

# Weekly Wonders

*Eldritch Archetypes*  
*Volume X999*

## *Archetypes of* *Azathoth*

*Alex Riggs, Joshua Zaback*



*Necromancers*  
*of the Northwest*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Credits

---

## Designers

Alex Riggs, Joshua Zaback

## Editor

Rosa Gibbons



Necromancers of the Northwest, LLC  
8123 236th St SW, Unit 102  
Edmonds, WA, 98026  
[www.necromancers-online.com](http://www.necromancers-online.com)

**Product Identity:** The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

**Artwork:** All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

**Open Game Content:** Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

## Introduction

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

These eldritch archetypes pay homage to the all-powerful idiot god, Azathoth, a primal being of supreme power that dwells in the center of infinite chaos. Azathoth is more of primordial force than a character, and is rarely talked about, except in a hushed and awe-filled whisper. One of the better-known of H.P. Lovecraft's deities, Azathoth is often mentioned as a sort of terrible being to which other terrors are known. Azathoth himself, however, rarely makes an appearance, except as something half glimpsed in dreams. He is well known to be a force of primal power, creation, and destruction, and these themes play out through the archetypes, but Azathoth is also somewhat unique in that he is known to be mindless, mad, or perhaps just simple, and is devoid of any real personality. These themes of mindlessness are also pervasive in this product. Finally, some of these archetypes borrow inspiration from Azathoth's form and his maddening court of shrill pipers and formless dancers.

## New Archetypes

The following archetypes are presented in alphabetical order.

### Mindless Rager (Barbarian)

Occasionally, for reasons unknown, or perhaps from pure chance, an individual is chosen by Azathoth. These individuals are cursed with a mindless madness and purposeless power that threatens to demolish everything in their path. Though unable to truly control this power, some have learned to tap into these gifts in moments when they need it most. These are the mindless ragers, who enter violent frenzies where they lose control of their actions, but gain far greater strength than others of their profession. Azathoth's careless blessing also grants these individuals exceptional, if hideous, physiques, and occasional bursts of good fortune.

**Mindless Rage (Ex):** A mindless rager receives greater benefits from her barbarian rage, but has difficulty controlling her actions. At 1st level, the mindless rager gains the rage class feature as normal, except that when she enters a rage, she gains a +8 morale bonus to Strength and Constitution (instead of +4), and also gains immunity to mind-affecting effects. Additionally, the mind rager is confused for as long as she rages. If at any time the confusion effect is ended, then the rage is also immediately ended.

This ability modifies the rage class feature.

**Random Fortune (Ex):** Occasionally, the universe bends itself around the mindless rager, resulting in a positive twist of fate. At 3rd level, when the mindless rager makes an attack roll or saving throw, she may roll twice and take the better result. She must declare she is using this ability before the roll is made. After she uses this ability, fate corrects itself, and the next time she makes a roll of the same type, she rolls twice and must take the worse result. At 3rd level, she can use this ability once per day. She can use this ability an additional time each day at 6th level, and every 3 levels thereafter.

This ability replaces the trap sense class feature.

**Towering Form (Ex):** At 7th level, the mindless rager becomes Large size gaining a +1 size bonus to Strength and Constitution and a -2 penalty to Dexterity. At 10th level, and every 3 levels thereafter, these bonus and penalties increase by 1 (although the mindless rager remains the same size).

This ability replaces the damage reduction class feature.

**Greater Mindless Rage (Ex):** At 11th level, a mindless rager becomes better able to control her mindless rages. When in a rage, she may spend an additional round of rage in order to ignore the effects of her confusion for 1 round. Greater mindless rage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

This ability replaces the greater rage class feature.

**Mighty Mindless Rage (Ex):** At 20th level, the mindless rager she can channel her power towards harming others instead of herself. Whenever she rolls on the confusion table and the result indicates she would deal  $1d8 + \text{Strength}$  modifier damage to herself, she may choose to treat that the roll as if it indicated she would attack the nearest creature, instead. Mighty mindless rage counts as the barbarian's mighty rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

This ability replaces the mighty rage class feature.

