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 Father Dagon and his spawn, the deep ones. This race of fish-like humanoids, popularized in the short story *The Shadow Over Innsmouth*, are said to live eternally beneath the waves, and visit small, quiet coastal communities, where they make strange pacts with the people that live there, and breed with them, creating horrible hybrid monsters. Whether or not they directly reference deep ones, and their patron, Father Dagon, said to be a towering giant among their kind, the archetypes in this product all expand on the central themes of the deep ones, their aquatic nature, their strange and unsettling appearance, their ageless immortality, and the fact that they walk amongst us.

New Archetypes

The following archetypes are presented in alphabetical order.

Shorestrider (Arcanist)

Shorestriders draw their magic from the ocean depths, whether they themselves are descendants of oceanic humanoids or not. Just as many surface dwellers become shorestriders to better explore the murky depths beneath the waves, so too do many gillmen, deep one hybrids, and similar creatures become shorestriders in order to better adapt themselves to the land.

Brine Caster (Su): A shorestrider's magic is closely linked to the ocean depths. Once per day, by ritually bathing in sea water for 10 minutes and meditating on underwater life, the shorestrider can add 1 point to her arcane reservoir. At 5th level, and every 5 levels thereafter, whenever she uses this ability, she adds 1 additional point to her arcane reservoir (to a maximum of 5 points at 20th level). However, each day, when the shorestrider's arcane reservoir refreshes, if she has not been submerged in salt water for at least 1 minute in the last 24 hours, the number of points she gains is reduced by 2.

Finally, the shorestrider gains a competence bonus equal to her arcanist level on concentration checks made to cast spells due to being underwater, and treats her caster level as being 1 higher than it actually is for the purposes of all spells that she casts while underwater.

This ability replaces the consume spells class feature.

Arcanist Exploits: A shorestrider may select from the following additional exploits.

Fish Friend (Su): The shorestrider gains some mastery over the creatures of the ocean. Aquatic animals have their starting attitude towards the shorestrider increased by one step (hostile becomes unfriendly, unfriendly becomes indifferent, and so on). Additionally, by expending 1 point from her arcane reservoir, the shorestrider can cast one of the following spells as a spell-like ability: *animal messenger, calm animals,* or *charm animal.* In all cases, the saving throw DC is equal to 10 + 1/2 the shorestrider's arcanist level + the shorestrider's Charisma modifier, and the spells only affect aquatic or amphibious animals.

Land Adaptation (Su): The shorestrider can expend 1 point from her arcane reservoir to touch a living aquatic creature in order to adapt it to survive on the land. The affected creature's land speed increases by 10 feet (to a maximum of 30 feet). Additionally, if the creature does not normally breathe air, it gains the ability to do so. Further, if the creature belongs to a race that normally suffers penalties for not spending time in the water, such as a deep one hybrid's sea longing racial trait, or a gillman's water dependent racial trait, that trait is suppressed. These benefits last for 24 hours.

Underwater Adaptation (Su): The shorestrider can expend 1 point from her arcane reservoir and touch a living creature in order to adapt it to survive in the ocean depths. The affected creature gains a competence bonus on Swim checks equal to the shorestrider's arcanist level, or +4, whichever is higher. Additionally, the touched creature can hold its breath for a number of minutes equal to its Constitution modifier before needing to make Constitution checks to avoid drowning. These benefits last for 24 hours.

Greater Exploits (Su): Beginning at 11th level, a shorestrider may select from the following additional greater exploits.

Ageless (Su): The shorestrider does not suffer any ability score penalties as a result of aging, although she continues to accrue bonuses to her mental ability scores. Further, she is immune to aging effects. At 20th level, the shorestrider no longer has a maximum age, and cannot die of old age.

Call Oceanic Ally (Sp): By expending 1 or more points from her arcane reservoir as a full-round action, the shorestrider can summon an aquatic ally. This ability can only be used while submerged in water, and the ally arrives in 1d4 rounds. It obeys the shorestrider's mental commands, and remains for a number of minutes equal to 1/2 the shorestrider's arcanist level. The number of points that the shorestrider expends determines what type of creature answers the call, as outlined below. The shorestrider can choose a specific creature from the list of those available for the number of points that she spends, but if none of that creature are present within 1 mile, a different creature from the list appears, instead.

