

Weekly Wonders

*Eldritch Archetypes*  
*Volume IX*

*Archetypes of*  
*Luggoth*

Alex Riggs, Joshua Zaback



*Necromancers*  
*of the Northwest*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# 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](http://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 fungi from Yuggoth, also known as the mi-go. This alien race of crablike fungi are best known from works such as *The Whisperer in Darkness* and the sonnet cycle *Fungi from Yuggoth*, both by H. P. Lovecraft. In addition to being able to fly through the vacuum of space unharmed, perhaps the most iconic ability of the mi-go is their technology for harvesting and preserving brains in special cylinders that allow the brain to live on, albeit trapped in a nightmare existence, archived by the mi-go for later use. The archetypes in this book, whether they reference the mi-go directly or not, share the mi-go's central themes of deceitfulness, bizarre technology, space flight, and, of course, the harvesting and preserving of brains.

## New Archetypes

The following archetypes are presented in alphabetical order.

### **Yuggothian Surgeon (Alchemist)**

It is not uncommon for alchemists to dabble in forbidden sciences, and some choose to focus their efforts on the strange psuedomagical technology of the mi-go. Yuggothian surgeons, as they are sometimes called, are not only experts in dissecting human anatomy with gleaming scalpels, but are best known for their ability to brew mutagens that transform their bodies into living fungus, and being able to not just use, but even reproduce the strange mi-go technological items.

**Sneak Attack (Ex):** At 1st level, a Yuggothian surgeon gains the sneak attack ability as a rogue of the same level. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice (so an alchemist 1/rogue 1 has a +1d6 sneak attack like a 2nd-level rogue, an alchemist 2/rogue 1 has a +2d6 sneak attack like a 3rd-level rogue, and so on).

This ability replaces the bomb class feature.

**Fungal Mutagen (Ex):** At 1st level, a Yuggothian surgeon discovers how to create a mutagen that temporarily transforms his anatomy into a fungus-like state. It takes 1 hour to brew a dose of fungal mutagen, and once brewed, it remains potent until used. A Yuggothian surgeon can only maintain one dose of fungal mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract, a fungal mutagen that is not in a Yuggothian surgeon's possession becomes inert until an alchemist picks it up again.

When consumed, a fungal mutagen grants the Yuggothian surgeon low-light vision and a +4 racial bonus on saving throws made to resist mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. These benefits last for 1 minute per alchemist level.

A non-alchemist who drinks a fungal mutagen must make a Fortitude save (DC 10 + 1/2 the Yuggothian surgeon's alchemist level + the Yuggothian surgeon's Intelligence modifier) or suffer 1d6 points of damage per two alchemist levels the Yuggothian surgeon possesses, as the fungal mutagen wreaks havoc on her insides. Alchemists that are not Yuggothian surgeons can benefit normally from a fungal mutagen, should they get their hands on one.

This ability replaces the mutagen class feature.

**Numbing Touch (Ex):** At 2nd level, as a standard action, a Yuggothian surgeon can render a creature numb with a touch. Doing so requires a melee touch attack, unless the target is willing. However, because the touch renders the target numb, she does not feel the touch, and so the Yuggothian surgeon can make a Sleight of Hand check (opposed by the target's Perception check) to use this ability without the target noticing. The target gains a +5 alchemical bonus on saving throws made to resist pain effects, but is also unable to feel pain, and must succeed on a Perception check (DC 30 – damage dealt) each time she takes hit point damage, or not realize that she was injured. The Yuggothian surgeon can use this ability a number of times per day equal to his Intelligence modifier.

This ability replaces the poison use class feature.

**Sociopathy (Ex):** Beginning at 2nd level, a Yuggothian surgeon's mind begins to work in strange and alien ways, as he loses touch with his humanity. He gains a +1 bonus on saving throws made to resist mind-affecting effects, and a +2 bonus on Bluff checks made to lie to others. At 5th level, and again at 8th and 10th levels, the bonus on saving throws increases by 1, and the bonus on Bluff checks increases by 2.

This ability replaces the poison resistance and poison immunity class features.

