# Weekly Wonders





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#### 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.

Hastur is one of the most mysterious and yet one of the best recognized Great Old Ones. Commonly known to be the King in Yellow, Hastur dwells on a distant planet circling a distant star, but his influence reaches wide. He is also called the Unspeakable, for to speak his name brings doom. A powerful being whose grandeur dwarfs that of all mortal beings, Hastur teaches decadence and cosmology by both explicit command and by example. The archetypes featured in this book aim to reflect the uncaring abandon, selfish indulgence, and dark temptation associated with Hastur. A strange deity and patron of the arts, Hastur is also given to secrets, and all of the archetypes found in this book carry a hint of mystery as well.

#### New Archetypes

The following archetypes are presented in alphabetical order.

#### Yellow Player (Bard)

The King in Yellow is a mysterious play which surfaces from time to time, penned by different authors and in myriad places and times. The mysterious bards known as the yellow players have read the story, acted the lines, and uncovered the terrible truth of Hastur, also known as the King in Yellow. They worship the Unspeakable, hoping to learn cosmic secrets and gain the services of Hastur himself. Like their master, they conceal their identities, invite disaster, and seek the mysteries of the far places.

**Plea to the King (Ex):** At 1st level, a yellow player can make a secret plea to the King in Yellow himself by writing his name in his own blood upon a flat surface under starlight. Once per day, as a full-round action, the yellow player can make a plea to Hastur to gain deep insight about an object, person, or place. The yellow player makes a special check, rolling 1d20 and adding his bard level and his Charisma modifier, and the DC for this check depends on how well known the subject of the plea is.

If the subject is relatively well known, the DC is 10; if the subject is not well known, the DC is 20; if the subject is obscure, the DC is 30. If the check is successful, then when the yellow player next sleeps, he receives detailed dream visions of the subject's history, as with the spell *legend lore*.

If the subject was a magic item, he also identifies all the properties of that item, whether or not the item is cursed, and how to activate any of its abilities. If the result of the check is a natural 1, then regardless of whether the check was successful or not, the yellow player is wracked with horrible dreams and visions regarding the subject, being subjected to the *nightmare* spell with no saving throw.

This ability replaces the bardic knowledge class feature.

**Bardic Performance (Su):** A yellow player gains the following bardic performances.

Song of Madness (Su): Beginning at 6th level, the yellow player learns the secret tunes of Azathoth's court from his priest, Hastur. A yellow player can use his bardic performance to create a tune which forces a single creature within 30 feet who can see and hear the yellow player to succeed on a Will save (DC 10 + 1/2 the yellow player's bard level + the yellow player's Charisma modifier) or be affected by *confusion*. This is sonic language-dependent mind-affecting effect.

This ability replaces the suggestion bardic performance.

Song of Distress (Su): Beginning at 12th level, the yellow player can perform a dread tune taught to him by the King in Yellow that causes great pain in those who hear it. As a full-round action, by expending 4 rounds of bardic performance, the yellow player can cause all characters within 30 feet to suffer 1d6 points of damage per 2 bard levels and gain the fatigued, sickened, and shaken conditions. A successful Will save (DC 10 + 1/2 the yellow player's bard level + the yellow player's Charisma modifier) halves the damage and negates the fatigued, sickened, and shaken conditions. The yellow player can exclude a number of characters equal to his Charisma modifier from this ability.

This ability replaces the soothing song bardic performance.

*Greater Song of Madness (Su):* At 18th level, the yellow player can perform the true tune of the song of madness. This functions as the spell *confusion*, except that it lasts for as long as the yellow player continues to use his bardic performance, and it can affect a number of creatures equal to his bard level. Further, any character that is affected by this ability cannot attack the yellow player unless they can act normally (even if he is nearest creature). A successful Will save (DC 10 + 1/2 the yellow player's bard level + the yellow player's Charisma modifier) negates this effect. A natural 1 on this saving throw results in the target suffering permanent confusion, as the spell *insanity*.

This ability replaces the mass suggestion class feature.

