# 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.

This particular installment focuses on the Great Race of Yith, an alien race introduced in the short story *The Shadow Out of Time*, by H.P. Lovecraft. This alien race avoids extinction by transferring their minds throughout time and space and swapping them with the bodies of other creatures, usurping those races and taking their lives for their own. The Great Race casts their minds about time, using knowledge of the future to guide their actions and steer towards desirable outcomes. The archetypes in this book focus on the powers and themes associated with the Great Race of Yith, including their ability to swap minds with other creatures, manipulate memories, and peer forward in time.

#### New Archetypes

The following archetypes are presented in alphabetical order.

Seeker Out of Time (Investigator)

Sometimes, those whose bodies are used by the Great Race of Yith, or similar mind-swapping entities, find when the event is over that they are consumed with a desire to piece together their past and regain mastery over their own destiny. Turning to the same eldritch magic that their enemies used to render them as pawns in a grand temporal game, these seekers out of time attempt to track down those who once controlled their bodies from afar.

**Spellcasting:** A seeker out of time casts arcane spells drawn from both the cleric and sorcerer/wizard spell lists. He can learn and prepare only spells of the divination school from these lists. He must choose and prepare his spells ahead of time. A seeker out of time's highest level of spells is 6th. Spells from the cleric or sorcerer/wizard list of 7th level and above, or which are not of the divination school, are not on the seeker out of time's class spell list, and the seeker out of time cannot use spell completion or spell trigger magic items of such spells (without making a successful Use Magic Device check).

To learn or cast a spell, a seeker out of time must have an Intelligence score equal to at least 10 + the spell's level.

A seeker out of time can cast only a certain number of spells of each spell level each day. His base daily allotment is identical to the number of extracts an investigator of the same level can create per day. In addition, he receives bonus spells per day if he has a high Intelligence score. A seeker out of time may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the seeker out of time chooses which spells to prepare.

This ability replaces the alchemy class feature.

**Cantrips:** A seeker out of time can prepare a number of cantrips, or o-level spells each day. At 1st level, he can prepare 2 such spells. At 7th level, he can prepare 3 such spells per day, and at 14th level, he can prepare 4 such spells per day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Spellbook:** A seeker out of time must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook. A seeker out of time begins play with a spellbook containing all o-level divination spells from the cleric and sorcerer/wizard spell lists, plus three istlevel divination spells of his choice. The seeker out of time also selects a number of additional ist-level spells equal to his Intelligence modifier to add to the spellbook. At each new class level, the seeker out of time gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast. The seeker out of time can also add spells to his book through the same methods employed by wizards.

**Share Memory (Sp):** A seeker out of time can experience the memories of others, provided they are willing. At 2nd level, he can cast *share memory*<sup>UM</sup> as a spell-like ability 3 times per day. He can only use this ability on willing creatures, and only to view the target's memories, not to show memories to the target.

This ability replaces the poison lore class feature.

Telepathy (Su): At 2nd level, a seeker out of time gains the ability to communicate telepathically with any creature within 30 feet. He can choose when communicating telepathically whether the message is heard by each individual creature within range. He can even cause the message to be heard by creatures he is not explicitly aware of, if he desires for all creatures within range to hear the message. The messages conveyed telepathically in this way can be conveyed in any language the seeker out of time knows, but if the recipient does not know the selected language, it will not be understood. It is difficult to convey emotion while communicating via telepathy in this fashion, and the seeker out of time suffers a - 4 penalty on all Bluff, Diplomacy, and Intimidate checks made via telepathy. The telepathy does not grant other creatures the ability to respond in turn, although they can do so via other means. At 5th level, and every three levels thereafter, the range of this telepathy increases by 10 feet.

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

**Danger Sense (Su):** A seeker out of time gains limited precognitive abilities, and can sense danger before it occurs. At 3rd level, the seeker out of time gains a precognition pool with a number of points equal to 3 + his Intelligence modifier. These points renew each day when the seeker out of time

rests and regains his daily spells. Whenever he is the target of an attack or is forced to make a saving throw for any reason, before the attack roll or saving throw is made, he can choose to spend any number of points from his precognition pool. If he is currently the target of an attack, he gains a dodge bonus to AC against that attack equal to the number of points spent in this way. If he is making a saving throw, he gains a competence bonus on the saving throw equal to the number of points spent in this way. A seeker out of time can use this ability no more than once per round. At 6th level, and every three levels thereafter, the maximum number of points in his precognition pool increases by 2.