**Mi-Go Technologist (Ex):** At 6th level, a Yuggothian surgeon learns how to master the secrets of the bizarre mi-go technology. He does not suffer the normal –5 penalty on Spellcraft and Use Magic Device checks involving mi-go technology. Additionally, he can create these strange items that blur the line between magic and technology. He ignores all of the Item Creation feat requirements and spellcasting requirements for creating a magic item. If he does so, the created item counts as mi-go technology, and the cost to create the item (in gp) is doubled. When crafting items in this way, the Yuggothian surgeon can use the Heal skill in place of the normal skill check made to create the item.

This ability replaces the swift poisoning class feature.

## Brain Mage (Arcanist)

There has long been a school of thought in the arcane community that writing is an imperfect way of representing spells, and that magic is purer when it is not sullied by ink and pen, but retained entirely in the mind. While this belief has led to many different unusual sects, one outgrowth is that of the brain mages, who store their spells not in books, but in preserved brains that they use in much the same fashion.

**Class Skills:** A brain mage adds Heal to her list of class skills. Because of the eldritch and otherworldly nature of their discipline, brain mages have difficulty focusing on mundane tasks, and do not gain Profession as a class skill.

**Brain Harvest (Su):** Brain mages specialize in harvesting brains and using them for a variety of eldritch purposes. At 1st level, a brain mage learns how to create a rudimentary *brain cylinder* (see Sidebar: Brain Cylinders), in which she can preserve brains extracted from creatures. It takes a brain mage 24 hours to create a *brain cylinder* in this way, and it requires the expenditure of 500 gp in raw materials. A *brain cylinder* created in this way functions in all ways as a normal *brain cylinder*, except that its hardness is only 1, and its hit points are equal to her arcanist level. However, the *brain cylinder* requires constant tuning and maintenance that only the brain mage can provide: each week, she must spend at least 1 hour and 10 gp maintaining each of her *brain cylinders*. Failure to do so causes the *brain cylinder* to malfunction, destroying the brain inside. Any creature that successfully identifies a *brain cylinder* created in this way also identifies this failing. As a result, it is typically impossible to sell *brain cylinders* created in this way.

In addition to creating rudimentary *brain cylinders*, a brain mage can also harvest brains from creatures to store within them. Harvesting a brain in this way takes 1 hour, and requires a successful DC 20 Heal check. Success indicates that the brain is removed successfully, which kills the creature it is removed from, but allows the brain to be preserved in a *brain cylinder*. Failure on this check still results in the death of the creature whose brain is removed, but the brain is also destroyed in the process. The creature whose brain is to be harvested must be helpless or willing for the full duration of this procedure. Beginning at 5th level, the brain mage can also harvest the brains of creatures that were slain up to 24 hours ago, although she suffers a penalty on her Heal check equal to the number of hours that the creature has been dead. A brain mage can only harvest the brains of animals, humanoids, and monstrous humanoids with this ability, and creatures without brains cannot have their brains harvested in this way.

This ability replaces the arcanist exploit gained at 1st level.

**Consume Brain (Su):** Beginning at 1st level, a brain mage gains the ability to drain the mental power from a harvested brain she has stored in one of her *brain cylinders*. Doing so requires that she spend 1 minute concentrating on the brain while holding the *brain cylinder*, and permanently reduces the brain's Intelligence score by 1d4 points, but causes her to add a number of points to her arcane reservoir equal to the amount by which the brain's Intelligence score was reduced. If the amount by which the brain's Intelligence score would be reduced exceeds its current Intelligence score, any amount in excess of its Intelligence score does not result in additional

### Sidebar: Brain Cylinders

Several archetypes in this book reference *brain cylinders*, the infamous boxes that the mi-go use to preserve harvested brains. While different archetypes may use them in different ways or slightly alter their features, for the most part, these *brain cylinders* all function identically to the following magic item, which was first printed in the official Paizo Adventure Path #46.

#### BRAIN CYLINDER

Aura moderate necromancy; CL 9th  
Slot none; Price 5,000 gp; Weight 10 lbs.