**Call Hastur (Su):** At 20th level, the yellow player can invoke the lines of the King in Yellow to call an avatar of his master Hastur into existence for a short time. By expending 20 rounds of bardic performance, the yellow

player can summon Hastur as a full-round action. When he does, he suffers 1d10 points of Wisdom damage. Hastur is not under the control of the yellow player, and is able to act however it wishes for 1 hour, after which time it departs from whence it came.

This ability replaces the deadly performance class feature.

#### Wielder of Emotions (Magus)

While all magi wield spells in addition to swords, the wielder of emotions is a devotee of the Great Old One Hastur, and a master of all the hedonistic indulgences that Hastur commands in mortals. He possesses a unique ability to project emotions, which aid him in combat by confusing and crippling his foes.

**Despair** (Ex): At 2nd level, a wielder of emotions may forgo casting a spell while using his spell combat class feature, instead sacrificing an unused spell slot in order to instill a sense of despair into a single living creature within 30 feet. If he does, the target must succeed on a Will saving throw (DC 10 + 1/2 the wielder of emotions' magus level + the wielder of emotions' Intelligence modifier) or be filled with despair, suffering a penalty on attack rolls, saving throws, and skill and ability checks equal to 1 + 1/2 the spell level of the sacrificed spell slot. This penalty lasts for a number of rounds equal to the wielder of emotions' magus level. At 5th level, and every 5 levels thereafter, he may target an additional living creature each time he uses this ability. This is a mind-affecting emotion effect.

This ability replaces the spellstrike class feature.

Lust (Ex): At 7th level, the wielder of emotions can channel one of his spells into a potent lust, which makes the target long to please the wielder of emotions. Whenever he uses his spell combat ability, he may choose to forgo casting a spell and a sacrifice an unused spell slot of 2nd level or higher in order to affect a single living creature within 30 feet with intense lust, causing her to become affected as though by the spell charm monster, unless she succeeds on a Will save (DC 10 + 1/2 the wielder of emotions' magus level + the wielder of emotions' Intelligence modifier). This effect lasts for a number of rounds equal to his level, and during this time the wielder of emotions can attempt to force the target to perform some lustful action with him, as though by the spell suggestion. The target is allowed a new saving throw against this effect at the same DC; if the save is successful, the charm effect also ends. At 10th level, and every 5 levels thereafter, he may affect an additional creature each time he uses this ability.

This ability replaces the medium armor class feature.

**Hunger** (Ex): At 13th level, a wielder of emotions can cause a single living creature to be overwhelmed by hunger, forcing her to stop what she's doing to slake her hunger, or be wracked by intense sickening desire. Whenever he uses his spell combat ability, the wielder of emotions may choose to forgo casting a spell, instead sacrificing an unused spell slot of 3rd level or higher in order to cause a single creature within 30 feet to become overwhelmed with the desire to eat unless she succeeds on a Will save (DC 10 + 1/2 the wielder of emotions' magus level + the wielder of emotions' Intelligence modifier). The target must eat enough food to satisfy a creature of her size for one day or be staggered for a number of rounds equal to the spell level of the sacrificed spell slot. This ability cannot affect creatures that do not need to eat.

This ability replaces the heavy armor class feature.

**Anger (Su):** At 16th level, a wielder of emotions can fill a target with a murderous rage that overtakes their senses. Whenever he uses his spell combat ability, he may choose to forgo casting a spell, instead sacrificing an unused spell slot of 3rd level or higher in order to force a single creature within 30 feet to succeed on a Will save (DC 10 +1/2 the wielder of emotions' level + the wielder of emotions' Intelligence modifier) or be overcome with rage. An affected creature gains a +8 morale bonus to Strength and Constitution, but must make an additional Will save each round, or be compelled to attack the wielder of emotions' enemies to the best of her ability. This effect lasts for a number of rounds equal to the spell level of the sacrificed spell slot. This is a mind-affecting emotion effect.

This ability replaces the counterstrike class feature.

#### Star Stalker (Ranger)

Star stalkers are worshipers of Hastur in the aspect of a distant star, and they revel in his strange lights. Concerned chiefly with the odd properties of flashing stars and distant celestial bodies, these rangers learn to recognize the patterns in the night sky and use them to divine the correct courses of action in their lives. Consummate trackers and cunning warriors, star stalkers are secretive individuals who operate under strange starlight. Often cruel and cunning, star stalkers commonly form bands of assassins and spies, serving ultimately wicked agendas. They also learn to use strange and eldritch secrets to curse and destroy their foes.

