

Lovecraft Fantasy Gaming Toolkit



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"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it is not meant that we voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but someday the piecing together of disassociated knowledge will open up such terrifying vistas of reality, and our own frightful position therein, that we will either go mad from the revelation or flee from the light into the peace and safety of new dark age..."

From "The Call of Cthulhu", H.P. Lovecraft, 1926

Lovecraft and his horrible creations are more popular than ever in the fantasy RPG realm. Combining the two seems a favorite activity of those who play fantasy RPGs. The world of high magic, potent weapons and PCs who can confront the universe's most dangerous beings and live to tell about it is not traditionally the way Lovecraft imagined his mythos. Like other games that attempt to mimic the atmosphere of Lovecraft's stories, PCs are not fighting machines who can dispatch twenty deep ones without breaking a sweat and lack access to magic that can shake worlds and scour nations. Survival depends on luck as much as skill. This supplement presents a few new archetypes, magic, and rules modifications to lend Pathfinder a more Lovecraftian feel.

The Setting

"And why is everybody so down on Innsmouth? Well, young fellows, you mustn't take too much stock in what people here say. They're hard to get started, but once they do get started they never let up. They've been telling things about Innsmouth—whispering 'em mostly—for the last hundred years, I guess, and I gather they're more scared than anything else"

From "The Shadow Over Innsmouth",
H. P. Lovecraft, 1936

Adherents of the Lovecraft Mythos and the many stories and genres inspired by it will agree that the setting of those literary adventures is paramount. A crumbling mansion, a village full of isolated, hostile locals, a university after closing are all ideal Lovecraftian locales. Nearness to civilization is common, which makes the presence and shadow of 'authority' a real issue, as breaking the law through action or attitude is an ever-present threat. Authority can also be an asset, as a sufficiently motivated law enforcement system can help to root out a threat, if convinced of the existence of such.

Religion

The general premise of Lovecraftian Fantasy is that, while god-like beings exist, there is no 'Creator' entity that formed the races of the world, not in the sense that is understood by the core races in the present. Mainstream culture holds to an idea of "God" as a monotheistic being that created the world and all that is in it, and if people are "good" and do not break the laws set by the Church and by the authorities, they will go to a nebulous "Heaven" or a punitive "Hell". This is what the profession of Clergymen ascribe to. Exactly what 'powers' the abilities of clergymen and other divine-type classes is more-or-less off limits. Magic, definitely, is not the purview of "God", though, as stated, other abilities can be. A cosmological explanation might be put forth that "God" is the collective unconscious of all sentient races (as demihumans ascribe their religion to community-specific pantheons over various portfolios) that gives power to their will. Another might be that "God" has sealed "Himself" in another dimension (Heaven) so that the vast powers of the Great Old Ones cannot destroy "Him". Going to "Hell" is simply falling to the temptation of the Great Old Ones, and being annihilated. The idea of "God" can be translated into other types of faiths as well, as outlined in the Core Player Races (Humans) section below. In many situations, reverence of "God" and supplication to the Elder Gods (see Section 2: Pathfinder Character Alternates—New Sorcerer Bloodlines) can sometimes be confused and corrupted into other forms of worship.

Lovecraftian Communities

These communities may give players settings to explore and delve into the myriad mysteries of the beleaguered world. GMs should flesh out the bare statistics here, as starting places for their characters to start. The mechanics for communities are found in the of the *Pathfinder Roleplaying Game: GameMastery Guide*.

Porphyra Note: *The communities presented here are drawn from those included in the nation setting of The Boroughs of Dunmark, part of the Lands of Porphyra world gazetteer, soon to be coming from Purple Duck Games!*

FROG CROSSING

N thorp, **population** 20

Corruption -4; **Crime** -8; **Economy** -4; **Law** -2; **Lore** +2; **Society** -2

Qualities superstitious

Danger -10

DEMOGRAPHICS

Government autocracy

NOTABLE NPCS

Elder Rana (N male human [batrachoid] hermit (druid) 3)

Gramma Gnik (NG female human spiritualist (oracle, Lore) 4)

Pip the Squid (N male human [batrachoid] criminal (rogue) 2)

MARKETPLACE

Base Value 50 gp; **Purchase limit** 500 gp; **Spellcasting** 1st

Minor Items 1d4; **Medium Items** —; **Major Items** —

Frog Crossing is a cluster of rickety buildings and perpetual mud, where less than two dozen (mostly) bug-eyed denizens struggle at poaching and gathering swamp-produce. Elder Rana benignly dictates all events in the thorp. Every seven years it is in the path of a massive migration of, well, frogs- But its people seem to look forward to the phenomenon, and encourage visitors to stay...

SEAWATCH

CN hamlet, **population** 81

Corruption -2; **Crime** +0; **Economy** +0; **Law** +1; **Lore** -1; **Society** -4

Qualities defensible

Danger -5

DEMOGRAPHICS

Government military

NOTABLE NPCS

Dark Molly (CN female dhampir adept/rogue (standard) 2/3)

Keeper Pub Levy (N male human woodsman [ocean favored terrain] (ranger) 3)

Tarbender (CN male half-orc warrior 3)

MARKETPLACE

Base Value 200 gp; **Purchase limit** 1,000 gp; **Spellcasting** 2nd

Minor Items 1d6; **Medium Items** 1; **Major Items** —

Dramatically situated on a cliff overlooking the sea, the hamlet of Seawatch centres around an ancient lighthouse run by the hereditary Keeper. Winding, descending tunnels lead from the surface to the sheltered cave-harbour below. The people are watchful for threats from the sea, and take their responsibility very seriously, being ready for action at all times.

EELMARSH

CG village, **population** 333

Corruption -1; **Crime** -2; **Economy** +0; **Law** -2; **Lore** -1; **Society** +4

Qualities insular, resettled ruins

Danger +0

DEMOGRAPHICS

Government council

NOTABLE NPCS

Councilman Illian Zaphod (CG male human commoner 3)

Sister Rusikki (CG female human clergyman 5)

The Cap'n (CG male oread soldier (fighter) 5)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** *voorish talisman*

The courageous villagers of Eelmarsh live among the reclaimed ruins of the citadel of a tribe of evil humanoids, exterminated centuries ago by their ancestors. The site has enough of a reputation to keep Away most outsiders, but the 'Marshers are content to prospect for relics and raise black goats. They give fair But often futile warning to neophyte treasure-seekers that come to the area.

PLAINSMOUTH

NE town, **population** 2,000

Corruption +1; **Crime** +1; **Economy** +5; **Law** -1; **Lore** +5; **Society** +1

Qualities abundant, rumor-mongering citizens, unholy site

Danger +1

DEMOGRAPHICS

Government theocracy

NOTABLE NPCs

Dunnich Fen (NE male half-elf escaped mental patient (barbarian) 4)

Mayor-Abbot Rutus Fen (NE male human occultist(summoner) 5)

Fesser Gatimar (N male human antiquarian (wizard) 6)

MARKETPLACE

Base Value 1,000; **Purchase Limit** 5,000; **Spellcasting** 6th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** 1 eldritch document

This prosperous town is a commerce centre for the farm produce, or yards and livestock. In the uncommonly fertile lands surrounding it. The reasons for its fertility are know to the Mayor-Abbot and his advising Synod, but asking questions is not healthy in the 'Mouth. A small college is run by Gatimar, A renowned scholar of ancient legends and artifacts.

PORT ARKHAM

LE city, **population** 20,000

Corruption +6; **Crime** +1; **Economy** +5; **Law** -2; **Lore** +5; **Society** +1

Qualities Academic, Asylum, Cruel Watch, Strategic Location, Well Educated

Danger +10

DEMOGRAPHICS

Government secret syndicate

NOTABLE NPCs

Chancellor Kambul (LE male human aristocrat 2/sorcerer 6 [Touched by the Beyond])

Fra Bramae (LE male human investigator (inquisitor) 7)

Xander the Bottle (NG male elf dilettante 9 [drunk, 700 yrs. old])

MARKETPLACE

Base Value 8,800 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 9th

Minor Items 4d4 **Medium Items** 3d4; **Major Items** 1d4+ 1d3 eldritch documents



The largest city for many leagues, Port Arkham's wealth depends not just on sea traffic in its deep Port, but on the enormous Phileps Asylum -treating all manner of madness- and Haward University, centre of Learning and covert arcane research. Though nominally ruled by a council, secret chambers hosting dark rituals shape the city's destiny, leaving the University to enact damage control, and the Asylum to clean up afterwards. The sinister Grey Watch keeps strict law and order, at least on the surface of things.

As well as 'random' eldritch documents, the Library is known to contain copies of the *Necronomicon*, the *Pnakotic Scriptures*, and *De Vermiis Mysteriis*. These are kept in a location called 'The Quiet Room' and are guarded by a half-dozen Wax golems. Many of the Librarians of Haward University Library are retired 'adventurers', and possess almost as many secrets as the University itself. Any PC with a Profession (teacher) or a Knowledge skill of 20 or more can apply To be a sessional lecturer, capable of earning 3d6 gp per month, and having Access to University resources; +2 to one knowledge skill check per week.

Additional Settlement Rules

The following government types and settlement qualities were used to create the communities on the previous page, along with the rules for communities in the *Game-mastery Guide*.

Abundant (quality): The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub, and increases the standard of living for its inhabitants.

Adjustments: Increase Economy +1. Reduce the purchase price of most forms of locally-grown food and livestock by 25% or more.

Asylum (quality): The settlement is host to an infamous madhouse or asylum (or perhaps a prison, gaol or notorious workhouse). The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy.

Adjustments: Increase Lore +1, Decrease Society -2.

Cruel Watch (quality; lawful only): The settlement's civic watch or police force is infamous for its brutality, effectiveness, cruelty and corruption.

Adjustment: Increase Corruption +1, Law +2. Decrease Crime -3, Society -2.

Defensible (quality): The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub.

Adjustments: Increase Corruption +1, Crime +1, Economy +2. Decrease Society -1.

Military (government): The settlement is an armed garrison that exists solely to serve the military forces deployed there. It may be a massive military base and training complex, a wilderness fortress or a keep that patrols a major trade route, depending on its size. The settlement may even be an ordinary town or city that recently fell under military rule after a coup or uprising that led to the declaration of martial law.

Adjustments: Decrease Corruption -1, Society -1. Increase Law +3.

Theocracy (government): The settlement is ruled by its patron faith: secular and theological power are one and the same here. Priests, clerics and oracles decide every facet of life in the settlement.

Adjustments: Double the modifiers for the settlement's alignment. The settlement gains any one of the following qualities as a 'bonus' quality: Desecrate/Hallow, Holy Site, Pious, Racial Enclave, Racially Intolerant, Unholy Site.

Racial Enclave (quality): The settlement is dominated by a single race: a pleasant halfling farming community, an Elven capitol, a collection of half-orc yurts on the open plains, ect.

Adjustments: Decrease Society -1. Members of one or more races, chosen when the settlement is founded, is especially welcome in the tightknit and homogenous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.

Resettled Ruins (quality): The settlement is built amid the ruins of a more ancient structure. The settlement might be little more than a collection of tents and yurts erected in ruined plazas, or a thriving metropolis whose stones were recycled from long-forgotten temples and fortresses. While ruins provide a ready source of building materials, near-by dungeons to plunder and ancient artifacts to explore, they might also provide a hiding place for modern dangers or old curses.

Adjustments: Increase Economy +1, Lore +1. Add +1d3 to the amount of magic items in any category the settlement's size would allow it to normally offer. If the settlement's size would not normally allow it to have magic items of a particular category, it always has at least one randomly chosen item of that category for sale. However, if a buyer rolls a natural one on any Appraise or Diplomacy check made to examine or purchase a locally bought magic item, that item is always *cursed*.

Unholy Site (quality): The settlement serves as an unholy site for an evil god or philosophy. Worshippers of the evil deity flock to this settlement.

Adjustments: Increase Corruption +2. Increase spellcasting by +2 levels.

Well Educated (quality): The settlement's inhabitants are incredibly well educated and known for their sharp wits.

Adjustments: Increase Lore +1, Society +1.

Core Races

Though Lovecraft's characters were human, and largely of the modern era, not all player characters in Lovecraftian Fantasy play need be. Human ascendancy should be the norm, however, as it is the horrific deviance from normality that gives the genre its particular flavor. Playing a non-human or half-human character can give exciting variety and dark stares from townsfolk, who likely don't see too many of "their kind". Keep in mind, also, that humanity has, itself, a lot of secrets that make their physical makeup odd, too, just cast your mind back to queer old Uncle Jacob...

Without a great deal to go on, here are some 'default' niches for core races to fill, in keeping with Lovecraftian themes and the game system. Any changes or omissions are up to the GM, as he and his players would prefer to place races, or follow these suggestions; players can feel free to substitute other racial traits that are not substitutes for the indicated 'lost' traits.

Humans

Humans are the default race of Lovecraftian Fantasy, and overwhelmingly more common than other races. The "main" racial grouping is up to the GM, but if a High Middle Ages setting is preferred, then pseudo-European Caucasians would be that racial grouping.

Within humanity there are different racial groupings at the GM's discretion, however, including broadly defined groups such as the following. **Note that each group would definitely speak and write a different language than 'Common' and would have to spend skill points or starting language options to do so.

'Easterners' (Asiatics) with more developed magical systems, and more likely to be cultists of Leng (monks). They may even pursue alternate classes such as samurai and ninjas, should the GM wish to include them. They would gain +1 to Spellcraft.

'Southlanders' (Africans) with a totemic magical system requiring a Focus item for each spell, like a fetish. N'Longa, from the Solomon Kane stories, is a good example. They would gain +1 to Survival.

'Far Islanders' (Polynesians) with extensive knowledge of horrific beings from the ocean depths, and an extensive oral history. They would gain +1 to Knowledge (planes)

Dwarves

Dwarves, in Lovecraftian Fantasy, are a secretive race, seldom seen by mainstream society, and the subject of rumor and superstition. Occasionally arriving in a town to trade, or fleeing from some vast menace in the depths of the earth, dwarves are seen by most as 'weird looking foreigners', without fully realizing their ancient heritage. To demonstrate their reclusiveness, player character dwarves should choose one of the following racial subtypes:

Deep delver dwarves who dwell in the deepest caverns of the earth are used to living in the awesome darkness, and fighting against unspeakable horrors: they have darkvision 90', but are dazzled in bright light and take a -2 penalty against spells with the Light descriptor. They also gain a +2 AC dodge bonus and a +2 CMB grapple bonus against aberrations. They lose the darkvision and defensive training racial traits.

Exiled dwarves driven from their ancestral homes by Mythos menaces are used to fighting to escape, and push sinister control from their minds: they have a +2 bonus to CMB to bull rush or overrun an opponent, and +2 to saves from the enchantment school. They lose the hardy and stability racial traits.

Mountain dwarves are those of the dwarven race that live in high, isolated mountain ranges are skilled at navigating cold mountain cliffs to explore the crumbling leavings of long-vanished, inhuman races. They are immune to altitude sickness, and do not lose their AC bonus to Dexterity when Climb or Acrobatics when climbing or crossing slippery or narrow surfaces. They also treat wind conditions and cold weather conditions as one step milder. They lose the darkvision and stability racial traits.

Elves

Elves in Lovecraftian Fantasy are a race of secretive, isolated academics. Universities, ancient churches, and repositories of old records are common in Mythos fiction, and elves serve well as the keepers of these stores of knowledge, being long-lived and academically inclined. To civilians in mainstream society, this is the purpose of elves, and they are seen, almost, as part of the furniture, just something that "is". As with many phenomena in the Mythos, the deeper significance is below the surface, with the elven race having opposed the incursion of cyclopean horrors for centuries in the past, and now somewhat exhausted, wishing to "pass on the torch" to younger races. Some vigorous youngsters of a century or so might still want to recapture the elves' strength,

and venture forth from their dusty halls as adventurers. The ideal racial subtype for elves is that of Tower elves, detailed below.

Tower elves constantly practice magic, and engage in castle politics, as well; they gain +2 to concentration checks while casting spells, and +2 to Diplomacy and Sense Motive in social situations. They lose the Weapon Familiarity and Keen Senses racial traits.

Gnomes

Like halflings, gnomes appear to be ‘traveling folk’, small and relatively harmless. As exiles from the world of the fey (a version of The Dreamlands) though, gnomes probably have a more selfish or sinister agenda, wandering strange lands in this world and others. More of a dark mirror to the genial halflings, gnomes are the beings you turn to for help when no one else will take your part- and they will do so... for a price.

Traveler gnomes possess the Explorer and the Magical Linguist racial traits. They gain a +2 bonus on Climb checks and on one Knowledge skill of their choice. They also add +1 to the DC of language-dependent spells, gaining +2 to their save against such. Those with a Charisma of 11 or higher can cast the following 1/day each as a spell-like ability-*arcane mark*, *comprehend languages*, *message*, and *read magic*. Finding the mark of a gnome clan on a building means the people within will come to a bad end... They lose the gnome magic, hatred, illusion resistance and obsessive racial traits.

Halflings

Halflings fill the role of gypsies in Lovecraftian Fantasy, an innocuous (or seemingly so) race of tinkers, peddlers, and itinerant farm-workers. In truth they fear a dark enemy of extreme antiquity, and have kept on the run, so to speak, for generations, never staying long in the same place. This has given them a unique niche and skill-set that can be useful for defeating threats to everyone, mobile or not. The ideal racial subtype for halflings is that of Nomadic halflings, detailed below.

Nomadic halflings possess the Fleet-foot, Polyglot, and Wanderlust racial traits. They have a move speed of 30 feet, a +2 bonus to Linguistics (and Linguistics is always a class trait for them) along with access to any language at character creation if they have high intelligence, and +2 on Knowledge (geography) and Survival checks; if they cast a spell that provides or enhances movement, they cast it at +1 caster level. They lose the fearless, halfling luck, keen senses, slow speed and surefoot racial characteristics.

Half-Elves

These hybrid people are usually the product of short-lived relationships between rebellious centenarian elves and infatuated humans. They are almost always absorbed by one culture or another, and expected to behave as if they were that culture- when always knowing they were not, that they were different, somehow... that usually gets them into trouble. Curiosity is not well rewarded in Lovecraftian Fantasy.

Elf Raised half-elves are schooled in magical study and combat, like their parent- they must choose only one favored, spell-casting class (including alchemy) and use spell trigger and spell completion items as if they had +1 caster level. They also gain Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon, chosen at 1st level. They lose the adaptability and multitiered racial traits.

Human Raised half-elves try to be just like the humans they walk among; they gain +2 to Bluff, and +1 to Disguise, Knowledge (local), and Sense Motive. They lose the keen senses and adaptability racial traits.

Half-Orcs

Though such threats as orcs and goblins and other warlike races were a threat in the past, and most peoples’ grandpa can say “I remember the War, we were men then!” they have since faded into far-off hills and wastelands- except for the remnant hybrids known as half-orcs. Small clans of them still exist in places undesirable to humans, which is why they came to be in the first place. Often referred as “green-necks” or “hill-wallies” degenerate clans such as the infamous Slaade clan of the Dark Hills still make forays to the towns, sometimes trading in goods not found on this earth- and given to them for unthinkable reasons. The ideal racial subtypes for half-orcs can include the following:

Deep Kin are descended from long-ago raiders and their captives, long hidden underground. They have darkvision 90 ft., and a +1 bonus to Knowledge (dungeoneering) and Survival checks made underground. They lose the orc ferocity and intimidating racial traits.

Feral half-orcs live in dark, forgotten forests, occasionally discovered by woodsmen, usually to someone’s detriment. They gain +2 to Climb checks, low-light vision, and a primary natural bite attack for 1d4 points of damage. They lose orc ferocity and darkvision.

Mountain clans hail from high passes and tarns, and possess a +2 bonus to Perception checks, and +1 bonus to Acrobatics and Climb checks. They lose the orc ferocity and intimidating racial traits.

Other Races

A player that wants to play a different race from the core set should have a good rationale for doing so, or perhaps the chance could be given from the GM as a result of discovering some isolated or out-of-time community of ‘strange people’... some possibly thematic other races could include:

- **Dhampir:** Reminiscent of “Pickman’s Model”
- **Fetchling:** Outcasts from another dimension
- **Ifrit, Oread, Sylph, Undine:** These races fit well with the elemental model of Lovecraft’s work, and can be interesting to incorporate, especially if they are mostly human-looking.
- **Gillmen:** Their closeness to the “deep ones” can engender good story lines
- **Samsaran:** Their knowledge of “past lives” is very thematic

These races can be found in the *Advanced Race Guide*.

Adventure Ideas

Though standard dungeon-crawling is not out of the question, and can certainly be quite exciting for an underpowered group of “investigators”, one of the keystones of Lovecraftian Fantasy is investigation. Red herrings, interrogation, research, clues, hunches, all are a big part in solving whatever plot is placed against society. All while this is going on, preparedness for violence, otherworldly interference, arcane attack, or betrayal must be made. It is this fence-walking, this balance beam, that creates gaming tension in Lovecraftian Fantasy. While “The Sinister Circus” presents an adventure in a ‘cross-over’ style, here are some ‘hooks’ to get a GM thinking in terms of LF roleplaying gaming:

- After penetrating a forgotten laboratory, a triggered flash makes PCs unconscious; they wake up to possessing inhuman, monstrous bodies, their brains swapped! They must find their switched bodies and figure out how to get them back.
- An undiscovered room in an abandoned house the PCs are exploring is a metal chamber that drops them far below the earth into a vast maze inhabited by weird creatures and a stranger ecology- can they figure out its origin, and how to return to the surface?
- God-like, alien creatures arrive, destroying armies, communities, and possibly some PCs! (Feel free to play out as much destruction as possible!) The last

surviving PC finds a device/ meets a being that can send them back in time to a period before the invasion, where they race to prevent it, and the end of the world.

- In the PCs hometown, everyone claims to have a copy of a particular eldritch document, demonstrating magical powers. Are the documents fakes, a scam? Or has a trove of dangerous literature been made accessible to the ignorant public?
- Pursuing a runaway, criminal, or lost VIP, the PCs step through a portal to another world, totally alien to their own. The laws of nature may even be different, with unrecognizable cultures, species, and phenomena of nature. Their return hinges on the capture of their quarry.
- Local farmers have profited from a crop of vine-raised melon found growing wild in a forbidden forest. When accidentally left past harvest time, however, the plants mature into ambulatory man-eaters! The town is quickly surrounded by the hungry plants and there is no escape...
- A local criminal organization has grown to power lately, able to confound authorities with strange abilities, reminiscent of old stories of those who possessed a certain forbidden tome of magic. The law is helpless to stop them.
- With a strange, undecipherable regularity, an apparently unkillable monster (CR +3 over the PCs) stalks the town, not leaving until it has taken one life. If the PCs can predict its return, and find some way to put it down, they would be well on their way to a career in arcane investigation.
- A reclusive old man stumbles into the town square, mutters “My son, my son-” and dies. Cattle and lone travelers begin disappearing soon after. His son is monstrously inhuman, and completely invisible to mortal eyes.
- Why does food get so moldy so quickly? No matter what anyone does, food spoils and gets covered in strangely covered mold, which smells back and gives people headaches. Fat Tony got so hungry he ate some of it, and wandered off into the nearby forest...
- A cult, boldly worshiping an ‘Ancient Cosmic Being’ has disguised their activities as a legitimate foreign religion. By bribing authorities and ‘disappearing’ opponents, they have risen to power, and seek to take over the town. Only by infiltrating their circle and stealing their Eldritch source of power can the ugly inevitable be averted.

Themes to Remember

Finally, this supplement is not meant to be a complete rules system, to live by; they are meant to give the GM -and the players as well- a different approach to fantasy gaming, a merging if you will, of the more “hunt down the monsters and slaughter them in their lair” and the “pursue a macabre investigation and feebly try to hold back the unstoppable”. A happy medium can be very workable, giving players a sense of unopposable cosmic horror and intellectual exercise and heroic accomplishment and long-term goals. So if you keep some of these tenets in mind, you should have a better chance at capturing the flavor of adventuring that you seek- though the seeker can also very easily be the sought...

- Player characters are not professional plunderers! The included archetypes are meant to reflect fairly ordinary people that simply have abilities beyond the norm. Classed characters are quite rare.
- Player characters should be motivated by more than loot! The point of Lovecraftian Fantasy is not to acquire massive heaps of gold and magic trinkets. Both are very uncommon and are likely to be more trouble than they are worth. For a “Monty Haul” campaign, look elsewhere.
- Normality is the Norm! “Yawn... ogres again?” is not the status quo. The people in Lovecraftian Fantasy may be used to seeing elves and “real” magic occasionally, but regular rampages of ravening revenants do not happen. The player characters are the ones who have stepped up to deal with the anomalies that disturb placid, ignorant society.
- The Rule of Law is largely universal! (Or so everyone thinks...) Many of the beings that player characters come into conflict in typical play are there for the killing- if one thinks of the bureaucracy involved in taking a life in “Real” society, it should give a PC pause. Would the local sheriff/constabulary approve of the action I am going to take? Is it worth it anyway? Butchering a local coven made up of smiling locals may engender serious complications.
- Magic is weird! It exists, but is hardly flung about every day. Magic is dangerous – emphasize the possible Wisdom penalties- and often frowned upon by the authorities. Nonetheless, its rarity and danger make it attractive and powerful, and villains know that more than anybody. Player characters are largely fighting fire with fire.
- People bristling with huge weapons are unusual! War happens, police action happens, duels happen- but carrying a heavy crossbow, shield and greatsword around town is going to be noticed and reported. Normal society is law-abiding (on the surface, at least) and heavy-plate wearing juggernauts do not stroll around the streets. Acquiring weapons is not very easy- having a dependable, easily-concealed favorite is best.
- The enemy is powerful! The forces at work in Lovecraftian Fantasy are cosmic, eternal, beyond the ken of mortals. Delaying or confounding them is probably a best result- warning and fleeing more likely. It should be quite reasonable for a party of 2nd level characters to have to figure out how to chase a basilisk away from a small town- being able to easily slay monsters of their ability level or less is not the point! Likewise, said basilisk may simply be in the town to consume the statue of the town founder, petrified centuries ago. Monsters do not necessarily kill and eat entire parties, they usually have other agendas, so defeat of a party is not necessarily TPK...
- The enemy may bring the game to the PCs! Typically, adventurers get to choose where and what they do at any given time. Lovecraftian Fantasy heroes more frequently have their adventures thrust upon them, even to the point of being harassed and pursued by powers outside their comprehension.
- Power is dangerous! Gaining power is likely to come from gaining Eldritch Documents, or strange magic items. These objects have their own drawbacks, apart from their attractiveness to other beings. The uniqueness of magic and E.D.s means that they are known of...
- Religion isn't All-Powerful! Though other religions exist (far away) there is one Church, one God (named “God”) and God doesn't send avatars and pillars of fire to smote nations. Not anymore, anyway. This removes a huge reservoir of power for players, that they will have to adapt to and use as they are able.
- Get a feel for what your players want! If they wanted the “other system”, they would be playing it. At the same time, high magic and hack-and-slash are readily available, too. Find the medium that you and your players are looking for, burture it and let it grow!

