Weekly Wonders







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Introduction

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

Yig, known as the Father of Serpents, is an entity associated with the Cthulhu mythos, first appearing in *The Curse of Yig*, by H.P. Lovecraft and Zealia Bishop. Yig is a primal figure, portrayed as a sort of progenitor of reptilian horrors. He is famous for exacting revenge on those that would harm his serpent children, visiting doom on those that would threaten his progeny, and even going so far as to transform humans who have slighted him into serpents themselves. In this book, we explore themes of serpents, primal animistic evil, and physical transformation and corruption. You will find archetypes that allow you to tap into the power of Yig's serpent children and become more serpentine yourself, shedding your weak humanity in favor of something more primal. You will also find the ability to curse your foes into serpent form and avenge the horrors visited against you.

New Archetypes

The following archetypes are presented in alphabetical order.

Serpent Warrior (Fighter)

These worshippers of Yig are warriors who undergo potent rituals in order to become more like the Father of Serpents. They are the ultimate warriors of Yig's faith, becoming as his children, half-snake abominations who use their augmented physical abilities and humanoid cunning to swiftly advance their master's aims and defend his serpentine kingdom. Although in general, it is more common for reptilian races to worship Yig and fight in his name, serpent warriors are almost all human or elves seeking to forsake their own culture and lineage for something more primeval. They seek to find some measure of truth and power in Yig's embrace, and are rewarded with his dread blessings in the form of poisonous fangs, iron-hard scales, sturdy constitutions, and quick reactions.

Bite of the Serpent (Ex): At 1st level, the serpent warrior is transformed in Yig's image, with his head taking on serpentine characteristics, including massive, razor-sharp fangs. He gains a bite primary natural attack that deals 1d6 points of damage for a Medium creature. If he uses this bite attack in conjunction with a weapon attack, he suffers a -5 penalty on attack rolls with the bite attack and adds only 1/2 his Strength modifier to the attack rolls. When his base attack bonus reaches +6, he may make an additional bite attack at a -5 penalty. When his base attack a bonus reaches +11, he may make a third bite attack at a -10 penalty, and when his base attack bonus reaches +16, he may make a 4th bite attack at a -15 penalty. He may not make these additional attacks if he also attacks with a weapon.

This ability replaces the bonus feat gained at 1st level.

Venom Resistance (Ex): Starting at 2nd level, Yig's blessings manifest, allowing the serpent warrior to resist poisons of the body. He gains a +1 bonus on Fortitude saves against poison. At 6th level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the bravery class feature.

Snake Hide (Ex): At 3rd level, tiny grey-green snake scales form over the serpent warrior's entire body. This grants him a +1 natural armor bonus to AC.

This ability replaces the armor training gained at 3rd level.

Poisonous Bite (Ex): At 5th level, the serpent warrior's bite becomes infused with Yig's blessed venom. Whenever he successfully uses his bite attack, he exposes the target to Yig's venom.

Bite—injury; *save* Fort DC = 10 + 1/2 the serpent warrior's level + the serpent warrior's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Str damage; *cure* 1 save.

As he gains levels, the effect of this poison becomes more potent. At 9th level, the poison deals 1 point of Strength and 1 point of Dexterity damage on a failed save. At 13th level, it deals 1d4 points of Strength and Dexterity damage on a failed save, and at 17th level, it deals 1d6 points of Strength and Dexterity damage on a failed save.

This ability replaces the weapon training class feature.

Serpent's legs (Ex): At 7th level, the serpent warrior's legs fuse together into a long serpentine tail. He can no longer be tripped, but can no longer use boot slot items.

This ability replaces the armor training gained at 7th level.

Serpentine Movement (Ex): At 11th level, the serpent warrior gains increasing control over his serpentine body, allowing him to move more like the snakes he is slowly transforming into. He gains a climb speed and a swim speed of 10 feet.

This ability replaces the armor training gained at 10th level.

Serpentine Grace (Ex): At 15th level, the serpent warrior's bone and muscle structures alter to be more like that of Yig's serpentine children, allowing him to avoid dangers. He gains a +2 bonus on Initiative checks and a +2 racial bonus on Reflex saves.

This ability replaces the armor training gained at 15th level.



Improved Serpentine Movement (Ex): At 16th level, the serpent warrior's swim and climb speeds become equal to his land speed, and he does not apply his armor check penalty on Swim and Climb checks.

This ability replaces the bonus feat gained at 16th level.

