Make Your Game Legendary!

A rules supplement dealing with the contact and summoning of alien entities whose dominions lie in realms of blackness beyond the stars. Sometimes the province of the dangerously curious, more often the patrons of the deliriously insane, these inhuman powers are utterly other, indifferent to human joy or misery, though always hungry and eager to devour any creature unwise enough to attract their attention. Beyond the Void provides a terrifying addendum to the darkest edges of reality and their sanity-rending intersections with the mortal world.

Beyond the Void

by Jason Nelson

with the Legendary Games Design Team
Beyond the Void

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About Legendary Games
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Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo’s Pathfinder Roleplaying Game. When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

What You Will Find Inside Beyond the Void

This supplement is designed to continue the exploration of alien and cultic horror, this time focusing upon the alien things themselves, and the dangerously curious researchers and misguided madmen who reach out to them. This product explores both the way that humans and their ilk can interact directly with alien creatures from beyond the stars, but also how they might seek out alien legacies left behind in our fantasy world, from ancient ruins to deep ocean trenches. This product contains four new archetypes for alchemists, summoners, and wizards, a dozen alchemical discoveries, two new feats, and nine new spells. While some rules are probably best used for villains, most of this product is well-suited for player use. In addition, Beyond the Void introduces two new monster templates, the alien and the embryonic creature, including three sample creatures sure to terrify anyone hoping to cling to sanity: the embryonic aboleth, embryonic intellect devourer, and embryonic shoggoth.

The aliens are among us, or will be soon when the stars are right. To add a dash of science fiction or star-themed horror, Beyond the Void is for you. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

Hey, What’s With the Names?

You will see us use phrases such as “Gothic Campaign” instead of the title of a recent Adventure Path. Or you may see us use the names “Raven” for the town or “the temple” instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these “replacement phrases” for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy Gothic Grimoires in your gothic Adventure Path, set in a small gothic town, helping the Professor’s Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn’t so hard, now was it.

Special Electronic Features

We’ve hyperlinked this product externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.
Fantasy roleplaying games are replete with journeys to other planes, with invasions from the pits of Hell or the darkest Abyss, or even the rise of ancient empires from the deeps of past ages. Far less common in modern fantasy, however, are those supplements that look up and out, away from this tiny rock floating in the great emptiness of space and what lies beyond. This hasn’t always been true in gaming or in fantasy; there is a great pulp tradition of space, science, and magic meeting, and RPGs and adventures in the 1970s and 1980s contained many well-loved crossovers, from Blackmoor to the Barrier Peaks. Still, many gamers prefer to keep the concept of space and far-off planets strictly within the realm of science fiction, well away from traditional fantasy. Beyond the Void is not for them, as it expressly blurs the lines between fantasy and science fiction, bridging the infinite gulfs of space to connect our world and the most frightening corners of the physical universe.

To be sure, crazed cultists are a staple of the genre, venerating mysterious and unfathomable relics of alien vistation, whether temporary crop circles, weathered idols in pre-optic astronomical stone circles, or enormous Nazca-like earthworks. However, Beyond the Void shifts the focus away from the secret societies and people coming together behind veils and masks to dabble in mysterious rites and places it squarely on the awful, unspeakable, incomprehensible things that the wildest-eyed of those cultists talk about but could never hope to understand. Humans and their kind come into play more as researchers and scholars, some simply curious and others devolving into madness from the esoteric revelations they uncover in their studies. Sane or deranged, each stretches forth his mind to try piecing together the nature of reality and existence. Some cast their eyes upward, toward far distant realms around strange stars, while others search for clues about visitors from beyond whose legacy has shaped the face of the world from earliest prehistory and may point the way towards a common origin or a shared future destiny. The only question is whether that pathway leads to apotheosis or apocalypse.
Character Options

The following archetypes present excellent options for a variety of iconic roles and character types related to dealing with aliens. They include raving lunatics obsessed with unspeakable horrors from beyond and genetic manipulators mutating their test subjects in an endless variety of horror. On the other hand, those seeking signs of the aliens among us now and in our past include intrepid explorers of the ocean depths and the sunken ruins that lie therein, as well as those whose eyes remain fixed on the heavens should the space gods come again.

Alienist (Summoner archetype)

Where other summoners tap into the boundless power of the planes to draw forth their minions and to form their eidolon, an alienist stretches forth his power through impossible angles into the endless reaches of space and the far, twisted corners of reality.