This ability replaces the trap sense class feature.

**Restore Memories (Sp):** At 4th level, a seeker out of time can restore lost memories. This functions as *modify memory*, except it can only be used to allow subjects to recall events that actually happened. When the seeker out of time uses this ability on a creature, he automatically becomes aware of any suppressed, blocked, or removed memories, and can attempt to restore them, though he does not become aware of the contents of the memories until they are restored. Both the seeker out of time and the target experiences restored memories in real time, as though living them for the first time. The seeker out of time can only restore memories to willing creatures, but can learn whether or not a creature has repressed or lost memories even if they are unwilling.

This ability replaces the swift alchemy class feature.

#### Channeler of the Great Race (Medium)

Any medium will tell you that opening up your mind to spirits is a dangerous task that should not be undertaken lightly or without training. They warn that unwanted spirits may try to force their way into the channeler's mind. Often, a channeler of the great race stumbles upon the mind of a Yithian accidentally, but once a connection is forged, all his séances return only Yithian minds, masquerading as true spirits, and the secrets that they share are not the secrets of the dead, but those of transcending time and space.

**Channel the Great Race (Su):** A channeler of the great race does not perform séances to channel spirits, but instead casts his mind out to the distant reaches of space and time to channel the minds of members of the great race. This functions identically to the way a standard medium channels a spirit, except as noted here.

Time and space are nothing before the Great Race of Yith, and so the channeler of the great race can channel any spirit from any location, and ignores the spirit's favored location entry. The minds of the Yithians are somewhat stronger than normal spirits, however, and the channeler of the great race always suffers the spirit penalty associated with his channeled spirit. When the spirit attains 5 or more points of influence over the channeler of the great race, it does not gain control of him, but instead gains the ability to compel the channeler of the great race to perform activities based on its desires and personality. This functions as the spell *suggestion* (DC 20), except that the duration is limited to 1 hour. The spirit can use this ability once per hour, and does so at the GM's discretion. The sorts of suggestions it gives are similar in tone and nature to the spirit's taboos (for example, an archmage spirit might compel the channeler of the great race to read or steal a book of powerful arcane knowledge, while a champion spirit might compel him to pick a fight with a powerful opponent, etc.). Once the spirit has a total of 8 points of influence over the channeler of the great race, it gains complete control over him, in the same fashion that a spirit gains control of a normal medium after 5 points of influence.

This ability modifies the spirit class feature.

**Yithian Secret (Su):** At 2nd level, a channeler of the great race can allow his spirit to gain 1 point of influence over him in order to have it grant him secrets from the Yithian archives. This functions as the spell *augury*, except that there is no chance of failure, the channeler of the great race can ask about one activity or course of action per 2 medium levels, and the effect can see into the future up to 1 day per medium level, rather than only 30 minutes.

This ability replaces the shared séance class feature.

Yithian Communion (Sp): At 2nd level, a channeler of the great race can send his mind out to members of the Great Race of Yith in order to exchange information. This functions similarly to contact other plane, except that he always contacts the Great Race of Yith. Before he asks his questions, he may choose whether or not to allow the Yithians to ask him the same number of questions in return. If he chooses not to answer any of the Yithians' questions, his spirit gains 1 point of influence over him. If he agrees to let them do so, however, they are more forthcoming with their information, and answer his questions with phrases up to 25 words in length, rather than single-word answers. The chance that the Yithians provide an accurate answer to any given question is 50%, while the chance that they don't know or lie are each 25%. The Yithians do not provide random answers. Questions specifically regarding the Yithians and their interests instead have a 25% chance of a truthful answer and a 50% chance of a lie, as the Yithians are highly guarded about their own activities.

Once all of the channeler of the great race's questions have been answered, if he agreed to answer their questions, the Yithians then ask an equal number of questions, which may seem bizarre or nonsensical, or may be eerily well-informed. The questions may be those of a personal nature, or may be questions about humanoid culture, religion, history, or other knowledge, in which case the channeler of the great race must succeed on a Knowledge check of the appropriate type (as determined by the GM;  $DC = 2d_{20}$ ). The channeler of the great race may use Bluff to provide false answers (for both personal questions and knowledge questions), but if the Yithians see through the lie with Sense Motive, or if he refuses to answer one or more questions, or states that he does not know the answer, his spirit gains 2 points of influence over him, and he suffers 2 points of Intelligence, Wisdom, and Charisma damage. Unlike contact other plane, there is no risk of an Intelligence and Charisma decrease besides this potential ability score damage.