Serpent's Agility (Ex): At 19th level, the serpent warrior's reflexes and gracefulness are the equal of even the fastest snakes. He gains a +2 dodge bonus to AC. This bonus is doubled against attacks of opportunity.

This ability replaces the armor mastery class feature.

Bite Mastery (Ex): At 20th level, the serpent warrior's bite attack is incredibly deadly, delivering poison exceeded only by the Father of Serpents himself. His bite attack deals damage as though he were 2 size categories larger than he is. Additionally, the critical threat range of his bite attack is increased by 1, and his bite delivers 2 doses of poison on a successful critical hit.

This ability replaces the weapon mastery class feature.

Snake Charmer of Yig (Mesmerist)

While many in Yig's cult devote themselves to the worship and emulation of the snake, only a peculiar few with psychic talent have what it takes to become snake charmers of Yig. This sect boasts hypnotic powers associated with the alien minds of serpents. They are able to assert their influence over others by putting them in trances, forcing them into snakelike behaviors, and even implanting such a strong idea of a snake identity that the victim becomes a snake in truth, with her own mind forcing her into the form of a serpent.

Serpent Trance (Ex): A snake charmer of Yig can place a single living creature into a deep trance state. As a standard action, the snake charmer of Yig can focus his gaze on a single living creature, who must succeed on a Will save (DC = 10 + 1/2 the snake charmer of Yig's level + the snake charmer of Yig's Charisma modifier) or fall under his influence. A creature affected by this ability remains under his influence until she dies, until the influence is broken, or until the snake charmer of Yig chooses to end the effect (a free action). A creature that succeeds this saving throw is immune to this ability for 24 hours. A creature affected by this ability is fascinated, except that the fascination attempt is not broken by hostile actions that happen around her (such as a creature approaching with a weapon or attacking an ally), though it may be broken by hostile actions against the target (such as attacking her or targeting her with a spell whose saving throw is not denoted as harmless). Once a creature has been influenced in this way, the snake charmer of Yig can maintain each round the trance as a move action. A snake charmer of Yig can only maintain one trance at a time, and if he attempts to place a second creature in a trace, the affect is immediately

ended for the first creature. This is a psychic mind-affecting effect that relies on visual components.

This ability replaces the hypnotic stare class feature.

Viper's Trance (Ex): A snake charmer of Yig can attempt to increase the strength of his gaze to allow hostile actions to be taken against creatures he has placed in a trance, allowing him or his allies to strike like vipers. As a free action, which may be performed even when it is not his turn, the snake charmer of Yig may allow a creature to make a hostile action against the target of his snake trance ability without breaking the fascinate effect. If he does, the target receives a new saving throw against the snake trance effect. If he uses this ability for his own action, then the target suffers a -2 penalty on this saving throw. He may use this ability once per round, plus an additional time per round for every 3 levels he possesses. For the purposes of this ability, each attack in a full attack action is considered a separate hostile action made against the target.

This ability replaces the painful stare class feature.

Hypnotic Compulsion (Su): At 3rd level, the snake charmer of Yig can attempt to compel creatures subject to his snake trance to perform an action of his choosing. This functions like the spell *suggestion*, except that the target does not remember performing whatever action she is compelled to do. The target may attempt a Will save (DC = 10 + 1/2 the snake charmer of Yig's level + the snake charmer of Yig's Charisma modifier) to negate this effect. This ability does not count as a hostile action for the purposes of ending the snake trance, unless the suggestion is in some way harmful to the target. Creatures with an Intelligence score lower than the snake charmer of Yig's Charisma score suffer a -2 penalty on their saving throw. The snake charmer of Yig can use this ability once per day at 4th level, plus an additional time per day every 3 levels thereafter.

This ability replaces the bold stare class feature.

Snake Conversion (Su): At 11th level, the serpent master of Yig can attempt to transform the target of his snake trance into a serpent by using a powerful hypnotic command. Whenever a creature is the affected by the snake charmer of Yig's snake trance for at least 5 rounds, the snake charmer of Yig can force the target to succeed on a Will save (DC = 10 + 1/2 the snake charmer of Yig's level + the snake charmer of Yig's Charisma modifier) or be transformed into a Tiny viper, as with the spell *baleful polymorph*, except that the transformation lasts for a number of hours equal to the number of rounds the target was affected by the snake trance. Whether the save against this ability is successful or not, using this ability immediately ends the snake trance effect. This is a psychic mind-affecting polymorph effect.

This ability replaces the glib lie class feature.