#### DESCRIPTION

A *brain cylinder* allows the surgically extracted brain of a Large or smaller creature to continue to function even after it has been removed from the body. Technically, the creature from whom the brain was harvested is dead, but as long as the brain remains in the cylinder, the creature can continue to think. Dials on the cylinder's side control whether the brain can see, hear, or speak using a raspy speaker built into the cylinder's surface. The brain can speak and understand any languages it knew in life, and retains the use of the following skills at the values it possessed while alive: Appraise, Bluff, Diplomacy, all Knowledge skills, Linguistics, Perception, and Sense Motive. It retains no other abilities it possessed in life, including purely mental abilities. The mi-go typically preserve humanoid brains in this grisly manner when they wish to interrogate a creature at a later date, or when they wish to preserve a creature as a resource for consultation or research purposes.

A *brain cylinder* is usually made of dark metal and has hardness 10 and 30 hit points—cylinders made of other materials might have higher or lower hardness scores and hit point totals. If a *brain cylinder* is destroyed, the brain within is lost. Likewise, if the creature from whom the brain was harvested is restored to life, the brain within the cylinder is destroyed, and only powerful effects capable of building entirely new bodies can restore to life a creature that has had its brain removed. Note that the gp price to create a brain cylinder only accounts for the basic creation—the brain of a particularly knowledgeable creature could be worth far more than 5,000 gp to some buyers, especially if the information contained in the brain is of a particularly sensitive nature.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *gentle repose*, *magic jar*, 7 ranks in Heal; Cost 2,500 gp

points being added to the brain mage's arcane reservoir. At 6th level, and every 6 levels thereafter, whenever she uses this ability, she can reduce the brain's Intelligence score by an additional 1d4 points. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1).

This ability replaces the consume spells class feature.

**Spell Repository:** A brain mage does not make use of spellbooks to store and prepare her spells, but instead retains the knowledge of her spells within brains that she has preserved with her harvest brain class feature. If the preserved brain belonged to a spontaneous spellcaster, it

contains all spells that the creature knew before its brain was harvested. Otherwise, a preserved brain can store a number of spell levels' worth of spells equal to twice the Intelligence score of the creature it once belonged to. The brain mage begins play with a harvested brain whose Intelligence score is equal to her own, which contains all 0-level sorcerer/wizard spells plus three 1st-level spells of her choice. The brain mage also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the harvested brain. At each new arcanist level, she gains two new spells of any spell level or levels that she can cast (based on her new arcanist level), which she can add to any of her harvested brains.

A brain mage can also add spells she encounters in scrolls or spellbooks to her harvested brains. Doing so requires that the brain mage successfully decipher the magical writings, and takes 10 minutes per spell level as she reads the spell aloud to the harvested brain. No Spellcraft check or materials are required to add a spell to a harvested brain in this way.

A brain mage prepares spells from a harvested brain by forcing it to recite the spells back to her. She can compel a harvested brain to assist her in preparing spells in this way, even if she is unable to coerce it into providing her with other information. Preparing spells in this way is otherwise identical to preparing spells with a spellbook.

This ability replaces the spellbooks class feature.

**Arcanist Exploits:** A brain mage may choose from the following exploits, in addition to the exploits available to all arcanists.

*Brain Collector (Su):* The brain mage can harvest the brains of a wider variety of creatures. When using her brain harvest class feature, she can harvest the brains of aberrations, dragons, fey, magical beasts, outsiders, undead, and vermin, in addition to those she can already harvest. The DC to harvest such brains increases by 5. In the case of undead creatures, the penalty for the creature being dead applies only if the undead creature is destroyed, and applies from the time it was destroyed, rather than the time that it died. Creatures without brains still cannot have their brains harvested with this ability. Additionally, the arcanist can create custom *brain cylinders* that can house the brains of creature's larger than Large. The weight is doubled for each size category the creature is beyond large (20 pounds for Huge creatures, 40 pounds for Gargantuan creatures, and 80 pounds for Colossal creatures), and the cost in gold is tripled for each size category the creature is beyond large (1,500 gp for Huge creatures, 4,500 gp for Gargantuan creatures, and 13,500 gp for Colossal creatures), as is the weekly upkeep cost.