If none of the creatures on the list are present within 1 mile, nothing responds to the call, and the points are not expended from the shorestrider's arcane reservoir.

1 point: Grindylow^{B2}, locathah^{B2}, stingray^{B2}.

2 points: Gar^{B2}, octopus, reefclaw^{B2}, squid.

3 points: Electric eel, giant crab, shark, skum.

4 points: Adaro^{B3}, sea hag, walrus^{B4}.

5 *points:* Giant moray eel, orca (dolphin), saltwater merrow^{B2}, tojanida^{B3}.

6 points: Chuul, elasmosaurus, giant octopus.

7 points: Dire shark, dragon turtle, giant squid, whale^{B2}.

8 points: Lorelei^{B4}, spinosaurus^{B3}, vouivre^{B4}.

9 points: Charybdis^{B2}, great white whale^{B2}.

Summon Dagon (Sp): Once per day, by expending 5 points from her arcane reservoir and performing a special ritual which requires 1 minute to perform, and can only be performed while submerged in ocean water, a shorestrider can call out to Father Dagon to come to her aid, creating a powerful current that allows the elder deep one^{B5} to arrive at her location in 1d10 minutes. The shorestrider must immediately make a DC 34 Diplomacy or Intimidate check to request aid from the elder deep one (at the GM's discretion, depending on the nature of the aid, the DC may increase to as much as 44 or as little as 29). If the shorestrider fails this check the elder deep one departs immediately, and if the shorestrider fails this check by 5 or more, the elder deep one attacks her, instead. Otherwise, if she succeeds, the elder deep one is willing to aid her for up to 10 minutes per class level, although each round of combat during which the elder deep one participates reduces the remaining duration by 10 minutes. At the end of this time, the elder deep one departs. The shorestrider must be at least 17th level to select this greater exploit.

Deepspawn Broodmate (Hunter)

Unlike other hunters, a deepspawn broodmate does not develop a close bond with an animal companion. Instead, her bond is with a deepspawn, a creature that shares her dark heritage, but physically manifests it to a greater extent. For many deepspawn broodmates, their deepspawn companion is one of their own siblings, who favors their deep one blood much more heavily, but in other cases the deepspawn companion may be the deepspawn broodmate's parent, or have some other special connection.

Deepspawn Companion (Ex): A deepspawn broodmate gains a deepspawn companion, which functions similarly to an animal companion, and counts as an animal companion for the purposes of feats, class features, and similar abilities that affect an animal companion. However, because it is intelligent, it does not learn tricks, and does not need to be

Sidebar: Deepspawn Companions

The following are statistics for a deepspawn companion. The deepspawn companion otherwise uses the rules for a normal animal companion.

DEEPSPAWN COMPANION

Starting Statistics

Size Medium; **Speed** 20 ft., swim 30 ft.; AC +3 natural armor; **Attack** 2 claws (1d4); **Ability Scores Str** 15, **Dex** 9, **Con** 16, **Int** 8, **Wis** 15, **Cha** 10; **Special Qualities** darkvision 60 ft., low-light vision.

7th-level Advancement

Speed swim +10 ft.; **AC** +2 natural armor; **Ability Scores Str** +4, **Con** +2, **Int** +4; **Special Qualities** deep dweller, immortal, item use.

Deep Dweller (Ex): Advanced deepspawn companions are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Immortal (Ex): Advanced deepspawn companions do not age. Barring death from violence, disease, or misadventure, an advanced deepspawn companion can live forever. Advanced deepspawn companions are immune to effects that cause magical aging.

Item Use (Ex): An advanced deepspawn companion can activate spell-trigger items like staves and *wands* as if it were a spellcaster of the appropriate class.

handled (it may, however, develop its own ideas about what it should do, and while it is loyal to the deepspawn broodmate, it is not slavishly obedient).

The deepspawn broodmate has many siblings and other family members at the depths of the ocean, and if she releases her companion from service or her deepspawn companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer within sight of the ocean. While the deepspawn broodmate's companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A deepspawn broodmate cannot have more than one *summon nature's ally* spell active in this way at any one time. If this ability is used again, any existing *summon nature's ally* immediately ends.

This ability modifies the animal companion class feature.

Animal Focus (Su): Instead of choosing from the standard list of animal focuses, the deepspawn broodmate chooses from the following list of animal focuses.

Clam: The creature gains DR 1/adamantine. At 8th level, this increases to 2/adamantine, and at 15th level, it increases to 3/adamantine.

Clownfish: The creature gains a +2 bonus on Acrobatics and Perform checks. This bonus increases to +3 at 8th level and +4 at 15th level. *Eel:* The creature gains a +4 competence bonus to CMD. This bonus increases to +6 at 8th level and +8 at 15th level.

Jellyfish: The creature has a 25% chance to treat any critical hit as a normal hit, or ignore precision-based damage. At 12th level, this chance increases to 50%.

Mantis Shrimp: The creature gains a +2 bonus on Perception and Sense Motive checks. This bonus increases to +3 at 8th level and +4 at 15th level.

Octopus: The creature gains a +2 competence bonus on Disguise checks and Stealth checks. This bonus increases to +3 at 8th level and +4 at 15th level.

Piranha: The creature deals 1 additional point of damage on each melee attack it makes. At 12th level, this increases to 2 additional points of damage.

Shark: The creature can notice other creatures by scent in a 6o-foot radius underwater, and can detect blood in the water at ranges of up to one mile.

Starfish: The creature gains fast healing 1. At 12th level, this increases to fast healing 2.

Turtle: The creature's natural armor bonus to AC increases by +1. At 12th level, this bonus increases to +2.

This ability modifies the animal focus class feature.

Strong Swimmer (Ex): At 2nd level, a deespawn broodmate adds 1/2 her level to Swim checks.

This ability replaces the track class feature.

Aquatic Adaptation (Ex): At 5th level, a deepspawn broodmate can hold her breath for a number of minutes equal to her Constitution score before having to make checks to avoid drowning. Additionally, whenever the deepspawn broodmate succeeds on a Swim check to swim in the water, she can move up to half her speed as a move action, or up to her speed as a full-round action. At 8th level, she can move up to her speed as a move action when she succeeds on a Swim check, or up to twice her speed as a full-round action.

This ability replaces the woodland stride and swift tracker class features.

Bonus Feats: At 7th level and every 6 levels thereafter, the deepspawn broodmate's deepspawn companion gains a bonus feat for which it qualifies.

This ability replaces the bonus tricks gained at 7th, 13th, and 19th levels.

Psychic Link (Su): At 11th level, a deepspawn broodmate and her deepspawn companion can communicate telepathically at a range of up to 120 feet. At 14th level, when the deepspawn broodmate gains the greater empathic link class feature, the range of this telepathy increases to 5 miles.

This ability replaces the speak with master class feature, and modifies the greater empathic link class feature.

Elder Deepspawn Companion (Ex): At 2oth level, the deepspawn broodmate's deepspawn companion grows to immense size, becoming an elder deepspawn companion.

20th-level Advancement

Size Huge; AC +2 natural armor; Attacks 2 claws (1d8); Ability Scores Str +8, Dex -2; Con +4

This ability replaces the master hunter class feature.

Channeler of the Deep (Medium)

The spirits channeled by mediums can largely be divided into six major groups, which share certain characteristics regardless of various minor differences. For some mediums, however, these minor differences serve as their focus. Channelers of the deep, in particular, channel spirits of the ocean depths, strange and terrible entities worshipped by the mysterious deep ones. While the spirits themselves grant similar powers to their land-based counterparts, the effect that entreating with such alien spirits has on the channeler of the deep is profound.

