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 installment focuses on archetypes with a connection to the infamous plateau of Leng, a terrifying place featured heavily in H. P. Lovecraft's The Dream-Quest of Unknown Kadath. A region of a strange and wondrous dream world, Leng is a cold and arid plateau inhabited by strange creatures described as "men of Leng," who resembled satyrs, wore turbans to hide their horns, and piloted great flying ships to trade slaves in the employ of horrific moon-beasts. What the story shows of Leng itself focuses on an ancient and abandoned temple, in which a High Priest Not to be Described performed strange and terrible sacrifices. Later stories would add to Leng a race of spider creatures that warred with the men of Leng for supremacy, and in more recent years, Paizo has added their own twist on Leng, transforming the satyr-like men of Leng into more eldritch monstrosities. The archetypes in this book evoke the themes of creatures and inhabitants of Leng, with each archetype focusing on a different aspect of the dreaded plateau.

New Archetypes

The following archetypes are presented in alphabetical order.

Fist of Leng (Brawler)

Just as some dreamers receive visions of glorious and wondrous sights and are driven to seek them out, other dreamers are visited in their slumber by the shadow of the dreaded dream realm of Leng. Most recoil from this experience, but some are forever touched by the place, which forms an eldritch connection to their soul and causes their bestial nature to take over, slowly transforming them into the infamous men and women of Leng. Among these unfortunate souls are the brawlers known as fists of Leng.

Dream Adept (Su): At 1st level, a fist of Leng gains the Lucid Dreamer^{OA} feat as a bonus feat, even if she doesn't meet the prerequisites. Additionally, whenever she enters a dreamscape, she may allow nearby sleeping creatures to enter the dreamscape with her. She can bring a number of creatures in this way equal to her Wisdom modifier, all of which must be asleep and within 60 feet of her. Only willing creatures can be brought into the dreamscape in this way.

This ability replaces the brawler's cunning class feature.

Unusual Anatomy (Ex): As a fist of Leng increases in level, her internal organs shift and change, more closely resembling that of a denizen of Leng. At 3rd level, she has a 10% chance

to negate any additional damage from a critical hit or precision-based damage, such as sneak attack. At 11th level, this increases to a 25% chance, and at 19th level, it increases to a 50% chance.

This ability replaces the maneuver training gained at 3rd, 11th, and 19th levels.

Call of Leng (Sp): At 7th level, a mystical connection develops between the fist of Leng and that dreaded, otherworldly plateau, allowing her to travel there at any time in an instant. She can cast *plane shift* once per day, but only to travel to Leng from the Material Plane, or to return to the Material Plane from Leng. The first time she uses this ability to travel to Leng, she arrives in a random location there. Thereafter, each time she uses this ability to travel to the Material Plane, she arrives within 5d100 feet of where she was when she last left the Material Plane, and each time she uses the ability to travel to Leng, she arrives within 5d100 feet of where she was when she last left Leng. She can bring up to eight willing creatures with her each time she uses this ability.

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

Horns (Ex): At 8th level, a fist of Leng grows the trademark horns of a denizen of Leng, gaining a primary gore natural attack that deals 1d6 points of damage if the fist of Leng is Medium (or 1d4 points of damage if the fist of Leng is Small).

This ability replaces the bonus feat gained at 8th level.

Cloven Hooves (Ex): At 15th level, a fist of Leng's legs and feet transform into fur-covered, goat-like limbs ending in cloven hooves. She gains a +1 racial bonus to CMD against bull rush, drag, overrun, reposition, and trip combat maneuvers. Additionally, her reversed knees allow for both more power and better balance, granting her a +5 racial bonus on Acrobatics checks.

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

Denizen of Leng (Su): At 16th level, a fist of Leng's supernatural connection to the dreaded plateau of Leng intensifies, and any time she is slain, her body reforms in Leng. This functions as the spell *reincarnate*, occurring automatically after the fist of Leng's death, and causing her new body to appear within 5d100 feet of the location she was in when she last left Leng. The process begins immediately, but takes 4d6 hours to complete. The negative levels inflicted by being returned to life in this way cannot be removed by any means, but go away on their own at a rate of 1 per week. If the fist of Leng is still suffering from negative levels gained in this way at the time of her death, or is killed while in Leng, she does not reincarnate in this fashion.