*Exploit Brain (Su):* If a brain mage casts a spell while holding one of her *brain cylinders*, she can cause the brain's Intelligence score to permanently be reduced by 1d4 points. If she does, the spell's caster level is increased by an amount equal to the amount by which the brain's Intelligence score was reduced, and its saving throw DC (if any) is increased by half that amount (rounded down, minimum 0).

*Question Brain (Su):* While holding one of her *brain*

*cylinders* in hand, a brain mage can expend one use from her arcane pool in order to compel the brain stored within to answer her questions. The brain must succeed on a Will save (DC 10 + 1/2 the brain mage's arcanist level + the brain mage's Charisma modifier; the brain uses the Will save modifier it had when it died, minus any temporary bonuses, or those from magic items) or be forced to truthfully answer a number of questions asked by the brain mage equal to 1/2 the brain mage's arcanist level.

*Mental Connection (Su):* The arcanist can communicate with her preserved brains telepathically to a range of 120 feet. She can use any class feature that normally requires her to have physical contact with one of her *brain cylinders* from up to 120 feet away using this telepathy, and she can also prepare her spells telepathically in this fashion. Finally, if the brain mage has the question brain arcanist exploit, the DC of the saving throw to resist that effect increases by 1.

### Fungal Stalker (Hunter)

Fungal stalkers serve as agents of the mi-go on other worlds, who hunt down useful and desirable individuals to harvest their brains and provide them to the mi-go. In exchange for these grisly deeds, the mi-go provide fungal stalkers with access to their technology, as well as a lesser mi-go companion, taken from the lowest mi-go castes, to aid the fungal stalker, as well as report on her deeds back to her mi-go masters.

**Brain Harvest (Su):** Fungal stalkers can harvest brains and preserve them for later use. At 1st level, a fungal stalker learns how to create a rudimentary *brain cylinder* (see Sidebar: Brain Cylinders), in which she can preserve brains extracted from creatures. It takes a fungal stalker 24 hours to create a *brain cylinder* in this way, and it requires the expenditure of 500 gp in raw materials. A *brain cylinder* created in this way functions in all ways as a normal *brain cylinder*, except that its hardness is only 1, and its hit points are equal to her hunter level. However, the *brain cylinder* requires constant tuning and maintenance that only the fungal stalker can provide: each week, she must spend at least 1 hour and 10 gp maintaining each of her *brain cylinders*. Failure to do so causes the *brain cylinder* to malfunction, destroying the brain inside. Any creature that successfully identifies a *brain cylinder* created in this way also identifies this failing. As a result, it is typically impossible to sell *brain cylinders* created in this way.

In addition to creating rudimentary *brain cylinders*, a fungal stalker can also harvest brains from creatures to store within them. Harvesting a brain in this way takes 1 hour, and requires a successful DC 20 Heal check. Success indicates that the brain is removed successfully, which kills the creature it is removed from, but allows the brain to be preserved in a *brain cylinder*. Failure on this check still results in the death of the creature whose brain is removed, but the brain is also destroyed in the process. The creature whose brain is to be harvested must be helpless or willing for the full duration of this procedure. Beginning at 5th level, the fungal stalker can also harvest the brains of creatures that were slain up to 24 hours ago, although she suffers a penalty on her Heal check equal to the number of hours that the creature

has been dead. A fungal stalker can only harvest the brains of animals, humanoids, and monstrous humanoids with this ability, and creatures without brains cannot have their brains harvested in this way.

**Cranial Competence (Ex):** Fungal stalkers can use the knowledge stored in preserved brains to improve their own abilities. By meditating on one of her *brain cylinders* for one minute, a fungal stalker can gain a competence bonus on a single skill of her choice that the brain stored in the cylinder had ranks in before the brain was harvested (including skills the brain no longer possesses, such as Climb or Swim). The bonus is equal to 1/2 the fungal stalker's hunter level or the total number of ranks the preserved brain once had in the skill, whichever is lower. This benefit lasts for 1 hour. The fungal stalker can use this ability a number of times per day equal to her hunter level, but can benefit from only one such bonus at a time: if she uses this ability to gain a bonus to a second skill, the bonus granted to the previous skill is immediately lost.