Call of the Sea (Su): Beginning at 2nd level, a channeler of the deep must maintain a certain connection with the sea, or else have difficulty controlling the spirits he channels. Each day, he must spend at least 10 minutes completely immersed in seawater. If he does, he can use his spirit surge ability one time that day without incurring influence. Otherwise, on the following day, any spirit he channels automatically gains 1 additional point of influence over him. However, the channeler of the deep's strong connection to the ocean allows him to treat any part of the ocean, including beaches and shores, as though it were any spirit's favored location.

This ability replaces the taboo class feature.

Unusual Appearance (Ex): As a channeler of the deep's connection to the oceans strengthens, his features begin to warp to reflect his briny nature, as his skin becomes pallid and waxen, his lips swell, and his eyes grow and bulge, while his forehead becomes lumpy and distended. Many channelers of the deep develop hunched backs, or grow webbing between their fingers, as well. At 3rd level, the channeler of the deep gains a +2 racial bonus on Intimidate checks as a result of these changes, although he suffers a -2 penalty on any Disguise check that involves hiding these deformities. Some characters may react negatively to the channeler of the deep's semi-monstrous appearance. At 6th level, and every three levels thereafter, this bonus and penalty increase by an additional 1 (to a maximum of +7 at 18th level).

Additionally, at 9th and 18th levels, the channeler of the deep's natural armor bonus to AC increases by +1.

This ability replaces the haunt channeler class feature.

Aquatic Adaptation (Ex): Beginning at 5th level, a channeler of the deep grows two sets of gills on his neck (or, in some cases, on the sides of his torso), allowing him to breathe water as easily as air. Additionally, he gains a swim speed equal to his base land speed.

This ability replaces the location channel class feature.

Deep Diver (Ex): Beginning at 7th level, a channeler of the deep gains the ability to traverse even the lowest ocean depths. He gains darkvision 6o feet as long as he is underwater, and he is immune to all damage and side effects from dramatic changes in pressure (such as by diving particularly deep, or surfacing too quickly).

This ability replaces the connection channel class feature.

Wavespeaker (Sp): Beginning at 13th level, a channeler of the deep gains the ability to psychically communicate with ocean creatures. He is able to speak with any aquatic animal or vermin, as though with the spell *speak with animals*. Additionally, he can cast *share memory*^{UM} as a spell-like ability at will, but can only target aquatic animals and vermin.

This ability replaces the ask the spirits class feature.

Benthic Projection (Sp): At 14th level, a channeler of the deep can cast his mind into a nearby denizen of the ocean, controlling its body directly with his spirit. This functions as *possession*, except that the channeler of the deep can only target aquatic animals and vermin, and the saving throw DC is equal to 10 + 1/2 his medium level + his Charisma modifier. The channeler of the deep can use this ability at will, but cannot target the same creature more than once in a 24-hour period.

This ability replaces the astral journey class feature.

Deep One Ancestry (Psychic Discipline)

To your horror, you have discovered that your psychic abilities come from an unnatural taint in your bloodline: specifically, your veins contain the blood of the deep ones, horrible benthic creatures vaguely humanoid in shape, who interbreed with humanoid races to produce hybrid spawn for unknown and mysterious reasons. At night, you feel the call of the sea, and in your dreams, you wander ancient deep one cities that lie far below the surface of the waves. During your waking hours, however, your strange heritage grants you powerful psychic abilities.

Phrenic Pool Ability: Wisdom.

Bonus Spells: *charm animal* (aquatic creatures only) (1st), *animal messenger* (aquatic creatures only) (4th), *water breathing* (6th), *control water* (8th), *dream* (1oth), *fluid form*^{APG} (12th), *vortex*^{APG} (14th), *sympathy* (16th), *tsunami*^{APG} (18th).

Discipline Powers: Your powers come from an ancient and primordial connection to the deep oceans, and the creatures that call such places their home.

Aquatic Adaptation (Su): As a standard action, you can expend a single unused spell slot. If you do, you gain a competence bonus on Swim checks equal to 4 + twice the spell level of the expended spell slot, and you can breathe water as easily as air. These benefits last for a number of minutes equal to the spell level of the expended spell slot. *Item Use (Su):* Like your deep one ancestors, you have a knack for using spell trigger magic items, such as staves and wands. You gain a competence bonus on Use Magic Device checks to activate such items equal to 4 + 1/2 your psychic level. Additionally, the first time each day that you successfully activate a spell trigger magic item using Use Magic Device, you regain 1 point in your phrenic pool.

Fish Flesh (Su): Beginning at 5th level, you learn how to bring your deep one heritage bubbling up to the surface, causing your skin to temporarily harden and turn green, and your eyes and lips to bulge. Transforming in this way is a move action, and any humanoid creature that watches you transform must succeed on a Will save (DC 10 + 1/2your class level + your Wisdom modifier) or be shaken for 1 minute. Creatures that fail their saving throws by 5 or more are frightened for 1d4 rounds, then shaken for 1 minute, instead. Additionally, your natural armor bonus to AC increases by an amount equal to your Wisdom modifier (to a maximum increase of +5) for one minute.

Ageless One (Ex): At 13th level, your deep one heritage takes greater hold over you, granting you the immortality that your aquatic ancestors enjoy. You no longer suffer any ability score penalties as a result of aging, although you continue to accrue ability score benefits. When you reach 20th level, you become truly ageless, gaining immunity to aging effects. Further, at 20th level, you can no longer die of old age (although you can still die from violence or other means).

Benthic Infiltrator (Vigilante)

While many vigilantes hide their true identities behind a mask, there are those for whom it is their public faces that are the mask, and that hiding just beneath the surface of their flesh is a horrible deep-sea monster waiting to burst out. These terrible agents of the depths are known as benthic infiltrators, and they walk among the surface dwellers, preparing the way for an underwater invasion.

Benthic Form (Ex): A benthic infiltrator's true identity is as a monstrous spawn of the deep, but he is able to hide this fact from observers, and sometimes, benthic infiltrators manage to hide this knowledge even from themselves. In effect, the benthic infiltrator has two identities: one is a normal member of his race, while the other is a horrific monster with features reminiscent of deep-sea creatures, which are referred to as his social identity and monstrous identity, respectively.

The benthic infiltrator can start each day in either of his identities. Changing from one identity to another takes 1 minute and must be done out of sight from other creatures, if the benthic infiltrator wishes to preserve his secret. Changing identities is both a physical and mental transformation, during which time the benthic infiltrator is staggered.

Despite being a single person, the benthic infiltrator's social identity and monstrous identity each have their own alignment, which can be wildly different from one another. The benthic infiltrator is treated as having only his current identity's alignment. If the benthic infiltrator is the target of an effect that would change his alignment, it changes only the alignment of his current identity.

Any attempts to scry or otherwise locate the benthic infiltrator work only if the benthic infiltrator is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

While in monstrous form, the benthic infiltrator gains two primary claw natural attacks which deal 1d4 points of damage for a Medium creature (or 1d3 points of damage for a Small creature), and his natural armor bonus to AC is increased by 2. When the benthic infiltrator's base attack bonus reaches +6, whenever he makes a full-attack action in which he attacks with one or both of these claw attacks, he can make a secondary attack with each claw he uses, at a -5 penalty. When his base attack bonus reaches +11, he can make a third attack, at a -10 penalty. If his base attack bonus reaches +16, he can make a fourth attack, at a -15 penalty. Additionally, at 6th level, and every six levels thereafter, while in his monstrous identity, the benthic infiltrator's natural armor bonus to AC increases by +1. Finally, while in his monstrous identity, the benthic infiltrator gains a racial bonus on Swim checks equal to +4 or his vigilante level, whichever is higher, and at 5th level, while in his monstrous identity, the benthic infiltrator can breathe water as easily as air.

This ability replaces the dual identity and vigilante specialization class features.

Monstrous Visage (Ex): Beginning at 3rd level, the benthic infiltrator's monstrous identity is so hideous that it is frightening to behold. While in his monstrous identity, the benthic infiltrator gains a racial bonus on Intimidate checks equal to 1/2 his vigilante level.

This ability replaces the unshakable class feature.