This ability replaces the taboo class feature.

Mental Communication (Sp): At 3rd level, a channeler of

the great race gains the ability to communicate telepathically to a range of 30 feet. He can also cast *detect thoughts* as a spell-like ability at will, but can only detect the surface thoughts of willing creatures (in essence, affected creatures automatically succeed on the spell's Will save unless they choose to fail). Even if he is unable to read a creature's surface thoughts, however, the channeler of the great race's intimate familiarity with possession allows him to detect whether any creature in the area of his *detect thoughts* ability is currently being possessed by spells or abilities such as *magic jar*, *possession*<sup>OA</sup>, etc.

This ability replaces the haunt channeler class feature.

**Share Memory (Sp):** Beginning at 5th level, a channeler of the great race can cast *share memory*<sup>UM</sup> as a spell-like ability at will, but only on willing targets. If he allows his spirit to gain 1 point of influence over him, he can use it on unwilling creatures as well for as long as he continues to channel that spirit. In the case of unwilling targets, the saving throw DC is Charisma-based.

This ability replaces the location channel class feature.

**Amnesia (Sp):** Beginning at 7th level, a channeler of the great race can touch a creature in order to eliminate a memory from the target's mind. This functions as the version of *modify memory* that eliminates an existing memory, except that it can erase an amount of memories up to 5 minutes per medium level. The saving throw DC is Charisma-based.

This ability replaces the connection channel class feature.

**Mind Swap** (**Sp**): Beginning at 14th level, a channeler of the great race learns how to imitate the Yithian method of swapping minds. He can cast *mind swap* as a spell-like ability at will. The saving throw DC is Charisma-based.

This ability replaces the astral journey class feature.

Transcendent One (Monk)

Because they can cast their minds across all of time and space, the Great Race of Yith has posed a threat to humanoid races for the entirety of their history. Long ago, an order of monks became aware of these mental invaders and devoted themselves to shoring up their minds against such invasions, and rooting out the Yithians' forces. They even developed spiritual alternatives to many of the Yithians' powers, and turn those abilities back against the Great Race wherever they encounter them.

**Mental Fortress (Ex):** By 3rd level, a transcendent one's mind is a fortress that can easily resist direct assaults. He gains a +2 bonus on saving throws to resist compulsion effects, as well as any effect that allows direct control of his body, such as *possession* or *magic jar*.

This ability replaces the still mind class feature.

**Ki Pool (Su):** At 4th level, a transcendent one gains a *ki* pool, as normal, but he does not gain the ability to spend points from his *ki* pool to make extra attacks or increase his speed. Instead, he gains the following abilities.

Fortuitous Action (Ex): By expending 2 points from his ki pool as an immediate action, a transcendent one can bend time, allowing him to perform any action that can normally be performed with a standard action.

*Future Sense (Sp):* Be expending 1 point from his *ki* pool as a swift action, a transcendent one can gain the benefits of an *augury* spell. His caster level for this effect is equal to his monk level.

This ability modifies the *ki* pool class feature.

Foresight (Su): Beginning at 4th level, a transcendent one can briefly glance into the future before taking an action in order to determine how successful that action will be. By expending 1 point from his ki pool before making an attack roll, ability check, or skill check, he can make the roll in advance, and, based on the result, can choose whether or not to proceed with that action. If he chooses to take the action (even if he takes that action later in the round), he uses the result already rolled. If he chooses not to take the action, he can do something else instead (for example, the transcendent one could use this ability prior to making an attack roll, and if he received a low result, he might choose to take a total defense action instead). For the purposes of determining whether or not the transcendent one chooses to take the action in question, the action is considered to be the same regardless of any target or area involved (for example, an Acrobatics check to avoid attacks of opportunity is the same action regardless of the exact path used, and an attack is the same action regardless of the target or the weapon used, etc.).

This ability replaces the slow fall class feature.

**Mind Swap (Sp):** At 12th level, a transcendent one can expend 2 points from his ki pool to cast mind swap<sup>OA</sup> as a spell-like ability. His caster level for this effect is equal to his monk level, and the saving throw DC is equal to 10 + 1/2 the transcendent one's monk level + the transcendent one's Wisdom modifier, but the duration is only 1 minute per level. If he expends 3 points from his ki pool, the duration increases to 10 minutes per level, and if he expends 4 points from his ki pool, the duration increases to 1 hour per level. Regardless of the duration, the change is disorienting for targets that are not expecting it, and unwilling targets are dazed for the first round of the effect, as well as for 1 round after the effect ends.