This ability replaces the animal focus class feature.

**Mi-go Companion (Ex):** Instead of gaining an animal as a companion, a fungal stalker gains a mi-go companion at first level. The mi-go companion is a creature of the plant type, and functions in all ways as a standard animal companion, except it does not gain tricks or bonus tricks, as it is an intelligent creature capable of direct communication.

#### MI-GO COMPANION

---

##### Starting Statistics

**Size** Small; **Speed** 20 ft., fly 30 ft. (average); **AC** +1 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 10, Dex 15; **Con** 14; **Int** 10; **Wis** 10; **Cha** 10; **Special Qualities** low-light vision, no breath

---

##### 4th-Level Advancement

**Size** Medium; **Ability Scores** Con +2, Int +2; **Special Attacks** eviscerate

*Eviscerate (Ex):* A mi-go companion's claws are razor-sharp and capable of dealing immense damage to a creature the mi-go is grappling. Whenever a mi-go successfully starts or maintains a grapple, its claws inflict 2d6 points of precision-based damage, in addition to the normal effects of maintaining the grapple.

**Plant Empathy (Su):** A fungal stalker can improve the initial attitude of a plant creature, including mindless plant creatures. This ability functions as a Diplomacy check to improve the attitude of a person. The fungal stalker rolls 1d20 and adds her hunter level and her Charisma modifier to determine the plant empathy check result. Most plant creatures have a starting attitude of unfriendly.

To use plant empathy, the fungal stalker and the plant must be within 30 feet of one another under normal visibility conditions. Generally, influencing a plant in this way takes 1 minute, but, as with influencing people, it might take more or less time.

This ability replaces the wild empathy class feature.

**Starflight (Su):** At 5th level, a fungal stalker and her mi-go companion can move and survive in the void of outer space, and can fly through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the fungal stalker knows the way to her destination. While in space, the fungal stalker is sustained by trails of aether, and does not need to eat, drink, or breathe, and she is not harmed by the vacuum of space. She still needs to eat, drink, and breathe when she is not in space.

This ability replaces the woodland stride class feature.

**Bonus Feats:** At 7th level and every 6 levels thereafter, a fungal stalker's mi-go companion gains a bonus feat (in addition to the bonus feats gained from the fungal stalker's effective druid level). The mi-go companion must meet all prerequisites for the chosen feat.

This ability replaces the bonus tricks class feature.

**Expanded Mental Capacity (Su):** Beginning at 8th level, whenever a fungal stalker uses her cranial competence class feature, she gains a +2 bonus to whichever mental ability score (Intelligence, Wisdom, or Charisma) was the highest among the harvested brain's mental ability scores before that brain was harvested.

This ability replaces the second animal focus class feature.

**Grasping Claws (Su):** At 11th level, the fungal stalker's mi-go companion gains the grab universal monster special ability, allowing it to initiate a grapple as a free action whenever it strikes a creature with one of its claw attacks.

This ability replaces the speak with master class feature.

**Mi-go Technologist (Su):** At 17th level, the fungal stalker's mi-go companion shares the secrets of the bizarre mi-go technology. The fungal stalker does not suffer the normal -5 penalty on Spellcraft and Use Magic Device checks involving mi-go technology. Additionally, she can create these strange items that blur the line between magic and technology. She ignores all of the Item Creation feat requirements and spellcasting requirements for creating a magic item. If she does so, the created item counts as mi-go technology, and the cost to create the item (in gp) is doubled. When crafting items in this way, the fungal stalker can use the Heal skill in place of the normal skill check made to create the item.

This ability replaces the one with the wild class feature.