### Cosmic Piper (Bard)

The demon sultan Azathoth, who dwells in the infinite primal chaos at the center of the universe, hungers endlessly to destroy and create and devour. His ultimate power is constrained, according to tradition, by shrill piping and the dancing of formless terrors from beyond reality. Whether these tales are true or not, the dances and songs of cosmic infinity have the ability to lull many other creatures, and bind outsiders to the performer's will.

**Slowing Tune (Su):** At 6th level, the cosmic piper can use his bardic performance to slow the reactions of a single living creature. The target is allowed a Will save ( $DC = 10 + 1/2$  the cosmic piper's level + the cosmic piper's Charisma modifier) to negate the effect. Otherwise, the target may take only a single standard action or move action each turn. If this ability is used on a creature that is already fascinated, then if there is an obvious threat to the target (such as someone aiming a ranged weapon at the target), or another creature tries to

shake the target free of the fascination, the target remains fascinated for 1 more round. After this round is up, the fascination is still broken on the target.

This ability replaces the suggestion class feature.

**Blinding Dance (Su):** At 8th level, a cosmic piper learns to move and cavort as the formless dancers in attendance to almighty Azathoth. Whenever he uses his bardic performance to dance for at least 3 consecutive rounds, he may choose to spend an additional 3 rounds of bardic performance in order to blind those that observe him. All characters who can clearly see the cosmic piper must make a Will save (DC = 10 + 1/2 the cosmic piper's level + the cosmic piper's Charisma modifier) or be blinded for as long as the cosmic piper continues to perform the dance, and for a number of rounds thereafter equal to the amount of time he spent dancing. He may choose to exclude a number of creatures from this effect equal to his Charisma modifier. Characters that are already fascinated and are subject to this ability automatically fail their saving throw.

This ability replaces the dirge of doom class feature.

**Song of Slumber (Su):** At 12th level, the cosmic piper leans a special tune to lull those that hear it into a deep sleep, wracked with maddening dreams. The cosmic piper can use his bardic performance to attempt to put any number of creatures who can clearly see and hear him to sleep. The targets receive a Will save (DC = 10 + 1/2 the cosmic piper's level + the cosmic piper's Charisma modifier) to negate this effect. For every creature beyond the first the cosmic piper attempts to affect with this ability, the DC goes down by 1. Targets that were already fascinated suffer a -4 penalty on their saving throw.

This ability replaces the soothing performance class feature.

**Song of Binding (Su):** At 14th level, the cosmic piper learns to use his magical piping to prevent outsiders from leaving his presence. Whenever he uses bardic performance with a wind instrument for at least 3 rounds, he may choose to spend an additional 3 uses of bardic performance in order to prevent all outsiders who can clearly see and hear the cosmic piper from using any teleportation ability (including those provided by spells and effects.) Creatures that are fascinated are affected as though they were outsiders for the purposes of this ability. Creatures affected in this way cannot use teleportation of any kind for as long as the cosmic piper continues to perform, and for a number of rounds thereafter equal to the number of rounds spent performing in this way.

This ability replaces the frightening tune class feature.

**Song of Cosmic Imprisonment (Su):** At 20th level, the cosmic piper learns to send entities into the vast reaches of infinite chaos to dwell for all eternity in Azathoth's horrible and hateful court. The cosmic piper can use his bardic performance to affect a single creature within 30 feet, who must hear the cosmic piper perform for one full round. The target may attempt a Will save (DC = 10 + 1/2 the cosmic piper's level + the cosmic piper's Charisma modifier) to negate the effect. If the target fails, she is affected as though

by the spell *imprisonment*, except that if the target is released from her cosmic prison by a *freedom* spell or similar effect, she is immediately driven insane by her experience there.

This ability replaces the deadly performance class feature.

## Tentacle Magus (Magus)

The tentacle magi are those who, in addition to the study of spell and blade, have studied dark and hidden rituals, learning of the great Azathoth and how to manifest his power. Through profane rites, these individuals learn to imbue their magic with Azathoth's dread power, and augmenting their bodies with his divine vision for creation, gaining an ever more profane and powerful form in deference to the hideous evil that lurks at the center of chaos.

**Body of Azathoth (Su):** At 1st level, the tentacle magus learns to shape his body with the formless protomatter of Azathoth. As a free action, the tentacle magus can choose to expend a single spell he has prepared in order to gain a number of tentacle secondary attacks equal to the level of the spell expended in this way. These tentacles deal 1d4 points of damage for a Medium creature. This ability lasts for a number of rounds equal to the tentacle magus' level + his Intelligence modifier

This ability replaces the spell combat class feature.

**Armor of Azathoth (Su):** At 7th level, the tentacle magus's body takes on the properties of the formless protomatter of Azathoth, protecting him from harm. He gains a +2 natural armor bonus to AC. Additionally, he has a 50% chance to negate damage from critical hits and sneak attacks (as if he were wearing armor with the moderate fortification special ability).

This ability replaces the medium armor class feature.

**Greater Body of Azathoth (Su):** At 8th level, the tentacle magus can use points from his arcane pool to enhance each of his tentacle attacks as though they were a single weapon. Additionally, whenever he uses his body of Azathoth ability to gain one or more tentacle attacks, he may spend points from his arcane pool to enhance those natural attacks as a free action.

This ability replaces the improved spell combat class feature.

**Ritual of Arcane Recovery (Su):** A tentacle magus learns the secret rituals of Azathoth that enable him to extract energy from still living beings in order to restock his arcane energies. At 10th level, a tentacle magus can spend 1 minute torturing a helpless living creature, inflicting 1 point of damage per Hit Dice the creature possesses. If he does so, he recovers 1d6 points in his arcane pool. After he tortures a creature in this way once, that creature loses potency for future rituals. Each subsequent time a specific target is tortured in this way, the number of points the tentacle magus regains in his arcane pool are reduced by 1. This penalty to points regained recovers at a rate of 1 per week.

This ability replaces the fighter training class feature.

**Flesh of Azathoth (Ex):** As a tentacle magus reaches 13th level, his flesh is remade in a hairy, constantly shifting mass of slick black protomatter, covered in blind eyes. He gains a further +1 natural armor bonus to AC, and he can no longer be flanked. This defense denies a rogue the ability to sneak attack the tentacle magus by flanking him, unless the attacker has at least four more rogue levels than the target has magus levels.

This ability replaces the heavy armor class feature.

**Imbue Body of Azathoth (Su):** At 14th level, whenever a tentacle magus invokes Azathoth to grant him a superior form, he can imbue his natural attacks with the magic that gave birth to them. Whenever he uses the body of Azathoth ability to gain tentacle attacks, if he expended a prepared spell with a range of touch, then when he successfully hits a creature with a tentacle attack gained in this way, he may expend a single point from his arcane pool. If he does, he may cast the expended spell as a free action on the target of the attack.

This ability replaces the greater spell combat class feature.

**Servant of Azathoth (Su):** At 20th level, the tentacle magus undergoes a special ritual that makes him eternally beholden to Azathoth, and enhances the gifts granted to his form by the demon sultan. He gains an additional +1 natural armor bonus to AC, as well as immunity to critical hits and precision damage. Finally, whenever he uses his body of Azathoth ability, he gains an additional 2 tentacle natural attacks.

### Mind of Azathoth (Psychic)

Unfortunate are the souls known as the minds of Azathoth, psychics whose extrasensory journeys led them into the midst of infinite chaos, beyond the reckonings of time and space, and caused them to touch the mind of the mindless, infinite, primordial power that is Azathoth. Their ruined minds now hold Azathoth's terrible thoughts, whispering hollow, unintelligible machinations of unstoppable cosmic progress. Their scarring experiences nonetheless leave them with the power to shape the world in ways other psychics could only dream of.

**Discipline of Azathoth:** A mind of Azathoth must take the Azathoth discipline, described below.

This ability modifies the psychic discipline class feature.

**Augury (Sp):** At 2nd level, the mind of Azathoth can attempt to determine whether a course she is about to take will have an outcome that, viewed from the mortal viewpoint, will be positive. She can cast *augury* as a spell-like ability at will, with a caster level equal to her class level. If she does not receive a result, the complex thoughts of unknowable Azathoth leave a dark mark upon her, causing her to become confused for 1d4 rounds.

This ability replaces the detect thoughts class feature.

**Blessing of Azathoth (Su):** At 9th level, a mind of Azathoth is able to exert her power even when her mind is compromised. She ignores the effects of any ability score damage or drain, as well as any penalty to her ability scores,

for the purposes of casting spells, including determining the highest-level spell she can cast, the number of bonus spells she receives, and the saving throw DCs for her spells. Other effects of the ability score decreases apply normally.

This ability replaces the telepathic bond class feature.

**Remade Self:** At 20th level, when selecting a spell-like ability for the remade self class feature, the mind of Azathoth can choose from the following spells, in addition to the normal list: *delay poison*, *detect thoughts*, *enlarge person*, or see *invisibility*.

### New Psychic Discipline Azathoth

You have come to touch the unknowable and unthinkable chaos of mindless Azathoth, gaining his powers at the cost of your own sanity and well-being. Those with this discipline know how to greatly enhance both their psychic and physical potential; however, doing so is both costly and dangerous, collapsing the body in the long term and driving you mad.

**Phrenic Pool Ability:** Charisma.

**Bonus Spells:** *Enlarge person* (1st), *alter self* (4th), *haste* (6th), *mad sultan's melody*<sup>HA</sup> (8th), *contagion* (10th), *joyous rapture* (12th), *insanity* (14th), *irresistible dance* (16th), *weird* (18th)

**Discipline Powers:** You are able to call on the power of Azathoth to enhance your abilities, though this comes at considerable risk.

*Touch Mind (Su):* At 1st level, as a full-round action, you can attempt to bring your mind into contact with mighty Azathoth in order to empower your psychic abilities. When you do, you must make a Will saving throw (DC = 10 + 1/2 your level + your Charisma modifier) or suffer 1 point each of Intelligence, Wisdom, and Charisma drain. Regardless of whether or not the save is successful, you gain a +2 bonus to your caster level for psychic spells, and the saving throw DC of all your psychic spells is increased by 2. Additionally, you may apply the effects of any metamagic feat you know to spells you cast during this time, without increasing the casting time for the spell. These effects last for a number of rounds equal to your level + your Charisma modifier.

*Altered Form (Su):* At 5th level, you can attempt to psychically draw some of Azathoth's real essence into yourself in order to alter your body in a number of ways. When you do, you must choose from one of the following physical enhancements. Regardless of the form chosen, at the end of the effect, you suffer 1 point each of Strength, Dexterity, and Constitution damage.

**Light and Darkness:** Your body becomes made of swirling particles of bright starlight and deep, all-consuming darkness. You and all your gear become incorporeal for 1 minute. During this time, you may spend 1 point from your phrenic pool to affect creatures and objects as though you were corporeal.



**Terror of Azathoth:** Your size increases to Huge as you are overwhelmed with massive muscular and tumorous growths, granting you a +8 size bonus to Strength and Constitution and a +4 natural armor bonus to AC. Additionally, while so affected, you treat your base attack bonus as though it were equal to your level. You suffer a -2 penalty to all your mental ability score while in this form. This form lasts for 1d10 rounds.

**Shapeless Flesh:** You become a shapeless mass of constantly regenerating flesh, of indeterminate color and consistency. You gain immunity to critical hits, death effects, precision damage, mind-affecting effects, and regeneration 10. However, you are also paralyzed, unable to move or take actions that are not purely mental in nature. This effect lasts for 1d4 minutes.

*Mind of Azathoth (Su):* At 13th level, you may choose to embrace the mindless perfection of the supreme cosmic chaos of Azathoth. At any time, you may choose to suffer 1d4 points each of Intelligence, Wisdom, and Charisma damage. If you do, you gain immunity to mind-affecting effects and a +8 bonus on saving throws against psychic spells and effects. These benefits last for 24 hours.