This ability replaces the abundant step class feature.

Steal Body (Sp): Beginning at 17th level, whenever a transcendent one uses his mind swap class feature on a member of his same race, he can spend a total of 8 ki points in order to permanently gain control of the target's body. If he does so, he and the target each retain their own hit point totals. Additionally, this permanent body theft creates a stronger psychic imprint on the stolen body, which slowly alters to better resemble the true body of its new mind. Each hour, both the transcendent one and the target's Strength, Dexterity, and Constitution scores each increase or decrease by 1 point, until they match the score from that creature's original body (for example, if the transcendent one had a Strength of 20, a Dexterity of 16, and a Constitution of 12, and used this ability to steal the body of a creature with a Strength of 10, a Dexterity of 20, and a Constitution of 18, each hour his Strength would increase by 1 until it reached

20, his Dexterity would decrease by 1 until it reached 16, and his Constitution would decrease by 1 until it reached 12).

Although the bodies shift to reflect their new minds, the bodies remain recognizable, and no amount of casual observation can reveal that the target's body is currently controlled by someone else, although a Sense Motive check (opposed by the transcendent one's Bluff check, with the transcendent one gaining a +10 bonus) can determine that something is amiss. Any diseases or poisons, as well as most other afflictions, remain with the body, but some curses and spell effects may travel with the mind, at the GM's discretion.

This ability replaces the timeless body class feature.

Astral Projection (Sp): At 19th level, a transcendent one can spend 3 points from his *ki* pool to separate his consciousness from his body to travel the Astral Plane. This functions similarly to the spell *astral projection*, with the following exceptions. It affects only the transcendent one, and the duration is up to 1 hour per level. Further, if the transcendent one leaves the Astral Plane and enters another plane while under this effect, he is incorporeal and invisible, and is unable to interact with any creatures or objects, other than to use his mind swap or steal body class features.

This ability replaces the empty body class feature.

#### Ally of Yith (Vigilante)

Not everyone whose body is borrowed by a member of the Great Race of Yith is an unwilling participant. Some forge deals with the Yithians, allowing them to come and go from their bodies in exchange for access to Yithian knowledge, and the aid of the Yithians in pursuing shared goals. These allies of Yith spend as much time in their own bodies as they do with their minds flung far across the galaxy.

Yithian Ally (Su): Rather than putting on a mask to change his identity, an ally of Yith actually shares his body from time to time with a member of the Great Race of Yith, swapping minds with this Yithian contact when necessary. An ally of Yith is considered to be in his vigilante identity whenever his body is being controlled by his Yithian contact, and is considered to be in his social identity whenever he is in control of his own body. Changing who is in control of the body (and therefore, which identity the ally of Yith is in) takes only a move action, and has no obvious visual effect, allowing the ally of Yith to change identities even while being observed, without necessarily revealing his dual nature. However, the transition leaves the ally of Yith disoriented, rendering him flat-footed until the beginning of his next turn.

Despite being two separate entities, the ally of Yith and his Yithian contact largely have the same goals, and the ally of Yith's player controls whichever one is currently in the ally of Yith's body. The ally of Yith and his Yithian contact have different alignments, neither of which is restricted by the other. If either the ally of Yith or his Yithian contact is the target of an affect that changes his alignment, only that individual identity's alignment is affected. Any attempts to scry or otherwise locate the ally of Yith work only if the ally of Yith is currently in the identity the creature is attempting to locate. Whichever identity is not currently inhabiting the ally of Yith's body is separated by such vast distances of time and space that divination effects cannot find it, revealing nothing but darkness, as if the target were invalid or did not exist.

An ally of Yith may or may not choose to adopt a mask or other costume while controlled by his Yithian contact, in order to separate the deeds he undertakes while in his vigilante identity from being associated with his social identity. If he chooses to protect his identity in this fashion, he uses the normal process for changing from his social identity to his vigilante identity and back again.

Because of the nature of their mental connection, an ally of Yith can only switch from one identity to another a total number of times per day equal to 3 + his Intelligence modifier.

This ability alters the dual identity class feature.