**Fungal Transformation (Ex):** At 20th level, a fungal stalker's type changes to plant. She gains low-light vision, as well as immunity to paralysis, poison, polymorph effects, sleep effects, and stunning. She does not gain a plant's immunity to mind-affecting effects, but she does gain a +4 racial bonus on saving throws made to resist such effects. This transformation is obvious, and anyone who lays eyes on the fungal stalker can identify her as inhuman, which may impact their starting attitude towards her.

This ability replaces the master hunter class feature.

## Agent of Yuggoth (Rogue)

As deceptive as their alien masters, the mi-go, agents of Yuggoth are rogues who have been infused with the same fungus that makes up the mi-go's bodies, and are as adept as the mi-go at modifying bodies to suit their purposes.

**Inscrutable (Ex):** An agent of Yuggoth adds 1/2 her rogue level on Bluff skill checks made to tell lies and on Disguise skill checks (minimum +1). The agent of Yuggoth also receives a +2 competence bonus on saving throws made to resist divination effects.

This ability replaces the trapfinding class feature.

**Fungal Resistances (Ex):** Beginning at 3rd level, an agent of Yuggoth's physiology begins to change, as her insides slowly start to transform into the same fungus material that makes up the bodies of the mi-go. She gains a +1 racial bonus on saving throws made to resist mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. At 9th level, and again at 15th level, this bonus increases by +1.

This ability replaces the trap sense bonuses gained at 3rd, 9th, and 15th levels.

**Fleshwarper:** At 6th level, the mi-go psychically reveals to the agent of Yuggoth the secrets of warping flesh. The agent of Yuggoth gains the Fleshwarper<sup>HA</sup> feat, even if she doesn't meet the prerequisites. Additionally, she gains a +1 competence bonus on all Craft (alchemy) and Heal checks made to perform fleshwarping, including creating and applying fleshcraft grafts. At 12th level, and again at 18th level, this bonus increases by +1.

This ability replaces the trap sense bonuses gained at 6th, 12th, and 18th levels.

## Servant of Yuggoth (Witch)

All witches make pacts with strange and otherworldly patrons in exchange for their powers, so it is little surprise that some witches make these pacts with the alien race of fungi known as the mi-go, who blend magic and technology together into something as eldritch and unknowable as themselves. These witches, known as servants of Yuggoth to some, pursue the mi-go's goals in exchange for a fraction of their knowledge and power.

**Patron:** As a servant of the mysterious mi-go, a servant of Yuggoth must choose her patron from among the following: deception, insanity, mind<sup>OA</sup>, or stars. At the GM's discretion, certain other patrons that are thematically linked to the mi-go may also be allowed.

**Brain Harvest (Su):** Servants of Yuggoth can harvest brains and use them for a variety of eldritch purposes. At 1st level, a servant of Yuggoth learns how to create a rudimentary *brain cylinder* (see Sidebar: Brain Cylinders), in which she can preserve brains extracted from creatures. It takes a servant of Yuggoth 24 hours to create a *brain cylinder* in this way, and it requires the expenditure of 500 gp in raw materials. A *brain cylinder* created in this way functions in all ways as a normal *brain cylinder*, except that its hardness is only 1, and its hit points are equal to her witch level. However, the *brain cylinder* requires constant tuning and maintenance

that only the servant of Yuggoth can provide: each week, she must spend at least 1 hour and 10 gp maintaining each of her *brain cylinders*. Failure to do so causes the *brain cylinder* to malfunction, destroying the brain inside. Any creature that successfully identifies a *brain cylinder* created in this way also identifies this failing. As a result, it is typically impossible to sell *brain cylinders* created in this way.

In addition to creating rudimentary *brain cylinders*, a servant of Yuggoth can also harvest brains from creatures to store within them. Harvesting a brain in this way takes 1 hour, and requires a successful DC 20 Heal check. Success indicates that the brain is removed successfully, which kills the creature it is removed from, but allows the brain to be preserved in a *brain cylinder*. Failure on this check still results in the death of the creature whose brain is removed, but the brain is also destroyed in the process. The creature whose brain is to be harvested must be helpless or willing for the full duration of this procedure. Beginning at 5th level, the servant of Yuggoth can also harvest the brains of creatures that were slain up to 24 hours ago, although she suffers a penalty on her Heal check equal to the number of hours that the creature has been dead. A servant of Yuggoth can only harvest the brains of animals, humanoids, and monstrous humanoids with this ability, and creatures without brains cannot have their brains harvested in this way.