This ability replaces the awesome blow class feature.

Spider's Fang (Gunslinger)

The strange race known as the Leng spiders have long waged war against the mysterious denizens of Leng for control over that bleak and desolate place. Though they often war with their age-old enemies directly, they are also insidious, and draw in mortal agents to aid them in their long-spanning plots and schemes. Chief among these are the gunslingers known as the spider's fangs, warriors who are touched by the Leng spiders in their dreams and develop strange and unusual powers as a result.

Dream Adept (Su): At 1st level, a spider's fang gains the Lucid Dreamer^{OA} feat as a bonus feat, even if she doesn't meet the prerequisites. Additionally, whenever she enters a dreamscape, she may allow nearby sleeping creatures to enter the dreamscape with her. She can bring a number of creatures in this way equal to her Wisdom modifier, all of which must be asleep and within 60 feet of her. Only willing creatures can be brought into the dreamscape in this way.

This ability replaces the quick clear deed.

Deeds (Su): A spider's fang gains the following deeds.

Maddened Mind (Ex): By 3rd level, a spider's fang's connections to the spiders of Leng ensures that she is inured to horrors that would reduce lesser warriors to madness. As long as she has at least 1 point of grit remaining, she gains a +1 bonus on saving throws made to resist fear effects, insanities, and any effect that would impose the confused condition. At 6th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 18th level).

This ability replaces the gunslinger initiative deed.

Web Shot (Su): At 7th level, a spider's fang can spend 1 grit point whenever she makes an attack with a firearm in order to cause the fired projectile to explode into a sticky web as it is fired. If the attack hits, it deals no damage, but causes the target to become entangled. A creature entangled in this way can escape with a successful DC 30 Escape Artist check, or burst the web with a DC 25 Strength check. Attempts to burst the web by those caught in it suffer a -4 penalty. The web has a number of hit points equal to the spider's fang's gunslinger level, and DR 5/-. If desired, the spider's fang can choose to have a strand of webbing remain anchored to her firearm, causing the target to be unable to move away from the spider's fang for as long as it remains entangled. If she does so, however, she cannot make further attacks with that firearm until the webbing is cleared from it (a fullround action).

This ability replaces the targeting deed.

Venomous Shot (Su): At 11th level, when the spider's fang hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have the bullet explode with venom from a Leng spider, inflicting 1 dose of the following poison on the victim. **Leng Spider Venom—injury**; *save* Fort DC varies (10 + 1/2 the spider's fang's gunslinger level + the spider's fang's Wisdom modifier); *frequency* 1/round for 6 rounds; *effect* 1d3 Con plus confusion for 1 round; *cure* 2 consecutive saves.

This ability replaces the bleeding wound deed.

Insanity Shot (Su): At 19th level, when a spider's fang hits a creature with a firearm attack, she can spend 2 grit points to channel the madness of Leng through the bullet and into the target, rendering him permanently insane. The target must succeed on a Will save (DC 10 + 1/2 the spider's fang's gunslinger level + the spider's fang's Wisdom modifier) or be affected as though by the spell *insanity*. If the spider's fang prefers, she can instead cause the victim to gain a single insanity of her choosing, rather than the *insanity* effect. See *Pathfinder Roleplaying Game: GameMastery Guide* for more information on insanities.

This ability replaces the stunning shot deed.

Dreamquester (Occultist)

While some occultists turn to the outer realms for knowledge, or delve deep into the secrets of seemingly mundane items, some choose to focus on the realm of dreams, casting their minds into this strange and mutable place as they constantly seek some unattainable revelation that tantalizes their sleeping minds, but which they have never quite yet been able to reach before waking.

Dream Adept (Su): At 1st level, a dreamquester gains the Lucid Dreamer^{OA} feat as a bonus feat, even if he doesn't meet the prerequisites. Additionally, whenever he enters a dreamscape, he may allow nearby sleeping creatures to enter the dreamscape with him. He can bring a number of creatures in this way equal to his Intelligence modifier, all of which must be asleep and within 60 feet of him. Only willing creatures can be brought into the dreamscape in this way.