Character Archetypes

The typical PC of a fantasy RPG does not match the unassuming, introspective and generally unheroic character of a quintessential Mythos investigator. The glories of high-fantasy gaming is out of place in the Lovecraftian world of madness and dread. Below are alternative character archetypes for games that want a more Mythos feel. Feel free to add some coins to the gear for use as either PC or NPC; these have been presented as NPCs, and as such do not have character traits or favored class bonuses added.

Alchemist^{APG} Archetype (Surgeon)

A surgeon is the medical professional who specializes in anatomy and surgical procedures. They are well aware that it is sometime necessary to do harm to the patient to cure them. Sometimes the sickness that infects the world must be cut out.

Class Skills: Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier

Alchemy (Su): Surgeons are not considered spellcasters in Lovecraft Fantasy. The mutagens and elixirs they produce are considered to be mundane, marvels of a new scientific enlightenment. The surgeon does not use the Lovecraftian spell list, but the standard alchemical formulae list.

Healing Hands (Ex): The surgeon gains Skill Focus (Heal) as a bonus feat. When using the Heal skill to restore hit points the surgeon adds his Intelligence modifier to the total number of hit points the subject regains. This replaces the Throw Anything bonus feat.

Anatomical Knowledge (Ex): The surgeon's knowledge of anatomy means he can strike creatures in vulnerable areas. He gains the sneak attack ability as a rogue equal to his alchemist level. His alchemist levels stack with rogue levels when determining the amount of damage he inflicts with a successful sneak attack. This replaces Bombs.

Combat Medic: At 2nd level the surgeon becomes better at treating deadly wounds. He can treat deadly

wounds on a creature two times per day.

Talent: At 3rd level the surgeon gains the bleeding attack rogue talent. This replaces swift alchemy.

Restorative Hands: At 5th level the surgeon can use his knowledge of anatomy and the healing process to reverse effects that may be permanent or take much longer to heal. He can treat a character and grant the creature the benefits of either *lesser restoration* or *remove blindness/deafness*. He may do this a number of times per day equal to 1 + his Intelligence modifier.

Careful Observer: At 8th level the surgeon gains the thoughtful reexamining^{APG} advanced rogue talent.



DR. AMROD PALMITOR (CR ½; XP 200)

Male tower elf alchemist (surgeon) 1st

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +6**DEFENSE****AC** 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp 8 (1d8)**Fort** +3, **Ref** +5; **Will** +3; +2 vs. enchantment**Immune** sleep**OFFENSE**

Speed 30 ft.

Melee bone saw [dagger] +0 (1d4/19-20)**Special Attacks** anatomical knowledge +1d6**Extracts Prepared** (CL 1st; concentration +6)1st level—*disguise self*, *jump***STATISTICS****Str** 10, **Dex** 15, **Con** 10, **Int** 17, **Wis** 14, **Cha** 8**Base Atk** +0; **CMB** +0; **CMD** 12**Feats** Brew Potion^B, Combat Reflexes, Skill Focus (Heal)^B**Skills** Craft (alchemy) +8, Diplomacy +5, Heal +9, Knowledge (local) +7, Knowledge (religion) +7, Perception +6, Sense Motive +5; **Racial Modifiers** +2 to concentration checks, Diplomacy, and Sense Motive (in social situations)**Languages** Common, Elven, Gnoll, Orcish, Sylvan**SQ** alchemy, eternal grudge (orcs)^{ARG}, healing hands, mutagen (Str)**Gear** bone saw, 2 vials of acid, alchemist kit (as spell component pouch), belt pouch (2 gp), formulae book (Grave's Book of Elixirs and Anatomy: *comprehend languages*, *disguise self*, *endure elements*, *jump*), healer's kit, leather armor, preserved half-orc head,**Thematic Alchemist Archetypes:** Another alchemist archetype very appropriate for Lovecraftian Fantasy is the reanimator^{UM}.

Modifications of their abilities are as follows:

Reanimator: Gains the spell-like ability of *deathwatch* 1/day for every 4 levels; this replaces Throw Anything. This spell-like ability functions at the character's alchemist level for all parameters.**Antipaladin^{APG} (Oath of Dagon)**

Some anti-paladins revere the sea god Dagon, an aspect of Cthulhu who has some legitimacy in mainstream culture, being the patron of a 'Service Organization' that maintains meeting halls in many communities, under the cover of a 'benevolent society'.

Reef Fiend (Ex): At 2nd level, an oathbound anti-paladin gains the characteristics of his deity. He gains a swim speed equal to his speed. At 11th level the anti-paladin can breathe underwater and he gains the amphibious subtype. This replaces touch of corruption.**Briny Servant (Sp):** At 5th level, if the oathbound anti-paladin gains the service of a fiendish servant, and the creature gains the amphibious subtype.**Submarine Lord (Su):** At 8th level the oathbound anti-paladin can communicate telepathically with amphibious and aquatic animals and magical beasts to a distance of 150 ft. With unintelligent creatures this communication is limited to simple concepts, such as "come here," "defend me," or "attack this target." Unintelligent creatures follow the anti-paladin's commands to the best of their ability and understanding. This replaces aura of despair.**Deep-Kin (Ex):** At 10th level, the anti-paladin fulfills his submarine destiny. He can breathe water and gains the amphibious subtype. The oathbound is also not hampered by the underwater environment and can act as if affected by the *freedom of movement* spell.**Smite Land Dweller (Su):** At 11th level the oathbound anti-paladin can smite any creature without the amphibious or aquatic subtype as if smiting good. This replaces aura of justice.**Oath Spells:** 1st—*speak with animals* (aquatic creatures only); 2nd—*hold animal* (aquatic creatures only); 3rd—*water breathing*; 4th—*freedom of movement*.

Barbarian Archetype (Mental Patient)

Some physically strong patients escape asylums, seeking solace in the outer world, where they can flee or destroy those entities they imagine are pursuing them.

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Weapon and Armor Proficiency: The escaped mental patient is proficient with all simple weapons, but not with armor or shields.

Bonus Feat: At 1st, 3rd and every three levels thereafter the escaped mental patient can choose one of the following feats as a bonus feat: Catch off Guard, Critical Focus, Improved Unarmed Strike, Improvised Weapon Mastery, Lightning Reflexes, Power Attack, Run or Throw Anything. This replaces trap sense.

Phobia (Ex): At 1st level the escaped mental patient must randomly select one creature type and subtype if available. The escaped mental patient becomes shaken when in the presence of such creatures.

Fragile State (Ex): Whenever the escaped mental patient views and recognizes an unnatural creature (aberration, dragon, fey, outsider, magical beast or undead) he must make a Will save (DC 10 + CR) or contract one random insanity as detailed in the Advanced Gamemastery Guide. If he successfully saves he gains a +2 bonus to attack and damage rolls, and Bluff and Intimidate checks against creatures of that type for 24 hours. This increases to +4 at 11th level.

Rage Powers (Ex): At 2nd, 4th, 6th and 8th levels the escaped mental patient can select an additional rage power from the following list: animal fury, guarded stance, moment of clarity, strength surge and superstition.

SONIA KEES (CR 1/2; XP 200)

Female half-orc barbarian (mental patient) 1
CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10
(+1 Dex, +1 dodge)

hp 13 (1d12+1)

Fort +4; **Ref** +1; **Will** +1

Defensive Abilities ferocity

Weaknesses phobia (outsiders [good])

OFFENSE

Speed 40 ft.

Melee greataxe +4 (1d12+4)

Ranged dagger +2 (1d4+3)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 16

Feats Catch Off-Guard^B, Dodge

Skills Climb +7, Escape Artist +5, Intimidate +5, Perception +5; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, fragile state

Gear greataxe, dagger, straight jacket

Thematic Barbarian Archetypes: Other barbarian archetypes are very appropriate for Lovecraftian Fantasy, specifically superstitious^{APG} and true primitive^{UC}.



Bard Archetype (Journalist)

There are some few intrepid souls that do not seem to empirically grasp the emotion of fear, or repulsion, or self-preservation... Their hunger for the Truth, their need to know the whys and wherefores of the day-to-day events of now and the past drives them to find out reasons, to compile their knowledge, and to tell the ignorant world-at-large what is really happening in their mundane, workaday world.

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (scribe) (Wis), Sense Motive (Wis), and Stealth (Dex).

Spells: The journalist cannot cast spells. Instead at 1st, 4th, and 7th levels he can choose a rogue talent from the following list: canny observer, charmer, coax information, follow clues, guileful polyglot, hard to fool, weapon training. At 10th, 13th, 16th and 20th levels he can instead select one of the following rogue talents: eldritch secret, feat, skill mastery, slippery mind, thoughtful reexamining.

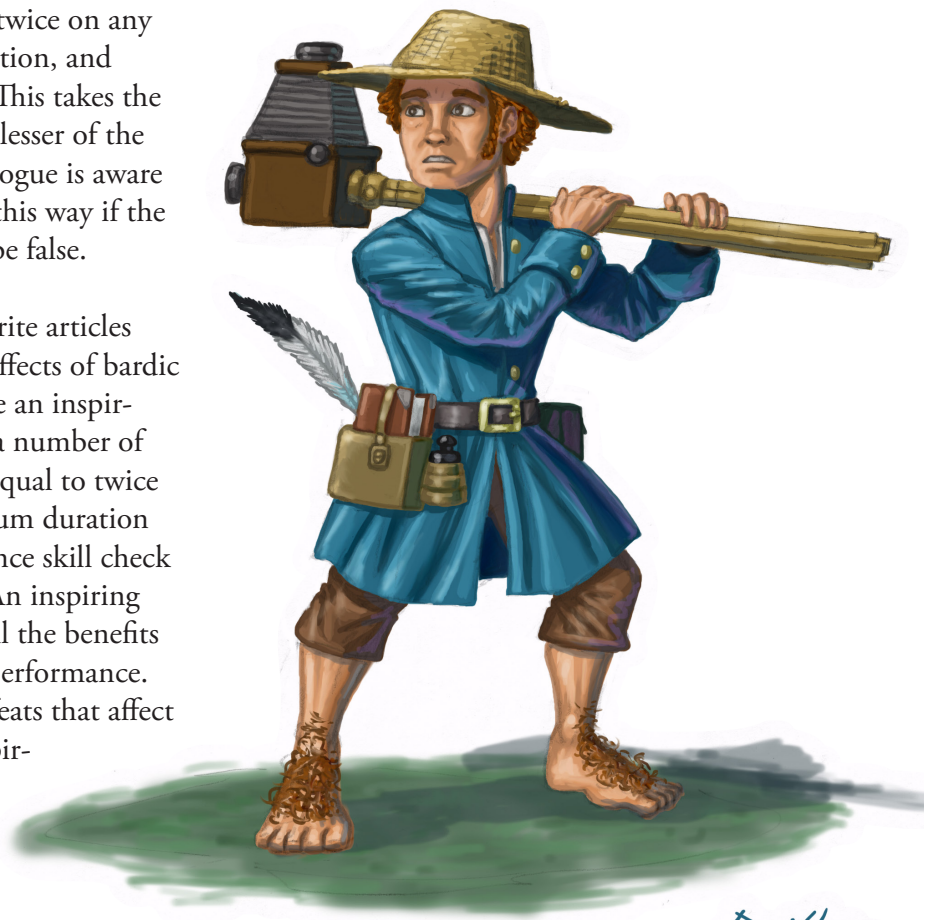
Follow Up (Ex): An investigator can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, the rogue is aware of it. False information is not revealed in this way if the people she questioned do not know it to be false.

Inspiring Text (Su): The journalist can write articles and essays so moving that it conveys the effects of bardic music through the written word. To create an inspiring text requires the journalist to expend a number of rounds of his bardic performance ability equal to twice the duration of the inspiring text (maximum duration of 10 rounds), and any relevant Performance skill check is made with Profession (scribe) instead. An inspiring text affects only the reader, but it grants all the benefits that would normally apply for hearing a performance. A journalist may apply the effects of any feats that affect bardic music to his inspiring text. An inspiring text retains its supernatural potency for 1 day per class level. It requires 1 hour to inscribe, a full-round action to activate, and has a duration equal to

1/2 the number of bardic performance rounds expended during its creation. Once activated, an inspiring text's magic is consumed.

Muckraker (Ex): A journalist gains a bonus equal to half his level on Bluff and Knowledge (local) checks and Sense Motive checks and Diplomacy checks to gather information. He also gains this bonus Diplomacy or Intimidate checks made against creatures in a position of power over him such as civil servants who control access to sensitive documents, law enforcement officials or nobility who think the journalist might expose something they would prefer to keep from becoming public (minimum +1). This replaces bardic knowledge.

True Confession (Su): At 9th level, a journalist can use performance to trick a creature into revealing its secrets. Using this ability requires a successful Sense Motive check to see through a Bluff or notice mental compulsion. After 3 continuous rounds of performance, the target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. On a failed save, a liar inadvertently reveals the lie and the truth behind it. A creature under a charm or compulsion reveals the



nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent and requires audible components. Using this power requires only 2 rounds of performance at 15th level, and 1 round of performance at 20th level. This performance replaces inspire greatness.

KARL MCGAVIN (CR ½; XP 200)

Male nomadic halfling bard (journalist) 1

NG Small humanoid (halfling)

Init +3; **Senses** Perception +5

DEFENSE

AC 14, touch 14, flat-footed 13

(+3 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.

Melee short sword -2 (1d4-2)

Ranged sling +3 (1d3-2)

Special Attacks bardic performance (7 rounds/day, standard action; countersong, distraction, fascinate, inspire courage +1, inspiring text)

STATISTICS

Str 6, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -3; **CMD** 10

Feats Skill Focus (Bluff)

Skills Bluff +11, Diplomacy +7, Linguistics +7, Knowledge (local) +4, Perception +5, Perform (oratory) +7, Profession (scribe) +5, Sense Motive +6; **Racial Modifiers** +2 bonus to Linguistics, Knowledge (geography) and Survival.

SQ follow-up, muckraker +1, rogue talent (coax information), weapon familiarity (slings, halfling)

Languages Common, Gnome, Halfling

Gear 10 sling bullets, 2 thunderstones, 2 vials of ink, belt pouch (3 gp, 3 sp), inkpen, signal whistle, small book for notes, straw brimmed hat, sun rod

Thematic Bard Archetypes: Other bard archetypes are very appropriate for Lovecraftian Fantasy, specifically archeologist^{UC}, archivist^{APG}, and detective^{APG}.

Cleric Archetype (Clergyman)

The general public believes in a benign God of goodness and light, and most clerics go about espousing that goodness. Some have seen the horror Beyond, however, and seek to protect a naïve world with all of their meagre resources!

Class Skills: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier

Weapon and Armor Proficiencies: The clergyman is proficient with all simple weapons but not with armor or shields. This replaces the standard cleric weapon and armor proficiencies.

Divine Focus (Su): The clergyman begins play with a holy symbol that lends him great resources of inner will and divine power during times of strife. Once per day he may use the object to cast any one divine spell he can cast without using a spell slot. As long as he bears the holy symbol he gains a +2 morale bonus to saves against fear and a +2 morale bonus to concentration checks. If the holy symbol is lost or destroyed, it can be replaced after 24 hours in a special ritual which takes 8 hours to complete.

Forbidden Knowledge (Su): The clergyman, while a devout follower of his own faith, understands there are other sources of power forbidden by the church. His research has led to him to such discoveries. He replaces the powers and spells of one of his domains with the Dark Tapestry or Stars subdomain. Once this choice is made it can not be changed.

Get Back! (Su): The clergyman may wield his holy symbol as a weapon against undead. He may place the symbol against the form of an undead creature as a melee touch attack. A successful hit deals 1d6 points of positive energy per two cleric levels. A Will save halves the damage (DC 10 + ½ cleric level + Charisma modifier). At 11th level this acts as disruption against evil undead. The clergyman may use this ability a number of times per day equal to 3 + his Wisdom modifier.

Power over Undead (Su): The clergyman receives Command Undead or Turn Undead as a bonus feat. He can channel energy a number of times per day equal to 3 +

Wisdom modifier, but only to use the selected feat. The clergyman can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 cleric level + Charisma modifier. This replaces channel energy.

Ritual Caster (Ex): The clergyman possesses the patience and knowledge to better work incantations. He gains a +2 competence bonus on all skill checks when performing an incantation.

FATHER WELDON (CR 1/2; XP 200)

Male human cleric (clergyman) 1

LG Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 12, touch 12, flat-footed 10

(+1 Dex, +1 dodge)

hp 7 (1d8-1)

Fort +3, **Ref** +2, **Will** +6; +2 vs. fear

Defensive Abilities domain resistance, divine focus

OFFENSE

Speed 30 ft.

Melee quarterstaff +1 (1d6+1)

Special Attacks get back 6/day (W-DC 12, 1d6)

Domain Spell-like Abilities (CL 1st, concentration +6):

6/day—*inspiring word*, *resistant touch*

Spells Prepared (CL 1st, concentration +6)

1st—*bless*, *hide from undead*, *sanctuary*^D

0th (at will)—*detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Dark Tapestry (Nobility), Protection

STATISTICS

Str 12, **Dex** 13, **Con** 8, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 13

Feats Combat Casting, Dodge, Turn Undead

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4, Perception +4, Sense Motive +4, Ride +5, Survival +7

Languages Common

SQ divine focus (holy symbol), forbidden knowledge, power over undead, ritual caster

Gear robes, holy symbol, holy water, sacrament oils, journal

Thematic Cleric Archetypes: Other cleric archetypes are very appropriate for Lovecraftian Fantasy, specifically cloistered cleric^{UM}, evangelist^{UM}, and separatist^{UM}; clerics that are quite a bit “odd” are very much at home

in Lovecraftian play. They should choose from the following list of domains: Community, Good, Knowledge, Law, Repose, Sun, and Travel. Choosing a different one must be closely explained and allowed by the GM. These archetypes do not gain channel energy, instead gaining an additional favored class bonus at each level.

Druid Archetype (Hermit)

Those misanthropic souls who reject the world of man and God seek solace alone in the forests, communing with nature. The machinations of Those Beyond care little for nature, either, and sometimes, a lonely soul has to step forward.

Class Skills: Hermits lose Spellcraft and gain Knowledge (history) as class skills, and gain the bonus feat Skill Focus (Knowledge [history]), otherwise having class skills as a standard druid. A hermit may never use Diplomacy on non-animals.

Weapon and Armor proficiencies: Hermits do not have any compunctions about using metal as armor or weapons; they are proficient in light armor and martial weapons, but not shields. This replaces the standard druid weapon and armor proficiencies.

Nature Bond (Ex): If the hermit selects an animal companion, it must be a normal animal from the core rulebook list.

Spells: The hermit adds the following spells to his accessible list: *entangle*, *forest friend*, *companion mind link*, *freedom of movement*, *commune with nature*, *stone tell*, *true seeing*, *control plants* and *summon elder worm*. These particular spells can be cast by the hermit as a move action.

Harmless Old Hermit (Su): A hermit can activate an effect similar to *sanctuary* for a number of minutes per day equal to his level plus his Wisdom modifier. The minutes need not be consecutive, but must be taken in 1-minute increments. This replaces the wild shape class ability.

RAND DERLIT (CR 1; XP 400)

Male human druid (hermit) 2

NG Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp 14 (2d8+2)

Fort +4 **Ref** +2 **Will** +4

OFFENSE

Speed 30 ft.

Melee whip +2 (1d3+1 nl) or club +2 (1d6+1)

Spells Prepared (CL 2nd; concentration +4)

1st—*calm animals* (W-DC 13), *entangle* (R-DC 13),
hide from animals

0 (at will)—*create water*, *dancing lights*, *mending*, *stabilize*

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 14

Feats Animal Affinity, Skill Focus (Knowledge [history])^B,
Exotic Weapon Proficiency (whip)

Skills Handle Animal +8, Knowledge (history) +9,
Knowledge (nature) +8,

Languages Common, Druidic, Sylvan

SQ animal companion (Dween), wild Empathy +3

Gear club, whip, leather armor, dog whistle, amulet of
shadows (see sample adventure)

Dween, animal companion, trained dog: **Init** +3; **AC** 16; **hp** 19 (3d8 +6); **Fort** +5 **Ref** +6 **Will** +2; **Speed** 40 ft.; **Melee** bite +4 (1d4+1); **Str** 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **Feats** Acrobatic; **Skills** Acrobatics +10 (+14 jump), Climb +5, Escape Artist +8; **SQ** low light vision, scent; **Tricks** Come, Heel, Perform, Stay

Thematic Druid Archetypes: Other druid archetypes are very appropriate for Lovecraftian Fantasy, specifically ancient guardian^{MC}, mooncaller^{UM}, menhir servant^{UM}, and reincarnated druid^{UM}; animal ‘shamans’ and other druid types should be reserved for villain NPCs.

Purple Duck Note: “*Real*” druids can easily be a part of Lovecraftian fantasy, especially as opponents, representing the ‘Old Way’. PC ‘standard’ druids will probably have to hide their affiliation, working secretly against *Things Against the Natural Order*.

Fighter Archetype (Soldier)

These weary returnees from “foreign wars” are among the few that can legitimately carry weapons openly, often acting as militia-style police over infrequent infractions.

Class Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Tactical Training (Ex): At 1st level, a soldier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the soldier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the soldier possesses. Allies do not need to meet the prerequisites of these bonus feats. The soldier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

At 9th level, the soldier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The soldier can grant this feat to his allies as above by using a swift action.

At 17th level, the soldier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The soldier can grant this feat to his allies as above. Whenever the soldier uses the tactical training ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats. The replaces the fighter’s normal bonus combat feats.

STOG DARVEN (CR 1/2; XP 200)

Male human fighter (soldier) 1

NG Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4 **Ref** +1 **Will** +1

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee greatsword +4 (2d6+4)

Ranged heavy crossbow +2 (1d10)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 15

Feats Power Attack, Precise Strike, Improved Initiative
Skills Climb +2, Perception +2, Heal +5, Ride +0, Swim +2; **ACP** -5

Languages Common

Gear greatsword, chainmail, heavy crossbow with 10 bolts, backpack, rations, sleeping roll, cloak.

Thematic Fighter Archetypes: Other fighter archetypes are very appropriate for Lovecraftian Fantasy, specifically archer^{APG} and brawler^{UC}. Occasionally a gladiator^{UC} or a duelist will pass through town, from far-off venues.



Gunslinger Archetype (Lawman)

Few ordinary citizens own or carry steel weapons, as Lawmen have it all covered, for what miscreant can withstand the power of black powder and lead?

Class Skills: The lawman's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier

Weapon and Armor Proficiency: The lawman is not proficient with armor.

Grit: A lawman can regain grit in the following additional manner.

Bring 'em Back Alive: When the lawman reduces a creature to 0 or fewer hit points through non-lethal damage, he regains 1 grit point.

Knockout (Ex): When a lawman uses his firearm as a bludgeoning weapon he deals +1d6 of non-lethal damage. If his attack resolves as a successful critical hit in this way the creature must make a Fort save (DC 10 + ½ lawman's level + Wisdom modifier) or fall unconscious for 1d4 rounds.

Cool Head (Ex): The lawman often works alone and must rely on a calm demeanor to get him through tough scrapes. Whenever a gunslinger's ability uses Dexterity to modify its effects, the lawman may instead use his Wisdom modifier.

Deeds: A lawman gains the following deed.

Stalwart Presence (Ex): A lawman's fearlessness bolsters allies. As long as he has 1 grit point all allies within 10 feet of a lawman gain a +4 morale bonus to saves against fear. At 11th level the range of this ability increases to 20 feet.

CHAYNE (CR 1/2; XP 200)

Female half-elf lawman (gunslinger) 1

LN Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +8

DEFENSES

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +4, **Will** +4; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee shortsword +2 (1d6+1)

Ranged double-barreled musket +4 (1d12/x4)

Special Attacks knockout

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 14

Feats Gunsmithing, Skill Focus (Perception), Weapon Focus (double-barreled musket)

Skills Bluff +4, Intimidate +4, Knowledge (engineering) +3, Knowledge (local) +3, Perception +8, Survival +7;

Racial Modifiers +2 Perception

Languages Common, Elven

SQ deeds, grit

Gear double-barreled musket, 20 bullets, 20 doses of black powder, short sword, rope, hat, coat, badge of office.

Thematic Gunslinger Archetypes: Other gunslinger archetypes are very appropriate for Lovecraftian Fantasy, specifically the bolt ace^{ACG} and mysterious stranger^{UC}.

Many of his questions seemed highly out of place to his visitor, especially those which tried to connect the latter with strange cults or societies; and Wilcox could not understand the repeated promises of silence which he was offered in exchange for an admission of membership in some widespread mystical or pagan religious body. When Professor Angell became convinced that the sculptor was indeed ignorant of any cult or system of cryptic lore, he besieged his visitor with demands for future reports of dreams.

From “The Call of Cthulhu”, H.P. Lovecraft, 1926

Inquisitor Archetype (Investigator)

Fanatical inheritors of ancient quests against evil, or doomed pursuers of revenge against heinous acts, investigators are often supported by shadowy organizations of good that are as secretive as the evil groups they oppose.

Eldritch Focus: The investigator is not a divine character. The power of his judgments and other class abilities stem from the protective magic contained within certain special objects such as a sign of the Elder Gods, Mnar stone or Voorish talisman. He must possess such an object to use his judgments or cast spells with a divine focus.

Wards and Thresholds (Ex): The investigator considers himself the last line of defense between humanity and the terrors from beyond time and space. He must take the Protection domain.

Eldritch Defenses: The investigator also gains access to the domain spells of the Protection domain as a cleric equal to his inquisitor level. He may cast a domain spell once per day as long as he is able to cast a spell of that level. Casting a domain spell does not use up the number of spells per day he gains as an inquisitor. This replaces judgment.

Stalwart Mind (Ex): The investigator is accustomed to horrors that would send others fleeing. He gains a +2 bonus to saves against fear. This replaces cunning initiative.

Elder Sign (Su): At 4th level the investigator's knowledge of the occult allows him to use the runes and symbols against unnatural creatures. As a move action he may brandish an elder sign, mnar stone or similar object to hold at bay an aberration, dragon, fey, magical beast, ooze, outsider or undead. A creature held at bay must stay at least 10 feet away from the investigator and cannot touch or make melee attacks against him. After 1 round the creature can overcome its revulsion of the object or symbol and function normally each round it makes a Will save. The save DC equals the investigator's Knowledge (arcana) check made at the time he uses this ability. The investigator may do this for a number of rounds per day equal to his level. An undead creature held at bay takes 1d6 points of damage per round. At 5th level if the creature is an outsider and fails its Will save it is subject to a dismissal spell. This increases to banishment at 9th level. This replaces bane and greater bane.

Watcher at the Threshold (Sp): At 5th level the investigator has learned magic to keep himself alive. Once per day as a full-round action he may inscribe a surface with eldritch runes that acts as magic circle against evil. The effect lasts for a number of rounds equal to his inquisitor level. This replaces the discern lies class ability.

PROFESSOR MARKHAM (CR 1/2'; XP 200)

Female exiled dwarf inquisitor (investigator) 1

Init -1; **Senses** darkvision 60 ft.; Perception +6 (+8 unusual stonework)

DEFENSE

AC 14, touch 9, flat-footed 14; +4 vs. giants (+5 armor, -1 Dex)

hp 11 (1d8+3)

Fort +5, **Ref** -1, **Will** +4; +2 vs. enchantment

OFFENSE

Speed 20 ft.