**Spell Repository:** A servant of Yuggoth does not make use of a familiar to store and prepare her spells, but instead retains the knowledge of her spells within brains that she has preserved with her Harvest Brain class feature. If the preserved brain belonged to a spontaneous spellcaster, it contains all spells that the creature knew before its brain was harvested. Otherwise, a preserved brain can store a number of spell levels' worth of spells equal to twice the Intelligence score of the creature it once belonged to. The servant of Yuggoth begins play with a harvested brain whose Intelligence score is equal to her own, which contains all 0-level witch spells plus three 1st-level spells of her choice. The servant of Yuggoth also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the harvested brain. At each new witch level, she gains two new spells of any spell level or levels that she can cast (based on her new witch level), which she can add to any of her harvested brains.

A servant of Yuggoth can also add spells she encounters in scrolls or spellbooks to her harvested brains. Doing so requires that the servant of Yuggoth successfully decipher the magical writings, and takes 10 minutes per spell level as she reads the spell aloud to the harvested brain. No Spellcraft check or materials are required to add a spell to a harvested brain in this way.

A servant of Yuggoth prepares spells from a harvested brain by forcing it to recite the spells back to her. She can compel a harvested brain to assist her in preparing spells in this way, even if she is unable to coerce it into providing her with other information. Preparing spells in this way is otherwise identical to preparing spells by communing with a familiar.

This ability replaces the witch's familiar class feature.

**Hexes:** A servant of Yuggoth may choose from the following hexes, in addition to the hexes available to all witches.

*Access Knowledge (Su):* The servant of Yuggoth can tap directly into the minds of her harvested brains. By holding one of her *brain cylinders*, she can make a single Appraise, Knowledge, or Linguistics check using the brain's modifier, rather than her own. She can use this ability no more than once per brain per day, and can use it a total number of times per day equal to her Intelligence modifier. This allows her to retry skill checks that she would not otherwise be able to retry, but she cannot retry the same check with the same brain.

*Fungal Magic (Su):* The servant of Yuggoth's mind-affecting spells and hexes can affect plant creatures as though they were not mind-affecting. However, if the plant would normally be immune to the effect due to its immunity to mind-affecting effects, it receives a +4 bonus on any saving throws made to resist the effect.

*Mi-go Technologist (Su):* The witch has mastered the secrets of the bizarre mi-go technology. She does not suffer the normal -5 penalty on Spellcraft and Use Magic Device checks involving mi-go technology. Additionally, she can create these strange items that blur the line between magic and technology. She ignores all of the Item Creation feat requirements and spellcasting requirements for creating a magic item. If she does so, the created item counts as mi-go technology, and the cost to create the item (in gp) is doubled. When crafting items in this way, the servant of Yuggoth can use the Heal skill in place of the normal skill check made to create the item.

**Major Hexes:** A servant of Yuggoth may choose from the following major hexes, in addition to the major hexes available to all witches.

*Starflight (Su):* A servant of Yuggoth can survive in the void of outer space. She can fly through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the servant of Yuggoth knows the way to her destination. A servant of Yuggoth must still have some way of reaching space in order to use this ability. She can carry creatures and objects with her up to her heavy load, but this hex does not offer such creatures or objects any protection from the effects of deep space. The servant of Yuggoth still needs to breathe in environments other than deep space. While in space, the servant of Yuggoth is sustained by trails of aether, and does not need to eat, drink, or breathe, and she is not harmed by the vacuum of space. She still needs to eat, drink, and breathe when she is not in space.