Eidolon: An alienist’s eidolon is an outsider with the mythos subtype, and it always takes the form of an alien creature. The eidolon may be built using aboleth or thing from beyond eidolon models, or its design may be unique, but its appearance is always unnatural, and it must have at least 1 tentacle evolution. In addition, the eidolon gains the following special abilities as the summoner gains levels.

- Alien Anatomy (Ex): The eidolon’s multiple eyes provide it with all-around vision, and its misplaced and mutated organs give it a 25% chance to ignore critical hits and precision-based damage at 2nd level, increasing to 50% at 14th level. This does not stack with fortification armor or similar effects. This replaces evasion and improved evasion.
- Extra Tentacles (Ex): At 5th level and every 5 levels thereafter, the eidolon may choose to gain an extra tentacle evolution without having to spend points from its evolution pool in place of an ability score increase. This modifies ability score increase.
- Emotionless (Ex): At 6th level, the eidolon becomes immune to confusion, fear, and insanity and gains a +2 bonus to saving throws against such effects. This replaces evasion and improved evasion.
- Unnatural Fear (Su): At 9th level, the eidolon gains an unnatural aura in a 30-foot radius. In addition, the summoner can select the frightful presence evolution for his eidolon at 9th level. This replaces multiattack.
- Life Link (Su): An alienist’s link with his eidolon is tenuous. While the eidolon’s hit points decrease as normal when it strays too far from the alienist, the alienist cannot sacrifice his own hit points to heal the eidolon. This modifies the life link ability.
- Summon Star-Spawn: An alienist gains this as a bonus feat.
- Eldritch Lore (Ex): At 4th level, an alienist becomes an expert in all matters related to the eldritch cosmic mythos, adding 1/2 his level to Knowledge and Spellcraft checks related to creatures, objects, places, and cults devoted to the alien elder gods. He may add his Charisma bonus to Knowledge checks to identify aberrations and creatures with the mythos descriptor. This ability replaces shield ally.
- Alien Explorer (Ex): At 12th level, an alienist adds freedom of movement and life bubble to his list of spells known as 4th-level arcane spells. Additionally, whenever he arrives at a new location using a teleportation effect, for the next 24 hours he can use know direction as a cantrip; however, rather than revealing north the alienist may choose to determine the direction back to his point of arrival by teleportation or his point of origin, from whence he teleported. This replaces greater shield ally.
- Terrible Witness (Ex): At 14th level, an alienist has become so inured to bizarre and unimaginable horrors, both mental and physical, that he gains immunity to fear and poison effects created by aberrations and creatures with the mythos descriptor and gains a +2 morale bonus to saving throws against such effects created by other creatures. This replaces life bond.
- Star gate (Sp): At 19th level, an alienist can use his gate ability to span the distance to another planet within the same plane, rather than a location on another plane. In addition, he can use gate to call an aberration or creature with the mythos descriptor to his location to perform a service rather than an outsider. Such creatures could include those summonable with the Summon Star-Spawn feat, as well as powerful creatures like a neothelid, quantum, shoggoth, or star-spawn of Cthulhu. This modifies gate.

Bathynaut (Alchemist archetype)

While elder things and alien entities often predated the rise of civilization, many were known and even venerated in long-fallen antediluvian civilizations whose cities and nations have long since vanished beneath the waves in legendary cataclysms long past. Bathynauts are scholars and explorers of the abyssal deeps of the world’s oceans, probing the oozy rifts of the ocean floor to find the lost relics of ancient cultures touched by visitors from beyond, often becoming tainted themselves by their discoveries of secrets better left buried beneath the waves.

Aquatic Apparatus (Ex): Bathynauts learn how to craft alchemical and technomagical apparatus to help extend her underwater explorations. Crafting an alchemical apparatus takes

The Mythos Descriptor

First introduced in Tomes of Arcane Knowledge, the mythos descriptor is a tool for organizing rules that derive from or touch upon the powers and knowledge of Elder Things from Beyond. Much as spells use descriptors, such as acid, air, chaotic, cold, etc, the mythos descriptor represents spells and spell energies tapping powers or beings beyond the Tapestry of Night or including rituals that call upon such beings or powers. If using the optional Madness rules featured in Tomes of Arcane Knowledge, learning or casting spells with a mythos descriptor causes a sanity check, as detailed above.