**Temporal Knowledge (Su):** While an ally of Yith's body is controlled by his Yithian contact, his mind inhabits his contact's body in a far-off place and time, where he has access to vast stores of knowledge collected from all across space and time. Much of his recollection of his time there is lost when his mind returns to his body, but a few small tidbits remain. Each time the ally of Yith transitions from his social identity to his vigilante identity, he can choose three questions to research while his Yithian contract controls his body. It takes 1 hour to research one of these questions, so he must remain in his vigilante identity for at least 3 hours in order to research all three questions.

When he next returns to his social identity, and his mind returns to his body, for each question he researched, he gains information as though he had cast *contact other plane* and contacted a demigod (49% chance of a true answer, 21% chance of no answer, 21% chance of a lie, and 9% chance of a random answer). Because this information is culled from across time, it can contain information about the future which cannot otherwise be known yet (at the same percentage chances as above), although this information is based off of the most likely future, and may change depending on actions taken. There is no chance of an Intelligence or Charisma decrease when using this ability, unlike *contact other plane*.

This ability replaces the social talent gained at 1st level.

**Mental Fortress (Ex):** Beginning at 3rd level, an ally of Yith's mind is like a fortress, ensuring that no unwelcome minds can control his actions. He gains a bonus equal to 1/3 his class level on saving throws made to resist compulsion effects, as well as any effect that would possess him or otherwise control his body (such as *magic jar* or *possession*<sup>OA</sup>).

This ability replaces the unshakable class feature.

**Predictive Combat (Su):** Beginning at 5th level, an ally of Yith's Yithian contact is able to use its time-travelling knowledge to research the foes it will fight before encountering them. As an immediate action, while in his

vigilante identity, an ally of Yith can roll 1d6 and add the result to any of the following: his AC against a single attack, a single saving throw he makes, a single attack roll he makes, or a single skill check he makes. He must declare that he is using this ability before any relevant rolls are made. Each time the ally of Yith changes into his vigilante identity, and surrenders his body to his Yithian contact, he gains a single use of this ability. Any remaining uses are lost the next time he switches to his social identity.

This ability replaces the startling appearance class feature.

**Eerie Insight (Su):** Beginning at 11th level, an ally of Yith can research pertinent information about a particular creature from the archives of the Great Race of Yith, and reveal intimate details to that person in order to unnerve them in combat. In order to use this ability, the ally of Yith must have known about the existence of the individual in question since before the last time he changed identities, in order to have had time to research that particular person in the Yithian archives. As a move action, he can state information about the creature's future that feels eerily prophetic, forcing the creature to succeed on a Will save (DC= 10 + 1/2 the ally of Yith's vigilante level + the ally of Yith's Charisma modifier) or be shaken for 1 minute. A creature that succeeds on its saving throw is immune to this ability for 24 hours. This is a mind-affecting language-dependent fear and emotion effect.

This ability replaces the frightening appearance class feature.

**Targeted Possession (Su):** Beginning at 17th level, an ally of Yith can call upon his Yithian contact to swap minds with other creatures he designates. Once per day, as a standard action, while in his social identity, the ally of Yith can force a single creature within 60 feet to succeed on a Will save (DC = 10 + 1/2 the ally of Yith's vigilante level + the ally of Yith's Charisma modifier) or swap minds with the ally of Yith's Yithian contact. This functions as though the ally of Yith had affected the target with the spell *possession*<sup>OA</sup> in his vigilante identity, except that he also remains in control of his own body, in his social identity. The ally of Yith cannot switch to his vigilante identity until the *possession* effect is ended.

While using this ability, the target's mind is transferred into the body of the ally of Yith's Yithian contact, where he is subjected to horrible psychological tortures, and when the effect ends, the target must succeed on a secondary Will save (at the same DC) or suffer 1d4 points of Intelligence, Wisdom, and Charisma damage. At the GM's discretion, using this ability on particularly powerful opponents may give them the opportunity to overpower their Yithian captors, which may have lasting consequences.

This ability replaces the stunning appearance class feature.

#### Temporal Master (Wizard)

Yithians are not the only ones that have mastered the arts of sending their minds through time in order to expand their knowledge. An order of wizards, who refer to themselves as temporal masters, hand down these jealously-guarded secrets they gleaned from the Great Race of Yith, casting their minds through the future and past in a silent struggle against unknown forces to shape the future to their liking. **Precognitive Preparation (Su):** Each day, when a temporal master prepares his spells, he is able to cast his mind forward into his own future to help him determine which spells to prepare. In effect, this allows him to designate up to one spell slot per spell level as a special temporal spell slot. These spell slots remain unprepared, but at any time, as a swift action, the temporal master can use that spell slot to prepare any spell he could normally prepare in that slot. Other than preparing the slot as a swift action instead of the normal amount of time to prepare the spell, this functions identically to preparing a spell normally.