**Under Sign and Stars (Ex):** A star stalker gains intuition from the stars, allowing him to gain potent benefits while in combat under starlight. While fighting outdoors at night, a star stalker gains a +1 bonus to AC, attack rolls, initiative checks, and saving throws. At 5th level, and every 5 levels thereafter, these bonuses increase by a further +1.

This ability replaces the favored enemy class features.

**Star Curse Strike (Su):** At 2nd level, a star stalker can call upon the stars to weaken her foes. A number of times per day equal to his class level, a star stalker can designate any attack he makes as a curse strike; if the attack is successful, the target must succeed on a Will save (DC 10 + 1/2 the star stalker's ranger level + the star stalker's Wisdom modifier) or fall prey to the curse. A creature affected in this way suffers a -2 penalty to attack rolls and damage rolls while outdoors under starlight. This effect lasts for 24 hours, or until

removed with *remove curse*. At 5th level, and every 5 levels thereafter, this penalty increases by a further -1.

This ability replaces the combat style feat gained at 2nd level.

**Divine the Stars (Ex):** At 3rd level, a star stalker learns how to read the words of Hastur in distant stars. Once per day, while he is outside at night, a star stalker can attempt to glean an omen from Hastur. The omen takes one of three forms, which each provide a different benefit to the star stalker. Regardless of which omen is gained, it lasts until the next time the star stalker rests. The three types of omens are joy, danger, and mystery. The type of omen discerned is determined at random by the GM. The effects of each omen are described below.

Joy: The star stalker notes that great joy is coming his way and knows to revel in all the pleasures of the world before his inevitable demise. He gains a +2 bonus on all Charisma checks and on Charisma based skill checks until he next rests, and gains a +1 morale bonus on damage rolls. At 8th level, and every 5 levels thereafter, these bonuses increase by a further +1.

Danger: The star stalker knows that his end draws nigh and that his time approaches, filling him with caution. He gains a +4 bonus on initiative checks until he next rests, and may reroll any one saving throw he makes during this period; he may choose to use this ability after making the initial saving throw, but must choose to do so before learning whether or not it was successful. At 8th level, and every 5 levels thereafter, he may reroll an additional saving throw.

Mystery: The star stalker gains some insight into the mysterious, otherworldly nature and plans of Hastur, making them easily able to unlock the world's secrets. He gains a +2 bonus on all Knowledge skill checks and may achieve a result of higher than 10 on such checks, even if he is untrained. Additionally, upon reaching 4th level, whenever the star stalker receives the benefits of this sign, he treats his caster level as equal to his actual level, rather than his level -4, for the purposes of casting ranger spells. He also may cast one additional 1st-level spell that day. At 8th level, and every 5 levels thereafter, the bonus on Knowledge skill checks increases by a further +2. At 8th level, the star stalker can cast an additional 2nd-level spell; at 13th level, he can cast an additional 3rd-level ranger spell per day; and at 18th level, he can cast an additional 4th-level ranger spell per day.

This ability replaces the favored terrain class feature.

**Curse of Despair (Su):** At 6th level, the star stalker learns how to open the eyes of his enemies to the hopelessness and despair that is the insignificance of life when compared to the greatness and longevity of the Great Old One Hastur. Whenever the star stalker designates an attack as a curse strike, it also causes the target to suffer an additional –2 penalty to AC and saving throws (this penalty does not increase as the star stalker increases in level). The star

stalker cannot use this ability in conjunction with the curse of revelry, curse of debauchery, or curse of corruption class features.

This ability replaces the combat style feat gained at 6th level.

**Curse of Revelry (Su):** At 10th level, the star stalker learns to infuse his accursed strike with intense revelry, making those he strikes revel in Hastur's glory. Whenever the star stalker successfully hits with an attack designated as a curse strike, the target must succeed on a Will save (DC 10 + 1/2 the star stalker's ranger level + the star stalker's Wisdom modifier), or become fascinated by the star stalker for 1 minute. The star stalker cannot use this ability in conjunction with the curse of despair, curse of debauchery, or curse of corruption class features.

This ability replaces the combat style feat gained at 10th level.

**Curse of Debauchery (Su):** At 14th level, the star stalker can fill those he curses with wanton desire and self-indulgence. Whenever the star stalker makes a curse strike against a foe, if the attack is successful, the star stalker may choose to affect the target as with a *suggestion* spell unless she succeeds on a Will save (DC 10 + 1/2 the star stalker's level + the start stalker's Wisdom modifier). The star stalker cannot use this ability in conjunction with the curse of despair, curse of revelry, or curse of corruption class features.

This replace the combat style feat gained 14th level.

**Curse of Corruption (Su):** At 18th level, the star stalker can corrupt those he curses into Hastur's service for a short time. Whenever he successfully hits a creature with his curse strike, that target becomes charmed, as with the spell *charm monster*, unless she succeeds on a Will save (DC 10 + 1/2 the star stalker's level + the star stalker's Wisdom modifier). The star stalker cannot use this ability in conjunction with the curse of despair, curse of revelry, or curse of debauchery class features.

This ability replaces the combat style feat gained at 18th level.

Master Stalker (Ex): At 20th level, so long as he remains outside, a star stalker can use his curse strike at will.

This ability replaces the master hunter class feature.

#### Hastur Spirit (Shaman)

A shaman with the Hastur spirit has yellow eyes and dark skin, and her hair and appendages take on a slightly tentaclelike appearance. When she calls upon one of this spirit's abilities, she is surrounded by a sickly yellow aura, and her clothes seem to billow.

**Spirit Magic Spells:** *disguise self* (1st), *voluminous vocabulary*<sup>UI</sup> (2nd), *explosive runes* (3rd), *nixie's lure*<sup>ARG</sup> (4th), *dream* (5th), *symbol of persuasion* (6th), *symbol of stunning* (7th), *demand* (8th), *symbol of death* (9th). **Hexes:** A shaman who chooses the Hastur spirit can select from the following hexes.

*Yellow Sign (Su):* The shaman can make a lesser yellow sign which forces anyone who views it to succeed on a Will save or become known to Hastur<sup>B4</sup>, and possibly subject to Hastur's attacks and special abilities, including its *dream, demand*, and other abilities. A yellow sign created in this way lasts for 1 year, or until the shaman creates a new one (the old sign remains, but simply loses its potency).

Shame (Su): The shaman may look upon a single creature within 30 feet as a standard action. If she does, the target must succeed on a Will save or be crushed with the burden of his shame, suffering a -1 penalty to AC and on attack rolls and saving throws for a number of rounds equal to the shaman's level. If the creature performed any actions that it is particularly ashamed of, or which are directly opposed to his alignment, within the past week, then these penalties are tripled. At 10th level, the penalty increases to -2.

Unspeakable Name (Su): The shaman may invoke the name of Hastur<sup>B4</sup> in order to increase the powers of her hexes for a short time; however, doing so is risky, as it can attract the attention of Hastur himself. As a move action, she may invoke this hex to increase the saving throw DCs of all her hexes increases by +3 for 1d6 rounds. She must make a Will save (DC 10 + 1/2 her level + her Intelligence modifier) or attract Hastur's attention for 24 hours.

Indulgent Feast (Su): The shaman may imbue a decadent feast with magic power, strengthening those that eat it. This hex can affect an amount of food equal to twice what it would normally require to satisfy the dietary requirements of the shaman for 1 day. If the shaman or another creature consumes this food, they are strengthened by their overindulgence, granting them a +2 morale bonus on all saving throws and gaining immunity to the sickened and nauseated conditions. These bonuses last for 1 hour. A single creature can benefit from this hex only once each day.

Corrupt the Innocent (Su): The shaman may lock eyes with a non-evil humanoid creature as a standard action, and forcing him to succeed on a Will save or become overwhelmed by evil thoughts and desires, having a palpable impact on his outlook. The creature's alignment changes to the shaman's choice of lawful evil, neutral evil, or chaotic evil for 1 hour. During this time, the target also suffers a –4 penalty on all Will saves made to resist compulsion and charm effects originating from evil creatures. A single creature cannot be affected by this hex more than once in a 24-hour period.