Greater Serpent Conversion (Su): At 2oth level, the snake charmer of Yig is able to permanently convert the minds and bodies of his victims into Yig's snake children. Whenever the snake charmer of Yig uses his snake conversion ability, the target does not receive a saving throw to resist the transformation, and the effect is permanent, unless the target succeeds on a Will save (DC = 10 + 1/2 the snake charmer of Yig's level + the snake charmer of Yig's Charisma modifier). Creatures permanently transformed in this way fall under

the control of the snake charmer of Yig, as though affected by *dominate monster*. The snake charmer of Yig can control a number of snakes in this way whose total Hit Dice do not exceed twice his level + his Charisma modifier. Any snakes in excess of this amount are not under his control, but cannot harm the snake charmer of Yig or his allies.

This ability replaces the rule minds class feature.

Yig Bloodline (Sorcerer)

You are descendant of Yig one or one of his snake children, and his blessed blood runs in your veins providing you with the magic others make rituals and sacrifices to access. You are favored by the Serpent Father and wield his blessings and his curses in your hands.

Class Skill: Knowledge (nature).

Bonus Spells: charm animal (3rd), enthrall (5th), suggestion (7th), poison (9th), firesnake^{APG} (11th), eyebite (13th), form of the dragon I (15th), mass charm monster (17th), dominate monster (19th).

Bonus Feats: Deceitful, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Quicken Spell, Skill Focus (Climb), Skill Focus (Swim), Still Spell.

Bloodline Arcana: Creatures who are poisoned suffer a -2 penalty on saving throws against spells you cast.

Bloodline Powers: You have been blessed by the Father of Serpents, and you are able to tap into ever-stronger serpentine abilities as you gain in power.

Touch of venom (Su): As a standard action, you can make a melee touch attack that carries the following potent poison. You can use this ability 3 times per day.

Yig Bloodline Poison: Touch attack—injury: *save* Fort DC = 10 + 1/2 your level + your Cha modifier; *frequency* 1/round for a number of rounds equal to your Cha modifier; *effect* 1d4 points of nonlethal damage; *cure* 1 save.

Snake Blood (Ex): The blood of Yig grants you serpentlike resistances to harm. At 3rd level, you gain a +2 bonus on Reflex saves, and a +2 bonus on saving throws against poison. At 5th level, and every 4 levels thereafter, this bonus on saving throws against poison increases by a further +2.

Command Serpents (Ex): At 9th level, you can cast dominate animal as a spell-like ability at will, but you may only target snakes and snake-like creatures. Your caster level for this effect is equal to your character level, and the saving throw DC is Charisma-based. Additionally, you can more effectively earn the trust of dragons, as well as magical beasts and outsiders that are serpentine in nature (such as couatls and sea serpents). This ability functions similar to the wild empathy class feature of the druid, except that you add your level plus your Charisma modifier to the check. Your GM determines what kinds of outsiders and magical beasts qualify for the use of this ability. Potent Poison (Su): Yig blesses you with the ability to create more potent venom. At 15th level, the DC of any poison you create, and of any spell you cast with the poison descriptor, is increased by +2.

Blessing of Yig: At 20th level, your transformation into one of Yig's serpent children becomes complete, granting you immunity to poison, a +4 bonus on Reflex saves and initiative checks, and granting you a climb speed and a swim speed equal to your land speed. Additionally, any creature affected by a poison you created, your touch of venom ability, or any spell you cast with the poison descriptor suffers an amount of damage equal to your Charisma modifier each round they are affected by the effect. This damage stacks for each such effect currently affecting the target.

Yig's Cobra (Swashbuckler)

These warriors of derring-do are most often reptilian humanoids who have chosen to serve Yig and heed his missions. They typically serve as wardens of Yig's sacred places or as agents of his vengeance, striking out against those that profane their chosen god or would do harm to his children. They are largely inspired by the serpent father's children and emulate the fearsome snake in combat, employing swift strikes, crushing grapples, and deadly poisons to dispatch the foes of Yig.

Deeds: The following deeds are available to the Yig's cobra.

Cobra Venom (Ex): At 1st level, a Yig's cobra is able to effectively use poison to dispatch her enemies. As long as she has at least 1 point of panache, the Yig's cobra cannot poison herself when she applies poison to a weapon. Additionally, whenever she attacks with a poisoned melee weapon, she can expend 1 point of panache. If she does, and the attack hits, the poison on the weapon is not expended and can be used again on subsequent attacks.