This ability replaces the arcane bond class feature.

**Yithian Discipline:** A temporal master does not gain an arcane school, as other wizards do, but must still select two schools of magic as his opposition schools. He does not gain additional spell slots per day, as a specialist wizard would. He also gains the following powers.

*Consult Future Self (Sp):* You can magically reach out to the mind of your future self, gaining insight into your personal future. Most of the time, this functions similarly to *augury*, but the answer is provided by your future self from half an hour in the future, and you always receive a meaningful reply. Because the future is uncertain, the answer you receive is based on the most likely events over the course of the next half hour, and certain actions taken by you or your allies may reduce the accuracy of the answer. If the most likely outcome in 30 minutes is that you are dead, you receive no response, and are shaken for the next 30 minutes, instead.

Your future self can provide more detailed information than that normally provided by *augury*, but doing so warps the stream of time and is damaging to you. You can request this additional information any time you use this ability, but your future self may or may not decide to provide it, based on whether he deems that information worth the risk to provide. At other times, your future self may choose to provide this information without being asked. This allows your future self to send you a message of up to 25 words regarding the question you asked, but also inflicts 1d4 points of Constitution and Wisdom damage. The GM makes all decisions on behalf of your future self. You can use this ability 3 times per day.

Psychic Assault (Su): As a standard action, you can psychically assault a single creature within 60 feet, dealing an amount of damage equal to 1d6 + 1 per 2 caster levels. A successful Will save (DC = 10 + 1/2 your wizard level + your Intelligence modifier) halves this damage.

Mind Swap (Sp): At 8th level, you can cast mind swap<sup>OA</sup> as a spell-like ability, except that the saving throw DC is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability for a total of 10 minutes per wizard level per day. This time need not be spent on a single use of this ability, but must be spent in 10 minute increments. Even if a creature successfully resists the ability, it still expends 10 minutes from this daily amount.

Mental Traveler (Sp): At 20th level, you can cast your mind forward or backward through time, inhabiting the bodies of creatures native to those times and places. This

functions identically to the spell *mind swap*<sup>OA</sup>, except that you cannot target a specific creature, and instead must target a specific time and place, swapping minds with a random creature at that time and place. It is difficult to send your mind to precisely the right time: you cannot send your mind less than 100 years into the past or future, and you arrive at roughly 80 + 2d20% of the temporal distance from your current time to the desired time (for example, if you wanted to travel 10,000 years into the past, you would arrive anywhere from 8,000 years to 12,000 years in the past). If you wish to arrive at a particular location on the same planet, you arrive in a random location within 5d100 miles of that destination. If you wish to arrive on a different planet, you arrive at a random location anywhere on that planet.

If your mind travels to the past, any changes you make in the past do not affect the present (in essence, casting this spell to travel back in time creates a new, separate timeline, and does not affect your own). If your mind travels to the future, it travels to the most likely future at the time you use the ability, and actions taken by you or your allies may invalidate that future. If desired, you can attempt to steer your mind to a possible future of your imagining (such as "a future in which I successfully conquered the kingdom,") but doing so requires a successful DC 25 Intelligence check. Your ability to "steer" through different futures in this way is highly limited, and you can only specify a single criteria (for example, you might arrive in a future in which you conquered the kingdom and were killed shortly thereafter, or a future in which you conquered the kingdom and then made several poor choices leading to an uprising, etc.).

The nature of what creature you swap minds with is determined by the GM, and outside of your control. Most often, the creature will be hostile. As with *mind swap*<sup>OA</sup>, the swap lasts for 1 hour per caster level (at both times) and can be dismissed as a standard action.

#### New Cleric Domain

The following domain is available to any character that chooses to devote herself to the Great Race of Yith, rather than a true deity. Such characters can choose Knowledge, Magic, Travel, or Void as their other domain. The Great Race of Yith have no favored weapon, and characters with this domain can choose any simple weapon to treat as their favored weapon.