**Spirit Animal:** Hastur spirit animals appearing vaguely like a caricature of their normal animal selves, and have a nauseating yellow tinge to them. They also gain immunity to critical hits.

**Sprit Ability:** A shaman who chooses the Hastur spirit as her spirit or wandering spirit gains the following ability.

*Mystery of Hastur (Su):* The shaman can conceal herself much as Hastur does, wrapping herself in a cloak of mystery that allows her to act as though affected by a *ring of mind shielding*. She is also able to ignore the effects of any magical effect meant to discern the veracity of her statements, such as *discern lies* or *zone of truth*. These effects last for 1 minute, and she can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Greater Spirit Ability:** A shaman who chooses the Hastur spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Indulgent Suggestion (Su): The shaman can speak with wicked words that carry the weight of Hastur. A number of times each day equal to her Wisdom modifier, a shaman with access to the greater version of the Hastur spirit can choose to treat up to 100 words she speaks as though it were a *suggestion* spell, except that the DC for the effect is equal to 10 + 1/2 the shaman's level + the shaman's Charisma modifier, and the shaman can choose to obscure the memory of the source of the *suggestion* if the target fails its saving throw.

**True Spirit Ability:** A shaman who chooses the Hastur spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Summon Hastur (Su): As a full-round action, a shaman with access to the true version of the Hastur spirit can speak the dread one's name 3 times in order to summon Great Old One Hastur<sup>B4</sup>, who appears anywhere within 30 feet of the shaman. The summoned Great Old One is under no compulsion to obey the shaman and acts of its own accord. Hastur remains for 1 minute, so long as the shaman remains alive. If she dies, Hastur must succeed on a Will save (DC 40) or be returned from whence he came; if the save is successful, Hastur remains until slain (he is no longer limited to remaining for only 1 minute).

**Manifestation:** Upon reaching 20th level, the shaman can assume any form she wishes, as with the spell *veil*. Additionally, she is constantly protected by Hastur's mysterious nature, preventing others from learning about her as if she were affected by the spell *mindblank*.

#### Servant of the Sign (Spiritualist)

Servants of the sign are among Hastur's most typical cultists. The phantom companions of these spiritualists have some connection with Hastur, either having been servants of The King in Yellow themselves, or having been tainted by Hastur's influence. These phantoms teach their spiritualist masters the yellow sign, a potent symbol associated with Hastur. As a result of their training, tutelage, and studies on the subject, servants of the sign learn to unlock the great potential of this symbol of Hastur's power.

**Proficiencies:** A servant of the sign is not proficient with kukris, saps, or scythes.

**Yellow Sign (Su):** At 1st level, the servant of the sign learns how to create a yellow sign, which she can display in a fashion similar to a holy symbol. As long as the yellow sign is displayed, the servant of the sign gains a +2 circumstance bonus on Intimidate checks.

**Sign of Magic (Su):** At 5th level, the servant of the sign learns to imbue her yellow sign with additional spell power. Whenever she casts a spell, she may choose to add the yellow sign as a focus to the spell. If she does, its casting time is increased to 1 round (or by 1 round, if its casting time was 1 round or longer) and the spell's caster level is increased by 1. Additionally, so long as she carries the yellow sign, the servant of the sign becomes aware of the locations of other yellow signs within 1 mile.

This ability replaces the detect undead class feature.

Sign of Persuasion (Su): At 7th level, the servant of the sign learns to create a potent aura of persuasion from the yellow sign. As a standard action, the servant of the sign can show the yellow sign to a humanoid creature in order to affect him as by the spell charm person, except that the duration is 24 hours and the saving throw DC is equal to 10 + 1/2 the servant of the sign's spiritualist level + the servant of the sign's Wisdom modifier. Additionally, when she uses this ability, the target also becomes charmed by Hastur<sup>B4</sup>, who becomes aware of the target. The servant of the sign may use this ability once per day at 7th level. At 11th level, she may use it an additional time per day, and may target creatures of any type, as though with the spell charm monster. At 15th level, she can use it 3 times per day, and may affect all creatures within a range as with the spell mass charm monster. At 19th level, the symbol takes on greater persuasive power, and continually functions as a symbol of persuasion.