This ability replaces the derring-do deed.

Constrictor Crush (Ex): At 3rd level, as long as the Yig's cobra has at least 1 point of panache, she does not provoke attacks of opportunity for attempting to start a grapple. Additionally, while in control of a grapple, the Yig's cobra can spend 1 point of panache in order to perform an additional grapple combat maneuver check, which, if successful, allows her to perform an additional grapple action.

This ability replaces the menacing swordplay deed.

Mamba Strike (Ex): At 7th level, the Yig's cobra can spend 1 point of panache whenever she uses the charge action. If she does, and the attack is successful, the target must succeed on a Fortitude save (DC = 10 + 1/2 the Yig's cobra's level + the Yig's cobra's Dexterity modifier) or be stunned for 1 round.

This ability replaces the targeted strike deed.

Cobra Bite (Ex): At 15th level, the Yig's cobra can spend 1 point of panache in order to make a single melee attack with a light or one handed piercing weapon as a full-



round action. If she hits, she reduces the target's AC by 5, and reduces the target's damage reduction by an amount equal to her level. These penalties last for 1 round. This has no effect on DR/—, such as that possessed by the barbarian.

This ability replaces the perfect thrust deed.

Snake Blooded (**Ex**): At 3rd level, the Yig's cobra gains a +1 bonus on Reflex saves and on Fortitude saves made to resist poison. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

This ability replaces the nimble class feature.

Chosen of Yig (Warpriest)

These select few warpriests are granted a vision by eternal and almighty Yig, who shows them a world devoid of the faults and failures of the materialistic and arrogant cultures of civilized races. This dream of a perfect serpent kingdom drives these characters to take up arms in Yig's service in order to make his dream a reality. They have the ability to grant Yig's blessings to make themselves or their allies more serpentine, and have the divine mandate to sire in others the serpent children of their god.

Blessings: A chosen of Yig can choose blessings from the animal, evil, or plant domains, or may choose to gain the blessings of Yig, which are as follows.

Serpent Blood (minor): At 1st level, the chosen of Yig can imbue a single ally he touches with serpent's power, marking

them as one of Yig's own. The touched ally gains immunity to poison for 1 minute. Additionally, if the ally has a bite natural attack that delivers an injury poison, the DC of that poison is increased by +4 for 1 minute.

Form of the Serpent (major): At 10th level, the chosen of Yig can transform a single ally into a powerful giant snake for a short time. The target is transformed into an emperor cobra^{B2}, as though with the spell *beast shape II*, for 1 minute. At 12th level, and every 2 levels thereafter, the target gains a +2 bonus to Strength and Constitution while transformed in this way.

Sire Children of Yig (Su): At 2nd level, the chosen of Yig can implant the supernatural seed of the dark god Yig into a humanoid creature, causing his progeny to grow inside of them. The chosen of Yig can use this ability a number of times each day equal to 1/2 his level + his Wisdom modifier. He may use this ability whenever he confirms a critical hit with his sacred weapon, or as a melee touch attack made as a standard action. In either case, the ability causes the target to suffer 1d6 points of damage each round for a number of rounds equal to the chosen of Yig's Wisdom modifier. If a creature is reduced to o or fewer hit points by this ability, she instantly dies, and her body is irreparably damaged, as a Yig's child burst forth from her remains. At 2nd level, this child is a single venomous snake. At 5th level, it is either a venomous snake or a constrictor snake with the giant template. At 8th level, the progeny takes the form of 1d4 giant advanced venomous snakes or 1d4 giant advanced constrictor snakes. At 11th level, the progeny takes the form of either 1d4 giant advanced venomous snakes or 1d4 giant advanced constrictor snakes or 1 serpentfolk^{B2}. At 14th level, the progeny takes the form of 1 serpentfolk reclaimer^{B2} or any of the previous options. At 17th level, the progeny born from this ability gain the fiendish template. At 20th level, the progeny created from this ability gain regeneration 5, which can only be overcome by good weapons.

Progeny created in this way are born full-sized, and with the full breadth of experience of an adult creature of their type, being made from Yig's divine influence. Children born from this ability are not under the control of the chosen of Yig, but never harm him or his allies unless attacked first.

Damage from multiple instances of this ability on the same target stack, but only the normal number of children are born from a single slain target, regardless of the number of times she is affected by this ability.

This ability replaces the fervor class feature.