*Surrogate Possession (Su):* The servant of Yuggoth can transfer the minds of brains in her *brain cylinders* to other creature's bodies in lieu of her own. Whenever the servant of Yuggoth casts *magic jar*, *possession*, or similar spells that allow her consciousness to inhabit another creature's body, she may choose to transfer the mind of a brain in one of her *brain cylinders*, instead. Other than changing which creature's mind is transferred, this functions identically to the way the spell otherwise would. She must be holding the *brain cylinder* containing

the brain in question when she casts the spell, and it is entitled to a Will save to resist the effect (although most brains do not attempt to resist). If the spell or effect would cause the target's mind to inhabit the servant of Yuggoth's body, it inhabits the stored brain, instead, and can be conversed with as normal for a brain in a *brain cylinder*.

## New Cleric Domain

The following domain is available to any character that chooses to devote herself to the strange religion of the mi-go. Such characters can choose Knowledge, Plant, Trickery, or Void as their other domain. The mi-go's true favored weapon is the claw, but those unfortunate enough to lack claws of their own can choose to instead treat the dagger as their deity's favored weapon.

### Cult of the Mi-Go

The religion of the mi-go is complex, and wholly different from most humanoid concepts of religion. Many religious scholars, as well as those devoted to the study of the mi-go, believe that humans are incapable of truly understanding the religion, and that those who claim to follow it have either had their minds so altered by exposure to the mi-go that their thinking is no longer strictly human, or are simply insane and deluded. Whatever the case, those who worship the mi-go's unknowable gods and follow their bizarre ritual practices undoubtedly receive power from their worship, whether they truly understand what they are doing or not.

**Granted Powers:** You can mentally shut down the brains of others, rendering them temporarily helpless, and gain insight and understanding into the strange and alien mi-go technology.

*Brain Spasm (Su):* You concentrate on a single living creature within 60 feet, causing that creature's brain to be momentarily paralyzed. The creature must succeed on a Will save (DC 10 + 1/2 your class level + your Wisdom modifier) or be dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Mi-go Technologist (Su):* By 8th level, you have mastered the secrets of the bizarre mi-go technology. You do not suffer the normal -5 penalty on Spellcraft and Use Magic Device checks involving mi-go technology. Additionally, you can create these strange items that blur the line between magic and technology. You can choose to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item. If you do, the created item counts as mi-go technology, and the cost to create the item (in gp) is doubled. When crafting items in this way, you can use the Heal skill in place of the normal skill check made to create the item.

**Domain Spells:** 1st—*command*, 2nd—*speak with dead*, 3rd—*contact entity II<sup>HA</sup>*, 4th—*create mindscape<sup>OA</sup>*, 5th—*thoughtsense<sup>OA</sup>*, 6th—*telepathy*, 7th—*true seeing*, 8th—*control plants*, 9th—*microcosm<sup>OA</sup>*.

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, Original 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](http://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 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 McCordell, 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 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.

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

**Weekly Wonders: Eldritch Archetypes Volume IX - Archetypes of Yuggoth** Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

# Weekly Wonders

The eldritch, the strange, and the weird are often relegated to the domains of villains and NDCs 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 Mi-Go, also known as the fungi from Yuggoth, a strange race of alien creatures that are best known for their ability to harvest and preserve brains, still alive and sentient, within strange jars, to benefit from their knowledge. From H.P. Lovecraft's *The Whisperer in Darkness* and *The Fungi from Yuggoth*, this deceptive and uncaring alien race is a staple of the Cthulhu mythos. Whether they mention the mi-go directly or not, each archetype in this book builds on themes of brain harvesting, deceptiveness, alien technology, and fungal biology. This book contains the following archetypes:

- The Yuggothian surgeon, an alchemist archetype that slowly transforms into a fungal creature, and can numb victims with a touch.
- The brain mage, an arcanist archetype that stores his spells in harvested brains, and can use captured brains in a variety of eldritch manners.
- The fungal stalker, a hunter archetype that gains a mi-go companion, and can borrow skills from harvested brains.
- The agent of Yuggoth, a rogue archetype with a focus on fleshwarping and a fungal anatomy.
- The servant of Yuggoth, a witch archetype who stores spells in captured brains, and gains access to a variety of mi-go themed hexes.
- A bonus cleric domain devoted to those who adhere to the strange religion of the mi-go.

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*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE