

# Weekly Wonders

*Eldritch Archetypes*  
*Volume Vggg*

# *Archetypes of* *Bokrug*

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*Necromancers*  
*of the Northwest*

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## Introduction

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

This installment focuses on Great Old One Bokrug, an iconic monster from the fiction of H.P. Lovecraft, featured in the story *The Doom that Came to Sarnath*. Bokrug the water lizard is a terrible being that dwells on a still lake in the mythical land of Mnar, bordered by the city of Ib, whose people worshiped Bokrug. In their arrogance, the people of the neighboring city of Sarnath destroyed Ib and stole Bokrug's idol. For this crime against him, Bokrug destroyed the men of Sarnath and tormented them. This book presents a number of archetypes, as well as a cleric domain and new shaman spirit, that celebrate these themes of wrath and revenge, tailor-made for those who revere the mighty lizard.

## New Archetypes

The following archetypes are presented in alphabetical order.

### Judge of Sarnath (Inquisitor)

These inquisitors are a semi-religious organization devoted to Great Old One Bokrug and sent to see that his will is maintained. Considered by many to be insane, these men and women witnessed the destruction of the city of Sarnath by Great Old One Bokrug in dreams and visions. They live their lives to serve that same wrath, searching out those that wrong them or displease their god. They visit destruction on their foes, striking with exceptional aggression against those who deserve the same doom.

**Whispers of Bokrug (Su):** A judge of Sarnath occasionally hears whispers from Bokrug, which allow her to learn details about those she is about to fight. Whenever the judge of Sarnath rolls for initiative, she may choose a single creature within 100 feet. She automatically learns the target's alignment, as well as any weaknesses and resistances it possesses.

This ability replaces the monster lore class feature.

**Bokrug's Wrath (Su):** At 5th level, a judge of Sarnath can ask Bokrug for guidance in who should be destroyed. As a swift action, the judge of Sarnath can make this appeal; if she does, a random enemy within 100 feet is revealed to the judge of Sarnath. The judge of Sarnath deals an additional 3d6 points of damage against that target. As long as that character remains alive, the judge of Sarnath suffers a -2 penalty to attack and damage rolls against other characters.

This ability replaces the bane class feature.

**Bokrug's Reprisal (Su):** At 11th level, the judge of Sarnath is able to project Bokrug's vengeful wrath. Whenever she succeeds on a Fortitude or Will save against an effect that targets only the judge of Sarnath, she may choose to have that effect affect the source of the effect instead. If she does, the target must succeed on a saving throw or be affected by the same effect. The judge of Sarnath may use this ability a number of times each day equal to her Wisdom modifier.

This ability replaces the stalwart class feature.

**Greater Wrath (Su):** At 12th level, a judge of Sarnath hears the furious voice of Bokrug, commanding her to destroy his enemies. Whenever she uses the Bokrug's wrath ability, she deals a total of 5d6 additional points of damage to the target, and automatically confirms critical hits against the target. The penalty on attack and damage rolls made against other characters while the target remains alive is increased to -4.

This ability replaces the greater bane class feature.

**Pronounce Judgment (Su):** At 17th level, the judge of Sarnath can pronounce a living creature guilty of the sins of Sarnath and thus unworthy to live, inviting ruin into his life. Whenever the judge of Sarnath uses her judgment ability, she must select a single living creature. The selected creature must succeed on a Will save (DC = 10 + 1/2 the judge of Sarnath's level + the judge of Sarnath's Wisdom modifier) or be doomed, suffering a -4 penalty to AC against attack rolls made by the judge of Sarnath, and suffering a -4 penalty on saving throws made to resist spells and abilities of the judge of Sarnath. These effects last for as long as the judgment persists.

This ability replaces the slayer class feature.

## Avenger of Ib (Paladin)

The avengers of Ib are a dedicated group of knights who honor the ancient city of Ib, which, according to legend, was destroyed by wicked humans who coveted the wealth provided by Bokrug. The order is devoted to avenging wrongs and striking out against those like the wicked people of Sarnath, who would destroy the honorable in their arrogance and greed. Some claim that the order has its origins in the realm of dreams and that their mission comes directly from Bokrug, who whispers to them in their sleep. Though they worship the water lizard as a god, they spurn many aspects of his religion, including blood sacrifices, which they view as an ancient anachronism. The order instead focuses on avenging the enemies not just of their god, but of all the faithful.

**Revengeful Smite (Su):** At 2nd level, an avenger of Ib is able to smite those that commit grievous wrongs in their presence, even if they are not wholly evil. Whenever the avenger of Ib can clearly see and hear a creature who commits a wicked act (see below), she may select him as the target of her smite as though he were evil, even if he is not. In order to use this ability, the avenger of Ib must witness the target kill a living creature, or attempt a steal combat maneuver, or successfully use the Sleight of Hand skill to steal, or tell 3 or more outright lies.