Melee heavy pick +0 (1d6/x4)

Ranged longbow -1 (1d8/x4)

Special Attacks judgment 1/day; +1 attack vs. goblins and orcs

Spells Known (CL 1st; concentration +2)

1st (2+1/day)—*command* (W-DC 12), *endure elements*, *sanctuary*^D

0th (at-will)—*detect magic*, *disrupt undead*, *know direction*, *message*

D domain spell; **Domain** Protection

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 13

Base Ark +0; **CMB** +0 (+2 bull rush, overrun); **CMD** 9

Feats Skill Focus (Sense Motive)

Skills Bluff +5, Climb +4, Diplomacy +5, Knowledge (religion) +5, Perception +6 (+8 unusual stonework), Sense Motive +9, Spellcraft +5; **Racial Modifiers** +2 Appraise of metals and gemstones; +2 Perception for stonework

SQ monster lore, stern gaze +1, weapon familiarity

Combat Gear troll oil; **Gear** 20 arrow, elder sign, heavy pick, inquisitor's kit, longbow, portrait book, scale mail, 37 gp.

Thematic Inquisitor Archetypes: Other inquisitor archetypes are very appropriate for Lovecraftian Fantasy, specifically exorcist^{UM}, heretic^{UM}, preacher^{UM}, sin eater^{UM}, and witch hunter^{UC}. They may choose any domain or subdomain approved by the GM (or an inquisition, if used) as they are assumed to outside of the "Church's" hierarchy.

Monk Archetype (Cultist of Leng)

Mad dancers seeking the song that heralds the end of time, those of the Cult of Leng desire to be transported to that foul dimension, to find the source of the mad song that drives them to acts of depravity, even if they have not chosen to expose their will, yet.

Class Skills: The cultist of Leng's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Spells: The cultist of Leng casts spells as a sorcerer of a level equal to his monk level. His spells are selected from the Lovecraftian spell list (see below). At 1st level when determining the save DC of the spells and bonus spells per day the cultist of Leng chooses to use either his Wisdom or Charisma score. Once chosen it can not be changed. This replaces flurry of blows.

Bonus Feats: The cultist of Leng receives Scribe Scroll a bonus feat at 1st level. At 5th level and every five levels thereafter the cultist of Leng may select one metamagic or item creation feat as a bonus feat. He must meet the prerequisites for the selected feat. Instead of a bonus feat he may select an arcane discovery as long as he qualifies for the discovery. This replaces Improved Unarmed Strike and the monk's bonus feats.

Unusual Anatomy (Ex): At 3rd level the internal organs of a cultist of Leng begins to shift as a result of his association with the outré world. He has a 25% chance to ignore all critical hits and sneak attacks. At 9th level this chance increases to 50%. This replaces evasion, and improved evasion.

Outré Powers (Ex): At 4th level the cultist of Leng gains a ki-pool as usual. However, no matter how many points he has in his pool his unarmed strikes never count as magic, lawful or adamantite for the purposes of overcoming damage reduction. In addition to using ki for monk abilities, the cultist of Leng may use the following abilities at the requisite level and if he can spend the required number of ki points to activate the ability.

A cultist of Leng can select an outré power (see below) for which he qualifies in place of the following monk class abilities: slow fall (4th), high jump (5th), whole-

ness of body (7th), diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th). This replaces the monk class ability the cultist of Leng gives up for this ki power.

Outré powers are abilities that draw on the power of a cultist's ki. The standard monk has several abilities that count as ki powers, such as wholeness of body, abundant step, and empty body. A cultist of Leng can learn additional ki powers, which often replaces a non-ki monk ability such as purity of body. Ki powers are divided into three categories: feats, monk abilities, and spells.

Feats: These ki powers duplicate the effects of specific feats. A monk does not need to qualify for a feat to select it as a ki power. For example, a cultist of Leng can select Spring Attack as a ki power even if she doesn't meet the prerequisites for selecting Spring Attack as a feat. Activating one of these ki powers is a free action on the monk's turn; until the start of his next turn, the monk is treated as if he had that feat. Some of these ki powers that duplicate feats may also be activated as an immediate action; these powers are noted in the ki powers list.

Monk Abilities: Some ki powers are standard monk abilities. Even if a cultist of Leng selects a different ki power in place of a standard monk ability, he can select that monk ability later as one of his ki powers.

Spells: These ki powers duplicate the effects of a spell, and are spell-like abilities. A cultist of Leng's monk class level is the caster level for these spell-like abilities, and he uses Wisdom to determine his concentration check bonus.

Requirements: All ki powers have a minimum monk level requirement to select them. A monk who does not meet this requirement cannot select that ki power.

Activation: Most ki powers require the monk to spend ki points; the exact amount is listed after the ki power. Ki powers that cost 0 ki do not require the cultist of Leng to have any ki points in his ki pool to use the ability.

The saving throw against a monk's ki power, if any, is equal to $10 + \frac{1}{2}$ the monk's level + the monk's Wisdom bonus.

Feats listed below are ki powers that can be activated as an immediate action.

4th-level

- *detect thoughts* (2 ki points)
- Deny Death^{UM} (0 ki points)
- *mad hallucinations*^{UM} (2 ki points)

6th-level

- *clairaudience/clairvoyance* (2 ki points)
- *countless eyes*^{UM} (1 ki point)
- Heroic Recovery^{APG} (1 ki point)

8th-level

- *locate creature* (1 ki point)
- Gliding Steps^{UM} (1 ki point)
- *neutralize poison* (self only, 3 ki points)
- *restoration* (self only, 2 ki points)
- *share memory*^{UM} (0 ki points)
- Spider Step^{APG} (1 ki point)
- wholeness of body (monk ability, 2 ki points)

10th-level

- *contact other plane* (1 ki point)
- Improved Blind-Fight (1 ki point)
- *ki leech* (0 ki points)
- *shadow step* (1 ki point)

12th-level

- *true seeing* (2 ki points)
- abundant step (monk ability, 2 ki points)
- *battlemind link*^{UM} (4 ki points)
- diamond body (monk ability)
- *shadow walk* (3 ki points)

14th-level

- *insanity* (3 ki points)
- Cloud Step^{APG} (3 ki points)
- diamond soul (monk ability)

16th-level

- *ethereal jaunt* (1 ki point)
- *moment of prescience* (3 ki points)
- quivering palm (monk ability, 2 ki points)

18th-level

- *gate* (3 ki points)
- *telepathic bond* (2 ki points)
- timeless body (monk ability, 1 ki point)
- tongue of the sun and moon (monk ability, 1 ki point)

20th-level

- empty body (monk ability, 3 ki points)
- *interplanetary teleport*^{UM} (3 ki points)
- perfect self (monk ability, 3 ki points)
- *time stop* (3 ki points)

“PATCHES” PAGO (CR 1; XP 400)

Male human monk (cultist of Leng) 2

LE Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 14, touch 14, flat-footed 10

(+1 Dex, +3 Wis)

hp 12 (2d8)

Fort +3, **Ref** +4, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk club +4 (1d6+2)

Ranged mwk club +3 (1d6+2)

Special Attacks stunning fist (2/day; F-DC 14)

Spells Prepared (CL 2nd; concentration+5)

1st (6/day)—*charm person* (W-DC 14), *disguise self*

0th (at-will)—*arcane mark*, *detect magic*, *know direction*, *message*, *read magic*

STATISTICS

Str 14, **Dex** 12, **Con** 11, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 17

Feats Catch Off-guard, Scribe Scroll, Weapon Focus (club)

Skills Acrobatics +7, Climb +8, Knowledge (religion) +5, Perform (comedy) +4, Stealth +7

Languages Common

Gear clown costume, masterwork club (squid-headed), pair of manacles, squirt bottle (10 ft. range, if hit, save F-DC 12 or be dazed), book of spell scrolls (see sample adventure)

Thematic Monk Archetypes: Other monk archetypes are very appropriate for Lovecraftian Fantasy, specifically ki mystic^{APG}, martial artist^{UC}, and sensei^{UC}. The first two must take at least one monk vow at the beginning of play, to accentuate their foreign mystique. Martial artists are lone wanderers seeking to soothe their troubled visions of aberrant intrusion.

Rook Archetype (Initiate)

An initiate seeks to experience the thrills of joining a cult or dark, secret organization without really “getting into it”. They pretend and go along, seeing just how far they can go, and how much power they can get to without getting in trouble or making commitments. This rarely turns out well...

Class skills: The initiate’s class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana), Knowledge (dungeoneering), Knowledge (planes), Knowledge (religion), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int) and Stealth (Dex), in addition to the class skills granted by their rook schism.

One of Us (Ex): The initiate has learned the secret methods of recognition between cultists. Initiates gain +5 to Bluff attempts to pass secret messages, and +5 to Sense Motive attempts to receive them. This replaces any schism boon the initiate would receive.

Acolyte of the First Circle (Ex): The initiate has penetrated the cult to a certain degree. With a successful Disguise check, combat with intelligent opponents cannot be started against the initiate in the first round (or the surprise round). If the check fails, opponents choose the initiate as the target if given a reasonable choice to do so. This ability replaces evasion.

I Have Seen What They Can Do (Su): The initiate gains +1 to all Will saves except versus fear, for which he takes a -1 penalty. This is a new and separate condition for initiates.

Replacement Talent: Choose one of the talents specific to your schism and replace it with the following:

The Stolen Page (Ex): The initiate obtains a piece of cultic lore— a spell scroll of a non-Lovecraftian spell of the highest level the initiate can cast, randomly determined by the GM. No doubt it will be missed...

Rook Schism (Charlatan)

The Charlatan is a cheat and a pretender, the puffed-up humbug with the appearance of deadly power and amazing skills. Always on the road, the charlatan knows when he has worn out his welcome, and must move on to bigger and better things.

Class Skills: A rook with the charlatan schism adds Knowledge (geography), Perform (acting) and Use Magic Device to his list of class skills.

Bonus Spells*: 3rd—*beguiling gift*, 6th—*pilfering hand*, 9th—*smug narcissism*, 12th—*mass daze*, 15th—*joyful rapture*, 18th—*getaway*

Schism Boon: A charlatan can cast 0-level spells as a move action.

Schism Powers: The charlatan excels at duping the ignorant and impressing the gullible, and has developed a keen sense of self-preservation. Even an experienced party may not know the extent of their true powers...

Rabbit Out of a Hat (Sp): At 1st level, a charlatan can cast *summon minor monster* as a spell-like power, a number of times per day equal to his Charisma modifier.

Smoke and Mirrors (Su): At 3rd level, any spell the charlatan casts that requires a saving throw on the part of its target may be accompanied by fearsome illusions of a damaging elemental nature. This requires a Bluff check, and if successful, the target takes 1 point of non-lethal illusory damage per rook level. The charlatan can accomplish this a number of times a day equal to 3 plus his Charisma modifier.

The Show Must Go On! (Ex): At 9th level, the charlatan can, once per day, prevent his own demise by converting some of the lethal damage dealt him to non-lethal damage, by making a Fortitude save. The DC of the save is equal to the amount of damage dealt him. If successful, half the damage is non-lethal.

Hey Rube! (Ex): At 15th level, the charlatan gains a bodyguard as a follower, depending on his alignment: a wood giant if good, a janni if neutral, or a cyclops if evil. Note that a janni bodyguard will not have planar or ethereal travel powers.

The Real McCoy (Su): At 20th level, the charlatan adds a spell to each level of the lists from which he can cast.

Charlatan Talents

Feet, Do Your Stuff (Ex): The charlatan adds 5 feet to his base speed.

It Only Costs a Dime (Ex): The charlatan doubles the amount received from Perform checks made for money.

The Man Behind the Curtain (Su): When creating a diversion to use Stealth, the charlatan rolls twice and uses the better result.

*As with all spell-casters in Lovecraftian Fantasy, rooks use the Lovecraftian spell list provided (see p.45), but add *prestidigitation* and *mage hand* to the 0-level spell list.

FORZANDO "THE GREAT" (CR 1; XP 400)

Male nomadic halfling rook (charlatan) 2

NE Small humanoid (halfling)

Init +3; **Senses** Perception +2

DEFENSE

AC 15, touch 14, flat-footed 12

(+1 armor, +3 Dex, +1 size)

hp 14 (2d8+2)

Fort +2, **Ref** +7, **Will** +4; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 25 ft.

Melee knife -1 (1d3-2)

Ranged blowgun +4 (1+ poison)

Spell-Like Abilities (CL 2nd; concentration +5)

3/day—*summon minor monster*

Spells Known (CL 2nd; concentration +5)

1st (3/day)—*animate rope, faerie fire, magic aura*

0th (at-will)—*arcane mark, dancing lights, detect magic, ghost sound* (W-DC 13), *light*

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 17

Base Atk +1; **CMB** -3; **CMD** 10

Feats Eschew Materials^B, Skill Focus (Sleight of Hand)

Skills Acrobatics +8, Bluff +8, Escape Artist +8, Perform (acting) +8, Profession (stage magician) +5, Sleight of Hand +11, Stealth +12

Languages Common, Dwarven, Halfling

SQ rook talent (feet, do your stuff), schism boon (swift cantrips), schism power (rabbit out of a hat), weapon familiarity

Gear padded armor, blowgun and 5 darts [poisoned with 'drow poison': Fort DC 13, 1/min/ for 2 min., unconscious for 1 min./2d4 hours], bullhorn, large hat

Oracle Archetype (Spiritualist)

Spiritualists claim to hear the “voices from those gone on”, nominally in keeping with the teachings of the Church. Most begin as con artists seeking to make a gold piece, but dabbling in the power of the Beyond always has consequences in the long run. Always.

Mystery: The spiritualist must select one of the following mysteries: Ancestor^{UM}, Apocalypse, Bones, Dark Tapestry^{UM}, or Lore. However, this mystery only determines the spiritualist’s bonus spells, additional class skills and final revelation. The spiritualist selects all other revelations from the list below.

Spells: The spiritualist selects spells from the Lovecraftian spell list. If a spell she would gain as a mystery spell is not on the list she gains that spell and becomes the only person in the game who knows it.

Revelations: A spiritualist must select the fraudulent medium revelation at 1st level; she is free to select any other revelation listed below at subsequent levels.

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Fraudulent Medium (Su/Sp): You add *ghost sound* and *haunted fey aspect* to your list of spells known. You add your oracle level to your Bluff skill checks and to the DC of others’ Spellcraft checks to identify spells you have cast.

Hermetic Order of the Golden Dawn (Ex): As a member of this esoteric order, you need never pay for lodging in a community of over 100 people, and may make one Knowledge check of each category in that community as if you were skilled in it, with a bonus of +1 for every 2 oracle levels.

Mesmerism (Sp): You may add the non-Lovecraftian

spell *charm person* to your spell list, the use of which does not require a Will saving throw. At 3rd level, none of the charm or compulsion subtype spells you cast require a Will saving throw to cast. At 7th level you gain Spell Focus (enchantment) as an eligible bonus feat.

Obfuscate Attention (Su): Once per month, you can call on the departed spirits to blunt the attentions of the Powers Beyond as you delve into forbidden secrets. You can reduce a Cosmic Attention roll by twice your character level plus your Charisma modifier. At 11th level you can use this ability twice per month.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to 1/2 your oracle level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spontaneous Symbolology: Your knowledge of the secret history of the world has unveiled the mysterious symbols that govern reality. You can cast any *symbol* spell using a spell slot of the appropriate level, even if the spell is not on your list of spells known. You must be at least 11th level to select this revelation.

Unseen Advisor (Su): The beings who speak through you also grant you magical knowledge unknown to other mortals. You choose one spell granted through you mystery. The spell becomes permanently modified with one of the following metamagic feats: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Enlarge Spell, Extend Spell, Focused Spell, Intensified Spell. This metamagic feat does not increase the level of the spell. Once chosen, this modification cannot be changed. You may choose this revelation each time you may select a new revelation but must apply it to a different spell. You cannot modify the same spell more than once.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature takes a cumulative –2 penalty on its Will save to resist this effect.

MADAME OCULA (CR 1; XP 400)

Female dwarf oracle (spiritualist) 2

N Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +0 (+2 stonework)

DEFENSES

AC 11, touch 11, flat-footed 10; +4 dodge vs. giants (+1 Dex)

hp 18 (2d8+6)

Fort +3 **Ref** +1 **Will** +4; +2 bonus to saves vs. poison, spells, spell-like abilities

OFFENSE

Speed 20 ft.

Melee staff +1 (1d6)

Ranged thunderstone +2 (F-DC 15)

Special Attacks +1 vs. orcs and goblinoids

Oracle Spells known (CL 2nd; concentration +3)

1st (5/day)—*pass without trace, unseen servant, ventriloquism* (W-DC 12)

0th (at-will)—*create water, detect magic, know direction, mending, read magic*

Curse tongues (Ignan); **Mystery** Ancestors

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12 (16 vs. bull rush, trip)

Feat Breadth of Experience

Skills Appraise +1 (+3 gemstones, metals), Diplomacy +6, Heal +5, Knowledge (history) +8, Knowledge (local) +8, Knowledge (religion) +8, Perception +0 (+2 stonework), Profession (fortune teller) +2; **Racial Modifiers** dwarf traits

SQ revelation (Voice of the Grave), weapon familiarity, exiled dwarf

Languages Common, Dwarven, Ignan, Undercommon

Gear staff, four blocks of incense, divination cards (focus), 2 doses of seer's tea, 2 thunderstones

Exiled Dwarf: Dwarves driven from their ancestral homes by Mythos menaces are used to fighting to escape, and push sinister control from their minds: they have a +2 bonus to CMB to bull rush or overrun an opponent, and +2 to saves from the enchantment school. They lose the hardy and stability racial traits.

Thematic Oracle Archetypes: Other oracle archetypes are very appropriate for Lovecraftian Fantasy, specifically ancient lorekeeper^{ARG}, reincarnated oracle^{ARG}, and psychic searcher^{ACG}.

Apocalypse Mystery

Several deities are concerned with the end of the world. Creatures open to their psycho-religious emanations become oracles of the Apocalypse mystery. Apocalypse oracles are often called doomcryers or tribulation men. When not driven mad by their visions, the apocalypse oracle serves as a valuable harbinger of bad times to come.

The prophetic and destructive powers of the mystery

have allowed some apocalypse oracles a place in the courts of the nations, if not the churches, and more than a few are welcome additions to adventuring parties. In these cases, the oracle often sees the potential for Agents of the Rapturous End among his fellows, and joins to guide it to fruition. Thus, though chaos and evil are attractive to apocalypse oracles, there are a few of neutral or good temperament, seeking to be the instrument of destiny.

Apocalypse Mystery

Deities: Great Old Ones

Class Skills: An oracle with the Great Old Ones mystery adds Escape Artist, Intimidate, Escape Artist, Perform (oratory), and Survival to her list of class skills.

Bonus Spells: *doom* (2nd), *dust of twilight* (4th), *fear* (6th), *crushing despair* (8th), *false vision* (10th), *mass suggestion* (12th), *insanity* (14th), *destruction* (16th), *storm of vengeance* (18th).

Revelations: An spiritualist (oracle) with the apocalypse mystery chooses from the following revelations.

Apocalypse Now (Sp): Choose one energy type. Damage you deal of this type from a spell you cast is quadrupled. This does not stack with the Empower Spell or Maximize Spell feats. You must be 11th level to take this revelation. You may use this ability once per day. At 15th level you may use this ability twice per day.

Dream Vision (Sp): Whenever you sleep you gain the benefit of an *augury* spell.

Fearful Prophecy (Sp): Whenever you cast a divination spell of 1st level or higher you may cast *cause fear* as a bonus spell. This spell must be cast within 1 hour/level of the divination spell or it is lost. You may only have one *cause fear* bonus spell of this type at any one time. The level of this *cause fear* spell is equal to the level of the divination spell and a *cause fear* spell cast with this ability has no HD limit.

Fire and Brimstone (Su): You can cause sulfurous heat and fumes to erupt from the ground in a 10-ft.burst within 30 ft. Creatures in the area take 1d4 damage per two oracle levels. Half of this damage is fire damage. At 7th level, creatures in the burst must also make a Fort save or become nauseated for 1d4 rounds. You can use this once per day per three oracle levels.

Lift the Veil (Ex): You may always take 10 on Perception checks.

Symbol of the End of Days (Sp): You can cast *symbol of pain* once per day. At 11th level you can cast *symbol of fear* once per day. You must be at least 7th level to select

this revelation.

The Beast with Ten Horns (Su): Once per day when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. At 5th level you may use this ability twice per day, and three times per day at 11th level.

The End is Near! (Ex): Nothing is more frightening than the Apocalypse. You are immune to fear. You must be at least 7th level before taking this revelation.

Torment in the Fire (Ex): You gain resist fire equal to 10 + your Charisma modifier, but if you take damage from fire you are shaken for 1 round.

Final Revelation: Upon reaching 20th level, you are ready to bring along the Apocalypse. You can cast any spell you know with the Empower Spell feat without increasing its level or casting time. Once per day you may use Maximize Spell on one spell without increasing its casting time or level. You also automatically confirm all critical hits.

Ranger Archetype (Woodsmen)

Civilization can be stifling for some, and life in the woods, earning an honest living is wholesome and good. Not all in the forest is wholesome and good, though, and to protect your place and your people, one has to have a strong axe arm and be unafraid of whatever is out there!

Class Skills: The woodsman does not gain Spellcraft as a class skill. The woodsman gains Disable Device as a class skill.

Favored Enemy: The woodsman has limited experience with eldritch and magical creatures. He can only choose animal, humanoid, plant or vermin as a favored enemy.

Into the Wilds: When a woodsman slays a creature not on his favored enemy list he may make a Knowledge check appropriate to the creature's type (DC 15 + creature's CR). If successful the woodsman may add that creature to his list of possible favored enemies. He may select the creature's type as a favored enemy whenever he may select a new favored enemy.

Sniper (Ex): The woodsman hunts with a bow. He can make sneak attacks against creatures with a bow or crossbow as a rogue equal to his ranger level -2 (minimum 1).

Horror Hunter: A woodsman becomes inured to the terrors of the dark. At 2nd level he gains Iron Will as a bonus feat and also gains the monster lore class. He may add his Wisdom modifier as well as his Intelligence modifier to Knowledge skill checks when making checks to identify the abilities and weaknesses of creatures. At 11th level he gains Improved Iron Will as a bonus feat. This replaces combat style.

Trap: At 5th level, the woodsman learns how to create a snare trap and one other type of extraordinary ranger trap of his choice. At 7th level and every two levels thereafter, he learns another extraordinary trap. The woodsman can use these traps a total number of times per day equal to ½ his ranger level + his Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The trapper cannot select an individual trap more than once. This ability replaces the ranger's spells class features. Woodsmen do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

AERIL SPIRITTRACKER (CR 1/2; XP 200)

Female elf ranger (hunter) 1

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12

(+2 armor, +3 Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee battleaxe +1 (1d8/x3)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (humanoid [human]), sniper +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Skills Climb +4, Craft (trap) +6, Disable Device +7, Heal +5, Knowledge (geography) +6, Knowledge (nature) +6, Perception +5, Survival +5 (+6 to track)

Languages Common, Elven, Gnome, Orc

SQ elven magic, into the wilds, tower elf, track +1, wild empathy

Combat Gear acid flask, thunderstone; **Gear** 20 arrows,

battleaxe, backpack, leather armor, longbow, map case, thieves' tools

Thematic Ranger Archetypes: Other ranger archetypes are very appropriate for Lovecraftian Fantasy, specifically trapper^{UM} and trophy hunter^{UC}.

Rogue Archetype (Dilettante)

It is better to be in danger than to be bored... and life is so dreadfully boring without some thrill. Fragments of popwer are worth collecting, just to see what happens! Those who have been around the block a few times know how to stir things up, and use their skills to have some fun and profit.

Class Skills: The dilettante may choose ten skills as class skills. He may not choose Spellcraft or Use Magic Device.

Weapon and Armor Proficiency: The dilettante is proficient with all simple weapons, light armor and shields (except tower shields).

Fighting Hobbyist (Ex): The dilettante possesses the time to study a single fighting technique. He gains proficiency with one of the following: greatsword, longsword, short sword or rapier. He may instead choose Improved Unarmed Strike as a bonus feat. In addition, he may take the combat trick rogue talent up to two times. This ability replaces trapfinding.

Dabbler (Ex): At 2nd level, because of his wide-ranging interests and a willingness to disregard social norms, the dilettante may learn bits and pieces of arcane knowledge. He may give up a rogue talent to gain one 1st-level power of one wizard arcane school with a wizard level and caster level equal to his rogue level. The dilettante may instead give up a rogue talent to learn a bard masterpiece. He must possess the requisite number of skill ranks of the appropriate Perform skill to successfully use a bard masterpiece. This replaces evasion.

Whirlwind Lesson (Ex): The dilettante can quickly browse through a magical tome or manual, gaining its benefits with only a single 8-hour study session (rather than the usual 48 hours over a period of 6 days). At 7th level, he may allow another character to join in his study; both of them gain the full benefit of having read the book. At 15th level, the dilettante may share his whirlwind lesson with a number of characters equal to his

oracle level. The benefits to the dilettante are permanent, whereas his students gain the tome or manual's benefits for a number of days equal to his Charisma modifier but then forget what they have learned. This replaces trap sense.

Rogue Talents: The following rogue talents complement the dilettante archetype: canny observer^{APG}, charmer^{APG}, follow clues^{APG}, guileful polyglot^{APG}, major magic, and minor magic.

Advanced Rogue Talents: The following advanced rogue talents compliment the dilettante archetype: arcane research, skill mastery, slippery mind, and thoughtful reexamining^{APG}.

FARUALAI ARISTOPHENES (CR ½; XP 200)

Female elf rogue (dilettante) 1

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 8 (1d8)

Fort +0, **Ref** +5, **Will** +1; +2 enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19-20/x2) or rapier +3 (1d6/18-20)

Ranged dagger +3 (1d4/19-20/x2) or light crossbow +3 (1d8/19-20/x2)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Appraise +4, Bluff +6, Disable Device +4, Disguise +6, Diplomacy +5, Knowledge (local) +4, Perception +5, Stealth +7; **Racial Modifiers** +2 to Diplomacy and Sense Motive in social situations

SQ fighting hobbyist (short sword), silent hunter

Languages Common, Elven

Gear rapier, light crossbow with 20 bolts, 2 hair needles (daggers), dagger on belt, fancy dress, purse (6 gp), spiked high heels, thieves' tool, vial of acid.

Silent Hunter: Elves are renowned for their subtlety and skill. Elves with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth

checks while running at a –20 penalty (this number includes the penalty reduction from this racial trait). This racial trait replaces the elven magic racial trait.

Thematic Rogue Archetypes: Other rogue archetypes are very thematic for Lovecraftian Fantasy, specifically the Thug (Criminal), Carnivalist, and Investigator (Consultant). Modifications of their abilities are as follows:

Criminal (as Thug archetype): Skills: no Spellcraft, or Use Magic Device; May reroll Knowledge (local) once per day; Do not receive Evasion, instead gaining Bravery as a Fighter of the same level.