#### Great Race of Yith

Those who devote themselves to the Great Race of Yith worship these seemingly immortal beings as gods, likening their ability to mentally scour the length and breadth of the time stream to a sort of omniscience. They tell their followers of all the great knowledge that the Yith have to share with mortals, and many worshippers of the Great Race wish fervently for the chance to have their minds touched by the alien beings, for their bodies to serve as vessels to this eldritch will, and their minds transported to the Yithians' wondrous city in the far-off stars. **Granted Powers:** You can send your mind to commune with your future self, and eventually with the Great Race of Yith.

*Consult Future Self (Sp):* You can magically reach out to the mind of your future self, gaining insight into your personal future. Most of the time, this functions similarly to *augury*, but the answer is provided by your future self from half an hour in the future, and you always receive a meaningful reply. The answer you receive is based on the most likely events over the course of the next half hour, and certain actions taken by you or your allies may reduce the accuracy of the answer. If the most likely outcome in 30 minutes is that you are dead, you receive no response, and are shaken for 30 minutes.

Your future self can provide more detailed information than that normally provided by *augury*, but doing so warps the stream of time and is damaging to you. You can request this additional information any time you use this ability, but your future self may or may not decide to provide it, based on whether she deems that information worth the risk to provide. At other times, your future self may choose to provide this information without being asked. This allows your future self to send you a message of up to 25 words regarding the question you asked, but also inflicts 1d4 points of Constitution and Wisdom damage. The GM makes all decisions on behalf of your future self. You can use this ability 3 times per day.

Yithian Communion (Sp): At 8th level, once per day, you can send your mind out to members of the Great Race of Yith in order to exchange information. This functions similarly to contact other plane, except that you always contact the Great Race of Yith. Before you ask your questions, you may choose whether or not to allow the Yithians to ask you the same number of questions in return. If you agree to let them do so, they are more forthcoming with their information, and answer your questions with phrases up to 25 words in length, rather than single-word answers. The chance that the Yithians provide an accurate answer to any given question is 50%, while the chance that they don't know or lie are each 25%. The Yithians do not provide random answers. Questions specifically regarding the Yithians and their interests instead have a 25% chance of a truthful answer and a 50% chance of a lie, as the Yithians are highly guarded about their own activities.

Once all of your questions have been answered, if you agreed to answer their questions, the Yithians then ask an equal number of questions, which may seem bizarre or nonsensical, or may be eerily well-informed. You may use Bluff to provide false answers, but if the Yithians see through the lie with Sense Motive, or if you refuse to answer one or more questions, you must succeed on a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) or suffer 1d4 points of Intelligence and Charisma damage. Unlike *contact other plane*, there is no risk of an Intelligence and Charisma decrease besides this potential ability score damage.

**Domain Spells:** ist—anticipate peril<sup>UM</sup>, 2nd—detect thoughts, 3rd—clairaudience/clairvoyance, 4th—modify memory, 5th—contact entity III<sup>HA</sup>, 6th—mind swap<sup>OA</sup>, 7th vision, 8th—moment of prescience, 9th—major mind swap<sup>OA</sup>. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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# Archetypes Out Of Time

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

For this book, we focus on the Great Race of Yith, or the Yithians, a species of strange and alien creatures that possess the power to cast their minds through time and space to inhabit the bodies of other creatures. Introduced in *The Bhadow Out of Time* by h.P. Lovecraft, the original physical features of this race are unknown, but they are often depicted in the bodies of a host-race of conical aliens with long necks and crab-like claws. The Great Race is said to gather knowledge from the past and present, and to cast their minds about to different places and times, perhaps to influence the course of history. Whether or not they mention the Great Race directly, each archetype on this book builds upon the powers and themes of the great race, casting their minds into other bodies, and peering forward and backward in time. This book contains the following archetypes:

• The seeker out of time, an investigator archetype that focuses on divination magic and can share experience others' memories.

• The channeler of the Great Race, a medium archetype who channels the minds of Yithians rather than traditional spirits.

• The transcendent one, a monk archetype from an order devoted to combating the Yithians and their ilk. trained to defend against mental attacks and possessed of supernatural foresight.

• The ally of Yith, a vigilante archetype whose vigilante identity is actually the mind of a Yithian that works in tandem with the vigilante to accomplish inscrutable ends.

• The temporal master, a wizard archetype that can bend time to prepare exactly the spells he needs, consult his future self, and even cast his mind backwards or forwards through time.

• A bonus cleric domain devoted to those who worship the Great Race.

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. 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