This ability replaces the calm spirits class feature.

**Sign of Power (Su):** At 9th level, the servant of the sign learns to use the yellow sign to give greater power to her phantom. So long as her phantom remains within 10 feet of a yellow sign, it gains a +1 bonus on attack rolls, damage rolls, and gains fast healing 1. At 14th level, and again at 19th level, these bonuses increase by a further +1 and its fast healing increases by 1.

This ability replaces the see invisibility class feature.

**True Sign (Su):** At 16th level, the servant of the sign learns to create a true yellow sign, which works as the mighty Hastur intended. Whenever a creature looks upon the yellow sign, he must succeed on a DC 23 Will save or be dominated by Hastur<sup>B4</sup>, as the spell *dominate monster*. Hastur, an inscrutable being of cosmic power, is unpredictable, and may direct dominated creatures to aid the servant of the sign, attack her, or perform some other, seemingly unrelated task. At 20th level, the DC for this Will save increases to 40. Creating one of these signs takes 10 minutes of work, and the yellow sign lasts for 1 hour. A creature that succeeds on his Will saving throw against the yellow sign is immune to the effects of yellow signs created by the servant of the sign for 24 hours. She can create up to three of these signs each day. The servant of signs is never affected by signs created in this way.

This ability replaces the call spirits class feature.

#### New Cleric Domain

The following domain is available to any character that chooses to devote herself to Hastur. Such characters have access to the Chaos, Evil, Rune, and Void domains, and to the subdomains of Language, Stars, and Wards. Hastur's favored weapon is a rapier.

#### Hastur

Worshipers of Hastur are an obscure lot and form a secret society devoted to the decadent consumption of pleasures, for they know the pointlessness of existence and the lack of significance they play in it. Their powers allow them to expose the pointlessness of life to others and to wrap themselves in Hastur's mystery.

**Granted Powers:** You can impart the dread of Hastur into others, and like the King in Yellow, you can make yourself inscrutable.

Touch of Revelation (Ex): At 1st level, you can make a melee touch attack against a single living creature, which, if successful, reveals the true and horrible visage of Hastur. A character affected by this ability must succeed on a Will save (DC 10 + 1/2 your level + your Wisdom modifier) or be dazed for 1 round. This is a mind-affecting effect. You can use this ability a number of times each day equal to 3 + your Wisdom modifier.

Nameless Grace (Su): At 8th level, you can temporarily obscure your existence from the greater world, hiding from magical attempts to discern your motivations or detect you with scrying. As an immediate action, you may choose to obscure yourself as though with the spell *mind blank*. You can use this ability for a number of rounds each day equal to your cleric level.

**Domain Spells:** 1st—charm person, 2nd—invisibility, 3rd crushing despair, 4th—phantasmal killer, 5th—dominate person, 6th—symbol of persuasion, 7th—insanity, 8th sympathy, 9th—dominate monster. 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.

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## Weekly Wonders

## Be Unspeakable!

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 darkthings 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 one of the most enigmatic mythos entities: hastur, or the King in Yellow. While this alien entity remains shrouded in an ochre haze of mystery, each of the archetypes in this book builds on themes of mystery, eldritch signs, hedonistic indulgence, and reckless abandon tied to hastur. This book contains the following archetypes:

• The yellow player, a bard archetype who can perform maddening performances and even call forth hastur himself.

• The wielder of emotions, a magus archetype that does hastur's dark work tempting others and filling them with intense and self-serving emotions.

• The star stalker, a ranger archetype who is empowered by the light from distant stars, and can deliver curses on his victims when beneath the starry void.

• The Dastur spirit, for shamans, which grants a widerange of Dastur-themed powers.

• The servant of the sign, a spiritualist archetype who specializes in crafting powerful yellow signs.

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

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 NPCs as well, and can make for exciting and memorable encounters.



Necromancers of the Northwest