Carnivalist: As written.

Consultant (as Investigator archetype): Rogue talents must be selected from those suggested as complements.



Sorcerer Bloodlines

The new sorcerer bloodlines below are meant for players who want a character with a bit more taint than the typical investigator. Both result from contact with horribly ancient beings and not the usual background of the typical adventurer. These bloodlines are also good for NPC villains.

Great Old Ones (Bloodline)

Some claim deals with devils, ancestral mating with angels, or a dragon on the family tree. You are the manifestation of a pact more ancient than humanity, the fruit of joinings made under the sea, beneath strange stars, and beyond time itself. The Great Old Ones care nothing for the tiny races of the world, only for the return of their ultimate domination. You were born to prepare for their eventual return when the stars are right. You may use their power for your own ends, but the Old Ones will not be denied...

Bonus Skill: Knowledge (planes)

Bonus Spells: *summon monster I* (3rd), *touch of idiocy* (5th), *eruptive pustules* (7th), *black tentacles* (9th), *mind fog* (11th), *repulsion* (13th), *insanity* (15th), *prismatic wall* (17th), *gate* (19th).

Bloodline Feats: Combat Casting, Intensified Spell, Power Attack, Scribe Scroll, Skill Focus (Intimidate), Skill Focus (Knowledge, [planes]), Spell Focus (necromancy), Toughness

Bloodline Arcana: You gain the native outsider subtype. Hostile transmutation spells that affect you last one less round than indicated. You gain darkvision 60 ft.

Bloodline Powers: The dreams that take you out of your body at night reveal dark visions of unimaginable beings beyond space and time. You think the repetitive words are only ephemeral memories- until you hear them in the daytime.

Cultic Chant (Sp): At 1st level, you can chant to the Old Ones for a number of rounds equal to 3 + your Charisma modifier. All enemies within 30 ft. who can hear you take -1 penalty to attack rolls and saves vs. fear. Allies within 30 ft who can hear you gain a +1 bonus to saves against fear and attack rolls. This modifier increases to -2/+2 at 7th level, and -3/+3 at 14th level.

Open the Portal (Su): At 3rd level your connection to the outré planes grows strong. You add +4 to the DC

to dispel *summon monster* spells you cast. At 7th level, you can cast *summon monster* spells as 1 standard action instead of 1 round.

Book of the Names of the Dead (Ex): At 9th level, your access to the eldritch knowledge of the pre-human cosmos allows you to learn spells unknown by man. You can choose a spell and add to your list of known spells. This spell does not need to come from the list available spells described below in the Spells section. The spell must be of a level you can cast. At 15th level you may choose a second spell.

Gift of the Change (Ex): At 15th level, your ancestry begins to affect your physiology. You have a 25% chance to ignore critical hits and sneak attacks and you also gain a +4 bonus to Fortitude saves.

Tekeli-li (Su): At 20th level, you are ready to prepare the way for your masters. After a day-long ritual you gain the service of a shoggoth to aid you in your endeavors. It obeys your commands to the best of its ability. If the shoggoth is killed, you must wait a month before summoning another.

AGBA (CR 1/2; XP 200)

Female human sorcerer 1

CE Medium outsider (human, native)

Init +0; **Senses** darkvision 60 ft., Perception +0

DEFENSES

AC 10, touch 10, flat-footed 10

hp 7 (1d6+1)

Fort +1, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20) or

Melee touch poison pin ring -1 (blue whinnis poison)

Ranged dagger +0 1d4-1/19-20/x2

Spell-like Abilities (CL 1st, concentration +4)

6 rounds/day—*cultic chant*

Spells Known (CL 1st; concentration +4)

1st (6/day)—*cause fear* (W-DC 14), *command* (W-DC 15)

0th (at will)—*dancing lights*, *ghost sound* (Wd-DC 13), *message*, *read magic*

Bloodline Great Old Ones

STATISTICS

Str 8, **Dex** 10, **Con** 13, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 9

Feats Eschew Materials Scribe Scroll, Spell Focus (enchantment)

Skills Appraise +6, Craft (calligraphy), +6, Knowledge (arcana) +6, Spellcraft +6, Use Magic Device +7

SQ bloodline arcana

Languages Common, Aklo, Orc

Gear dancer's costume, dagger, vial of blue whinnis poison; 2 doses

The Elder Gods (Bloodline)

The Elder Gods are not worshiped by any organized peoples today; younger beings that have more in common with the humanoid races, have taken over. The Elder Gods have done their part by protecting the nascence of intelligence from the madness of ancient destructive forces, primarily the Great Old Ones, and have retired to quiet corners of the Great Beyond. Traces of them remain, allowing these unnamed ancients to monitor their far-removed progeny. You are an inheritor of those traces, descendant of a long-lost order of wisdom keepers or relic guardians. Or perhaps you have been chosen by those hoary, cyclopean forces to receive a spark of their unknowable power, to face a challenge foreseen before the dawn of man.

Bonus Skill: Knowledge (history)

Bonus Spells: *shield* (3rd), *protection from chaos* (5th), *magic circle against chaos* (7th), *summon monster IV* (9th), *contact other plane* (11th), *planar binding* (13th), *ethereal jaunt* (15th), *trap the soul* (17th), *imprisonment* (19th).

Bonus Feats: Alertness, Arcane Strike, Improved Iron Will, Iron Will, Improved Initiative, Piercing Spell, Craft Wondrous Item, Skill Focus (Knowledge [history])

Bloodline Arcana: You gain a +1 bonus to all saving throws against spells, spell-like and supernatural abilities and effects cast or created by outsiders.

Bloodline Powers: The source of your primeval power grows as you learn how to thwart and hunt down your ancient foes.

Aura of Defiance (Su): At 1st level, you can emit an aura of defiance in a 10-ft. radius for 1 round. The aura grants all allies +1 bonus to AC and CMD. This bonus increases by +1 for every four sorcerer levels and extends to a range of 20 ft. at 11th level. You can do this a number of times per day equal to 3 + your Charisma modifier.

Hunt the Intruder (Ex): At 3rd level you have learned the weakness of your extraplanar foes. You gain one type of outsider as a favored enemy, chosen from the ranger's favored enemy list. This ability acts as the ranger favored

enemy ability, except the bonus does not increase as you increase in levels. At 5th, 12th and 17th levels you can select an additional outsider as a favored enemy.

Comes the Nightgaunt (Su): At 9th level, you gain the service of a nightgaunt. You add a nightgaunt to your summon monster IV monster list. Whenever you summon a nightgaunt with a summon monster spell, the spell's duration increases to 1 minute per level. Multiple nightgaunts can be summoned with higher levels of the summon monster spell.

Eyes of Celaeno (Ex): At 15th level your eyes become completely black. You can sense all things beyond the veil of time and space. A number of times per day equal to your Charisma modifier you may cast any spell with the word detect in its name. You may cast a specific spell only once per day.

Lord of the Great Beyond (Su): At 20th level you gain energy resistance 20 to all energy types. You also gain a +5 bonus to rolls to overcome the spell resistance of outsiders.

Touched by the Unknowable **(Sorcerer Wildblood^{UM} variant)**

Something... happened... long ago, perhaps before you were born. Grandfather's tales told of a thing he found, a strange person he met... maybe your Grandmother? No picture exists of her, I wonder what she was like?

Associated Bloodline: Arcane

Bonus Spells: *astral projection* (19th).

Bloodline Arcana: Your presence inspires dread and awe. You gain a +4 bonus to Intimidate checks.

Bloodline Powers: After long association with corrupting magic and foul beings, you can project a fearful aura that demonstrates how far you have distanced yourself from humanity.

Not of this Earth (Ex): You can terrify creatures with a glance. As a standard action you may focus your gaze on one creature within 30 ft, causing it to become shaken for a number of rounds equal to ½ your sorcerer level unless it succeeds on a Will save. You may use this ability a number of times per day equal to 3 + your Charisma modifier. Multiple uses on the same creature do not stack, but they do increase the duration. This bloodline power replaces arcane bond.

BAGA (CR 1/2; XP 200)

Female human sorcerer 1
CE Medium humanoid (human)

Init -1; **Senses** Perception +1

DEFENSE

AC 9, touch 9, flat-footed 9

hp 8 (ad6+2)

Fort +2, **Ref** -1, **Will** +3

OFFENSE

Speed 30 ft.

Melee masterwork dagger +1 (1d4/19-20)

Special Attacks not of this earth (W-DC 13; 6/day)

Spells Known (CL 1st, concentration +4)

1st (4/day)—*doom* (W-DC 14), *summon nature's ally I*
0th (at will)—*bleed* (W-DC 13), *create water*, *light*,
read magic

Bloodline Touched by the Unknowable

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 9

Feats Dabbler, Eschew Materials, Skill Focus (Intimidate)

Skills Craft (alchemy) +5, Intimidate +14, Knowledge (arcana) +7, Spellcraft +7

SQ bloodline arcana

Languages Common, Aklo

Gear dancer's outfit, masterwork dagger, 1 dose exotic perfume, stage makeup

Thematic Sorcerer Bloodlines: As well as the new bloodlines presented here, other appropriate bloodlines for Lovecraftian Fantasy include: Aberrant, Accursed^{UM}, Arcane, Aquatic^{APG}, Dreamspun^{APG}, Fey, Protean^{APG}, Shadow^{APG}, Undead and Verdant^{APG}.

Remember that bonus spells per level acquisition may not be on the 'Lovecraftian Spell' list; a sorcerer with the Scribe Scroll feat may thus upset game balance if he scribes those spells and makes them accessible to wizards and other spellcasters! The discovery of this may make for an excellent in-game moment, where 'forbidden magic' being brought into public consumption could result in strange visitors in the night, pursuit by shadowy beings, and jealousy from the secretive magical community.

Summoner Archetype (Occultist)

Mortal beings can never approach the power of those eldritch entities summoned from Beyond and bound to serve. Through incantation and sacrifice you have bound one to your soul, to use for the good of man or for selfish purposes- and maybe the purposes of your unknowable companion!

Weapon and Armor Proficiencies: Occultists are not proficient with any armor or shields. Should they gain light armor proficiency, they suffer no arcane spell failure while wearing light armor.

Mind to Mind (Su): At 2nd level, an occultist always has access to what his eidolon senses with all of its faculties, at all times. This replaces bond senses.

Sudden Seance (Su): At 4th level, the occultist gains the ability to use mage hand and ghost sound as spell-like abilities, and can create effects that combine the two spells, together. There is a visible, ghostly line of mist connecting the occultist to any target of the mage hand effect. This replaces shield ally.

Spells: The occultist receives his spells from his special relationship with his eidolon, even if it is on its home plane. Add the following spells, and their 'greater' and 'lesser' counterparts to the spell list, available to occultists only, except as indicated.

- *Devolution*
- *Evolution Surge*
- *Life Conduit*
- *Rejuvenate Eidolon*
- *Restore Eidolon*
- *Summoner Conduit*
- *Summon Eidolon*
- *Unfetter*

Summoner Archetype (Cryptozoologist)

The Cryptozoologist is a scientist/ adventurer obsessed with the hidden and strange creatures of the world. His discovery of a weird, unique creature, and the abilities brought about by his bond with it, have opened vistas into a larger, much more disturbing world than he could have imagined...

Skills: The Cryptozoologist's skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Knowledge (Planes)

(Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis)

A Beautiful Specimen (Ex): Cryptozoologists gain a bonus of ½ their level (minimum 1) to identify monsters of the aberration, animal, ooze, monstrous humanoid, vermin and magical beast types. They also do not suffer penalties to deal non-lethal damage to these creature types.

Spells: The Cryptozoologist receives his spells from his special relationship with his eidolon, even if it is on its home plane. Add the following spells, and their 'greater' and 'lesser' counterparts to the spell list, available to cryptozoologists only, except as indicated.

- *Devolution*^{APG}
- *Evolution Surge*^{APG}
- *Life Conduit*^{UC}
- *Rejuvenate Eidolon*^{APG}
- *Restore Eidolon*^{UM}
- *Summoner Conduit*^{UC}
- *Summon Eidolon*^{APG}
- *Unfetter*^{APG}

Eidolon: Cryptozoologists may not use the Biped base form, or the Weapon Training evolution.

We're In Its Hunting Grounds (Sp): At 6th level, the Cryptozoologist can use detect aberration as a spell-like ability 3 times a day plus their Charisma modifier. This replaces Maker's Call.

Beard the Beast in Its Lair (Ex): At 8th level, both the Cryptozoologist and his eidolon gain a favored enemy bonus (as a ranger) against one of the following types of creatures: aberration, animal, magical beast, monstrous humanoid, ooze or vermin. Both gain another favored enemy at 13th and 18th levels. This replaces Transposition.

New Eidolon Base Form (Ooze)

Starting Statistics: **Size** Medium; **Speed** 20 ft. (climb 20 ft.); **AC** +1 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** Slam (1d8); **Ability Scores** Str 10, Dex 16, Con 13, Int 7, Wis 10, Cha 11;

Free Evolutions formless, slam, tentacle.

Ooze eidolons can take any evolutions that can be taken by serpentine eidolons.

1-Point Evolutions

Air Mastery (Ex): Airborne creatures take a –1 penalty to attack rolls and damage rolls against an eidolon. The eidolon must have the flight evolution before selecting this evolution.

Luminescence (Ex): An eidolon grows a gland similar to a firefly, glowing brightly enough to provide light in a 20-foot radius. The eidolon can turn this light on or off as a swift action. An eidolon that is glowing when it falls unconscious continues to glow for 1d6 minutes after falling unconscious.

Scintillate (Ex): As a standard action, an eidolon can create bright, flashing colors over the entirety of its body. All creatures within 30 feet must make Reflex saving throws (DC 10 + one-half the eidolon's HD + the eidolon's Charisma modifier) or be dazzled for 1d4 minutes. An eidolon must have the luminescence evolution to gain this evolution.

2-Point Evolutions

Formless (Ex): An eidolon has no set form, instead existing primarily as a pile of fleshlike ooze. It can grow claws, tentacles, or tails (as dictated by its evolutions), but these are as malleable as the rest of its shapeless, amorphous body. It can grow basic features not requiring evolutions (eyes, ears, mouths) anywhere it wishes, and as a result it cannot be flanked. Additionally, it takes no penalty to Armor Class or attack rolls from squeezing, and it can squeeze into spaces as if it was one size category smaller than its true size. An eidolon cannot have legs and this evolution.

4-Point Evolutions

Alien Mind (Ex): The eidolon's bizarre anatomy extends to the way their thoughts are shaped and stored. Eidolons with this evolution are immune to all mind-affecting effects.

Gaze Attack (Su): An eidolon gains a gaze attack. Only one creature can be affected by the eidolon's gaze attack each round. An affected target must make a Fortitude saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier). On a failed saving throw, the target takes 1d4 points of Strength damage. For one additional point, the gaze can deal Dexterity damage instead.

Eidolon Models

An eidolon can look like almost anything its summoner desires. Eidolon models are pre-built examples of base

forms and evolutions that provide an easy guide to building an eidolon with a specific appearance or theme.

Using a model does not change the eidolon's type or give it special abilities unavailable to other eidolons—it is basically a shortcut to allow a player or GM to quickly create an eidolon with a specific look in mind. Each model states the total number of evolution points required to build a complete eidolon with that model; in many cases this build requires most of the summoner's evolution points, so only a more powerful summoner's eidolon is a close approximation of the intended creature. For a low-level summoner, some of the eidolon's features (such as extra hydra heads) may be cosmetic until he gains evolution points to spend.

The Base Form lists the eidolon's recommended base form for that model. Primary Evolutions are a list of recommended evolutions to choose when you start building an eidolon with that model. Additional Evolutions are a list of other evolutions to complete the modeled eidolon's form and abilities.

Byakhee

The eidolon looks like a monstrous creature with insectile faces, leathery wings and talons for feet. Byakhee are often created to serve as mounts for travel between worlds.

15 Points: Base Form quadruped; **Primary Evolutions** flight (winged), mount; **Secondary Evolutions** air mastery, claws, large, minor magic (*comprehend languages*), no breath

Deep Ones

The eidolon looks like a stocky amphibious humanoid.

13 Points: Base Form biped; **Primary evolutions** gills, improved damage (claws), scent; **Secondary Evolutions** alien mind, keen scent, minor magic (*detect good*), unnatural aura, weapon training

Flying Polyps

The eidolon looks like a great flying worm. From its mouth and over its body sprout many squamous tentacles that lash and grasp at opponents.

24 Points: Base Form serpentine; **Primary Evolutions** air mastery, magic attacks, tentacle; **Secondary Evolutions** damage reduction (2), flight (wingless), grab (tentacle), large, major magic (*gust of wind**, *invisibility*), tentacle (3)

* Only available on the flying polyp model.

STIRWEN (CR 1/2; XP 200)

Male human cryptozoologist (summoner) 1

CG Medium humanoid (human)

Init +0; **Senses** Perception -1

DEFENSE

AC 12 touch 10, flat-footed 12

(+2 armor)

hp 10 (1d8+2)

Fort +2, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +0 (1d6)

Ranged net +1 (special)

Spell-Like Abilities (CL 1st; concentration +4)

6/day—*summon monster I*

Spells Prepared (CL 1st; Concentration +4)

1st (2/day)—*lesser rejuvenate eidolon*, charm animals (W-DC 14)

0th (at will)—*dancing lights*, *light*, *ghost sound*, *stabilize*

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 14, **Wis** 8, **Cha** 16

Base Atk +0; **CMB** +1; **CMD** 11

Feats Extra Evolution, Exotic Weapon Proficiency (net)

Skills Handle Animal +7, Knowledge (nature) +7, Knowledge (dungeoneering) +7, Profession (Showman) +3

SQ life link

Gear club, leather armor, megaphone, net, bag of giz-zards

OZEE (SERPENTINE EIDOLON BRIEF)

Medium outsider, **Speed** 20 ft. climb 20 ft.

AC 15/13/12, **HD** 1; **hp** 11, **Fort** +1, **Ref** +5, **Will** +2

Attack 1 bite +3 (1d6+1), tail slap -3 (1d6+1)

Str 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 13

Feat Weapon Focus (bite)

Skills Intimidate +13, Perform (dance) +13

SQ darkvision 60 ft., reach [bite] 10 ft.

Evolutions Ability Increase [Charisma], Skilled [Intimidate], Skilled [Perform (dance)]

Thematic Summoner Archetypes: Another summoner archetypes appropriate for Lovecraftian Fantasy is the spirit summoner^{ACG}.

Witch Archetype (Cultist)

Those mortals that reject mundane paths to power turn to seeking it from beings from Beyond, with foul motives and unknowable alien heritage. Thoroughly evil, they nonetheless tend to live normal lives on the surface, preparing for when the Stars are Right and they can rise to ascendancy to serve the Great Old Ones.

Patron: The cultist possesses a patron, but not in the normal sense of other witches. Instead of a patron and patron spells, the cultist must take the Dark Tapestry^{B4} domain at 1st level. She gains access to the domain powers and spells as a cleric equal to her witch level. She may cast her domain spells as a cleric equal to her level. She does not receive a patron or additional known spells from a patron. This replaces her first hex.

Dark Tapestry Hexes

The following are thematic hexes suitable for a cultist. Cult leaders will have as many of these thematic hexes as possible.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this hex.

Dark Servitor (Sp): Once per day the cultist may call a being from the void to do her bidding. She can cast *summon monster* as per day as a spell-like ability. The level of this spell is equal to the highest level of spells the cultist may cast, though he may choose to cast a lower level version of the spell.

Sacrifice (Su): A cultist may make a blood sacrifice to his patron to gain additional power. The CL of the witch increases by 1 for every HD of a helpless, intelligent creature ritually sacrificed, for 1 hour.

Eldritch Secret (Su or Ex): The cultist may choose one of the following arcane secrets: dream walker, unkillable or immortal. This replaces a major hex.

Ex-Cultists: Those that repent and leave a cult must reject evil ways, acts, and beings, taking a good alignment, and replacing one of the listed Dark Tapestry Hexes with the following:

Resist Hex (Su): You gain +4 to saving throws against hexes, and can transfer this resistance to another for as many hours as you have witch levels with a touch; you lose that bonus during this time.

PORGA (CR ½; XP 200)

Female human cultist (witch) 1
CE Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7, (1d6+1)

Fort +1, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged mwk light crossbow +3 1d8/19-20/x2

Special Attacks it came from beyond (1/day)

Spell-Like Abilities (CL 1st, concentration +4)

1/day—*summon monster I*

Spells Prepared (CL 1st; concentration +4)

1st—*feather fall*^P, *pass without trace*, *summon monster I*

0th (at will)—*bleed* (W-DC 14), *detect magic*, *read*

magic

D domain spell; **Domain** Dark Tapestry

STATISTICS

Str 9, **Dex** 14, **Con** 13, **Int** 17, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 11

Feats Arcane Strike, Student of the Unknown

Skills Bluff +4, Heal +4, Knowledge (arcana) +9,

Knowledge (planes) +9, Spellcraft +7, Use Magic Device +5

SQ Hex (dark servitor), witch's familiar (viper)

Languages Common, Aklo, Draconic

Gear dagger, masterwork light crossbow plus 20 bolts, dancer's outfit

Thematic Witch Archetypes: Another witch archetype appropriate for Lovecraftian Fantasy is the hedge witch^{UM}. Note that healing hexes are looked on very dimly by established religion!

Wizard Archetype (Antiquarian)

Perhaps long ago there were robed eccentrics in pointy hats mumbling spells, but this milder age only has stories about them. But what stories! Fragments of passages in ancient books hint at power, of cyclopean beings banished on other worlds, and more... Just for an intellectual exercise, this 'magic' should be looked into.

Skill Ranks per Level: 4 + Int modifier

School of Magic: The following schools of magic are available to the antiquarian: Abjuration, Conjunction,

Divination, Necromancy and the Universalist schools.

Knowledge of the Ages (Ex): You can search through your copious amount of self-taught knowledge to recall some bit of forgotten lore or information. You can retry any Knowledge skill check you have made within the past minute, gaining an insight bonus on the check equal to your Intelligence modifier. You can use this ability a number of times per day equal to your Intelligence modifier. This replaces arcane bond.

Scholar (Ex): An antiquarian adds ½ his wizard level (minimum 1) to all Knowledge checks and can make such checks untrained.

Arcane Knowledge (Ex): At 3rd level the antiquarian adds his Intelligence modifier to Use Magic Device checks instead of his Charisma modifier.

Arcane Research (Ex): At 5th level an antiquarian can spend 1d4 days researching a magic item. With a successful Appraise check (creator's level + 15) the antiquarian can determine the item's properties as if he had cast detect magic on it. This replaces the wizard bonus feat gained at 5th level.

Book Caster (Ex): At 10th level an antiquarian may cast any spell he can read from a spell book without using a spell slot. He may do this once per day. If the spell is a higher level than the antiquarian can cast he must make a successful Use Magic Device check (DC 20 + caster level required to cast the spell). He must also make a Use Magic Device check if he lacks a high enough Intelligence to cast the spell. At 15th level he may do this twice per day. This replaces the wizard bonus feat gained at 10th level.

*There is unknown magic on Hather-
Kla, for the screams of the frightened
gods have turned to laughter, and the
slopes of ice shoot up endlessly into
the black heavens whither I am plung-
ing... Hei! Hei! At last! In the dim
light I behold the gods of earth!*

From "The Other Gods", H.P. Lovecraft, 1921

Character Options

"...Suddenly the wretch, animated with his last burst of strength, raised his piteous head from the damp and sunken pavement. Then, as I remained paralyzed with fear, he found his voice and screamed forth those words which have ever afterward haunted my days and nights. 'Fool,' he shrieked. 'Can you not guess my secret? Have you no brain whereby you may recognize the will which has through six long centuries fulfilled the dreadful curse upon the house? Have I not told you of the great elixir of eternal life? Know you not how the great secret of Alchemy was solved? I tell you it is I, I, I that have lived for six hundred years to maintain my revenge, for I am Charles Le Sorcier.'"

From "The Alchemist", H.P. Lovecraft, 1916

Bardic Performance Masterpieces

Masterpieces were introduced in *Ultimate Magic*. See that volume for complete rules.

The King In Yellow (Act)

You tell the story of the mysterious King in Yellow, the strange ruler of Carcosa whose appearance heralds madness and death.

Prerequisite: Perform (act) 16 ranks

Cost: Feat or 6th level bard spell known

Effect: This play tells the story of the horrible King in Yellow, the strange ruler of Carcosa whose appearance heralds madness and death. The play seems innocuous but the combination of words, scenes and stanzas combine to form a complex summoning ritual that conjures the King in Yellow to your plane. You designate a target of the spell. As long as the target is on your plane it comes under the effect of weird as well as any creature with 30 feet of it. The King in Yellow expects payment for services and delving into such mysterious is always inherently dangerous. If the target of this spell resists the King in Yellow you receive a visit from the ruler and must save against a *weird* spell (DC +2 of original spell) or die.

Use: 6 rounds of bardic performance

Action: 10 minutes

The Music of Eric Zann (Strings)

The haunting, sonorous melodies of your instrument evoke timeless vistas and the infinite reaches of time and space.

Prerequisite: Perform (strings) 6 ranks

Cost: Feat or 5th level bard spell known

Effect: Eric Zann was a famous bard reported to have discovered the means to travel between dimensions and even time itself. His Music pierces the mundane veil of conventional space to create passages to the planes of existence. By using 5 rounds of performance the bard can create *dimension door* usable only for himself. If the bard uses 10 rounds of performance he can open a *gate* for use in planar travel. For either effect there is a 10% chance the spell transports the bard to a place other than the one he specifies. This error is not revealed until the bard has arrived at the destination.

Use: 5 rounds or 10 rounds.

Action: 5 minutes.

Nyartho Dirge (Song)

The song of the ancient priest-king destroys creatures that refuse to die.

Prerequisite: Perform (song) 1 rank

Cost: Feat or 1st level bard spell known

Effect: The Nyartho Dirge is a keening wail that severs the connection between an undead creature and the necromantic energy keeping it animated. For each round the dirge is maintained with a round of bardic performance, the song inflicts 1d6 points of damage on all corporeal undead within 30 feet of the performer.

Use: 1 round of bardic performance

Action: 1 standard action to start performance, free action thereafter.

New Advanced Rogue Talent

This talent is available for Lovecraftian Fantasy rogue archetypes.

Arcane Research: You may select one metamagic feat or item construction feat for which you qualify in place of a rogue talent.

New Arcane Discoveries

These arcane discoveries are available for wizard archetypes instead of bonus feats.

Ancient Mind, Young Body (Su): Your mental faculties are so acute they can manipulate your physical form. Each day you can grant one of your physical characteristics (Strength, Dexterity or Constitution) an enhancement bonus equal to your Intelligence modifier. You may change the enhanced characteristic each time you prepare spells at the beginning of the day.

Arcane Bond (Ex or Su): This works just like the arcane bond wizard class feature.

Book Caster (Ex): At 10th level an antiquarian may cast any spell he can read from a spell book without using a spell slot. He may do this once per day. If the spell is a higher level than the antiquarian can cast he must make a successful Use Magic Device check (DC 20 + caster level required to cast the spell). He must also make a Use Magic Device check if he lacks a high enough Intelligence to cast the spell.