In addition, creatures can be given the “mythos” subtype to indicate their alien origin or associations. Creatures with the mythos descriptor include the aboleth, cerebric fungus, dark young of Shub-Niggurath, denizen of Leng, eye of the deep, faceless stalker, ghorazag, gibbering mouther, gug, hound of Tindalos, iku-turso, Leng spider, moon-beast, moonflower, morlock, neh-thalggu, neothelid, phantom fungus, quantum, seugathi, shantak, shoggoth, skum, star-spawn of Cthulhu, veiled master, venerak, and yithian.

Other similarly alien creatures could also be given this descriptor. Statistics for the above creatures can be found on the bestiary pages of d20psrd and in the Pathfinder Reference Document, as well as being linked individually.
apparatus of the crab, cloak of the manta ray, feather token (anchor, ability to breathe, move, and fight underwater, including the ability to manufacture magical items that improve a creature's poison resistance +4.

This replaces poison resistance +4 as though he had the requisite item creation feats, using her alchemist caster level for his extracts as his caster level for the purpose of magic item creation. He must fulfill all other prerequisites to manufacture such items. This replaces swift poisoning.

**Submersible Suit (Ex):** At 8th level, the bathynaut becomes comfortable adapting heavier armor protection with built-in submersible apparatus and maneuvering surfaces. She gains Medium Armor Proficiency as a bonus feat, and her armor check penalty for armor no longer applies to Swim checks (though penalties apply normally for shields and when carrying a medium or heavy load). At 12th level, he gains Heavy Armor Proficiency as a bonus feat.

In addition, as a swift action an armored bathynaut in the water can discharge one of his bombs while attempting a bull rush, drag, or overrun combat maneuver, increasing his combat maneuver bonus for that maneuver by an amount equal to the number of dice of damage the bomb would normally deal. Alternatively, he can discharge a bomb as a swift action as part of a run action, doubling his swim speed until the end of his turn and allowing him to move that turn without requiring a Swim check and to run even through difficult terrain.

This replaces poison resistance +6 and poison immunity.

**Discoveries:** The following discoveries complement the bathynaut: aquatic mutagen*, cognatogen, concussion bomb, deep diver*, delayed bomb, demolition charge, depth charge*, homing torpedo*, mine*, tentacle, torpedo*, underwater demolition.

* New discovery described in this product.

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**Iridic Mage (Wizard archetype)**

The iconography of eyes is ubiquitous among those studying the farthest alien realms, whether a single great all-seeing orb, or multitudinous eyes rippling over deliquescent and shapeless elder things. Iridic mages seek out hidden residues of alien presences, some seeking to serve and others to slay, but always to know. The eyes of iridic mages are always on the heavens, keeping watch should the space-gods ever return, for good or more likely to the ruin of all.

**Bonded Sign (Ex):** An iridic mage must form an arcane bond with an object, which must be an amulet or ring inscribed with the elder signs and runes of otherworldly vision, alien portents, and awful mind-rendering truths. As long as the bonded sign is worn, it grants a +1 insight bonus on skill checks, ability checks, and caster level checks made when interacting with spells or creatures with the mythis descriptor, or people, objects, or places directly associated with them. This bonus increases by 1 at 5th level and every 5 levels thereafter. This modifies arcane bond and replaces Scribe Scroll.

**Ultrasound (Ex):** An iridic mage can permanently sacrifice one spell slot of each spell level she is capable of casting (not including cantrips) in order to mystically enhance his vision. These enhanced visual abilities are gained in the following order each time a spell slot is sacrificed. These abilities are extraordinary even if they duplicate spells or magical effects.

- permanent low-light vision (if the iridic mage already has low-light vision, he can see out to three times the normal distance in dim light)
• immunity to the.dazzled condition.
• darkvision 60 feet (or increase the range of existing darkvision by 60 feet).
• immunity to the blinded condition.
• gain the ability to see through magical darkness within the range of the iridic mage’s darkvision.
• immunity to patterns.
• x-ray vision at will, as if wearing a ring of x-ray vision.
• immunity to gaze effects and similar effects that are triggered by looking at a creature, such as a nymph’s blinding beauty.
• permanent true seeing.

In addition to the benefits listed above, an iridic mage who has sacrificed at least one spell slot gains a competence bonus to Perception checks based on vision equal to the number of spell slots sacrificed +1.