This ability replaces the divine grace class feature.

**Curse of Ruin (Su):** At 3rd level, an avenger of Ib can inflict a terrible curse upon the wicked souls who would commit sins against the innocent. As a standard action, the avenger of Ib can make a melee touch attack against a living creature, and if she hits, she may inflict one of the following curses on the target.

- She can choose to curse the greedy, causing the target to suffer a -4 penalty to his ability scores so long as he carries gold and magic items worth a total of 100 gp per character level or more.
- She can choose to curse the violent, causing the target to suffer a -6 penalty on attack rolls against nonevil creatures.
- She can choose to curse the treacherous, causing the target to deal half damage on all successful attacks.

The target is allowed a Will save (DC = 10 + 1/2 the avenger of Ib's level + the avenger of Ib's Charisma modifier) to resist the effect. The chosen curse lasts for a number of days equal to the avenger of Ib's level. At 3rd level, an avenger of Ib can only maintain one of these curses at a time. At 6th level, and every three levels thereafter, the avenger of Ib can maintain a curse on one additional character at a given time.

This ability replaces the mercy class feature.

**Retributive Aura (Su):** At 3rd level, the avenger of Ib projects a faintly red aura that makes it easier to punish the unworthy. Enemies within 10 feet of the avenger of Ib suffer a -2 penalty on AC against characters they dealt damage to in the last round.

This ability replaces the aura of courage class feature.

**Aura of Ruin (Su):** At 14th level, the avenger of Ib projects Bokrug's destructive energy, causing the arrogant to be made humble before the avenger of Ib. Any creature within 10 feet of the avenger of Ib that makes an attack against the avenger of Ib or any ally within 10 feet of her loses any damage reduction he might possess.

This ability replaces the aura of faith class feature.

## Bokrug Spirit (Shaman Spirit)

A shaman who chooses Bokrug as a spirit has fine, nearly invisible scales that cover her whole body, and she is constantly slick with lake water. When she casts spells or uses her spirit abilities, a fine mist rises from her body, enshrouding her in a blanket of vapor.

**Spirit Magic Spells:** *bane* (2nd), *aboleth lung*<sup>ARG</sup> (4th), *bestow curse* (6th), *control water* (8th), *nightmare* (10th), *greater curse terrain*<sup>HA</sup> (12th), *control weather* (14th), *frightful aspect*<sup>UC</sup> (16th), *storm of vengeance* (18th).

**Hexes:** A shaman who chooses the Bokrug spirit can select from the following hexes.

*Dream Venom (Ex):* The shaman can touch a sleeping creature in order to poison his dreams with terrible visions of Bokrug's vengeance. The target must succeed on a Will save or be wracked with terrible madness-inducing nightmares of Bokrug destroying everything he ever knew. The target gains a random insanity until he awakens (see *Pathfinder Roleplaying Game: GameMastery Guide* for more information on insanities).

*Curse of Vengeance (Ex):* The shaman can use this hex as an immediate action whenever she takes damage from a living creature. If she does, the creature that dealt damage to her must succeed on a Will save or suffer a -2 penalty to AC against attacks made by the shaman and on saving throws made to resist the shamans hexes, spells, and spirit powers. This penalty stacks with similar penalties, such as from the evil eye hex.

*Idol (Ex):* The shaman can imbue an item worth at least 100 gp as a special idol to Bokrug. She can only have one of these idols at a time. So long as the shaman has the idol in her possession, she gains a +1 profane bonus on saving throws and can cast *dream* as a spell-like ability once per day. If the idol is ever lost or stolen, the shaman suffers a -1 penalty to saving throws, and whenever she rests, she is affected by a *nightmare* spell (DC 20). In the case of a stolen idol, the character that stole the idol suffers similar penalties as long as he continues to possess the idol. If the shaman recovers the idol, she no longer suffers these effects, though the character that stole the idol continues to suffer the effects until he succeeds on a saving throw against the *nightmare* spell. The shaman may not make a new idol until at least one month has passed. The shaman must be at least 9th level before she can select this hex.

**Doom (Ex):** The shaman can pronounce that doom shall befall a single living creature that has slain one of her allies. The shaman can curse any character within 100 feet with this hex, provided the target reduced one of the shaman's allies to 0 or fewer hit points within the last 24 hours. If she does, the target must succeed on a Will save or suffer a -2 penalty to each of their ability scores, be affected as though by the spell *dimensional anchor*, and have his movement speed reduced by half. These effects persist for a number of minutes equal to the shaman's level.