Dream Walker (Sp): When sleeping you can move about in the world of dream, taking on different personas, traveling to strange lands, even living entirely dif-

CLERICS OF THE ELDER GODS

Few remember the Elder Gods, and fewer still know enough about them to engage in worship. They tend to be learned and bookish, or are keepers of ancient knowledge. The odd one sets out to oppose invaders from unclean places, often in a support or advisory position. Most live alone in secret temples or ruins.

A cleric (or other divine class) who reveres the Elder Gods gains access to the domains of Knowledge, Protection, Void and Water and the Defense, Memory, Oceans and Stars subdomains. Most Elder Gods clerics are neutral, with worshipers being lawful neutral and lawful evil most often. They may not be chaotic, as that is the alignment of their ancient enemies, the Great Old Ones. Their holy symbol is a silver five-pointed star, and their favored weapon is the club.

With the GM's permission, clerics of the Elder Gods can add nightgaunt to their *summon monster IV* list.

ferent life times. When asleep you can travel as through *astral projection* but only on yourself. You may not use this ability more than eight hours per day.

Past Lives (Ex): You have lived at least once before. You can tap into the experiences and skills of these past lives to aid yourself in the present. You gain three new class skills. Also, you add a bonus to all Knowledge checks equal to your wizard level and can make Knowledge checks untrained.

Sleepless (Ex): The need for sleep interferes with a wizard's studies. You have learned the mechanism by which a body requires sleep and circumvented it within yourself. You no longer require sleep. You heal and prepare spells normally but you are not immune to sleep effects.

Unkillable (Ex): You infuse yourself so thoroughly with arcane energy you can not die though you still age and take all penalties for aging. If brought to negative hit points you fall unconscious and appear dead for 1d4 hours but then return to life fully healed. You must be at least 20th level to select this discovery.

New Feats

These feats, though designed specifically for Lovecraftian Roleplaying, may be used (without the supplement specifics) in any campaign that the GM allows.

Cautious Researcher

Danger is as much behind a book cover, as behind a locked door. Beware!

Prerequisite: Scribe Scroll, Int 15

Benefit: You have an innate sense of dangerous writings and may take steps to avoid... most of their ill effects. You may detect and disable glyphs and symbols as does a rogue, and you also reduce the Eldritch Document Factor of a book in your possession by 1.

Dabbler

You know a little something about magic.

Benefit: You get a +2 bonus on Knowledge (arcana) and Spellcraft skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Demolition Expert

"If I can do it for the mob, I can do it to send those things back to Hell!"

Prerequisite: Gunsmithing^{UC}, Craft (alchemy) 3 ranks

Benefit: Given enough black powder, you can make fused explosives of varying strength; 100 gp per 1d6 damage, up to 5d6 damage, 1 lb per 100 gp. The fuse can be set up to 10 rounds in length. The Craft (alchemy) DC to make such explosives is 15 plus the damage die level, rolled secretly; a failure means it is a dud, a failure by more than 5 (or a 1) results in instant explosion when fused. A DC 15 Reflex save halves damage from an explosion, but buildings tend to take full damage- the blast radius is 20 feet. A 1d6 damage explosive can be used as a grenade, with a range increment of 10 feet.

Flee Screaming

"The eyes! It has a thousand eyes... AAAAAAAAH"

Prerequisite: May not have the Bravery class feature

Benefit: Once per day, you may retreat or otherwise disengage from combat using the Run movement option, without incurring attacks of opportunity.

The Innsmouth Look

As Drekl got older, there was more of the... frog-like look about him, and he often looked longingly toward the sea...

Prerequisite: Must be taken at 1st level.

Benefit: You gain low-light vision, the skill bonuses and

elemental affinity of the Batrachian template (q.v.); additionally, you gain +2 to Diplomacy and Intimidate vs. aquatic humanoids.

Penalty: Every level that you gain, you must make a Fortitude saving throw equal to 10 plus your level; you may not use magical spells, devices, nor any other abilities to modify this roll. Failure means that at some time during that level, you will become an NPC under the control of the GM, applying the entire Batrachian template. The GM may wish to make the roll secret, informing the PC when the 'transformation' takes place...

Special: If the character makes it to level 6 without transforming, he will 'find' a copy of the Eldritch Document *Cthaat Aquadingen*.

Sinister Ancestor

Uncle Crowell always did have a lot of musty old books at his place... wonder what they're all about?

Prerequisite: Odd Family History trait

Benefit: You receive a small inheritance that includes a small rural dwelling and no more than d100 gp in goods; also on the property is an Eldritch Document of the GM's choice- though it could be well-hidden.

Stalwart Sanity

The universe of horror will not sway your curiosity.

Benefit: You gain +2 on all saves vs. confusion and maddening effects, like that of a gibbering moulder, and on saves that prevent the loss of Wisdom points. In Lovecraftian Fantasy, this includes spellcasting checks.

Student of the Unknown

Your studies encompass lost and forgotten knowledge.

Benefit: You get a +2 bonus on Knowledge (arcana) and Knowledge (planes) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

The only saving grace of the present is that it's too damned stupid to question the past very closely.

From "The Pickman Model", H.P. Lovecraft, 1927

New Traits

These traits can be added to allowed choices of traits of the specific trait type- or the GM could require one per player as a Campaign Trait.

It Can be Killed! (Combat): You are convinced that those squishy menaces can bleed like anything else. You may add 1 to the damage rolled against a creature who has DR, and whose DR has not been bypassed.

Heirloom Document (Equipment): All Cousin Willem left you was a leather tube- look, there's a paper inside. You gain a scroll of *litany of sloth*^{UC} or *litany of weakness*^{UC}, your choice.

Guardian of the Portal (Faith - Elder Gods): The horrors from beyond must be destroyed, the vortices from the Dark Tapestry closed forever! You get a +1 trait bonus on attacks against creatures called with a *summon monster* spell, or a spell caster with one currently in use.

Holder of the Sacred Relics (Faith - Elder Gods): There is power in ancient objects, even if they look like stones on the ground. You gain a +1 trait bonus on Use Magic Device, and Use Magic Device is a class skill for you. You also gain a +1 trait bonus on Spellcraft checks to identify magic items.

Desperate Clarity (Magic): Faced with certain death from a tentacled horror, the words came to him in a flash. Once per day, you automatically pass a required concentration check. In Lovecraftian Fantasy, you can, alternatively, once per day, cast a spell without the spell-casting check. You may only choose one or the other, once per day.

Sentinel of The Ancients (Faith - Elder Gods): You have stood alone as a solitary keeper of the ancient wisdom, and are stronger because of it. If you are a spell-caster, you start with one more 0-level spell at 1st level, and gain another at subsequent levels.

Odd Family History (Social): Your family has kept to itself, probably for good reason. You gain a +1 trait bonus against Intimidate and Bluff attempts against you. This trait is also a prerequisite for the Sinister Ancestor feat.

Magical Books and Items

"...These cycles of experience, of course, all stem from the worm-riddled book. I remember when I found it- in a dimly lighted place near the black, oily river where the mists always swirl.... I never learned its title, for the early pages were missing; but it fell open toward the end and gave me a glimpse of something which sent my senses reeling.

There was a formula- a sort of list of things to say and do- which I had recognized as something black and forbidden; something which I had read before in furtive paragraphs of mixed abhorrence and fascination penned by those strange ancient delvers into the universe's guarded secrets whose decaying texts I loved to absorb. It was a key- a guide- to certain gateways and tran-

sitions of which mystics have dreamed and whispered since the race was young, and which lead to freedoms and discoveries beyond the three dimensions and realms of life and matter that we know. Not for centuries had any man recalled its vital substance or known where to find it, but this book was very old, indeed. No printing press, but the hand of some half-crazed monk, had traced these ominous phrases in uncials of awesome antiquity... as I hurried home through narrow, winding, mist-cloaked waterfront streets I had a frightful impression of being stealthily followed by soft padding feet."

From "The Book", H. P. Lovecraft, 1934

Libris Arcanum Malefictus

These powerful books are likely unique, mentioned in dark references by mad monks and over-curious wizards that subsequently were found dead, or never found again. Reading one requires a spell, or a Linguistics check of DC 20. They speak of little-known beings that exist beyond the Dark Tapestry, shunned by the gods worshiped in the material world; simple possession of one will likely result in a hostile reaction by organized clerics, regardless of patron. In that vein, possession of Eldritch Documents results in eventual attention by beings connected with forces outside the natural; their emanations are like ripples through the pool of reality. Each is rated with an Eldritch Document Factor (EDF), and its abilities with a Power Call number (PC). Level-related powers are cast at a level equal to the EDF, even if that level is not high enough to cast the 'spell'. Possessing a Document for a turn of the moon (a month) results in a check on the Cosmic Attention table (CA). Additionally, exceeding a PC of 5 in a month results in a CA check.

Note that using spell powers of an Eldritch Document requires a saving throw, the same as a spell cast as a class ability. Note also that the "foreign title" of a document, such as Latin or German (in "real" life) is an unknowable tongue of a bygone age, and translated by hands unknown into 'Common'.

To check the Cosmic Attention table, add the EDF, the character level of the owner, and the accumulated Power Call Factor. When night falls at the end of the given day, roll d% and check the chart; if a result is shown, that being or beings has located the Document, and is coming for it. An encounter will take place as soon as possible, within the confines of the campaign. Even if the owner got rid of the book, it might not help...

"Where issss the book?"

Ignorantly or intentionally trying to sell or destroy an Eldritch Document can have dire consequences. A horrified expression on the shopkeeper's face is usually the first... Complete a Cosmic Attention roll using double the EDF and all of the PC totals combined, due to sharing its existence with others. As these Documents are probably minor artifacts, they cannot be bought or sold. Attempting to destroy a Document results in the same roll. All attempts will fail except on a natural 20; if such is rolled, all within 20' will be affected by planar shift, no saving throw. This number can perhaps be reduced with a *quest* or a *geas*...

Book of Eibon (Heavy, grey scaled book) EDF 10

“...Oh Dread Zhothaquah, remove from my sight this Abomination from Beyond...”

- An ancient wizard's book discussing his patron deity; must be 'fed and watered', a living tome with an eye and mouth; drains 1 hp/month.
- Can summon a night-gaunt 1/day for 1 hour, which has the ability to use *planar shift* (PC 2)
- Speak *power word, kill*, 1/week, cast *dispel evil* 1/day, *banishment* 2/week (PC 5)

Book of Iod (Black crystal plates, bound with mummy linen) EDF 5

“...Iod, Iod, Iod; hear my plea, this worm in the dust, a penitent seeking wisdom...”

- Religious book describing forgotten, possibly exiled beings. 3 plates per chapter, 4 chapters, each about a different avatar. DC 15 Will save per plate or contract mummy rot, with an additional 1 point of Int as well as Cha. A completed reading is a PC 5. Each completed chapter results in a visit from an avatar, conferring the following effects:

Iod: Cast scroll spells as 1 level higher and may cast druid scroll spells if not druid.

The Silver Hunter: Identify lycanthropes in human form and darkvision 60 ft.

Vorvados: Each attribute goes up 2 (1-4) or down 2 (5-6)

Zuchequon: Make a Will save DC 15; failure means you are kidnapped by the avatar never to be seen or heard from again, while if you succeed you gain a level, and light sensitivity.

Celaeno Fragments (50 page typewritten manuscript) EDF 10

“...the shantak having landed, I beheld a great structure that was stone, but not stone...”

- Recollections of travelling to an alien library
- Read for three rounds; *etherealness* for 1-6 rounds; roll for ethereal encounter (1 in 6) (PC3)
- Study for 1 month; add spell to spell-book/known list (PC 6)

Cthaat Aquadingen (Heavy tome plated in crystalized salt) EDF 12

“...hear this, my Sathlatta, defend me from the slaving spawn of the depths...”

- Direct enmity with deep ones (troglodytes, kuo-toa, sahuagin, aboleth, gillmen)
- Cast *hydraulic push*^{APG} at will, *mass charm*, *charm monster*, *dominate monster* 1/day (PC 2)
- Owner develops hydrophobia (Will save DC 14, three failed saves induces phobia)

Cultes Des Goules [Cult of Ghouls] (Black-dyed human skin bound, vellum) EDF 10

“...je desire, je plus desire, le puissance de la Nuit, le Grand Nuit de le Chasme...”

- After one has read it, they may use it to cast 1 random evil spell 1/day, DM's choice. It also allows the owner to *commune* with lower planes 1/week, 75% success (PC 6).
- Ghouls will not attack the possessor, and he can command them as cleric +2 or Level 5 cleric (PC 1). Every attempt, however, moves the caster closer to becoming a ghul himself! (*commune* or *command*: save Will DC 20, 3 failed saves, apply ghul template)

De Vermiiis Mysteriis [Mysteries of the Worm] (Leather and paper, rather ordinary) EDF 12

“...each Mephit, being of the substance of its Plane, loves nothing but that substance...”

- After one has read it, they may use it cast their character level x ½ of *summon monster* 2/day, (PC 2) with a select list; nothing lawful, good, or mammalian. It gives +2 to Perception, and gives +1 to all saving throws for the possessor. Unfortunately, it also increases wandering monsters by 1 die step. (ie. 1 in 6 from 1 in 8)

Dhol Chants (3 obsidian cylinders with gold filigree runes) EDF 5

“...Come, come, come...we beseech, beseech, beseech... reveal, reveal, reveal...”

- While all three are being read, the effects of *protection from evil*, *magic*, and *undead* can be created. The chanters can move at 1/3 speed, but cannot fight or cast spells. Extensive use creates light sensitivity on the users, first in the eyes, then in the skin.

Eltdown Shards (broken glassy pottery with ruby runes) EDF 5

"... a e f c b ..."

- If held in the hands in a specific pattern, creates a *prismatic wall* (PC 2). Note that the user cannot move, and must save vs. Dex to hold the pattern every round after Con x ½ number of rounds.

Gharne Fragments (cuneiforms on 4 broken sandstone tablets) EDF 0

"Boreas, Auster, Eurus, Zephyr..."

- A type of treasure map that draws the owner to the desert city of Gharne, but eventually manifests as a *geas*. The fragments must be placed in the Temples of the 4 Winds, in the 4 corners of the city, while being pursued by teuthonians the whole time. When the tablets are placed, the city collapses to dust, and the teuthonians retreat.

The King in Yellow (3 copies of handwritten parchments in leather binders) EDF 10

"Stranger: I wear no mask. Camilla: No mask? No Mask!"

- A play in two acts, copies for the three characters. A possessor can cast *alter self*, *communal mask dweomer*^{UC}, and *ghostly disguise*^{UM} up to 3/day (PC 1) A reader gains 1 level in bard, and gets +3 to Perform (acting) Any bard spell cast, however, is a PC/level +1. If all three scripts are used at the same time, a *symbol of insanity* is created; this ability is not revealed to the possessor. (PC 7)

Necronomicon (large black book bound in human skin) EDF 15

"...that is not dead which can eternal lie, and with strange eons even death may die..."

- A comprehensive catalog of beings that once ruled the world, and may yet again. The possessor can cast any spell with the word *summon* in it, except *summon monster* and *summon nature's ally*. The PC for each is the spell level +1. The price for casting is the spell level in Constitution points. Only 1 spell per day may be used to restore lost Constitution points. In addition, the holder gains the feat Spell Focus, or Greater Spell Focus, whichever they choose. Finally, the owner is attacked by a random madness each week (use table on *Pathfinder Gamemastery Guide*)

and may accumulate any number of insanities.

Ponape Scriptures (tanned palms leaves bound in extinct cycadean wood) EDF 5

"...Mu is gone, beloved Mu, come back, our home above the sea, our lost people..."

- A lesser translation of the Zanthu tablets, they can be used to *animate dead* and *pass without trace* 1/ay, the *legend lore* ability limited to 1/month. The penalty to fear saves is -1.

Pnakotic Manuscripts (5 scrolls on shantak-hide, fairly bulky) EDF 7

"...Oh Voormi, Oh Men of Lomar, listen ye to the wisdom of the Great Ones, the Yith..."

- Covers a wide range of knowledge, descriptions of beings, esoteric facts, ancient history, much before the arrival of man. The possessor can use all Knowledge skills untrained, rolling twice and using the best result. Any 1 or 20 results in a +10 Cosmic Attention roll. If it is used at all in a month, count as a PC of 3.

Revelations of Glaaki (nine bundles of thick wooden sheets, bound by silver wire) EDF 8

"...Glaaki, we hunger for your presence, the poison that sustains, we hunger, Glaaki..."

- Scratched down by the claws of ghoulish worshipers of an ancient, sleeping being, capable of possessing their minds and bodies. The owner can *command undead* (PC 2) and can cast *magic jar* 1/day (PC 5) These documents detect as evil, as does their possessor, who takes damage from positive energy as an undead does.

Seven Cryptical Books of Hsan (7 silver dragonhide scroll-tubes with parchment scrolls) EDF 3

"...for we exist now, as we will exist, did exist, and have always- in all ways- existed..."

- Considering all seven together (PC 3) allows any reader to cast *divination* at CL 10. They detect strongly of divination magic and good; any Cosmic Attention rolls will bring the attention of a CR +1 of a paladin, monk, or cleric, of LG or LN alignment. They will insist on recovering the documents by trial of combat. No negotiation.

Testament of Carnamagos (pale horsehide with bindings of hinged bone) EDF 8

“...Quachil Uttaus, Keeper of Ages, Treader of the Dust, grant me power over my foes..”

- The possessor immediately gains the bloodline powers of one of the following bloodlines: Aberrant, Abyssal, Accursed^{UM}, Destined, Dreamspun^{APG}, Pro-tean^{APG}, or Starsoul^{APG}. Abilities used are equivalent in PC. The owner can use *death knell* 3/day (PC 3) but also ages twice as fast as normal.

Unaussprechlichen Kulten [Unspeakable Cults] (heavy leather cover with iron hasps) EDF 10

“...es ist Geschrieben, es ist Verboten; nein! Aber nicht für mich...”

- The possessor immediately gains the domain powers for one of the following: Dark Tapestry^{B4}, Knowledge, Madness, Nightmare^{APG}, or Void^{B4}. Using one of the powers is a PC 2. Reading from it to a target can *cause fear*, function as a *ray of sickening* or *enthrall* up to twice/day. (PC 2) The owner becomes permanently shaken after the first Cosmic Attention roll, result or not.

Zanthu tablets (12 tablets of black jade) EDF 10

“...three vast black heads rising from the chasm- not heads, but the god’s fingertips!...”

- A history of the lost continent of Mu and its people, destroyed by the Elder Gods. The owner of the tablets can cast *reincarnation* (PC 5) and *find the path* 1/day. (PC 5) An hour of study can also affect a *legend lore* 1/week (PC 4) The owner of the Zanthu Tablets becomes permanently -2 to saving throws vs. fear.

100-102	1 elder thing ^{B4}
104-106	1-2 mi-go ^{B4}
108-113	1 aboleth (or roll again if not near water)
114-116	1-2 denizens of Leng ^{B2}
117+	1-2 hounds of Tindalos ^{B2}

At the DM’s discretion, Cosmic Attention can be in the form of Cultists pursuing the party, with a CR equal to the possessor; they may not necessarily be hostile, just desirous of obtaining the document and eliminating competitors.

Other Lovecraftian Magic Items

In Lovecraft fantasy gaming, magic items are typically one-of-a-kind, and quite rare. The assembly-line nature of magic item creation is definitely not prevalent! Charlatans may offer shops full of ‘magical objects’ but the vast majority of them are fakes, even the low-level ones. In Lovecraft Fantasy, a 0-level potion should seem like a wonder, a magical dagger a priceless heirloom, and a magic wand the object of ages of searching. The cornucopia of Wondrous Items may all be present, in the world, but it is likely that they are the only ones of their kind in existence. To emphasize this singularity, many of the standard magic items have given names, either referring to a place or a person- thus, a large container of dust of appearance could be called the powder of Ibn-Ghazi, a simple +1 dagger could be the druidic sacrificial knife, and an elemental gem could be the ruby of R’lyeh. Unlike standard magic items, they usually have an appearance giving a definite clue to their function, though perhaps not the function that is first thought. The key is to avoid the run-of-the-mill existence of such things, which will cause the owner to feel truly favored by the unknowable gods.

d%	Cosmic Attention
01-75	No result (except for a creepy feeling of being watched...)
76-79	3-8 Zoogs ^{B3}
80-83	1-4 ghouls or 1-3 Ghuls ^{B3} (CR of owner plus template)
84-86	2-7 gillmen ^{ARG}
87-89	3-6 dark creepers
90	1 dark slayer
91-94	1 dark stalker and 2-5 dark creepers
95-99	2-3 serpentfolk ^{B2}

Item	Description	Title
+2 <i>shield</i>	A 2 ft. diameter seashell, with a handle	<i>shield of the Elder Gods</i>
+1 <i>leather armor</i>	A slick bodysuit made from an unknown humanoid’s skin	<i>dark ghoul’s raiment</i>
+1 <i>mace</i>	A chunk of glowing stone on a crude wooden handle	<i>starstone club</i>

<i>potion of polymorph</i>	A golden liquid in an ancient flask	<i>elixir of the shoggoth</i>
<i>wand of levitation</i>	ebony stick encrusted with silver runes	<i>the air-fiend's wand</i>
<i>ring of spell storing</i>	heavy silver ring with tiny death's head	<i>Otis Malbon's ring</i>
<i>staff of healing</i>	wooden staff with everpresent blossoms	<i>staff of the Spring God</i>
<i>rod of the aboleth</i>	green metal, with three rubies in the end	<i>rod of the fishy lords</i>
<i>robe of bones</i>	a soiled black robe with a white collar	<i>Father Jeswick's robe</i>
<i>boots of elvenkind</i>	black slippers that absorb light	<i>boots of the silent servants</i>

Spell scrolls should be well hidden and guarded, perhaps disguised, and greatly prized. To emphasize this, and other Item Creation feats, the GM could impose a timeline or limit to what items could be created with Item Creation. Such limits could include item creation only under the full moon, a GP or CL amount cap per year (or lifetime...) or the introduction of quests to obtain rare components. Frustrated seekers could find ways around this limit, such as allying with summoned outsiders to give aid, or making deals with even fouler beings.

Below is a short list of adapted magic items from Lovecraftian sources, to add flavor to your Lovecraftian fantasy campaign. Possession of any of the items below also aid practitioners of magic with their 'craft'; they add ½ of their CL to the Will saving throw to successfully cast a spell, with a minimum of +1.

Another suggestion is using 'idols' or statues of strange, otherworldly beings as a type of 'spell-in-a-can', unidentifiable, but potent holders of hidden magic. Reading the inscription on a statue of a fish-headed man, and having a fire elemental suddenly appear (summon monster IV) is more macabre than buying a summon monster IV spell scroll at the magic store...

BLACK IDOL

Aura unrecognizable; **CL** special
Slot none; **Weight** 3 lbs.

DESCRIPTION

There are probably a dozen or so of these, in short-lived possession, in forgotten troves, and at the bottom of the sea. Composed of obsidian or ebony, these small idols sit on a base with ancient runes on them; the being they represent may or may not be any known in the current reality... A Linguistics 30 check or *comprehend languages* will reveal the idol's benevolent power—no check need be performed when casting a spell, it is always successful, with maximum variables, if they apply.

The drawback, kept secret by the GM until necessary, is that the Wisdom damage is automatic, and undetected by the user unless he figures out that his Wisdom score is dropping, affecting skills and saves. When the owner reaches 0 Wisdom, he goes insane and completes one last task before becoming catatonic; drizzling his blood on the idol and chanting the unpronounceable name upon it, the idol summons beings from the Cosmic Attention table, with a +25 modifier, attempting each round until 'something' appears.

LAMP OF ALHAZRED

Aura strong divination; **CL** 10th
Slot none; **Weight** 3 lbs.

DESCRIPTION

This appears to be an old oil lamp, such as would be used to give light to a reader in a dark room. Barely visible etchings cover its surface. Similar to the *crystal ball* of fortune tellers, the lamp can be used to *scry* on a creature or location, but once a day for up to 10 minutes. There is no limit to distance, even extraplanar, and the target receives no saving throw. The viewer, however, must make a Will saving throw equal to 10 plus the scryed creatures' CR, or be noticed by that creature. If noticed, the observed creature may halt the scrying, or cast a single spell through the connection.

MNAR STONE

Aura moderate enchantment; **CL** 5th
Slot none; **Price** 1,800 gp; **Weight** 1 lb.

DESCRIPTION

One of the few items of power that is easy to manufacture and use against the various horrors of the world and beyond, a mnar stone physically resembles a smaller, smoother sign of the elder gods. Brandished against a target, the mnar stone can cast *bane* any number of times per day, but only once per opponent, and affecting only that opponent, instead of the 'burst' area effect of the spell; Will 16 negates. A mnar stone also serves as an 'eldritch focus' for investigators (inquisitors).

CONSTRUCTION

Requirements Craft Wondrous Item, *bane*, **Cost** 900 gp

PENNANT OF THE YELLOW SIGN

Aura strong enchantment; **CL** 10th

Slot none; **Weight** 5 lbs.

DESCRIPTION

This old, embroidered black cloth may or may not be attached to a pole or staff when found. The sign upon it, in yellow-gold thread, will at first be unfamiliar to all. All those within 30 ft. of the pennant and allied with its holder cast their spells at +1 caster level; they also suffer a -1 penalty to Will saves.

SIGN OF THE ELDER GODS

Aura strong abjuration; **CL** 10th

Slot none; **Weight** 1 lb.

DESCRIPTION

This appears to be an ancient, grey, round stone with the faint inscription of a five-pointed star on it. When held firmly in the hand, it confers the effects of *protection from evil* upon the holder; it also imposes a 5% arcane spell failure chance. Worshippers of the Elder Gods also receive *protection from chaos* from the sign of the Elder Gods.

It is said that there are many of these signs in secret places of the earth, though no more than a handful have been seen by mortals.

SCRIPT OF THE VOORISH SIGN

Aura faint abjuration; **CL** 1st

Slot none; **Price** 1,000 gp; **Weight** —

DESCRIPTION

These ancient scrolls describe the precise method of making the magically useful Voorish sign- (fifth and index fingers up, third and ring fingers down with the thumb closed on them; tracing an equilateral triangle of 6 inches). It crumbles when read and the procedure cannot be taught to others. When one round is spent making the sign, the spell subsequently cast gains +1 to the DC of its save. This sign may also be used as an 'eldritch focus' by investigators (inquisitors), but does not bestow its primary effect in this case. Though it cannot be currently transcribed, the script is sometimes found in antiquarian shops and libraries.

SILVER KEY

Aura strong transmutation; **CL** 20th

Slot none; **Weight** ½ lb.

DESCRIPTION

This item seems to be a heavy silver key with a stylized,

runic 'H' upon it. The key's typical power is to cast *legend lore* once per day, with a casting time of 1 round, and a playback time of the same. If a *sleep* spell (or the equivalent, such as *deep slumber*) is cast upon the user during this time, they will actually be able to travel in time! This power is only usable once per moon-cycle, and will eventually attract the attention of a bythos aeon (5% chance per use, cumulative). The details and consequences of time travel are left up to the GM.