Control Serpents (Su): At 4th level, the chosen of Yig can attempt to exert Yig's divine influence over his serpent children in order to direct them to do as he commands. As a standard action, by expending 2 daily uses of his sire children of Yig class feature, he can attempt to gain control over a single snake or snake-like creature within 30 feet (including those created by the sire children of Yig class feature). The target must succeed on a Will save (DC = 10 + 1/2 the chosen of Yig's level + the chosen of Yig's Wisdom modifier) or be affected as though by the spell *dominate monster* for 1 round per level. Creatures created by the sire children of Yig class feature do not remember being controlled in this way, though other creatures do and may bear a grudge.

This ability replaces the channel energy class feature.

New Cleric Domain

Yig, the god of serpents and reptiles, is a straightforward entity who favors those who make sacrifices unto him and who respect nature, specifically, his children. His followers are cultists and scholars dedicated to the primeval and primordial, specifically with regards to the pre-human reptilian world. They seek power in the snake Yig's sacred children, and seek to become more serpentine themselves. Clerics who worship Yig also have access to the animal, community, scalykind, and evil domains. Yig's favored weapon is the whip.

Yig

Yig's most common followers are reptilian in nature, including lizardfolk, serpent men, awakened snakes, some dragons, and even rare fallen couatls, who worship the father of serpents out of a sense of serpentine pride and superiority. Followers among mammalian races are rarer, and often turn to Yig in the hopes that he will help them to realize some revenge that they seek but have so far been unable to obtain by other means.

Granted Powers: Those who follow Yig are blessed by the serpent father with a venomous touch and the ability to transform themselves into serpents in the service of their divine master.

Venom Touch (Su): You can touch your foes in order to fill them with divine venom that weakens their body and soul, making them more vulnerable to the powers of Yig and his children. As a standard action, you can make a melee touch attack, which, if successful, deals a number of points of damage equal to 1d6 + 1/2 your level, and causes the target to suffer a -1 penalty on saving throws against poison and against spells cast by you. These penalties last for 1d4 rounds.

Serpent Transfiguration (Su): At 8th level, you can transform into a powerful half-snake hybrid for a short time each day. For a number of rounds equal to your cleric level, you can transform into a half-snake hybrid, granting you a +2 natural armor bonus to AC, a +4 size bonus to Strength and Dexterity. You also gain a bite primary natural attack that deals 2d6 points of damage for a Medium creature and deals 1 point of Strength and Dexterity damage to the target, unless he succeeds on a Fortitude saving throw (DC = 10 + 1/2 your cleric level + your Wisdom modifier). This is a poison effect. Activating or deactivating this ability is a swift action that does not provoke attacks of opportunity.

Domain Spells: 1st—*charm animal*, 2nd—*pernicious poison*^{UM}, 3rd—*pocketful of vipers*^{UI}, 4th—*spit venom*^{UM}, 5th—*snake staff*^{APG}, 6th—*baleful polymorph*, 7th—*form of the exotic dragon II*^{PPC:LOD}, 8th—*animal shapes*, 9th *shapechange*. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Revenge is a dish best served cold-blooded...

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 other worldly, and to embrace the alien terrors of the cosmos. Gach installment of *Weekly Wonders*: Eldritch Archetypes contains five archetypes for eldritch characters= those that are weird, alien, and other worldly, 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 Yig, a mythos deity known as the Father of Serpents, who first appeared in The Curse of Yig, by Zealia Bishop and h.P. Lovecraft. A cruel and vindictive deity of serpents and reptiles, Yig is the patron of all things cold-blooded and scaled, and the inspiration of numerous serpent cults. Beyond this, Yig is known mostly for his terrible and malicious vengeance, which has no peer. Whether or not, they mention this dark deity directly, each archetype in this book builds upon these themes of reptilian abilities, birthing terrible reptilian human hybrids, and seeking dark vengeance. This book contains the following archetypes:

• The serpent warrior, a fighter archetype that gains numerous serpentine powers, including a poisonous bite and legs that fuse together into a serpentine tail.

OThe snake charmer of Yig, a mesmerist archetype that is particularly effective at entrancing others, and can even transform his victims into snakes.

• The Yig bloodline, for sorcerers descended from this dark god, who gain mastery over scrpents and slowly become more reptilian themselves

• The Yig's cobra, a swashbuckler archetype that fights with serpentine grace.

• The chosen of Yig. a warpriest archetype that can control snakes and even sire the dreaded children of Yig.

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

Whether you're about to embark on a campaign of eldritch 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. Gven 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