**Spines (Ex):** The shaman can grow spines from her body to punish those that attack her; these spines last until the beginning of her next turn. Any adjacent creature that damages the shaman with a melee attack suffers an amount of piercing damage equal to  $1d8 +$  the shaman's level.

**Spirit Animal:** The shaman's spirit animal appears alien and strange, a caricature of animals of its type, and it is extremely quick to anger. Whenever it suffers damage, it gains a +2 morale bonus to its Strength score, and its natural attacks deal damage as though it were 2 size categories larger. These effects last for 1 minute.

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

**Vengeful Spells (Ex):** Whenever the shaman suffers at least 1 point of damage, she gains a +1 bonus to her caster level for 1 round. At 10th level, this bonus increases to +2.

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

**Dreams of Doom (Sp):** The shaman can attempt to reach the dreams of a sleeping character and fill his mind with terror that lingers into the waking world. Once per day, whenever she rests, the shaman can attempt to affect a single character with whom she is familiar with the *nightmare* spell, except that the saving throw DC is equal to  $10 + 1/2$  the shaman's level + the shaman's Wisdom modifier. Additionally, if the target fails his saving throw by 5 or more, he suffers 1 point of Wisdom damage.

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

**The Doom that Came to My Enemies (Sp):** In the moment of her death, the shaman can assume the form of mighty Bokrug in order to destroy her foes. Whenever she is reduced to 0 or fewer hit points, she may choose to avenge herself. If she does, she is restored to full hit points and transformed into the shape of Great Old One Bokrug<sup>B4</sup> as though using the spell *beast shape IV*, except that the shaman gains the toxic breath, spines, and critical poisoning special abilities, and the DC for any special abilities gained in this way is equal to  $10 + 1/2$  the shaman's level + the shaman's Wisdom modifier.

This effect lasts for 1 minute. At the end of this effect, the shaman instantly dies, this ability can be used no more than once per week, even if the shaman is later returned to life.

**Manifestation:** The shaman becomes more like the Great Old One Bokrug, gaining the aquatic subtype, the amphibious special quality, and DR 5/lawful. Additionally, she is able to stand in the presence of Bokrug and others, gaining immunity to Bokrug's toxic breath, and to the unspeakable presence special ability of Great Old Ones.

### Blade of Bokrug (Slayer)

These curious slayers are devotees of Bokrug the water lizard and admire the absoluteness and intensity with which he strikes down his foes. Similar to Bokrug, they are normally slow to act, preferring to assess situations and go about their own affairs without the interference of others, but each is practiced in a Bokrug-inspired combat style that leads him to strike swiftly and decisively against those that would dare wrong him.

**Lake Combat (Ex):** A blade of Bokrug is trained in waiting for long periods of time underwater before acting against his foes. A blade of Bokrug adds his level to the number of rounds he can hold his breath underwater, and on all Swim checks.

This ability replaces the track class feature.

**Counterattack (Ex):** At 3rd level, a blade of Bokrug learns to make a swift counterattack with a held weapon whenever he is attacked in melee. The first time each round a character successfully deals damage to the blade of Bokrug with a melee weapon, the blade of Bokrug can make an attack of opportunity against that target at his highest base attack bonus as an immediate action. If the attack hits, he deals an additional  $1d6$  points of damage. At 6th level, and every 3 levels thereafter, this bonus damage increases by an additional  $1d6$ .

This ability replaces the sneak attack class feature.

**Doom March (Ex):** At 13th level, a blade of Bokrug can make a slow-moving, but extremely deadly charge attack. Once per day, when using the charge action, if the blade of Bokrug does not move more than his speed, he gains a bonus on the attack and damage roll for the charge attack equal to his class level. If the attack hits, the target must succeed on a Fortitude save (DC =  $10 + 1/2$  the blade of Bokrug's level + the blade of Bokrug's Strength modifier) or be stunned for 1 round. At 17th level, he can use this ability twice per day.

This ability replaces the slayer's advance class feature.

## Keeper of Memory (Spiritualist)

These spiritualists, whether through accident or intention, call forth not their own ancestors or pesky ghosts of local lands, but rather are possessed by phantoms of the lost race of Ib, which once served mighty Bokrug. These spiritual entities guide keepers of memory in the traditions of their lost home teach them how to pay homage to Bokrug. As diligent students of these forgotten creatures, keepers of memory practice ritual sacrifice in order to gain some of Bokrug's power.

**Ib Consciousness (Su):** Because the keeper of memory's phantom is a strange creature from Ib, it is less compatible with the keeper of memory's consciousness. It does not blend as seamlessly with the keeper of memory's mind, but provides a greater depth of arcane knowledge than a normal phantom. The keeper of memory gains a +2 bonus on all Intelligence-, Wisdom-, and Charisma-based skill checks, and can achieve results greater than 10 when making untrained Knowledge skill checks while her phantom shares her consciousness.