VOORISH TALISMAN

Aura moderate, multiple disciplines; **CL** 13th

Slot neck; **Weight** 1 lb.

DESCRIPTION

This rather repellent chunk of tarnished brass vaguely resembles a hand in the 'Voorish sign' position. There are said to be at most a dozen in circulation. It has the following powers: *true seeing* 1/day, *ghostbane dirge* 1/day, *alter self* 1/day. If all three abilities are used in one day, the user must take 1 point of Wisdom damage, and cannot use any spells for the rest of the day. The talisman may be used as an 'eldritch focus' by investigators (inquisitors).



Spells

The Lovecraftian universe made no distinction between the arcane and the divine. Magic was the province of whoever possessed the intelligence, desire and depravity to master it, and might appear as a dispensation of the gods or the result of corrupt delving. Lovecraftian spells most often fell into the schools of abjuration, divination and necromancy. Healing magic and flashy spells such as lightning bolt and flame strike did not exist in Lovecraft's universe.

Magic has a price, as well. Any spell cast by a character requires a Will saving throw of 10 plus the spell's level. Failure (always, on a 1) means that the knowledge used to cast the spell has eroded the caster's sanity, causing the loss of 1 point of Wisdom per spell level- a 0-level spell that fails, simply fails. Magic items or eldritch documents also require this saving throw, using the PC level of the spell effect as the "spell level" rather than the spell level of the ability.

In a Lovecraftian universe all casters choose from the spell list below. If characters in a campaign discover new spells, any caster may use those spells provided they are of the appropriate level.

0th Level Spells

arcane mark, bleed, create water, dancing lights, detect magic, disrupt undead, ghost sound, know direction, light, mending, message, read magic, stabilize

1st-Level Spells

animate rope, bane, calm animals, cause fear, charm animals, chill touch, command, death watch, decompose corpse^{UM}, detect aberration^{APG}, detect undead, disguise self, doom, endure elements, erase, faerie fire, hide from animals, hide from undead, hold portal, ill omen^{APG}, jump, magic aura, mount, obscuring mist, pass without trace, restore corpse^{UM}, silent image, summon minor monster^{UM}, summon monster I, summon nature's ally I, touch of the sea^{AIG}, unseen servant, ventriloquism, youthful appearance^{UM}

2nd-level Spells

animal messenger, animal trance, arcane lock, augury, blood transcription^{UM}, calm emotions, chill metal, command undead, continual flame, darkness, death knell, desecrate, detect thoughts, enthrall, feast of ashes^{APG}, fire trap, fog cloud, ghoulish touch, glitterdust, gust of wind, heat metal, hold animal, hold person, hypnotic pattern, knock, locate object, mad hallucination^{UM}, make whole, minor image, misdirection, obscure object, phantom trap, remove paralysis, resist energy, restoration (lesser), rope trick, scare, see

invisibility, share memory^{UM}, shatter, silence, skinsend^{UM}, soften earth and stone, status, summon monster II, summon nature's ally II, summon swarm, tree shape, unnatural lust^{UM}, wood shape

3rd-level spells

age resistance (lesser)^{UM}, animate dead, arcane sight, beast shape I, bestow curse, blindness/deafness, clairaudience/clairvoyance, contagion, continual flame, cup of dust, daylight, deep slumber, deeper darkness, diminish plants, dispel magic, dominate animal, explosive runes, gentle repose, halt undead, illusory script, invisibility purge, keen edge, locate object, magic circle against evil, major image, marionette possession, meld into stone, neutralize poison, nondetection, obscure object, phantom steed, plant growth, poison, quench, remove disease, sands of time, secret page, sepia snake sigil, slow, speak with plants, speak with dead, stinking cloud, stone shape, suggestion, summon monster III, summon nature's ally III, vampiric touch

4th-level spells

age resistance^{UM}, arcane eye, antiplant shell, beast shape II, black tentacles, blight, charm monster, command plants, confusion, control summoned creature^{UM}, control water, crushing despair, death ward, detect scrying, dimension door, dimensional anchor, discern lies, dismissal, divination, enervation, fear, fleshworm infestation^{UM}, geas (lesser), globe of invulnerability (lesser), hallucinatory terrain, illusory wall, locate creature, mnemonic enhancer, phantasmal killer, planar ally (lesser), poison, rainbow pattern, reincarnate, remove curse, repel vermin, rusting grasp, scrying, sending, shadow conjuration, solid fog, spell immunity, stone shape, summon monster IV, summon nature's ally IV, touch of slime^{UM}, true form^{APG}, unholy blight

5th-level spells

baleful polymorph, beast shape III, break enchantment, command, greater commune, contact other plane, control winds, disrupting weapon, dominate person, dream, fabricate, false vision, feeblemind, greater age resistance^{UM}, hold monster, insect plague, mage's faithful hound, mage's private sanctum, major creation, mind fog, mirage arcana, nightmare, passwall, persistent image, planar binding (lesser), plane shift, raise dead, secret chest, seeming, sending, shadow evocation, slay living, spell resistance, summon monster V, summon nature's ally V, telekinesis, transmute mud to rock, transmute rock to mud, true seeing

6th-level spells

analyze dweomer, antilife shell, antimagic field, banish-

ment, beast shape IV, contingency, create undead, circle of death, dispel magic (greater), eyebite, find the path, flesh to stone, forbiddance, geas/quest, globe of invulnerability, guards and wards, harm, iron wood, legend lore, mage's lucubration, move earth, permanent image, planar ally, planar binding, programmed image, repulsion, spellstaff, shadow walk, stone to flesh, suggestion (mass), summon monster VI, summon nature's ally VI, undeath to death, veil, windwalk, word of recall

7th-level spells

arcane sight (greater), circle of clarity^{UM}, control undead, control weather, creeping doom, destruction, ethereal jaunt, finger of death, hold person (mass), insanity, instant summons, phase door, plane shift, power word (blind), project image, refuge, repulsion, scrying (greater), sequester, shadow conjuration (greater), simulacrum, spell turning, statue, summon monster VII, summon nature's ally VII, waves of exhaustion, vision

8th-level spells

antimagic field, antipathy, binding, charm monster (mass), clone, create greater undead, demand, dimensional lock, discern location, earthquake, irresistible dance, maze, mind blank, moment of prescience, planar ally (greater), planar binding (greater), power word (stun), protection from spells, screen, shadow conjuration (greater), spell immunity, greater, summon monster VIII, summon nature's ally VIII, sympathy, temporal stasis, trap the soul

9th level spells

astral projection, dominate monster, energy drain, ethereality, foresight, freedom, gate, hold monster (mass), implosion, imprisonment, interplanetary teleport^{UM}, mage's disjunction, power word (kill), refuge, shambler, shades, soul bind, summon monster IX, summon nature's ally IX, teleportation circle, wail of the banshee, weird

Spells Found in Text Form

The following spells are only found in hidden and sequestered volumes in forgotten libraries, treasure troves, or written in blood on the walls of rooms of 'former seekers'... They cannot be automatically added when a character gains a level. Casters who gain spells instinctively, like summoners, sorcerers and oracles, must keep the text spell until they gain a level, whereby they can add it to their repertoire in an unwholesome ritual.

Level 1—*litany of sloth^{UC}, litany of weakness^{UC}*

Level 2—*litany of defense^{UC}*

Level 3—*glyph of warding, litany of eloquence^{UC}, litany of entanglement^{UC}, litany of righteousness^{UC}, litany of warding^{UC}, symbol of mirroring^{UM}*

Level 4—*litany of escape^{UC}, litany of sight^{UC}, symbol of revelation^{UM}, symbol of slowing^{UM}*

Level 5—*litany of thunder^{UC}, litany of vengeance^{UC}, symbol of pain, symbol of scrying, symbol of striking^{UM}, symbol of sleep*

Level 6—*greater glyph of warding, litany of madness^{UC}, symbol of fear, symbol of persuasion, symbol of sealing^{UM}*

Level 7—*symbol of stunning, symbol of weakness*

Level 8—*symbol of death, symbol of insanity*

Level 9—*symbol of strife, symbol of vulnerability*

The "Forbidden Spell"

Magic spells should not always be useful or productive. Some spells are created by those trying to "learn what man was not meant to know..." or to achieve power that they are unable to control. These are not spells in the format of those found in wizard's books- or even in the pages of eldritch documents they are singular magical formulae which nothing less than a DC 25-30 Spellcraft check could reveal anything other than its title and "intended" purpose. A Spellcraft 20 check can reveal that much, if a read magic spell is cast upon it. In terms of old-fashioned tabletop games, it is a "cursed scroll"! If an attempt is made to willingly cast the spell, dire result should inevitably take place; here are some examples of casting "forbidden spells".

- **Dho-Na Formula:** To see an ancient city buried at one of the poles of the world. **Direct result:** The caster and all of his allies are transported there, immediately.
- **Immortality:** To become immortal. **Direct result:** The caster's body withers to dust, his soul gains the permanent ability to use *magic jar* 1/day, successfully cohabiting target bodies with their soul, with a duration of 1 day/level.
- **Summon the Gate-Keeper:** To summon a powerful dimensional being that knows everything and can tell the caster. **Direct Result:** A mass of hyper-intelligent shining globes appears, and the caster's Int and Wis are drained to 0; 50% chance of it consuming everyone nearby.

Monstrous Things

"...For crouched within that centuried coffin, embraced by a close-packed nightmare retinue of huge, sinewy, sleeping bats, was the bony thing my friend and I had robbed; not clean and placid as we had seen it then, but covered with caked blood and shreds of alien flesh and hair, and leering sentiently at me with phosphorescent sockets and sharp exsanguined fangs yawning twistedly in mockery of my inevitable doom. And when it gave from those grinning jaws a deep, sardonic bay as of some gigantic hound, and I saw that it held in its sory filthy claw the lost and fateful amulet of green jade, I merely screamed and ran away idiotically, my screams soon dissolving into peals of hysterical laughter..."

From "The Hound" H. P. Lovecraft, 1922

The world of Lovecraftian Fantasy tends to be humanocentric, for the purpose of emphasizing the eldritch, the weird, the "out-of-the-ordinary" The 'normal' people of the setting believe, naively, that all is right with the world, that there are no things that go bump in the night... Monsters tend to remain hidden, predating by stealth, in "forbidden" areas, or tended to by mad cultists. Out-and-out slugfests with beasts is not the point of this type of campaign! Another major difference is the rarity of humanoid and giant races, so much at the forefront of standard fantasy role-play. Capture the flavor of Lovecraft by emphasizing the incredulity of the populace to the slimy, the pointy-eared, the unnameable...

Optional Horror Effect:

If you want to emphasize the effects of the horrible appearance and powers of some creatures, the GM may optionally use this rule: any 'fear' effect that a creature uses (such as barghests, boggards, cloaklers, ghosts, krenshar, mummies, yeth hounds and yeti) does Wisdom damage equal to the monster's CR, if the save is failed. If the monster's CR is higher than the PC's, it does 1 Wisdom damage regardless of whether the save is successful! Rather than simple catatonia when a PC reaches 0 Wisdom in this manner, the GM could rule, or use the table in the *GameMastery Guide* to determine a random madness that could affect a player character.

Creature Types

References will be made to those in the published bestiaries only, though the Pathfinder product "Wake of the Watcher" contains many straight-from-Lovecraft adaptations. Also refer to the new creatures contained in this product. It is perfectly acceptable to heavily modify, combine, or outright invent monsters as needed- any particular creature the players encounter may be unique, from some other reality, or just... unknowable!

Aberrations: Aberrations are very acceptable for Lovecraftian play, especially as a cultic pet, object of worship, or remnant of a dying race. None would possess a widespread culture, and virtually all would be completely unknown to the public. The sheer alienness of an aberration might inspire hesitation in a PC meeting one for the first time; if they fail to use a Knowledge skill to recognize one, they would face a -4 penalty to initiative. Even the carcass of an aberration would inspire fear in the masses, and is worth 100 gp per hit die to a sideshow or taxidermist (if still intact, GM's option). But note:

- **Flumph:** Though flumph are, themselves, aberrations, their universal purpose is to warn and help worlds that are threatened by far worse than they. Flumph have difficulty in getting humanoids to listen to them, and that is just as likely in Lovecraftian Fantasy.

Animal: Any appropriate animal is acceptable, even dinosaurs in a “lost world” pocket of the ‘dark continent’, or an island lost to time. Dire animals would be seen as rare freaks, perhaps a sole specimen or a rogue mutant. In civilized lands, any outlandish animal would garner a lot of attention, such as a giraffe or a rhinoceros. The Hermit (druid) archetype would know the most about strange beasts and animals. Two animals are of note:

- **Cats:** At least 10% of cats have near-human intelligence and charisma; sometimes extending into an entire community of these felines. Some rare few cast spells as a sorcerer. They are, as regular cats, self-centered and look to their own or their clan’s welfare, but see the use in working together to fight threats. Cats may have contacts with the Elder Gods Bast and Ulthar.
- **Whippoorwills:** Semi-intelligent, they have the spell-like abilities of *detect undead*, *deathwatch*, and have the *ghost touch* quality. Certain hermits and ‘ghost hunters’ train them, though some ascribe an evil disposition to them.

Constructs: Frequently made by ‘mad wizards’ or existing as relics from a past era. Homunculi and animated objects can be found in many ‘haunted’ houses, as well as the creepy Soulbound doll. Golems can be present to guard tombs, protect communities, or terrorize the villagers from the mad ‘scientist’s’ castle...

Dragons: Dragons in Lovecraftian Fantasy would be extremely rare, the subject of myth and legend. An individual who has seen a dragon would be feted in any pub around! Those that exist would be prone to long periods of sleep in hidden caves, or perhaps be part of some dark agreement of a sacrifice in exchange for non-molestation. Psuedo-dragons and drakes may be thought of as ‘real’ dragons, only to be corrected when ‘Black Ned Under-the-Hill’ wakes up after a thousand-year sleep. In the extremely remote ends of the world, some dragons may still hunt and live as creatures of this reality...

Fey: Fey exist in an uneasy truce with the ‘big people’,

helped in part by the relegation of the fey to ‘fairy stories’ and old traditions carried on for centuries without really knowing why... When a farmer says that gremlin broke his plow, he usually doesn’t believe in them! The fey know that humans have difficulty telling them apart from monsters of legend, and keep out of their way. The bad fey, on the other hand avoid people unless they think they can defeat them without anyone knowing, which will add to the sinister mystery. The presence of fey and the old stories and traditions help keep old woodlands pristine and unlogged, with the odd helpful Woodsman (ranger) to keep the human/fey relationship cordial. Fey are unaligned in the cosmic conflict that rages beyond the eyes of men, preferring to protect their own interests and that of the natural world. It is not unheard of for dryads to take part in grim rites in the deep forest, or a nuglub gremlin to harass a cult of Old One worshippers.

Humanoid: Humanoid races in Lovecraftian Fantasy are much less prominent, relegated in the public mind to much the same status as the fey; ancient and/or imaginary. The long-lived elves and dwarves may remember conflicts with them in generations past, and keep their guard, but humans have largely forgotten them. They exist, now, mostly as remnants and last specimens of lost races, in remote wildernesses and forgotten ruins, shunned by superstitious locals. Some do exist under mankind’s noses, like bugbears, skulls and changelings, while others have faded away, like hobgoblins, trolls, and giants, though there might be one or two hidden away somewhere... The smaller races like kobolds and goblins serve larger beings in the hidden places in the wilderness, small debased communities that sometimes have a more ambitious throwback to more civilized times. The remaining orcs and ogres have had their blood watered down with that of humans, and usually appear as ugly backwoods primitives, with dim memories of the good old, bad old days. The underworld races live very deep, indeed, in smaller than typical numbers, and seldom come to the surface, bringing that much more fear when they do; the derro, duergar, drow and dark folk typically have their ancestral enemies or specific agendas that they are concerned with, and follow them without concern for ancient evil. The exception is the derro, who embrace insanity in any form, and occasionally, the drow, who though they have their own gods, will dabble in any process that brings them power. Some of these races will use disguise and deception to try and ‘pass’ as surface races to achieve their ends.

are staunchly neutral.

- **Lizardfolk:** Lizardfolk are more tangible to the common mind, and are rooted out of any location they are found, benign though they might be; this is probably due to mankind's association of them with the serpentfolk, who are decidedly malignant. Unfortunately, this has caused some lizardfolk tribes to turn to the dark gods for power and protection, creating an enemy where previously there was none. Other reptilian races such as troglodytes and bog-gards enthusiastically aid sinister cults, and even interbreed with them...
- **Lycanthropes:** Lycanthropes in Lovecraftian fantasy are as common as in other milieus, with the 'natural lycanthrope' being somewhat rarer. Lycanthropes typically struggle against their curse and attempt to function in society, delving into dark magic to provoke a cure. Their association with the moon often bleeds over into their daily lives, furthering their strange obsessions. Lycanthropes may associate themselves with cults, but their habit of turning into ravening monsters may curtail this. The most likely to do so are wererats, who cultivate hordes of rats, often in large houses, for macabre ends. A mousy (no pun intended) servant in an unquiet house with rats in the walls may drive its owner mad...
- **Merfolk and Others:** Finally, the ocean and its humanoid inhabitants are largely unknown to land-dwellers, except for the seafaring community, who make landfall in strange places, and have had opportunity to interact with the people of the sea. Merfolk are present in the legends of remote shore villages, usually iconoclasts that yearn to know of land life. Merrows, both fresh and salt-water are boggies to scare children, yet many port towns have nets and jetties to repel them.
- **Skum:** The race known as the Skum, or Ulat-kini, are ready-made as heavies for Lovecraftian Fantasy. They should be treated more as a character race, with many Skum having class levels, and the race in general having better than average access to human settlements. The Ulat-kini serve the Great Old Ones, but sometimes rattle in their chains of servitude, making bargains with the humans that they coerce for more independence. This race can be addressed in many unique ways, and there are literally thousands of the them in the deep part of the oceans. To their misfortune, the secretive race of locathah are sometimes mistaken for these miscreants, usually to the end of a tragic mistake, as the fish-men

Magical Beasts: These creatures would be mostly found on coats of arms and in heraldry books, but many of those (gorgons, chimeras, hydras, basilisks, catoblepas, hippogriff, griffon, phoenix, unicorn) would exist in some remote fastness, kept in the deepest dungeon of ancient family, or dependent on some condition of a curse to leave its hidden lair. Alternatively, some creatures might be part of the ecosystem of your particular world, like hippos or orangutans. For example, pegasi could be the standard transport, or owlbears the top predator of forests instead of 'normal' bears, and dark-mantles a common pest in caves. Aquatic magical beasts hit the theme nicely, with the legends of lake beasts (water orms) sea monsters (kraken) or a single siren on a lonely island. Generally, a lot more solitary, and a lot less common.

Monstrous Humanoids: The small numbers and tendency to domination make this group very acceptable for LF; gargoyles resting on creepy manors, the cursed, half-human threat of lamias, medusa, and minotaurs, the uncanny appearance of mongrelmen fit the genre very well. Serpentfolk make for an excellent 'enemy folk' behind the scenes, with the advantage of being extremely ancient and with better access to secrets, magic, and ancient temples. A humanish hag can throw a wrench into any works. Centaurs could fit in as an common



non-humanoid race with a unique set of information, distrusted and avoided by humans but acknowledged as non-threatening. Yeti are terrain-specific enough to be a surprise danger, or the tools of a mountain-dwelling sinister cult. The faceless nightgaunts are servants of the Elder Gods, and can be found anywhere, serving their obscure will.

Oozes: Totally thematic shoggoth aside, most oozes fit in well with Lovecraftian Fantasy, and should be used in a way to maximize creepiness, perhaps having a giant amoeba the result of a mad scientist devolving himself into proto-matter, or an infernal machine that generates gray oozes, left on in a dark castle. Oozes are more fun when there is a reason for them to be there, rather than just a pudding waiting to happen.

Outsiders: Although summoned elementals are very appropriate, the question of outsiders in Lovecraftian Fantasy is very tricky, given that the conflict between good and evil is less clear, moreso the conflict between life and oblivion. As such, the following are the most genre-appropriate outsiders:

- **Aeons:** Thematically similar to the Elder Gods, neither good nor evil, but striving for balance. Invoked correctly, they may be the closest thing the PCs have to guardian angels or a benevolent (if uncaring) hand.
- **Astral Shark:** A good predator for those in the astral plane
- **Chaos Beast:** Their cursed forms and dangerous attacks portent an invasion by more directed beings, and is a true harbinger of the coming of the Ancient Ones.
- **Couatl:** A rare, good-aligned beast, ancient and occasional minders of humankind. Primitive people revere them as gods or heralds of them, though ignorant moderns often see them as serpentine abominations! Note that their resources are spread very thin, and are not very dependable as a *deus ex machina*.
- **Denizen of Leng:** Probably a mastermind of some plot, but rarely on the scene, left until the whole mystery has been unwound. Frequently caught in their side feud with the race of Leng Spiders.
- **Elementals:** All types, all and sizes of elementals are used by any and all sides in a conflict, though some of the free-willed ones (belkers, crysmals, sandmen) may have agendas of their own.

- **Genie:** Extremely rare, found in bottles, trying to twist wishes or inflict curses on mortal foolish enough to try to control them. They will be more common in lands far from the land of the PCs, with alien methods of summoning and control.
- **Hound of Tindalos:** Naturally. The true origin of the hound' may be more relevant and discoverable in LF roleplaying.
- **Inevitable:** Can be assigned the role of the 'Hands' of the Elder Gods, and are the best representatives of LN outsiders. Note that the draconic rules of the Inevitables can be applied to the PCs just as easily as to cultists and evildoers.
- **Jyoti:** With the sceaudinar, one of the sides for the PCs to be caught between in a Negative/ Postive war.
- **Kytons:** A good example of a Lovecraftian LE being, at least tangentially interested in humankind, if only to promote sadism and organized evildoing, and more appropriate than the militaristic devils of typical play. Kytons are interested in bargains, sinister pacts, and indulgences of secret desires, all very theme-based. The setting's notion of a 'devil' opposing the main 'good' god is that of the Eremite Kyton, called by commoners "The Bleeding One" or "The Chained One"
- **Mephits:** Side-effects of summoning elemental, or directly summoned by a lower-level mage greedy for power, mephits are almost impossible to control, incredibly annoying, and have useful powers.
- **Oni:** Appropriate, as the genies, as unfamiliar, foreign phenomena brought to the setting by the pesh-smoking stranger, dead in the alley with a summoning scroll written in blood. Their elemental connections are remnants of a past era, parallel with the Great Old Ones but not of them. It is entirely likely that the Oni, mostly unknown to these Outer Beings, would gladly join an alliance.
- **Proteans:** These beings are of chaos, but not necessarily of evil, or of the destruction/ domination bent of the Ancient beings from beyond. As they are nearly impossible to control, or even use a blunt instrument against the peoples of the Prime Material, proteans are a wild card in the grand scheme of things, and very dangerous to deal with. The 'Protean Lords' that rule their race actually predate the Great Old Ones, for the most part, and are a different, if no less serious, threat to reality.
- **Qlippoth:** The alien natures and hostile indifference of the abyssal Qlippoth race makes them ideal as a substitute race for the moralistic-oriented CE

demons of fantasy roleplaying. Humans seek to summon and control them, when their only goal is destruction of humanity and re-assumption of their superiority. Their built-in horror ability should be played up as much as possible. The octopoid shoggti are also apt.

- **Soul Eater:** A good example of a Lovecraftian NE being, unconcerned with agenda, summoned or released on an unknowing population. Spellcasters with knowledge of these beings would be pursued by the law and/or church.
- **Titans:** Though too powerful for ordinary play, a titan, either Elysian or Thanatonic, could be a string-puller or motivator for character action, like a weaker Elder God giving the PCs a hand up, or deceiving them into destruction.
- **Vargouilles:** A good low-level infestation to be rooted out, especially effective if the party sees the horrific transformation when the head of the host drops off...
- **Xill:** A good 'otherworldly' horror, especially in a 'bottle' type scenario where the PCs cannot merely flee from the extra-dimensional menace.
- **Wendigo:** These winter spirits are dedicated servants to the Great Old Ones, and tend to control many humans in their area, who worship them, and many lesser forms of elementals and undead.
- **Xorn:** These beings' hunger for gems and metals bring them in conflict with the Prime Material plane, but they take no sides in the conflict of Ancient beings.

Plant: Plant monsters suit the setting well because of their seeming innocuousness, often existing in plain sight of their potential victims. Cultists often have a good relationship with dangerous plants and fungi, and use them to guard their secret places. The vegetable race of vegepygmyies instinctively follow the Great Old Ones, and their skill with negotiating with plants is legendary. Rare and reclusive treants are always truly ancient, perhaps immortal, and are rather more distrustful and hostile than typical treants, seeing the ascendancy of man as a disturbing thing. Though Lovecraftian Fantasy archetypes for druids have been given in this text, 'true' druids do exist in Lovecraftian Fantasy, throwbacks to an earlier age that can fight against, or zealously champion, the goals of plant and fungi monsters...

Undead: These beings are common in Lovecraftian Fantasy, often the result of human evil that could not be

let go, even in death. Wizards frequently create undead to serve their own ends, which backfires on them as often as can be expected. Ghouls are somewhat different in this setting, being more humanlike, running the blade somewhere between life and death, the shadowy underworld and the moonlit surface... Sorcerers that possess the Undead bloodline are typically half-ghouls, that may grow into adulthood without knowing their true heritage; see the special ghoul Feat rules in "Classic Monsters Revisited" The intelligent undead are not quite as self-determined as in typical fantasy roleplay, as they owe their continued existence to darker powers that have specific plans and agendas, and the undead are typically tools of these powers. A lich, in this case, may be a being defiant of the ancient powers, just as much an opponent of the Great Old Ones as a band of adventurers.

Vermin: Giant vermin are considered much the same as dinosaurs in this setting, existing in pockets of wilderness that time forgot, or as the result of some mad wizard's experiment, not necessarily the common 'animals' that are present in most settings. Common folk would be more likely to see them in menageries than in the wild.



Creature Templates for Lovecraftian Fantasy

Though creepy monsters are readily available to challenge players, adding an unknown template to a monster can keep them guessing. Here are some templates that give a Lovecraftian flavor to even ordinary beasts, people and monsters, and can surprise even the most jaded adventurer...

Batrachian

"Ahaz Hill was a strange fellow, hunched and weak in the arms, and walked with an odd gait. He had fleshy lips, and strange grooves in the side of his neck..."

This is an inherited template applied to humans, demi-humans, humanoids and monstrous humanoids. Beings with the batrachian template tend to live together in communities, often isolated, though a single batrachian can pop up when the bloodline runs high. Their ancestors mated with froglike beings from under the sea or on remote islands, to further arcane power for both races.

CR: As base creature.

Senses: Gains low-light vision, eyes protrude more than normal. Middle-aged batrachoids have light sensitivity. Old batrachoids have light blindness.

Skills: Batrachoids gain +5 racial bonus to Acrobatics when jumping, +1 racial bonus per age category to Knowledge (history) and Knowledge (religion) checks, +2 to Swim checks and Disguise checks, and gain Aquan as a bonus language.