### Visionary of Azathoth (Summoner)

Visionaries of Azathoth are mad men who witnessed the dreams of the blind idiot at the center of cosmic chaos. They hear the piping and whispers of vast infinite reaches and have come to know something of Azathoth's visions for creation. They have the ability to call upon that nuclear power to make manifest some imperfect interpretation of their master's visions, allowing them to create a child of Azathoth, made manifest in their eidolon.

**Child of Azathoth:** A visionary of Azathoth's eidolon manifests as a formless mass of tumors, tentacles, shells, rippling particles of light and darkness, and other oddities, all surrounding a mouthless face. Rather than bear the summoner's mark, these eidolons bear a brand in the unspeakable shape of Azathoth's holy symbol. Its base statistics are as follows.

### Child of Azathoth

A child of Azathoth receives only half the normal evolution points of a typical eidolon. Additionally, it is not subject to critical hits or precision damage.

---

#### Starting Statistics

**Size** Medium; **Speed** 20 ft, climb 20 ft.; **AC** +4 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** 2 tentacles (1d4); **Ability Scores** Str 18, Dex 6, Con 20, Int 6, Wis 12, Cha 6

---

#### Free Evolutions

Low-light vision, tentacle (2)

This ability modifies the eidolon class feature.

**Azathoth's Summoning (Sp):** A visionary of Azathoth gains the ability to imbue his summoned creatures with Azathoth's essence, causing them to grow to giant, tumor-encrusted versions of themselves, infused with Azathoth's power and insanity. A number of times per day equal to his Charisma modifier, whenever the visionary of Azathoth summons a creature using a spell or spell-like ability, he may choose to have the creature summoned in this way gain the advanced creature and giant creature simple templates. If he does, the summoned creature gains the confused condition upon being summoned.

This ability modifies the summon monster class feature.

**Eyes of Azathoth (Ex):** At 2nd level, a visionary of Azathoth can grant his eidolon the blind yet all-seeing eyes of Azathoth. As a swift action, the visionary of Azathoth can use this ability to render his eidolon immune to all sight-based attacks, and grant him darkvision to a range of 60 feet. He may use this ability a number of rounds each day equal to his level + his Charisma modifier. At 6th level, when the visionary of Azathoth uses this ability, the eidolon can see in all forms of darkness, even magical darkness. At 10th level, it can see invisible creatures and objects. At 14th level, it can see ethereal creatures and objects. At 18th level, it can see through illusions as though affected by a *true seeing spell*.

This ability replaces the bond senses class feature.

**Ward of Azathoth (Su):** At 4th level, Azathoth's vision of glory for his child is made manifest in the form of powerful defense magics. As long as the visionary of Azathoth remains within 10 feet of his eidolon, the eidolon gains a +2 natural armor bonus to AC and may reroll a saving throw as an immediate action. It must accept the results of the reroll, even if the second roll is lower than the original roll.

This ability replaces the shield ally class feature.

**Blessing of Azathoth (Su):** At 12th level, the visionary of Azathoth is able to manifest some of Azathoth's power as a potent blessing on his eidolon. As long as he remains within 10 feet of his eidolon, the visionary of Azathoth's eidolon gains immunity to death effects and a +2 morale bonus on attack rolls and saving throws.

This ability replaces the greater shield ally class feature.

**Cosmic Fear (Su):** At 14th level, the child of Azathoth manifests some of Azathoth's terrible alien presence, which is subtly maddening to others. The visionary of Azathoth's eidolon causes creatures it damages with its natural attack to become shaken unless they succeed on a Will save (DC = 10 + 1/2 his Hit Dice + the child of Azathoth's Charisma modifier). Additionally, so long as the visionary of Azathoth remains within 10 feet of his eidolon, it gains immunity to fear effects.

This ability replaces the life bond class feature.

## New Cleric Domain

The following domain is available to any character that chooses to devote herself to Azathoth. Such characters can choose Chaos, Destruction, Madness, Sun, or Void as their other domain. Azathoth's favored weapon is the war hammer.