This ability replaces the shared consciousness class feature.

**Infuse with Power (Su):** At 2nd level, a keeper of memory can make a blood sacrifice to Bokrug in order to empower her phantom. Whenever the keeper of memory reduces a living creature to 0 or fewer hit points, her phantom gains a +2 morale bonus on attack rolls, damage rolls, and saving throws for one minute. If the target was helpless or willing, the phantom receives a +2 bonus instead.

This ability replaces the bonded senses class feature.

**Plant Growth (Sp):** At 5th level, a keeper of memory can make a blood sacrifice to Bokrug in order to ensure a healthy yield of crops. Whenever a keeper of memory reduces a helpless or willing creature to 0 or fewer hit points, she may cast *plant growth* as a spell-like ability. The caster level for this effect is equal to her class level.

This ability replaces the detect undead class feature.

**Control water (Sp):** At 9th level, a keeper of memory can make a blood sacrifice in order to control water. Whenever she reduces a helpless or willing creature to 0 or fewer hit points, the keeper of memory can cast *control water* as a spell-like ability, except that she can raise or lower water by a number of feet equal to 10 x the Hit Dice of the sacrificed creature. The caster level for this effect is equal to the keeper of memory's level. When she uses this ability, she can also make all the affected water either holy or unholy.

This ability replaces the see invisibility class feature.

**Control Weather (Sp):** At 16th level, a keeper of memory can spill blood in order to influence the weather. Whenever the keeper of memory reduces a helpless or willing creature to 0 or fewer hit points, she can cast *control weather* as a spell-like ability, except that she can choose weather that is inappropriate for the climate and season.

This ability replaces the call spirit class feature.

## New Cleric Domain

The following domain is available to any character that chooses to devote herself to Bokrug, who awards those that follow him and make sacrifices to him with wealth and fine weather. When those that made their sacrifices to him were slaughtered, he violently avenged them, unleashing his great wrath upon the arrogant. Those still loyal to the great water lizard are now rewarded with the power to avenge slights made against them and their god, and are blessed in their endeavors.

**Granted Powers:** Bokrug grants extraordinary good fortune and wealth to those loyal to him, as well as the power to avenge slights made against the great Bokrug. Those that make sacrifices to Bokrug are well rewarded with his power. He grants his followers spells to affect weather, live in the water, and strike back against his foes.

*Touch of Vengeance (Su):* As a standard action, you can make a melee touch attack against a creature that dealt at least 1 point of damage to you in the last round. If you do, the target suffers 1d6 points of damage plus 1/2 the amount of damage that you suffered, up to your level. You can use this ability a number of times each day equal to 3 + your Wisdom modifier.

*Voice of Ruin (Su):* At 8th level, you can decry the enemies of Bokrug in order to invite ruin into their lives. As a full-round action, you can designate any number of characters within 30 feet. These targets suffer an amount of damage equal to your Wisdom modifier whenever they deal damage to you or to one of your allies that is within 30 feet of you. This effect lasts for a number of rounds equal to your cleric level. You can use this ability once per day.

**Domain Spells:** 1st—*curse water*, 2nd—*death knell*, 3rd—*bestow curse*, 4th—*crushing despair*, 5th—*nightmare*, 6th—*greater curse terrain*<sup>HA</sup>, 7th—*control weather*, 8th—*earthquake*, 9th—*wail of the banshee*.

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# The Doom That Came To Your Enemies!

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

For this book, we focus on Bokrug, the patron deity of the beings of Ib, who wreaked terrible vengeance upon the men of Sarnath. A great water lizard and one of the terrible Great Old Ones, Bokrug features most prominently in H.P. Lovecraft's *The Doom That Came to Sarnath*. Whether they mention Ib or Bokrug directly or not, each archetype in this book builds on themes of amphibious creatures and patient, overwhelming vengeance against those who have wronged you. This book contains the following archetypes:

- The judge of Sarnath, an inquisitor archetype that focuses on turning enemies' attacks against them, and delivers powerful punishment against the enemies of Bokrug.
- The avenger of Ib, a paladin archetype that can smite any creature who commits a terrible crime before her, and which radiates powerful retributive auras.
- The Bokrug spirit, a shaman spirit with many abilities thematically relating to doom, vengeance, and watery depths.
- The blade of Bokrug, a slayer archetype that focuses on slow and patient combat to eventually deliver overwhelming and devastating attacks on his foes.
- The keeper of memory, a spiritualist archetype whose phantom is one of the long-dead beings of Ib, which whispers ancient secrets of Bokrug to her, and gives her the power to control plants and water.
- A bonus cleric domain devoted to those who worship Great Old One Bokrug.

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



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