Maddening Appearance (Ex): At 17th level, the mere appearance of a benthic infiltrator's monstrous identity is enough to erode the sanity of normal men. Whenever the benthic infiltrator makes a successful attack against a foe that is unaware of the benthic infiltrator's presence, the foe must make a successful Will save (DC 10 + 1/2 the benthic infiltrator's class level + the benthic infiltrator's Charisma modifier) or suffer 1d6 points of Wisdom damage. A creature that suffers 4 or more points of Wisdom damage in this way gains a random madness. See the *Pathfinder Roleplaying Game GameMastery Guide* for more information about madness.

This ability replaces the stunning appearance class feature.

New Cleric Domain

The following domain is available to any character that chooses to devote herself to Father Dagon, rather than to a deity. Such characters can choose Chaos, Evil, Madness, or Water as their other domain. Dagon's true favored weapon is the claw, but those devoted to him can choose to instead treat the trident as his favored weapon.

Father Dagon

Of all the mythos entities that receive worship from humanoid creatures, Father Dagon is among the least surprising. While it seems clear that he is not a true deity, and in fact his power pales in comparison to the likes of many other mythos creatures, he is much closer and more involved in humanoid affairs. The deep ones, who worship him and may, in fact, be largely descended from him, actively intervene with humanoid communities, striking dark pacts in which they provide plentiful fish and sunken treasures in exchange of strange rites and unpleasant sacrifices. It is no wonder then, that some of those who make these pacts might turn to worship of the patron of this mysterious underwater race.

Granted Powers: Blessed by Father Dagon, the ocean depths hold little mystery for you, as you can dive deep and enthrall the creatures of the seas.

Aquatic Adaptation (Ex): Your body is well-adapted for underwater life. You gain a competence bonus on Swim checks equal to 1/2 your class level. Additionally, you can hold your breath for a number of minutes equal to your Constitution modifier before needing to make Constitution checks to avoid drowning.

Call of the Deep (Su): Beginning at 8th level, your devotion to Father Dagon allows you to command and converse with the creatures of his domain. You can cast *charm animal* and *speak with animals* as spell-like abilities, but they only apply to aquatic creatures. Your caster level for this effect is equal to your class level, and the saving throw DC is based on the higher of your Wisdom or Charisma modifiers. You can use these spell-like abilities a total number of times per day equal to 1/4 your class level, in any combination you desire.

Domain Spells: 1st—*hydraulic push*^{APG}, 2nd—*alter self*, 3rd—*water breathing*, 4th—*geyser*^{APG}, 5th—*commune with nature*, 6th—*control water*, 7th—*vortex*^{APG}, 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 K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

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

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

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

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

and Russ 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, 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 V - Archetypes of Dagon Copyright 2016,

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

END OF LICENSE

It's Better Down Where It's Wetter!

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. Cach 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 Father Dagon, and his progeny, the deep ones. Although Dagon himself is not featured in the most famous story about deep ones. The Shadow Over Innsmouth both he and his ilk are well known terrors lurking beneath the waves, sending aquatic envoys to quiet coastal towns to unleash who knows what sort of mischief upon the surface=dwelling races. Each of the archetypes in this book builds on themes of aquatic adaptation, monstrous features and appearance, a strange call to the sea, and terrible transformations into deep ones. This book contains the following archetypes:

• The shore strider, an arcanist archetype that draws magical power, from proximity to the ocean, and can mentally command ocean life.

• The deepspawn broodmate, a hunter archetype with deep one lineage, who trades in the standard animal companion for a deep one companion, instead.

• The channeler of the deep, a medium archetype very much at home in the waves, and which can mentally possess aquatic creatures.

• The deep one ancestry, a psychic discipline, for those whose powers come from a familial connection to the spawn of Dagon.

• The benthic infiltrator, a vigilante archetype who doesn't just don a mask, but sheds his human disguise to rampage as a horrible monstrosity from the deep.

• A bonus cleric domain devoted to those who worship Pather Dagon.

Whether you're about to embark on a campaign of cldritch horror (such as the official Daizo adventure path dealing with strange and alien entities), or you just want an excuse to play a servant of the unknowable and uncaring cosmic entities of the 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