### Azathoth

Those who worship Azathoth usually do so to avoid his wrath, or to attempt to elicit his power, which is vast and permeates all of creation. According to lore, he is the greatest god, the primal force of creation himself, which spawned both the universe and the horrors and gods that dwell within. He sired Nyarlathotep and unleashed eternal cosmic chaos.

**Granted Powers:** Azathoth grants blessings to his followers more through accident and an excess of power than any will of his own. Those that follow him learn to shape this power in two ways: by attaining a mindless state similar to mighty Azathoth (a state they claim is ultimate clarity), and through attempting to conjure Azathoth himself.

*Moment of Clarity (Su):* As a move action, you can enter a state of mindless clarity for 1d4 rounds, gaining immunity to mind-affecting effects, but being unable to cast spells, use any Intelligence-, Wisdom-, or Charisma-based skills, or use any ability requiring concentration. You may use this ability a number of times each day equal to 3 + your Wisdom modifier.

*Conjure Azathoth (Sp):* At 8th level, as a standard action, you can call into being a single particle of mighty Azathoth, which grows and destroys everything in its path. At a point you designate within 30 feet, you create a single black tentacle, which grows in size and power as long as you concentrate on it. On the round it is created, it appears in a single 5-foot square. The tentacle attacks everything in that square, using your base attack bonus plus your Wisdom modifier to determine its attack bonus, and dealing 1d6+1 points of damage on a successful hit. Each round you concentrate on the tentacle, its space increases by 5 feet and it deals an additional 1d6 points of damage on a successful hit. The moment you cease concentration, the tentacle vanishes from existence. You can concentrate on the tentacle indefinitely, though its space, and thus the amount of damage it can do, is limited to 5 feet per 2 cleric levels you possess. If you suffer damage while concentrating on this effect, you must succeed on a Concentration check (DC 10 + the damage dealt) or cease concentrating on this effect.

**Domain Spells:** 1st—*enlarge person*, 2nd—*darkness*, 3rd—*confusion*, 4th—*mad sultan's melody*<sup>HA</sup>, 5th—*creation*, 6th—*disintegrate*, 7th—*word of chaos*, 8th—*irresistible dance*, 9th—*wish*.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The terms of the Open Gaming License Version 1.0a are as follows:

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration of agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game Reference Document.** © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

**Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2.** © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3.** © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4.** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

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

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

**Pathfinder Roleplaying Game Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

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

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

**Pathfinder Roleplaying Game NPC Codex.** © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Campaign.** © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Equipment.** © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Intrigue** © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Pathfinder Player Companion: Occult Origins** © 2015, Paizo Inc.; Authors: Robert Brookes, Ben McFarland, Jason Nelson, and Mark Seifter.

**Weekly Wonders: Eldritch Archetypes Volume XIII - Archetypes of Azathoth** Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

# Archetypes of the Mad Sultan

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

For this book, we focus on Azathoth, the blind idiot god at the center of all things, surrounded by strange and terrible dancers and flute-players that stave off its mindless wrath. Featured in a variety of works by H. P. Lovecraft, and first introduced in *The Dream-Quest of Unknown Kadath*, Azathoth is a recurring figure in Lovecraft's works, and among the most beloved and iconic of his creations. Whether they directly mention Azathoth or not, each archetype in this book builds on themes of mindless idiocy, squamous and shapeless entities, and the power of music to lull such things.

- The mindless rager, a barbarian archetype that emulates the mindless thrashing of Azathoth, growing incredibly strong but horribly confused when enraged.
- The cosmic piper, a bard archetype that specializes in songs that soothe, pacify, and bind those who hear them.
- The tentacle magus, a magus archetype that adopts portions of Azathoth into his own form.
- The mind of Azathoth, a psychic archetype and discipline, which can take on terrible physical transformations to resemble Azathoth, and which gains power from madness.
- The visionary of Azathoth, a summoner archetype whose eidolon is a tiny fragment of Azathoth itself.
- A bonus cleric domain for those who worship Azathoth.

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



Necromancers  
of the Northwest