Abilities: Change from base creature as follows; Str -2, +2 to Wis or Int.

Elemental Affinity: Batrachoid sorcerers with the Aquatic (or Seaborn) bloodline treat their Charisma score as 2 higher for all sorcerer class abilities. Batrachoid clerics with the Water domain cast their Water domain powers and spells at +1 caster level.

Special: Venerable batrachoids stop aging, and lose all aging ability penalties suffered, as long as they are immersed in salt water. They gain the aquatic subtype, and the amphibious quality.

Cephalopoid

"The cow's eyes reflected strangely in the light of my lantern, and then its head and gut burst asunder with grasping,

green tentacles..."

This template can be applied to any mammalian creature, and is brought about by a particular ceremony performed by no less than three spell-casting cultists, each casting a summon monster spell equivalent to the hit dice of the target helpless creature. Astral conditions and certain magical tokens should be present as well. A dormant cephalopoid creature often has large green sores on its body, and/or tendril-like structures on its face.

Each week, a cephalopoid creature must make a DC 10 Fort save, plus the number of spell-casters involved, or add the aquatic subtype (gaining a swim speed equivalent to its move speed) and water dependency. The DC of this save increases by 1 each week. It will then make for the nearest body of water, no longer able to conceal its tentacles...

CR: Same as base creature +1.

Senses: Gains low-light vision, its eyes will often glow greenly.

Damage Reduction: The creature gains DR 5/slashing and piercing.

Attacks/Damage: when the conditions set by the spell-casters are achieved (when an armored man comes into the room, for example) tentacles will erupt from orifices in the afflicted creature's body, 1 for every week since it was transformed. Each has a reach of 5, is a secondary attack, and does 1d3/1d4/1d6/1d8 damage [S/M/L/H].

Abilities: Change from base creature as follows; Con +2, Wis +2, Cha -2, Dex -2. Afflicted creatures are immune to spells of the *charm* subschool.

Special: The template can only be removed by casting a remove curse and a banishment or dismissal spell at the same time on the creature. A wish or limited wish will also work.

Pallid

"The head of the monastery sat on a plump silken cushion, nothing of him visible but his eyes and pale hands, the rest covered in yellow silk robes, a hookah bubbling at his side..."

This template is applied to any intelligent creature that reads certain tomes, the knowledge of which infects the body as well as the mind. The skin gradually becomes

very pale, almost to the degree of albinism. An afflicted creature gains an unlidged eye, from human to giant size, as well as a stubby, maggot-like mouth on his torso, and gains another of both every month thereafter. After 1 year, the creature must make Fort and Will saves of 10, increasing by 1 each month thereafter, or become a gibbering mouter (q.v.)

CR: As base creature+1

Senses: Pallid creatures gain all-around vision, low-light vision, and darkvision.

AC: The pallid creature gets a +2 insight bonus to AC, as long as no armor is worn. They also gain uncanny dodge, identical to the rogue's ability.

Special Defenses: Pallid creatures are immune to sleep and illusions.

Weaknesses: Pallid creatures save at -4 to *hypnotism* spells, and *blindness* and *power word blind* spells do 1d6 points of damage per level of caster.

Special Attacks: Seeing an individual Pallid creature reveal its condition for the first time has the same effect as *touch of idiocy*, with a sight range of 30 ft., and allows a Will save of DC 10 plus ½ the creature's hit dice (minimum 1) + the creature's Cha modifier. Further viewings have no effect.

Abilities: -2 to Con, -2 to Cha.

Skills: +4 to Perception and Intimidate, +2 to Sense Motive and Disguise.

TCHO-TCHO

The diminutive black-skinned, hairless humanoids close in with their glittering knives, their pointed teeth glistening in anticipation of the imminent feast.

TCHO-TCHO (CR 3; XP 800)

CE Small humanoid (Tcho-Tcho)

Init: +3; **Senses** low-light vision; Perception: +3

DEFENSE

AC 17, touch 15, flat-footed 13

(+3 Dex, +1 dodge, +2 natural, +1 size)

hp 19 (3d8+6)

Fort +3, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk machete +6 (1d4+1/19-20) or spear +3 (1d6+1)

Ranged mwk blowgun +6 (1+poison) or spear +5 (1d6+1)

Special Attacks cannibalistic frenzy

Spell-Like Abilities (CL 3rd; concentration +6)

2/day—*doom* (W-DC 14)

At will—*bleed* (W-DC 14)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** +2; **CMD** 14

Feats Weapon Finesse, Dodge

Skills Stealth +9 Perception +3 Survival +5; **Racial Modifier** +2 Perception, Survival +4

Languages Aklo

ECOLOGY

Environment any

Organization solitary, hunting party (2-5 + 1 beastling), raiders (5-8 + 1-2 beastlings, 1 sorcerer of 3rd level or cleric of 3rd level), or tribe (11-20 + 30% noncombatants 4 beastlings, 3 sorcerers or clerics of 3rd -8th level)

Treasure Npc Gear (mwk blowgun, mwk machete, spear, 6 doses ganglia paste, fetishes, other treasure)

SPECIAL ABILITIES

Cannibalistic Frenzy (Ex) Tcho-Tcho are cannibals first and foremost. An individual Tcho-Tcho that damages a target gets +1 to damage rolls for every hit inflicted on that target. Healing to maximum hit points ends this effect.

Poison Use (Ex) Tcho-Tcho prepare a unique poison from the fermented brains of their victims. They are immune to its effects, and use it as a food delicacy.

Ganglia Paste—injury; *save* Fort DC 14; *frequency* 1/round for 3 rounds; *effect* random madness for 2d6x10 minutes; *cure* 1 save

Typical insanities inflicted by ganglia paste are Paranoia, Schizophrenia, and Phobia.

The degenerate and cannibalistic race of the Tcho-Tcho have spread throughout the world, existing everywhere from isolated mountain passes to tropical desert islands. They lurk in caves under the earth, dark, dense jungles, and even pass themselves off as stunted humans to infiltrate civilized society, all in the service of their dark gods. No matter where they live, they are devotees of the Great Old Ones, given dark gifts for their devotion in return for their macabre rites. They are lead by sorcerers and clerics that typically follow the aquatic, aberrant, protean

or Old Ones bloodline, and the religions of Rovagug, Groetus, or Old Cults.

Beastlings are Tcho-Tcho that have the gift of shapechanging, replacing the *doom* spell-like ability with *beast shape I* twice a day. They typically do not carry weapons, relying on a bite +6 with filed teeth for 1d2+1 plus grab when in normal form.

TEUTHONIAN

Flowing tentacles and a pulpy gray-black, elongated sack of a body burst from the floor of the tunnel, glistening with slime...

TEUTHONIAN (CR 12; XP 19,200)

NE Huge Aberration (earth)

Init +7; **Senses** blindsense 60 ft., tremorsense 60 ft.;

Perception +16

DEFENSE

AC 21, touch 11, flat-footed 18

(+3 Dex, +10 natural, -2 size)

hp 102 (12d8+48)

Fort +8, **Ref** +7, **Will** +9

DR 5/magic; **Defensive Abilities** aura of Shuddem-Ell, body slime; **Immune** acid

OFFENSE

Speed 60 ft., burrow 30 ft.

Melee bite +12 (2d6+5), 2 arms +12 (1d6+5 plus grab), 2 tentacles +10 (4d6+2/19-20)

Special Attacks constrict (1d6+5), concealed tentacle, create tremor

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 29

Feats Combat Reflexes, Improved Critical (tentacle) Improved Initiative, Lightning Reflexes, Multi-attack, Skill Focus (Stealth)

Skills Perception +16 Stealth +13 Survival +8 Climb +13

Languages Aklo

ECOLOGY

Environment underground

Organization solitary or school (2-4)

Treasure none

SPECIAL ABILITIES

Aura of Shuddem-Ell (Su) The God of the teuthonians, Shuddem-Ell, sends its own protective vibrations through the earth, manifesting themselves as a chant-like resonance through a teuthonian's body. This guarantees that a teuthonian can never achieve surprise, its aura be-

ing audible at 60 feet. This chant-like vibration creates a continuous *bleed* effect for each teuthonian. This effect can be dispelled, or suppressed with *bane*.

Concealed Tentacle (Ex) In order to ambush enemies, whether on the surface or in an underground space, a teuthonian may use one or both of its main tentacle arms to break the surface and attack independently. Make an opposed Stealth check, and full attack bonuses for the arms. The armor class of the arms is increased to 23. Typically 12 or more points of damage in a single round will cause the tentacle to retract. When used in this way, the tentacle gains the drag (10 ft.) ability.

Create Tremor (Ex) The passage of teuthonians causes the earth to shake in their wake, in a radius of 40 feet. If on the surface, this creates a trip attack in a similar area. Buildings and structures take 40 points of structural damage. Multiple teuthonians add +2 per beast to the trip attempt, and 10 to the structural damage.

Slimy Body (Ex) The greasy gray coating of a teuthonian protects it from the dangers of its subterranean world, and helps it move through rock and soil. This gives a teuthonian DR 5/magic, *endure elements*, and does 1d8 acid damage to any being that uses a successful natural attack against it. Prolonged exposure to sunlight (10 minutes or more) neutralizes this slime.

These horrific subterranean aberrations are known by scholars as teuthonians, but have many whispered nicknames, such as rattlers, shakers, sand squids or just those things. Teuthonians live for nearly a thousand years, barring violent death, and reproduce infrequently, in small clutches of slimy eggs—the same slime that protects the adults. Teuthonians are intelligent enough to protect them, and even etch runes in their language in cavern walls to warn off sentient intruders. They move through the depths of the earth, their agendas unknown, possibly communicating through their vibratory auras. They are encountered primarily deep in the earth, but infrequently come to lower-level caverns to feed their slow metabolisms. Very rarely, they will develop a taste for man such so that they will hunt them on the surface, usually in desert places or lost cities with some connection with ancient lore.

These creatures have a living god, Shuddem-Ell, like them but Colossal in size, existing somewhere in the depths of the underworld. He communicates with all of his children, create the disturbing 'chanting' that precedes their kind. The machinations of this cyclopean menace are probably connected with the Great Old Ones.

Ultimate Evil

'Bigger'n a barn...all made o' squirmin' ropes...hull thing sort o' shaped like a hen's egg bigger'n anything with dozens o' legs like hogsheads that haff shut up when they step... nothin' solid abaout it- all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together... great bulgin' eyes all over it... ten or twenty maouths or trunks a stickin' out all along the sides, big as stove pipes and all a-tossin' an' openin' and shuttin', all grey, with kinder blue or purple rings... an' Gawd in Heaven- that haff face on top...'

From "The Dunwich Horror" H.P. Lovecraft, 1929

It would be a grave exclusion to leave out the most basic force behind conflict in Lovecraftian Fantasy, the source of cultic worship, and the mythos behind the Mythos. Everyone knows that you cannot "punch Cthulhu", but when the actuality of meeting with such a being, or even merely its avatar is possible, then there should be some method of playing it. This section gives a small sample of Cthulhu Mythos beings, their typical servitors, a typical scenario they would be involved in, and some suggested rules for the involvement of the Mythos being and how one could interact with "it".

GENERIC MYTHOS AVATAR

CE Large outsider (chaotic, evil, extraplanar)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +18

Aura madness 30 ft. (W-DC 20, 1d4 rounds)

DEFENSE

AC 22, touch 12, flat-footed 19

(+3 Dex, +10 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +6, **Will** +12

DR 10/lawful; **Immune** acid, cold, poison, mind-affecting effects

OFFENSE

Speed 20 ft., fly 20 feet (poor)

Melee slam +15 (1d6+6), tentacle +10 (1d8+6 plus grab)

Special Attacks breath weapon (varied type) 6d6 (R-DC 17)

Spell-Like Abilities (CL 10th; concentration +15)

3/day—*symbol of fear* (F-DC 21), *symbol of insanity* (W-DC 23), *symbol of pain* (F-DC 20)

At-will—*command* (W-DC 16), *confusion* (W-DC 19), *darkness*, *feeblemind* (W-DC 20), *summon monster IV*

STATISTICS

Str 22, **Dex** 16, **Con** 20, **Int** 20, **Wis** 20, **Cha** 20

Base Atk +10; **CMB** +17; **CMD** 30

Feats Cleave, Great Fortitude, Improved Sunder, Power Attack, Quicken Spell-like Ability (command)

Skills Bluff +18, Fly +10, Intimidate +18, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +12, Swim +19

Languages Aklo; *telepathy* 100 ft.

SQ Avatar

SPECIAL ABILITIES

Avatar (Su) An avatar is a type of temporary presence, a projection of sorts, of powerful extraplanar beings. Destroying an avatar does not 'kill' the being, but prevents it from contacting the Material Plane for a variable period of time, usually 1d100 years. As such, avatars of a Mythos being are less 'in touch' with the Material Plane, and act as if staggered. They are immune to other conditions, such as frightened, panicked, stunned or sickened.

Madness (Su) Any creature within a 30 ft. radius of a mythos avatar must succeed at a DC 20 Will save or be confused for 1d4 rounds, and take 1d2 points of Wisdom damage. Once a creature successfully saves, they cannot be affected by that mythos avatar's aura again for 24 hours. As s free action, the avatar can suppress its aura.

GENERIC GREAT OLD ONE

CE Colossal outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +30

Aura madness 60 ft. (W-DC 30, 1d6 rounds)

DEFENSE

AC 26, touch 2, flat footed 26

(+24 natural, -8 size)

hp 356 (23d10+230); **fast healing** 10

Fort +17; **Ref** +15; **Will** +20

DR 15/lawful; **Immune** aging, death effects, disease; **SR** 33

OFFENSE

Speed 60 feet, fly 20 ft. (poor)

Melee 2 claws +25 (2d8+19) or 2 tentacles +20 (2d8+10 plus grab)

Special Attacks breath weapon (varied type) 12d6 (R-DC 27)

Spell-like Abilities (CL 20th; concentration +27)

3/day—*imprisonment* (W-DC 26), *true seeing*, *bestow curse* (W-DC 21), *mass suggestion* (W-DC 23)

At-will—*command* (W-DC 18), *confusion* (W-DC 21), *darkness*, *dispel magic*, *feeblemind* (W-DC 22), *summon monster IV*

STATISTICS

Str 32, **Dex** 10, **Con** 30, **Int** 27, **Wis** 20, **Cha** 24

Base Atk +23; **CMB** +41; **CMD** 50

Feats Awesome Blow, Cleave, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-like Ability (command)

Skills Bluff +30, Fly +12, Intimidate +30, Knowledge (arcana) +20, Knowledge (engineering) +30, Knowledge (planes) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +20, Swim +30

Languages Aklo; *telepathy* 1 mile

SQ as description

What follows below are abstracted statistics and motivations for a few sample Great Old Ones from Lovecraftian literature. The modifications to the avatar and generic Great Old One templates are given, as well as some notes as to how a 'campaign' would come together against the forces of a Great Old One. The 'Eldritch Document' percentage shows how likely one of those metamagical tomes will be encountered in dealing with the minions of the Ultimate villain, either in investigation or as a prize in the lairs of those who serve the Great Old One. Alteration and imagination is, of course, always the purview of the Game Master.

Great Old Ones - Samples

The following samples can be used to flesh out the generic avatars and generic great old ones.

ABHOTH

No avatar, Init -4, no darkvision, AC 20, touch 8, speed 5 ft. only, substitute slam for 2nd tentacle, breath weapon is green slime every 1d8 rounds, Dex 3; can emit a gray ooze every 1d4 rounds, and a black pudding every 10 rounds. Regenerates non-fire or magic damage at 10/round.

Abthoth is a protoplasmic Outer God, dwelling in a cavern beneath the earth. It is concerned with oozes, puddings and slimes, and can sometimes form them into pseudo-humanoids (use mimics) to carry out its will.

- Opposing Abthoth means facing oozes and other slimy horrors, and servitors and cephalapoid cultists that seek to use gifts of Abthoth's substance to further their own power.

Abthoth's Gift: Treat as an eidolon of appropriate CR, a protoplasmic being that is under control of Abthoth's various servitors; humanoid mimics, diseased cultists, or a deformed monstrous humanoid.

Eldritch Documents involved: Eltdown Shards (30%)

CHAUGNAR FAUGN

Add bleed 2 (4) to damage.

Chaugnar Faugn appears as a grotesque, elephant-like huge humanoid whose main concern is feeding on other beings, the more intelligent the better. He is the lord of, and is served by, the tcho-tcho people and seems to direct their actions and schemes.

- Opposing Chaugnar Faugn means facing the semi-human tcho-tchos, who are quite adept at disguise and infiltration, and whatever schemes they have devised to lure powerful and/or brilliant people to ignominious ends. They have been known to dabble in the control of undead, such as vampires and ghouls.

Eldritch Documents involved: Book of Eibon (40%), Unaussprechlichen Kulten (40%),

CTHULHU

Frequently uses avatars. Add Swim speed 30 ft., cast spells as a 10th (20th) level sorcerer, no fire, lawful, or good spells OR a 10th/20th level telepath psionist.

Cthulhu appears as a squid-headed, leather-winged, slimy humanoid, who is supposed to be sleeping in an ancient city beneath the sea. He is widely worshiped and vigorously seeks to return the Great Old Ones to ascendancy, through use of ritual and forbidden magic.

- Opposing Cthulhu means facing fanatical human cults, decadent spellcasters, and incursions of aquatic humanoids. They will often seek to arrange for large-scale cult meetings to enact summoning rituals. Most cults will possess many scrolls of power, and probably a black idol.

Eldritch Documents involved: Cthaat Aquadingen (40%), Necronomicon (60%), Ponape Scriptures (50%)

GLAAKI

An avatar lives in a subterranean lake; the actual Great Old One apparently resides “elsewhere”. Add Swim speed 30 feet and substitute three ‘spike’ attacks (with grab), which do 1d10 gore damage and inject a poison (as deathblade poison) that, if it kills its victim, turns them into a juju zombie^{B2}

Glaaki appears as a huge, squat, toad-like fish covered in sharp spikes. Its cavern lake is accessed by its juju zombie servitors and petitioning cultists. The cult is local, and may or may not have wider ambitions.

- Opposing Glaaki means facing insidious, long-held and quiet cult, backed up by the strength of juju zombies and ghoul minions. The cult is quick to hide, but if the cavern is discovered, the full power of the cult will manifest.

Eldritch Documents involved: Cultes des Ghoules (40%), Revelations of Glaaki (70%)

HASTUR THE UNSPEAKABLE

Travels the world in human-sized avatar; can suppress the aura of madness. Can alter self at will, and spells and abilities as a 10th level bard. Typically wears yellow and plays a flute in humanoid form.

Hastur appears, in natural form, as a vast octopus-like dragon with human features, but that form is almost

never seen; Hastur enjoys interacting with humanoid kind, especially driving them mad through the use of the arts.

- Opposing Hastur means dealing, often, with the direct intervention of his avatar, as a leader of Pallid bards and socialites. The denizens of Leng often serve him, as do moon-beasts, voornis, and other weird, unearthly creatures, especially those that use illusion and sound, especially music.

Eldritch Documents involved: Necronomicon (20%), The King in Yellow (80%)

NYARLATHOTEP

An enigmatic being “The Crawling Chaos”, that can use shape change, enthrall, and dominate person at will, and is always in avatar form, but not staggered. Destroying a shape-changed avatar cause Nyarlathotep to resume a “Pharaoh” type humanoid form, with spells of a 20th level sorcerer. His many forms are distinctive and unique, usually, and Nyarlathotep uses them to accomplish goals, and to just toy with sentient life.

Nyarlathotep appears often as a Southlander man in regal attire, but has literally thousands of forms, many of which he is worshiped in. Normal people are drawn to him, and those are who he prefers, creating vast armies. He is not in the least human, though, and loves to consort with the weirdest monsters imaginable.

- Opposing Nyarlathotep means dealing with nearly any threat, as The Crawling Chaos is nearly impossible to contain or anticipate. He does, however, have to deal with the needs of the Great Old Ones, which he resents, being the one being of their group uncontained in the world. Mass riots and impromptu armies, and weird monsters unleashed are typical plots.

Eldritch Documents involved: All documents (10%)

SHUB-NIGGURATH

A multi-tentacled, many-headed being with hooves, always cloaked in a green mist (*obscuring mist*), with body parts that look rather plant like. Four or six tentacle attacks, and an entangle effect in constant effect. Weapons must also be of cold iron to fully affect her.

Shub-Niggurath is a sort of nature entity, with the ruthlessness of nature in its most primitive and savage forms. She holds many forested shrines, stone circles,

and places of sacrifice, and is all but queen of the fey-few oppose her cult.

- Opposing Shub-Niggurath means dealing with all sorts of fey, either eagerly evil or forced into service. Dryads, treants, satyrs, and many others, as well as her cult of humanoid druids- the elves have avoided her for centuries.

Eldritch Documents involved: Book of Eibon (50%), Testament of Carnamagos (50%)

SHUDDE'M'ELL

A minor being, leader of the teuthonians, treat as a double-sized teuthonian with spell powers, DR, and immunities as above, with an aura of prayer at all times.

Shudde'M'ell appears as a gargantuan teuthonian, glowing faintly and inscribed all over with arcane runes. It lives at the core of the world, or near to it. It is worshiped by teuthonians, but it is not unlikely that a humanoid cult could spring up surrounding it.

- Opposing Shudde'M'ell means dealing with strange physical conditions, earthquakes, landslides, building collapses, and the like. If cultists have become involved, rooting them out and dealing with the actual teuthonian beasts themselves- a monumental task.

Eldritch Documents involved: Dhol Chants (40%), Gharne Fragments (80%)

YIG

In avatar form only, but not staggered, without the aura of madness and flying, and a bite attack for 2d6+6 and poison: Sv DC 27 Fort, FQ 1/round for 8 rounds, Effect 1d3 Con, 1d3 Wis Cure 2 consecutive saves. Yig cannot fly, but typically carries a rod that combines the powers of rulership and the viper. Yig can use haste at will.

Yig appears as a serpent-shaped man, fantastically adorned in feathers and gold. Yig lives in a jungle setting, which may a construct of his cultist followers, who have followed him for generations. A classic 'snake' cult.

- Opposing Yig means dealing with snake cults, serpents and reptiles, who invade from the surrounding countryside. Cultists are efficient and methodical, and many of them are serpentfolk, troglodytes, or other reptilian races. Yig may even have coaxed a

dragon from its centuries' sleep.

Eldritch Documents involved: Seven Cryptical Books of Hsan (30%), De Vermiiis Mysteriis (30%)

Y'GOLONAC

Possesses would-be 'high priests' and turns them into demi-avatars [half HD/hp, -5 to AC, saves, attack bonus{two slams + bleed, no tentacle}, no summon or symbol spells] His true form would be as an avatar, sealed within an earthly labyrinth of ancient brick.

Y'gonolac appears as a bloated man with no head, and gnashing mouths in his hands. He and his adherents are concerned with personal power, especially control over others for their own pleasure. Books are traps set by Y'gonolac and his human/demihuman academic cultists, who often hide in plain sight.

- Opposing Y'gonolac means dealing with depraved human spellcasters who often have access to scrolls beyond their ability to safely cast. Doppelgangers and faceless stalkers are often drawn to Y'gonolac and promises of a stable existence.

Eldritch Documents involved: Pnakotic Manuscripts (20%), Revelations of Glaaki (50%), Unaussprechlichen Kulten (20%), Zanthu Tablets (20%)

The Elder Gods

The Elder Gods are mysterious beings who are said to be the most powerful group of entities in the Universe (and beyond) but are so far removed from the physical experience that they can barely conceive of mortal existence (and mortals of their nature!). Though they (see their bloodline in Section 2) are typically loath to interfere with the affairs of mortals, there may be occasions, engineered by players, NPCs, (or the GM, in a case of deus ex machina) where their unknowably ancient, and relatively benign hand might make itself known on the Material Plane. Eroded signs and symbols are found in remote places that remind those that have the knowledge, that some passing force repressed the Great Old Ones and the tyranny they wrought, but that 'Force' may not be as interested in mortal life as once was thought. Here are some examples of Elder Gods, their use in play, and the nature of this group of beings.

KTHANID

Said to be the exiled twin brother of Cthulhu, Kthanid is as good as Cthulhu is evil, resembling him, except for his radiant eyes. Hiding in a distant dimension/world, he opposes the Great Old Ones when he is able, usually in subtle ways. He is sometimes described as a protector of the other Elder Gods, as they rescued him from a purge by Great Cthulhu of his kin. Kthanid uses the same statistics as a Great Old One and their avatars, except for the following. He is Lawful Good, has DR 10/chaotic, and his avatar and material form make the following spell replacements: *symbols - dispelling, healing, revelation; confusion with dismissal, darkness with daylight, feedble-mind with heroism, bestow curse with remove curse*. Contacting or summoning Kthanid would be very difficult and risky, requiring a lot of magical skill and attracting lots of the wrong sort of attention.

NODENS

The leader of the Elder Gods is said to be Nodens, Lord of the Deep. As the most human-like of the Elder Gods, this may be only a human perception- he appears to mortals as an ancient, aquatically themed humanoid riding in a seashell pulled by enormous beasts, such as linnorms and sea serpents; he has 2d6 nightgaunts with him at all times. In any case, the best way to game-represent Nodens is to use the monster statistics for a pleroma aeon (Bestiary 2 p. 12) without the ability to fly.

If the GM permits "Normal" clerics of the Elder Gods, Nodens would be the chief god of their pantheon, with the standard domains and subdomains as listed in the sidebar on page 36.

ULTHAR AND BAST

These "younger" Elder Gods are described as such for their interest in activities on the Material Plane; they are variously described as siblings, mates, or one being the offspring of the other, at various times. Ulthar is a transient deity, something of a nature "God" who has the characteristics of an Animal Lord (Bestiary 3 p 14) of any type (at any given time) but Cat Lord, a DR of 15/adamantine, fast healing 5, and the spell abilities of a 10th level sorcerer. He is charged with keeping watch over the machinations of the Great Old Ones, and the places they are imprisoned. His contentious partner is Bast, who at some point decided to remain a Cat Lord (with the same additions), and who has at times in history been worshiped by humans, earning her the chagrin of her fellow Elder Gods. More selfish than Ulthar, she typically only gets involved if cat-kind is threatened, or

if summoned by extraordinary means (and it better be a good reason). Catfolk and tabaxi are knowledgeable in their ways, whether or not they do anything about it, as one knows how cats are.

Bast Domains: Animal, Charm, Sun

Subdomains: Fur, Light

Ulthar Domains: Animal, Law, Protection

Subdomains: Defense, Loyalty

VORVADOS

Said to be the offspring of Nodens, Lord of the Deep, Vorvados appears identical to a pleroma aeon, and does not have the entourage of his father. A dweller in the deepest parts of interstellar space, he watches the stars to see "if they are right", and warns those who might be concerned with that eventuality. His followers are the flumph, proud aberrations that they are, and those creatures sometimes take levels in cleric in his name. His domains and subdomains are the same as his fathers, but his adherents must take at least one of Void or Stars as an included domain/subdomain. His favored weapon is the starknife.