This ability replaces one of the focus powers gained at 1st level. The dreamquester gains the base focus power from each of his two implement schools, but cannot select an additional focus power at 1st level.

Self-Actualization (Su): Beginning at 2nd level, a dreamquester is able to use the mutable qualities of dreams to enhance his own abilities while within dreamscapes. He gains a +2 competence bonus on attack rolls, damage rolls, ability checks, saving throws, and skill checks as long as he is within a dreamscape. Additionally, he can attempt an impossible action while within a dreamscape once per hour, in addition to the normal number of times that a character can usually attempt impossible actions within a dreamscape.

This ability replaces the magic item skill class feature.

Dream Shield (Sp): At 8th level, a dreamquester learns to protect himself and his allies while they journey into the realm of dreams. He is constantly affected as though by the spell *dream shield*^{PPC:OO}, and can cast *dream shield* on others as a spell-like ability by expending one point of

mental focus (either generic focus or focus from any one of his implements). His caster level for this effect is equal to his occultist level.

This ability replaces the magic circles class feature.

Dreamworld Contacts (Su): By 8th level, a dreamquester has developed several contacts and allies among the denizens of the world of dreams, and identified several sources of useful and esoteric lore. Unlike the outsider contacts that other occultists develop, a dreamquester is not able to summon these contacts to him, but if he travels through the world of dreams in order to reach them, he can glean even more useful information.

By meditating for 2d4 hours, a dreamquester can travel through the world of dreams to consult with one of these contacts. This counts as entering a dreamscape, and he can bring allies with him, as outlined in the dream adept class feature. These journeys are fraught with peril, with obstacles that the dreamquester must overcome in order to reach his contact. If the GM desires, these obstacles can be played out as a full adventure, consisting of 1 to 4 encounters of an appropriate CR. Otherwise, the dream quest can be abstracted for quicker play. In this case, the GM rolls 1d4 to determine the number of obstacles the dreamquester faces. For each obstacle, the GM determines three skills, and the dreamquester (as well as each creature accompanying him) must make a skill check with one of those skills, with a DC equal to 10 + the dreamquester's occultist level. As long as half or more of these checks are equal to or higher than the DC, the obstacle is overcome. Even if the obstacle is not overcome, the dreamquester can continue on, but unless at least half of the obstacles are overcome, the dreamquester is unable to reach the contact, and awakens from the trance unsuccessful. If half or more of the obstacles are overcome. then the dreamquester is able to reach his contact, and can gain information.

At 8th level, the dreamquester knows two dream contacts. For each contact, he must choose the type of knowledge or assistance that the contact can provide, as outlined below.

Divine Agent: The contact has access to the knowledge of the gods, and can channel those forces to provide yes or no answers to a variety of questions. This functions as *commune*, except that the number of questions the dreamquester can ask is equal to 4 + his class level.

Loremaster: The contact knows lore on a great deal of legendary people, places, and things. The contact can provide information about a single person, place, or object per visit, as though with the spell *legend lore*.

Messenger: The contact does not provide information, but will relay a message through dreams to another creature. This functions as the spell *dream*. Since the contact arranges for the dream to occur, the target does not need to be asleep when the dreamquester uses this ability.

Night Tyrant: The contact does not provide information, but can call upon allies in the world of dreams to plague the dreams of a particular creature. This functions as the spell *nightmare*, with a caster level equal to

the dreamquester's occultist level, a saving throw DC equal to 10 + 1/2 the dreamquester's occultist level + the dreamquester's Intelligence modifier, and uses the dreamquester's knowledge and connection to the target to determine any adjustments to the DC. Since the contact arranges for the nightmares to occur, the target does not need to be asleep when the dreamquester uses this ability.

