attempting to enter their dream, but not who or why). The creature gains modifiers to its saving throw based on your knowledge of and connection to it, as the spell *nightmare*. At 11th level, whenever you successfully deliver a message to a creature in this way, you also get a glimpse of the target's dreams, and may glean useful information from their content. At 15th level, this functions as dream council^{OA}, instead. You can use this ability once per day. You must be 7th level to select this revelation.

Eternal One (Su): You learn that time is simply an illusion, and transcend above petty mortal concerns such as aging and mortality. You are immune to aging effects, and no longer accrue ability score penalties as you increase in age category (although you still gain bonuses to your mental ability scores). Additionally, you gain a +4 bonus on saving throws made to resist ability damage, ability drain, death effects, and negative levels. At 20th level, you become immune to death by old age, and no longer have a maximum age.

Gift of Madness (Su): You tap into the unthinkable void between the stars and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the *confusion* lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Inhabit Idol (Sp): You can send your consciousness to inhabit images of Great Cthulhu, as well as similar underwater monstrosities, such as aboleths and deep ones. This functions as *enter image*^{APG}, except that the range is equal to 100 feet per caster level, and you can transfer your consciousness to objects bearing the images described above, rather than bearing your own image. At 11th level, this functions as *majestic image*^{UI}, instead.

Inspired Artist (Ex): You gain Craft Wondrous Item as a bonus feat. Additionally, while crafting magic items, you can choose to enter a trance, in which you open yourself up to psychic influences that help guide your hand. If you do so, you are completely absorbed in your work, suffering a –10 penalty on Perception checks during the crafting process, but you gain a bonus on all skill checks made as part of creating the magic item equal to 1/2 your oracle level, and each day of work counts as two days for the purposes of determining how many days it takes to create the item. Any items that you create while in such a trance bear the images of strange and alien creatures, which you may or may not be able to identify.

Starbound (Su): You draw some portion of your magical might from the configuration of the stars, and when they are right, your magic is more potent. Choose a day of the week and an hour of the day, when the particular alignment of the stars you require comes into place. Once chosen, they cannot be changed. On the chosen day of

the week, you gain one additional spell slot of the highest level spell you can cast. During the chosen hour of the day, the saving throw DCs of your spells and revelations are increased by 1. At 11th level, on the chosen hour of the day, the saving throw DCs of your spells and revelations are increased by 2, instead.

Twisted Mind (Ex): Your mind no longer follows the same mundane patterns that other creatures obey, instead working in strange and terrible fashions not meant for mankind. You gain a +4 bonus on saving throws made to resist fear and emotion effects. Additionally, whenever a creature casts a divination spell that targets you and allows a saving throw, if you succeed on the saving throw, the divination spell returns a harsh backlash of psychic energy, forcing the caster to succeed on a Will save (DC to + 1/2 your oracle level + your Charisma modifier) or suffer 1d4 points of Wisdom damage and gain a random madness. See Pathfinder Roleplaying Game: GameMastery Guide for more information on madnesses.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normally. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the scrying spell. At 15th level, this functions like greater scrying. You can use the scrying abilities for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Final Revelation: Upon reaching 20th level, you unlock the secret of Great Cthulhu's eldritch immortality, gaining the ability to return even from death. When you die, your body evaporates into a cloud of noxious vapor which functions as the spell *cloudkill*, with a caster level equal to your oracle level, and a saving throw DC equal to 10 + 1/2 your oracle level + your Charisma modifier. Unlike a normal cloudkill, the cloud does not automatically move 10 feet per round. Instead, your spirit animates the cloud, and you can move it up to 40 feet per round. If the cloud is dispelled or dispersed by wind or similar forces, you are destroyed, leaving no body. Otherwise, at the end of the effect's duration, the cloud coalesces into the form of your body, which lies in a coma-like state, without need for food, water, or even air. You remain in this state for 1d10 days, during which time you can be slain normally. Otherwise, at the end of this time, you awaken, as though you had been returned to life with true resurrection.

Mad Chanter (Skald)

Most skalds tap into inner reserves of anger and rage to inspire others to battle frenzy with their songs, but some instead tap into an insane and frenzied savagery that can only come from a broken mind. Mad chanters sing songs of blood and terror around strange graven idols that they believe grant them supernatural power. Although particularly common among the cultists of Great Cthulhu, mad chanters are not limited to that dread being, and can be found in the service of a variety of demons, dark gods, and totem creatures.

Idol Fetish (Su): Beginning at 2nd level, a mad chanter gains the ability to draw power from strange idols that he carries on his person. When he gains this ability, the mad chanter must

choose a single entity or type of creature (such as sharks, deep ones, or Great Cthulhu). Once per day, when making a skill check, the mad chanter can touch a single idol or other art object bearing an image of the chosen entity or type of creature. If he does, he gains a bonus on the skill check equal to his Charisma bonus. Alternatively, if the object was crafted by himself or by a creature under the influence of his sculptor's chant raging song, he can instead choose to gain a bonus equal to 1/5 the result of the highest Craft check made during the object's creation.

At 7th level, and every 5 levels thereafter, the mad chanter can use this ability one additional time per day. However, he must use a different object each time he uses this ability in a given day.

This ability replaces the versatile performance class feature.

Strange Mind (Ex): By 2nd level, a mad chanter's mind is warped and twisted. He gains a +4 bonus on saving throws made to resist confusion and fear effects, as well as all forms of madness and insanity.

This ability replaces the well-versed class feature.