Purple Duck Note: *The worshipers of the Elder Gods are few and far between, as detailed earlier, and may have trouble finding acceptance in mainstream society. As well, they would be seen as 'Pagan' by normal clergy, and little better than the cultists of the Great Old Ones themselves. This may, at the GM's discretion (if he allows Elder God clerics at all) result in a -2 penalty on all social skill checks with citizens of mainstream society.*

And upon dolphins' backs was balanced a vast crenelate shell wherein rode the grey and awful form of primal Nodens, Lord of the Great Abyss... Then hoary Nodens reached forth a wizened hand and helped Olney and his host into the vast shell.

From "The Strange High House in the Mist", H.P. Lovecraft, 1926

The Sinister Circus (Adventure)

"The nethermost caverns," wrote the mad Arab, "are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schachabao say, that happy is the tomb where no wizard hath lain, and happy the town whose wizards are all ashes. For it is an old rumor that the soul of the devil-bought hastes not from his charnel clay, but fests and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

From "The Festival", H.P. Lovecraft, 1923

"Derlit and Dunsanee's Circus and Menagerie Extravaganza" is a traveling show that offers exciting delights for the hardworking rural people of the area. For a few coppers, they can see strange, sometimes mythical beasts, mystifying freaks, speak with dead loved ones, and see feats of human prowess the likes of which they have never beheld before! Or they might just disappear... There have been strange disappearances since the circus came to town, first the village idiot, and then the town drunk. The town constable, a big supporter of Derlit and Dunsanee's, feels that it is good riddance to bad rubbish."

The party is approached by Dewey the Mole, 10-year-old friend to the idiot, and Deefer, son to the drunk, Fogit, and implacable enemy of the constable, Chayne. He is angry and scared, outcast by the other children because of his refusal to attend the circus, and suspects he will soon be railroaded into an orphanage or indenture by the constable. If the party is somewhat cynical about helping him, he thrusts a page written in weird script at them, saying "I bet this is part of a treasure map- I'll give you the rest of it if you find my pa."

The ancient scripted page can be the lead into any type of adventure you wish, and can take the party further into any conspiracy you design. Dewey has hidden the remaining pages in a series of bolt-holes he has tunneled under buildings in the nearby town. This 'nearby town' can be any setting you desire, provided it is small and rural enough to be impressed by a traveling show. Besides any points of interest you might include, you can use the attached NPC characters in this document to introduce Lovecraftian archetypes.

Father Weldon – Local Kindly Clergyman: On a Gather Information result of 20 or more, he will divulge that he has sensed the presence of corrupted beings among the circus folk. To a character of LG alignment, he will donate an oil of bless to be sprinkled on the party. If the Gather Information roll is less than 10, he will grow paranoid about revealing his "guest" and shut the PCs out with a shudder of horror.

Sonia Kees – Escaped Mental Patient and Gravedigger: Father Weldon has taken pity on this tortured soul, and feeds and keeps her safe, though he is afraid of getting in trouble for doing so. She lives in a tiny shack in the graveyard (she is afraid of outsiders, not the dead) She will merely try to scare intruders away, unless they summon a monster or otherwise traffic with outsiders;

Derlit & Dunsane's Midway & Big Top

A. The Menagerie

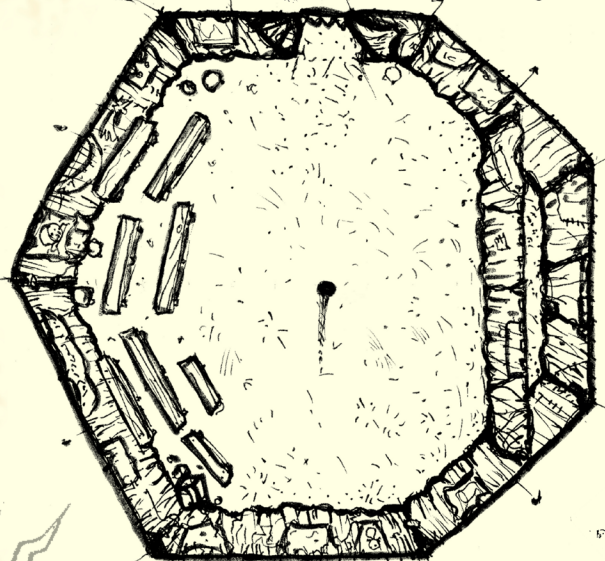
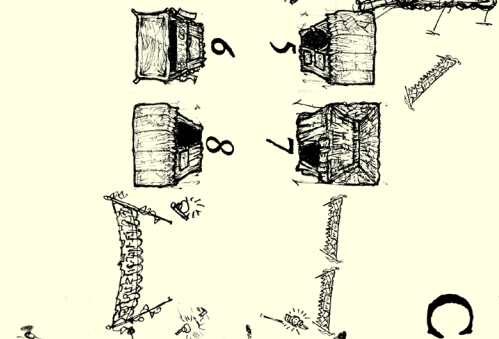
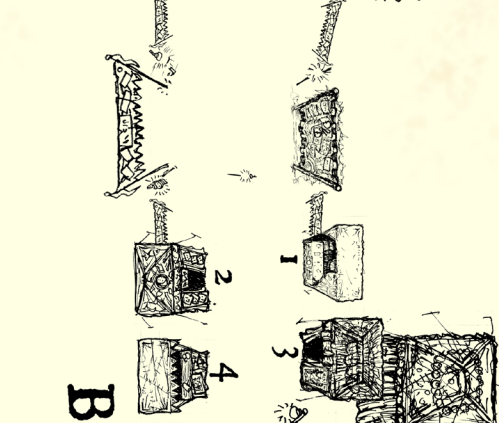
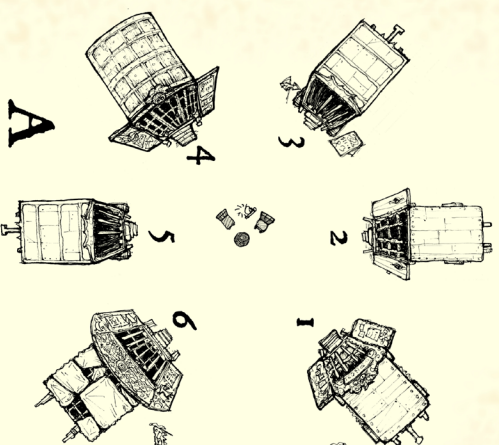
1. "Silent Star-Beast"
2. "The Necroserpent!"
3. "The Skull-Beast"
4. Illusion Cage
5. "Dire Corby"
6. "The Kraken's Child"

B. The Midway

1. "Test Your Strength"
2. "Fortunes Told"
3. "Girls Girls Girls"
4. Ball Toss
5. Musician's booth
6. "Food and Drink"
7. "Among the Marvellous"
8. "Wheel of Fortune"

C. The Big Top

1. Carry Tent
2. Girth Show (Cul) Wagon
3. Ringmaster's Wagon
4. Acrobat's Wagon
5. Clown's Wagon
6. Food and Stores Tent
7. Horse Tie-up



then she will fight to the death. She can identify the templated creatures in the circus with a DC 15 Perception check.

Chayne- Greedy Town Constable: Chayne thinks that he is a benevolent dictator, and the people mostly agree, giving up free will for protection and peace. He is good at what he does, and does not like outside disruption. The circus pays him a hefty bribe, and he feels he is rewarding his ‘subjects’ by allowing them to see it. He is totally ignorant of evil conspiracies, and would be insulted to be told there were any afoot. He keeps 3 Warrior1 deputies to be his eyes and ears.

Stog Darven- Gruff Veteran: Stog has seen and done things that have caused him to be reserved and short with ordinary people. He is, however, the only person with any real skill at arms in town that isn’t a tool of Chayne. He currently works as a bouncer/bodyguard for a local banker and tavern owner. Though damaged goods, Stog will stand up to Chayne if need be, and can be a valuable ally of the PCs (if they need some muscle) He also has a 75% chance of telling only true rumors on the table.

And present in the “Sinister Circus”:

- Rand Derlit - Enigmatic Loner
- Madame Ocula - Desperate Fake?
- Stirwen - Menagerie Manager
- Forzando the Magnificent - Cynical Ringmaster
- “Patches” Pago - Cruel Clown Cultist:
- Porga - Dangerous Witch Cultist
- Agba and Baga - Twin Sorceress Seducers

Rumor Table

d10	Rumor
1	One of the founders of the cursed circus still lives, and needs fresh human blood! Stay away! (A little true: Rand Derlit is the founder’s grandson)
2	Don’t get caught alone with those dancing girls, if you know what I mean... (Yes)
3	The zookeeper’s monsters are all demons from hell! (No, though one is an outsider)
4	Always bet on 12; the wheel of fortune is rigged. (No)
5	Chayne is taking a big bribe from the Ringmaster. (Yes)

6	The fortune teller has strange powers, though she only uses them if she is paid a lot of money. (Yes)
7	Tell the girly-show barker you can do magic; the girls love wizards... (Uh-oh)
8	The Ringmaster has a tumorous familiar growing on top of his head, under his hat! (No)
9	The carnies keep a tent with food for only them. Why, I wonder? (So what?)
10	The dog-master keeps separate from the rest of the circus. (Yes)

* The GM should add any rumors deemed appropriate.

THE CIRCUS

To streamline the setting of the circus, there are basically three areas, or “rings” in this three-ring circus: The Midway, the Menagerie, and The Big Top. The Menagerie consists of wagons drawn in a circle, and a small tent; the Big Top has the largest tent, and the Midway, a series of booths between them. Colorful pennants and gay music can be seen and heard from quite a ways away.

Also noticeable before the party gets to the circus are Constable Chayne and two of his deputies, who stand next to their horses, next to a large colorful banner which announces “Derlit and Dunsanee’s Circus and Menagerie Extravaganza” A large raven sits on one of the support poles, cawing occasionally. Though they are not initially hostile, they will notice a party that stands out, and Chayne and his deputies will respond to a large ruckus with a Perception roll of 12 or better, arriving in 2d4 rounds. Chayne will likely spit tobacco on the largest PCs feet, and tell him to have a good time.

A. THE MENAGERIE

The Menagerie is a semi-independent outfit associated with Derlit and Dunsanee’s, run by an excitable 2nd level N cryptozoologist named Stirwen. He is a bit twitchy, but a good fellow and the menagerie is largely a red herring. His assistant is Tinu, a faun (hp 13, Bestiary 3) who has his pipes concealed in his circus motley. It costs a copper to see each beast, a silver for a family of four. Stirwen sits on a chair in the middle of the circle, with Tinu by his side; the wagons, in clockwise order, contain:

- An akata^{B2} (hp 15) – Shards of what look like metal form this creature’s nest; only Tinu will

work with this creature, as it is immune to its parasitic bite. He has to poke it with a stick to get it to rouse and be seen. Not knowing much about it, Stirwen calls it a “Silent Star-beast”

- Stirwen’s eidolon, Ozee; it appears as a 7 foot long fantastic human-faced snake, with wild scintillating colors and weird markings. It can easily exit the cage if Stirwen is threatened. Stirwen refers to his ‘beast’ as “The Necroserpentos!”
- A krenshar^{B2} (hp 13) - Sleeps in a wooden box on straw, reveals its ‘skullface’ on command. Acts like a tame cat around Stirwen. Stirwen calls it “The Skull-Beast!”
- In this shadowy cage, Stirwen uses his *silent image* spell to create whatever dire creature he thinks the audience wants to see, and Tinu, who is slouching against the octopus cage, surreptitiously plays his pipes and casts *ghost sound* (Wd-DC 15) to provide whatever noise he and Stirwen agree on. Lately Stirwen has been favoring frog-like creatures...
- Amongst hanging pieces of canvas in this wagon is a dire corby^{B3} (hp 15) that Stirwen doesn’t like handling very much. It is violent and noisy, and if it breaks out will definitely wreak havoc. Stirwen calls it, lamely, a “Dire Corby.”
- A new act of Stirwen’s, (that Tinu thinks is lame) is a large metal water tank connected by a glass pipe to a 2’ high ridged pool. In the tank is Olly the blue-ringed octopus^{UM} whom Stirwen calls “The Kraken’s Child!”

Stirwen and Tinu keep bunks in the illusion cage, which is extraordinarily clean. They have 250 cp and 120 sp in their unlocked strongbox, in which Stirwen keeps a rare green viper (venomous snake, poison DC 15) Stirwen has a wand of silent image (23 charges) under his pallet, and Tinu an ivory fetish of a nymph (100 gp worth)

If Sonia Kees sees Stirwen’s eidolon, she will go berserk and attack! Also, if the cultists are revealed and pursued, Porga will flee here and use her chime of opening to spring a likely beast!

B. THE MIDWAY

The Midway consists of eight ramshackle booths decorated by pennants in the day, and oil lamps in the night; every now and then a carnny will toss some crystals in a lamp to make the flame change colors. Each carnny (treat as the Farmer NPC from the Game Mastery Guide,

p.309) has at least three packets of the crystal, worth a cp for 4 packets. Carnnies are loyal to their own, and consider themselves a breed apart, sneering at Chayne’s condescending ‘permission’ and they will not rat on PCs unless they need to. If they know anything about cultists or monsters, they turn a blind eye unless it directly involves them; money definitely talks, though.

Booth 1 – Test Your Strength: A brawny carnny (Str 14) challenges a PC to swing the hammer and push a ball up to a bell. Ring the bell, win a prize! Ringing the bell is a DC 20 Strength check, three swings for a copper. An attempt that results in less than 10 will get the tester laughed off the stand. Listings on the High Striker read something along the lines of 11= Weak, 13= Mama’s Boy, 15= He-Man, 17= Hercules (who?), 19= Titan! The prize table contains copper love-gift rings (+1 Diplomacy against a female, if given), glass gambling dice, and straw hats.

Booth 2 – Madame Ocula: Madame Ocula’s sign says “Fortunes Told” though a smaller sign says “Speak with Your Loved Ones Beyond...” She keeps that on the down-low as LG churches disapprove. A velvet curtain surrounds her booth, and each type of reading costs 1 cp. Ocula is a 2nd level spiritualist (oracle) of ancestors, who has the revelations automatic writing and voice from the grave.

Her crystal ball is a special heirloom magic item that increases her personal oracle powers: she can use automatic writing in 1 minute instead of 1 hour, and *speak with dead* without having a body present. She will fake each type for a copper, but will do the real thing for a silver—convincing her to deal a ‘real’ reading will take role-playing, probably Diplomacy, Sense Motive, or even Intimidate. Away from Madame Ocula, the ‘crystal ball’ is a minor item that can cast *guidance* three times a day. Ocula owes money to the Ringmaster (and as such will have less than 10 sp on her person), and has the curse of being pallid (see p. 52); she only has two eyes on her shoulders, and two mouths on her elbows, but is growing desperate.

Booth 3 – Girly Show: A carnny (soldier 1, use Stog Darven but CE) in parade armor (and armed with throwing knives and a sap) tries to entice men into a tent with the call of “Girls, girls, girls! You won’t believe what you see!” Two of the ‘girls’ will be outside, wrapped in heavy sequined robes up to the chin. The third will be ‘performing’ inside, to the music of a magical music box that

plays the same 10-round tune when open (worth 100 gp)

These women and their carny bodyguard are evil cultists of the Great Old Ones, and are testing their powers before moving on to larger things. They amuse the Ringmaster, though he doesn't follow their twisted faith and goals. One, Porga, is a Witch Cultist 1 with the Dark Servitor hex and a snake familiar (part of her act). Another, Agba, is a sorceress 1 of the Great Old Ones bloodline, her twin Baga is a sorceress 1 of the Touched by the Unknown bloodline (see character bars) They have hypnotized and controlled Fogit and Deefer, and are ready to try a more formidable target. Through gestures (DC 15 Sense Motive) Porga and Baga will indicate to the carny, Maltt, to offer a 1-time-only offer to a PC, a silver for a 'special show' Regular 'shows' are a copper a piece for 5 minutes. If spells are successful on the PC, Agba will hustle him away to a storage wagon behind the Big Top, and the 'fronts' will tell his companions that they 'went away to party'. Any aggression on the party's behalf will result in a cry of "Hey Rube!" and the carnies will pull out clubs, aiming to do non-lethal damage and rob them. The constable will also join in if the ruckus is loud enough.

The storage wagon (C.2) behind the Big Top is the cultists' home base; locked (DC 20) and trapped with a poison needle (see below). All four cultists have the key. Within the wagon is a shrine to the Great Old Ones: any who study it minutely (make a Perception roll) must make a DC 11 Will save or flee, screaming for 1d4 rounds. Among their disgusting possessions are 37 gp, 29 sp, 40 cp, 200 gp in silk costumes, some costume jewelry worth 100 gp, and potions of arcane lock, ghoul touch, shatter and restoration. Pinned to a wall behind a loathsome tapestry of frogs eating humans is a map of the towns in the area, with numbers beside each (how many people they kidnapped) In a nearby forest is marked the phrase, in Abyssal, "The Great Meeting, When the 4th Full Moon Rises" That can be whatever time is the most appropriate, and entail whatever adventure seems best. To increase the challenge to the PCs, the GM could place a guardian beast in the wagon as well; perhaps a juju zombie, vargouille, or a pair of gryph.

POISON NEEDLE (CR 1; XP 400)

Type mechanical

Perception DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect touch attack +10 (1 plus medium spider poison)

Booth 4 – Ball Toss: A lithe carny (Dex 14) offers three balls a copper to knock down a set of stacked bottles. The AC of the bottles is 11, but they are so heavy that only a 5 or 6 on a d6 can knock them over (modified by strength, a 1 still leaves them up) Prizes are the same as the High Striker, or the GM can think of new ones.

Booth 5 – Musicians: Three musicians (as carnies, but with Perform +4) toot, strum, and clang out a kind of music, and will take requests (or a break) for a cp. They play endless carnival music when not stopping for a beer from a large keg. They will use their pewter mugs as gauntlets if a "Hey Rube!" comes up. Sometimes the son of one musician will come and juggle apples, perhaps throwing one at a PCs head.

Booth 6 – Food: The wives of the musicians ply their wares here, pies, sugared fruit, meat on a stick, popped corn, and ale or mead, a cp for food and drink. One might fancy a PC...

Booth 7 – Sword Swallower, Fire Eater: Though he has a chair, beer mug, and bottle of alchemist's fire, the performer Meng (use the tiefling rogue^{B1}) likes to walk around and bully rubes into giving him money, for dares. His sword collapses (DC 15 Perception to notice) but he does really swallow fire, as his resistance rarely lets him feel it. He wears a large, floppy hat to cover his horns, gloves and makeup to hide his features (DC 15 to detect his race) He will defend Porga with his life, if necessary. He has 27 cp and 15 sp on his person.

Booth 8 – Wheel of Fortune: A carny runs a straight game here; players put their money on a number from 1 to 12 (players set up a dice with the number on it) and the GM rolls another d12; winning number gets double. A strong carny with a club (Str 14) guards the strongbox, which has 23 gp, 40 sp, and 108 cp. It will take Diplomacy or Intimidation to get the carny to play with gold. Using magic to cheat may (33%) attract the attention of the cultists, who will thereafter set their sights on the user.

C. THE BIG TOP

This large tent (100 ft. diameter, 50 ft. at apex) has crude benches for the audience, and lots of straw on the floor. One end is partially blocked by a hanging curtain. Shows are run every hour, from 4 o'clock (when chil-

dren get out of school) to midnight, lasting about half an hour each. Two carnies watch the door and take a cp for entry. There is a back entrance on the curtain side, and the Ringmaster's (3), Acrobats' (4), and Clown's (5) wagons are behind it, sheltered in trees. 3 and 5 are locked with simple (DC 15) locks and probably contain little of interest; use the Dungeon Dressing table in the *Game Mastery Guide* for contents. Treasure in each would amount to 1d12x5 gp (3d6 x10 in the Ringmaster's!) in coin and goods- if the GM wishes guardians or special encounters here, feel free... a single tcho-tcho in "Patches" wagon would teach snoopies! A cow (x) is tethered among these wagons, and the Showgirls have inflicted the curse of the Cephalopoid upon it; anyone who approaches one of the wagons with a weapon drawn will trigger it to reveal two tentacles and attack! Treat it as an aurochs with 20 hp (Bestiary, p. 174)

Most of carnies sleep in a tent (1) on the other side of the big top, and there is a 'grub tent' (6) on the other side of that, with a permanent cook and assistant (as carnies). The circus' food and drink are stored here as well, and the horses to pull the wagons are tethered in the trees (7).

When it is showtime, the Ringmaster, Forzando The Magnificent, will come out and start his patter, introducing the entertainers. Forzando is a charlatan, a rook 2 spell-caster who seems much more powerful than he is. Forzando knows that the Showgirls follow some kind of weird religion, but he doesn't care one way or the other; it has the added benefit of providing truly imbecilic clowns for his opening act. If every 4th full moon the clowns seem to disappear, what of it? Forzando likes wealth, and is good at bribing local officials and evading frowning clergy. He's providing a service, life is good. "Ladies and gentlemen, boys and girls of all ages, I am the Great Forzando, your Ringmaster for Derlit and Dunsanee's Circus and Menagerie Extravaganza!"

The clowns open first, coming out on stilts, and falling over each other. The leader of the clowns is known as "Patches" but is really Pago, a Cultist of Leng monk 2. He manages the poor souls that the Showgirls procure for him, and takes sadistic glee in doing so. He keeps charm person spells ready on hand to keep the clowns docile. "Patches" carries a book, playing the part of a raggedy teacher of two idiots; the "book" is a series of spell scrolls, written by Pago in fanatical scribbling. He has all 0 and level 1 spell in the Lovecraftian Fantasy list, though he is loath to cast more than a few each show. His current 'students' are Bort, a tinker (as Farmer, AC 10) from another town, (who is tarred and feathered)

who is also a 1-tentacle Cephalopoid, programmed to attack anyone who threatens Forzando; Deefer (the village idiot) whose head is an enormous rattle over a baby's costume; and Fogit (Dewey's father) who wears a false chicken's head and bird costume. Both have been hypnotized, kept drunk or drugged, and charmed regularly; their stats are as the carnies, but are controlled by the will of Pago and the Showgirls. If a PC attempts to identify them as the two men, it will take a deliberate statement, a DC 15 Perception and a DC 15 Sense Motive to put it all together.

After "Patches" tortures the clowns for a while, the horses that pull the wagons will be put to use as trained mounts and platforms for acrobats. The clowns will idly hang out around the edges of the ring. There are a total of 15 horses, but they rotate 12 in the show; count them as light riding horses with an Acrobatics +6 instead of Perception. The four circus acrobats are "The Marvelous Marshes" (stats as 'Pickpocket', page 264 in the *GameMastery Guide*, but with Ride +9 and Skill Focus/Ride instead of Disable Device) but are not the typical glamorous types; all of them are Batrachoid, and have that template applied to them. Each carries a switchblade, even in their costumes. The Marshes are looking for greener pastures, and their show is rather lackluster; they have a vague idea of following a prosperous adventuring party and stealing their findings. The PCs will fill that bill nicely, if the Marshes see them in action. Their wagon (C. 4) is very nondescript, unlocked, though guarded by a pair of pet poisonous frogs (hp 4 each) They have 50 sp in pay (in a brass bottle), an elixir of tumbling, a jar of salve of slipperiness and a collection of engravings of their relatives, all with batrachoid features. If the GM wishes, he can select one of the PCs with a low Charisma to be the focus of the Marshes' genealogical obsession, feeling that she is one of them!

The final act is "Derlit's Delightful Dogs!", a group of performing dogs led by Rand Derlit, grandson of the original Gus Derlit, co-founder of the show. Rand is a NG Hermit druid 2, one of the few truly good people in the circus, though he is really only comfortable around his four dogs (Bestiary, p. 87), one of which is his animal companion. Rand gets by, focusing on his dogs and 'keeping an eye' on the circus, out of nostalgia. He is not doing a very good job, and knows it, but Forzando intimidates him. Rand sleeps with his dogs in a makeshift tent, outside the camp, and has no possessions except for an amulet of shadows, which allows him to use the spell *shadow walk* once a week at CL 12th. Rand's show is quite good, his four dogs (as common dog) hav-

ing an almost instinctual sense of his wishes.

After the three acts, Forzando will do some flashy 0-level magic, with some patter about “..The endless dimensions of the mind and magic!...” and finish by pulling d4+1 doves out of his hat.

Next show in one half an hour...

Carnival Crowd Event

Roll every 10 minutes, 1 in 6 chance

1	Chayne and company: Constable Chayne and 1d3 of his deputies come along and try to intimidate one of the PCs into leaving, as well as a random townsperperson.
2	Lost child: a howling child attaches itself to the PC with the highest Charisma, and can only be placated by spending money on attractions. A DC 15 Perception, Bluff or Stealth can get rid of the kid/ find the parent.
3	Pickpocket: One of the Marvelous Marshes picks a PCs pocket (Sleight of Hand +9)
4	Sonia Kees: the disturbed gravedigger wanders into the circus, and follows the PCs.
5	An argument between a carny and a townsperperson; DC 15 Diplomacy to quell, or a scuffle breaks out.
6	A beast (or two) breaks out of the menagerie and causes mayhem for 1d6 rounds, until Stirwen and Tinu can collar it.

Bibliography

Anyone interested in the rules and suggestions in this supplement probably need no encouragement to seek out resources for ideas to develop Lovecraftian Roleplaying in Pathfinder. Nonetheless, here is an abbreviated list of literature and authors that may be helpful:

A. Merritt; “The Moon Pool” (novel), “Dwellers in the Mirage”

Algernon Blackwood; “The Willows”, “The Wendigo”

Ambrose Bierce; “An Inhabitant of Carcosa”, “The Damned Thing”

Arthur Machen; “The Great God Pan”

Brian Lumley; “City Out of Time”, “The Burrowers Beneath”, “The Horror at Oakdeene”

Clark Ashton Smith; “The Seven Geases”, “Treader of the Dust”, “Ubbo-Sathla”

Clive Barker; “The Hellbound Heart”, “Weave-world”, Rawhead Rex (film)

Colin Wilson; “The Return of the Lloigor”

Donald Wandrei; “The Fire Vampires”

Edgar Allen Poe; “The Fall of the House of Usher”, “The Masque of the Red Death”,

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Howard Philips Lovecraft; “The Call of Cthulhu”, “The Dream-Quest of Unknown Kadath”, “The Dunwich Horror”, “The Shadow Over Innsmouth”, “Hypnos”, “The Strange High House in the Mist”, “At the Mountains of Madness”, etc.

James Wade; “The Silence of Erika Zahn”

John Tynes; “The Nullity of Choice”, “The Second Effort”

Lin Carter; “The Dweller in the Tomb”, “Strange Manuscript Found in the Vermont Woods”, “Tatters of the King”, “Zoth-Ommog”

Lord Dunsany; “The King of Elfland’s Daughter”, “The Hoard of the Gibbelins”

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Robert W. Chambers; “The King in Yellow”

Robert E. Howard; “The Black Stone”, “Children of the Night”, “Worms of the Earth”; The ‘Solomon Kane’ series such as “The Footfalls Within”

Stephen King; It (novel), “Lisey’s Story” (novel), “Grammar”, “N.”

“That is not dead which can
eternal lie, and with strange
eons, even death may die...”

From “The Nameless City”, H.P. Lovecraft, 1921

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