Sage: The contact is knowledgeable in a variety of fields. When the contact is first gained, the dreamquester should choose four skills. Knowledge skills are most commonly selected, but other skills, such as Appraise, Linguistics, Sense Motive, Use Magic Device, or even less obvious choices can be chosen as well. The contact is able and generally willing to use those skills on the dreamquester's behalf, and has a bonus on the skills equal to the dreamquester's occultist level + the dreamquester's Intelligence bonus + 5. Each time the contact is visited, it is willing to perform a total number of skill checks for the dreamquester equal to 1/3 his occultist level.

Seer: The contact is able to peer into the future, and can replicate the effects of a *divination* spell each time it is visited, providing advice about one goal, event, or activity per 4 occultist levels the dreamquester possesses, with a 90% chance of receiving a correct answer for each question.

At 12th level, and every four levels thereafter, the dreamquester gains an additional contact. At the GM's discretion, particular contacts may be able to provide more specialized information or services based on the nature of the contact.

This ability replaces the outside contact class feature.

Dream Reader (Sp): Beginning at 12th level, a dreamquester gains the ability to view and enter the dreams of others. By expending 2 points of mental focus (either generic focus or focus from any one of his implements), the dreamquester can cast *dream scan*^{OA} as a spell-like ability. The saving throw DC is equal to 10 + 1/2 the dreamquester's occultist level + the dreamquester's Intelligence modifier, and the caster level is equal to his occultist level.

This ability replaces the binding circles class feature.

Enter the Dream (Sp): At 16th level, a dreamquester gains the ability to transport himself physically into the world of dreams. By expending 3 points of mental focus (either generic focus or focus from any one of his implements), he can cast *dream travel*^{OA} as a spell-like ability.

This ability replaces the fast circles class feature.

Priest of the Indescribable (Oracle)

The religion of the dreaded realm of Leng is even more obscured and strange than the rest of that unspeakable place. Of their mysterious masked priests, little is known, but it is said that behind their masks and veils, their faces are so monstrous and terrible to behold that they are impossible to describe, and their very sight can be enough to drive lesser men to madness. A select few oracles are touched by the strange force that the denizens of Leng worship, and share the fate of these priests, marked forever with strange and eldritch power.

Indescribable Visage (Su): A priest of the indescribable has a horrible and inhuman visage that is terrifying to behold, necessitating that she wear a mask or veil when interacting with any who she does not wish to inflict her horrible countenance upon. At 1st level, any creature that beholds the priest of the indescribable's true face must succeed on Will save (DC 10 + 1/2 the priest of the indescribable's oracle level + the priest of the indescribable's Charisma modifier) or be shaken for as long as it continues to behold the priest of the indescribable's face, and for 1 minute thereafter. A creature that succeeds on its saving throw is immune to this effect for 24 hours. Creatures can avert their eyes from the priest of the indescribable in the same fashion used to avoid gaze attacks. This is a mind-affecting fear effect.

At 5th level, the first time each day that a given creature becomes shaken by the priest of the indescribable's visage, that creature also suffers 1d4 points of Wisdom damage.

At 10th level, a creature that fails its saving throw to resist being shaken by the priest of the indescribable's visage by 5 or more is frightened, rather than shaken.

At 15th level, a creature that fails its saving throw to resist being shaken by the priest of the indescribable's visage is plagued by horrible nightmares about it, suffering as though affected by the spell *nightmare* each time it rests until it successfully resists the nightmare's effects. The saving throw DC is equal to 10 + 1/2 the priest of the indescribable's oracle level + the priest of the indescribable's Charisma modifier.

This ability replaces the oracle's curse class feature.

Vision of the Pit (Su): Beginning at 3rd level, a priest of the indescribable gains a supernatural second sight. She gains darkvision to a range of 60 feet. Additionally, she can see through any mask, veil, hood, or similar facial accessory that she wears, even if it has no holes to see through. At 8th level, her dark senses grow more acute, and she is able to see perfectly in darkness of any kind, including magical darkness. At 13th level, she gains blindsight to a range of 60 feet. Finally, at 18th level, she can see through objects, as though with a *ring of X-ray vision*, for a number of minutes per day equal to her oracle level. These minutes need not be spent consecutively, but must be spent in 1-minute increments.