Raging Song (Su): A mad chanter gains access to the following raging songs.

Sculptor's Chant (Su): At 3rd level, a mad chanter can use raging song to inspire himself or allies to create strange and terrible works of art. By expending 3 rounds of raging song, the mad chanter grants all allies within 60 feet a competence bonus on the next Craft check they make that day. The bonus is equal to the mad chanter's Charisma modifier. Objects crafted using this bonus almost always bear images of strange and alien creatures, which the crafter subconsciously adds, without even thinking about it. If the crafter wishes to craft the item without such motifs, she must concentrate specifically on removing them, halving the bonus.

This ability replaces the song of marching raging song.

Chant of Visions (Su): At 6th level, a mad chanter can use raging song to grant strange visions to his allies, from which they may gain greater insight into their futures. By expending 3 rounds of raging song, the mad chanter grants all allies within 30 feet the benefits of an *augury* spell, with a caster level equal to the mad chanter's skald level. Additionally, once during the next hour, whenever an affected creature makes an attack roll, ability check, skill check, or saving throw, that creature can choose to gain a +2 insight bonus on the roll. The creature must declare that it is using this ability before the roll is made.

This ability replaces the song of strength raging song.

Insane Chant (Su): At 14th level, a mad chanter can speak dread words that drive rational creatures to madness. All creatures within 60 feet of the mad chanter (other than the mad chanter himself) must succeed on a Will save (DC 10 + 1/2 the mad chanter's skald level + the mad chanter's Charisma modifier) or be confused for as long as the performance continues, and 1 round thereafter. A creature that succeeds on its saving throw is immune



for the duration of the performance, even if it remains within 60 feet of the mad chanter, but creatures that were more than 60 feet away from the mad chanter when the performance started, but move within range during the performance, must make a saving throw when they first move within 60 feet, or suffer the same effect.

This ability replaces the song of the fallen raging song.

New Cleric Domain

The following domain is available to any character that chooses to devote herself to Cthulhu, rather than to a deity. Such characters can choose Chaos, Evil, Madness, or Void as their other domain (they can also choose the subdomains Dark Tapestry, Insanity, Nightmare, and Stars). Cthulhu's favored weapon is a dagger (preferably with a curving blade).

Cthulhu

A malevolent entity that holds no love for the human race, many wonder what might bring one to worship the dark thing known as Cthulhu. Many of Cthulhu's followers exhibit a curious insanity, and while some might say that any who would worship such a foul creature must surely be insane, some believe that this madness is a symptom of Great Cthulhu touching the minds and dreams of these followers, and warping them to better serve its needs.

Granted Powers: Your devotion to Great Cthulhu allows you to drive lesser men mad with a gaze, and you can inhabit any vessel that bears your master's otherworldly image.

Maddening Gaze (Su): As a standard action, you can focus your attention on a single creature within 30 feet that can see you. That creature is confused for 1 round (no save). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Eyes of the Idol (Su): Beginning at 8th level, you learn how to access the power of the idols that serve as Great Cthulhu's eyes in the mortal world. If *enter image*^{APG} does not appear on your class's spell list, you treat it as though it appeared on your class's list as a 3rd-level spell, and if your class does not automatically have access to all spells on its spell list, you learn *enter image* as a bonus spell. Additionally, whenever you cast *enter image*, you can choose to transfer your consciousness to any object bearing the likeness of either yourself or Great Cthulhu, instead of the spell's normal restriction.

Domain Spells: 1st—*crafter's fortune*^{APG}, 2nd—*augury*, 3rd stinking cloud, 4th—black tentacles, 5th—nightmare, 6th acid fog, 7th—insanity, 8th—seamantle^{APG}, 9th—*tsunami*^{APG}. 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 Carceri, 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 Beastlands, 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'ri, 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 copying, 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 Roleplaying 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 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-MacCarland, 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: Joson Bulmahn. 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 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 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. **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 III - Archetypes of Cthulhu Copyright 2016,

Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Weekly Wonders

The Stors Are Right ... For your Next Character!

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 las well as a cleric domain devoted to a specific mythos entity or race.

For this book, we focus on the most famous Lovecraftian horror of them all. Great Cthulhu. Slumbering for acons in the cyclopean city of Rl'ych. the alien horror introduced in The Call of Cthulhu has the power to drive men mad from across the globe. Whether or not they reference this mythos entity directly, each archetype builds on themes closely associated with it. including dreams, sculpting strange statues, and gaining power when the stars are right. This book

contains the following archetypes:

• The dream warrior, a fighter archetype who is empowered under the right stars, can enter the dreams of others, and even survive in dream form if slain.

• The eldritch investigator, an inquisitor archetype that can detect otherworldly creatures and read the dreams of those she encounters.

• The seer of strange acons, an occultist archetype plagued by horrible psychic nightmares that provide myriad strange insights, and who can store extra focus in a dark stone idol.

. The Cthulhu mystery, for oracles, which grants a wide range of Cthulhu-themed powers.

• The mad chanter, a skald archetype whose insane chants can drive men mad or grant strange visions.

• A bonus cleric domain devoted to those who worship Cthulhu.

Whether you're about to embark on a campaign of eldritch horror (such as the official Paizo 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 Cthulhu mythos, this book has lots of tantalizing options to offer. Even GMs can get in on the fun, as several of the archetypes here are perfect for insane cultist NDCs as well, and can make for exciting and memorable encounters.



Necromancers of the Northwest