This ability replaces the revelation gained at 3rd level.

Dark Sacrifice (Su): At 11th level, a priest of the indescribable gains the ability to perform dark and profane ritual sacrifices in order to gain magical power. Doing so requires performing a heinous ritual that takes at least 10 minutes to complete and requires her to perform a successful coup de grace upon a sentient living creature. Whenever she performs a sacrifice in this way, the priest of the indescribable may choose a single spell from the cleric spell list whose spell level is less than or equal to 1/2 the sacrificed creature's Hit Dice (rounded down, minimum 1), and add that spell to her list of spells known for the day. She can only select spells of a spell level she is able to cast. Spells learned in this way last only until the next time the priest of the indescribable rests and regain her daily spells.

This ability replaces the revelation gained at 11th level.

Shantak Rider (Ranger)

The strange and elusive shantak-birds of the realm of dreams are prized for their ability to carry riders through the void of space, as well as swiftly across great distances within dreams. Common in the dreaded realm of Leng, these fantastic creatures will not brook just any rider, and the secrets of gaining a shantak ally are known only to a few.

Dream Adept (Su): At 1st level, a shantak rider gains the Lucid Dreamer^{OA} feat as a bonus feat, even if he doesn't meet the prerequisites. Additionally, whenever he enters a dreamscape, he may allow nearby sleeping creatures to enter the dreamscape with him. He can bring a number of creatures in this way equal to his Wisdom modifier, all of which must be asleep and within 60 feet of him. Only willing creatures can be brought into the dreamscape in this way.

This ability replaces the wild empathy class feature.

Shantak Companion (Ex): At 4th level, a shantak rider must select the animal companion version of the hunter's bond class feature, and gains a special shantak animal companion, a newly-born member of the species that bonds loyally to the shantak rider.

This ability modifies the hunter's bond class feature.

Wild Dreams (Sp): At 7th level, a shantak rider gains the ability to send his mind into the dreamscapes created by plants, animals, and even slumbering terrain itself. Each time that the shantak rider rests for at least 8 hours, he can spend that time visiting the dreams of natural creatures and other entities within 1 mile, using Diplomacy to gather information from the dreamers. At 7th level, this allows him to converse with plants and animals in his dreams, gaining information as though he had used speak with animals or speak with plants. At 11th level, he can converse with the very terrain itself, as though with stone tell. The GM determines what information is available to the creatures within range, and what the DC for any given piece of information is. Other than occurring automatically while the shantak rider sleeps, and the nature of the entities that the information is gained from, this otherwise functions identically to using Diplomacy to gather information.

This ability replaces the woodland stride class feature.

Sidebar: Shantak Animal Companions

The shantak animal companion gained by the shantak riders have the following statistics. At the GM's discretion, characters without this archetype that have the ability to gain an animal companion may be able to gain a shantak animal companion, as well.

SHANTAK ANIMAL COMPANION

Starting Statistics

Size Medium; AC +4 natural armor; Speed 20 ft., fly 80 ft.; Attack 2 talons (1d4), bite (1d6); Ability Scores Str 12, Dex 17, Con 9, Int 2, Wis 13, Cha 11; Special Qualities darkvision, low-light vision, slippery.

7th-LevelAdvancement

Size Large; AC +3 natural armor; Attack 2 talons (1d6 plus grab), bite (1d8); Ability Scores Str +8, Dex -2, Con +4.

Slippery (Ex): A shantak animal companion's scales seep slippery slime. This grants it a +4 racial bonus on all Escape Artist checks and to its CMD against grapples, and imparts a -5 penalty on all Ride checks made by creatures attempting to ride it.

Shantak Rider (Ex): At 11th level, a shantak rider becomes an expert at riding his shantak animal companion, and gains a competence bonus equal to 1/2 his ranger level on all Ride checks made to ride his shantak animal companion.

This ability replaces the quarry class feature.

Starflight (Su): At 19th level, a shantak rider's shantak animal companion gains the ability to survive in the depths of space, and can share that ability with its rider. The shantak animal companion is able to survive in the void of outer space, and fly through space at incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the shantak animal companion or its rider knows the way to its destination. The shantak animal companion is not harmed by the vacuum of space, and does not need to eat, sleep, or breathe while flying in space. The shantak animal companion can extend these benefits to a single creature riding it, although it can revoke them at any time.

This ability replaces the improved quarry class feature.

New Cleric Domain

The following domain is available to any character that chooses to devote herself to the mystical and ancient beings which rule over and are worshipped in the desolate plateau of Leng, rather than a true deity. Such characters can choose darkness, evil, madness, or travel as their other domain. Alternatively, they can choose the slavery subdomain. The favored weapon of the religion of Leng is the scimitar.

Leng

The religion of the mysterious denizens of the dreaded plateau of Leng is both obscure and mysterious, known only to those who practice it. Some scholars have claimed that these creatures worship the moon beasts that enslave many of their kind, while others believe that they worship Great Old Ones such as Hastur or Nyarlathotep, but even if this is true, they do so in ways that are so bizarre and alien and unique that they stand apart from other adherents of those faiths. With even their high priests being beyond mortal description, the mind boggles at what beings those priests might lead the worship of. Still, some mortals are willing to take power wherever they can find it, or are otherwise touched by the strange and terrible power that suffuses Leng, and perform profane rituals, not even necessarily knowing their significance.

Granted Powers: Like the mysterious denizens of Leng, you are able to enslave the wills of mortals, and to cause great ships to sail through the skies as though they were seas.

Slaver's Command (Sp): Much as the denizens of Leng do, you view others merely as slaves, fit only to dance to your whims. As a standard action, you can speak a single word and force a creature within 60 feet to obey. This functions as command, except that the saving throw DC is equal to 10 + 1/2 your cleric level + your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Sail the Sky (Sp): Beginning at 8th level, you can imbue a sailing ship or similar vessel with the ability to sail through the air with a touch, just as the fabled flying ships of Leng. You can touch a single vehicle of Huge or smaller size, granting it the ability to fly through the air. Piloting a vehicle that has been affected in this way functions identically to piloting it normally, but the DC of any skill checks made to do so increases by +5. The vehicle can ascend at up to a 45-degree angle, and doing so causes it to move at half speed. It can descend at up to a 45-degree angle, as well, and moves at up to twice its normal speed while doing so. You can use this ability for a total number of hours per day equal to your cleric level, which can be divided amongst multiple uses or vehicles, but must be used in 1-hour increments. At 13th level, you can affect vehicles of up to Gargantuan size, and at 18th level, you can affect vehicles of any size.

Domain Spells: 1st—doom, 2nd—detect thoughts, 3rd deeper darkness, 4th—air walk, 5th—plane shift, 6th—dream travel^{OA}, 7th—insanity, 8th—death clutch^{HA}, 9th—dream voyaqe^{OA}.

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Archetypes of Your Dreams

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. Gach 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 dreaded plateau of Leng, a cold and desolate land in the realm of dreams, known for the strange denizens that make their home there, travelling from port to port on flying ships and taking slaves for their moon-beast masters. Featured primarily in *The Dream Quest of Unknown Kadath*, by h.P. Lovecraft, Leng has been expanded upon in numerous works and stories. All of the archetypes in this book build upon the theme of dreams, and each one is tied to a different creature associated with that dark and terrible plateau that has haunted the nightmares of so many. This book contains the following archetypes:

• The fist of Leng, a brawler archetype that slowly transforms into one of the dreaded men of Leng, with goat horns and legs.

• The spider's fang, a gunslinger archetype who serves the dreaded Leng spiders and has been granted several strange techniques by them.

• The dreamquester, an occultist archetype that specializes in entering the world of dreams, and develops many useful contacts and allies in that strange and other worldly realm.

• The priest of the indescribable, an oracle archetype cursed with an appearance so hideous and alien that even looking upon her can cause madness and nightmares.

• The shantak rider, a ranger archetype that gains a shantak as an animal companion, and is adept at traveling the world of dreams.

• A bonus cleric domain devoted to those who adhere to the mysterious religion of Leng.

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



Necromancers of the Northwest