**Light of Revelation (Sp):** At 5th level, as a move action an iridic mage can create a pale light, usually violet, blue, green, or amber, emanating in a 30-foot cone-shaped spread from her bonded sign. This functions as detect aberration, though gaining information immediately as if the iridic mage had concentrated for 3 rounds. Creatures with the mythos descriptor are detected as if they were aberrations, and spell effects with the mythos descriptor are likewise detected as if the iridic mage had cast detect magic and concentrated for 3 full rounds. You automatically identify any mind-affecting effects created by aberrations, mythos creatures, mythos spells, or cultists of mythos powers.

At 10th level, this light suppresses invisibility effects (as invisibility purge) used by any aberration, mythos creature, or creature using a mythos spell. At 15th level, it suppresses all figments and glamers used by such creatures. An iridic mage can use this ability for a number of rounds per day equal to his class level; these rounds need not be continuous. This ability replaces your 5th and 15th level bonus feats.

**Piercing Gaze (Su):** At 10th level, whenever the iridic mage activates his light of revelation, the irises of the mage’s eyes glow brightly in the same hue, and any aberrations, mythos creatures, or their servants within 30 feet of the mage take 1 point of Charisma damage and become staggered for 1 round if they begin their turn within the light (Will negates; DC 10 + 1/2 your wizard level + your Cha modifier). Creatures within the light take 2 points of Charisma damage and are sickened and staggered for 1 round on a failed save. This is treated as a gaze attack, and creatures can avoid its effects by closing their eyes or averting their gaze. This ability affects willing servants of mythos powers as well as charmed, dominated, called, and summoned creatures forced into their service. This ability replaces your 10th and 20th level bonus feats.

**Alchemical Discoveries**

While at first the notion of alchemists being engaged with the lore of things from beyond might seem a strange combination, of all classes alchemists are natural experimenters and the class whose researches most closely resemble something we would call science. Hence, expanding their research and discoveries into the realm of the techno-magical is actually a very small stretch, as is playing up their natural curiosity about unlocking the secrets left behind by races older than time whose civilizations now lie shattered and lost in the ocean depths.

**Aquatic Mutagen:** An alchemist with this discovery gains supple, scaly skin, fins, and fangs when using her mutagen. She gains a primary bite attack as a that deals 1d8 points of damage (1d6 if Small); if she attacks with a weapon, she can use this bite as a secondary natural attack. She also gains the ability to breathe air and water interchangeably and a swim speed equal to her land speed, which also grants a +8 racial bonus to Swim checks and allows her to take 10 on Swim checks even when threatened and to use the run action while swimming. Lastly, the alchemist gains low-light vision underwater and can tolerate cold temperatures as if using endure elements.

**Deep Diver:** An alchemist with this discovery gains darkvision 60 feet. Underwater, the range of her darkvision doubles to 120 feet, and in addition she gains tremorsense 60 feet. The alchemist gains immunity to pressure damage from deep water, and she gains cold resistance 10 and damage reduction 10/-. Though this damage reduction applies only against damage from grappling and constricting (or similar crushing or pressure effects at the GM’s option). An alchemist must be at least 10th level and possess the aquatic mutagen discovery before selecting this discovery.

**Depth Charge:** An alchemist with this discovery can throw bombs effectively underwater, although her range increment is 10 feet. In addition, the splash radius of any bomb she uses underwater is increased to 10 feet, and the surface of a body of water does not provide cover against the alchemist’s bombs when she attacks from land. This discovery does not apply to bombs that deal fire damage or create smoke. An alchemist must be at least 6th level and possess the underwater demolition discovery before selecting this discovery.

**Homing Torpedo (Ex):** An alchemist with this discovery can ignore miss chance due to concealment when attacking into water or underwater, as if using a ranged weapon with the seeking property. In addition, if the homing torpedo misses its target, it does not automatically detonate. If there is a solid object within 10 feet of its target, it has a 50% chance to explode. Otherwise, it pursues its target with a swim speed of 5 feet times the alchemist’s level, continuing to make attacks each round against the same target for a number of rounds equal to the alchemist’s Intelligence modifier before expending its propellant and becoming a dud. An alchemist must be at least 12th level and possess the torpedo discovery before selecting this feature.

**Mine:** An alchemist with this discovery can delay the explosion of a bomb she sets for any time up to a number of hours equal to her level. In addition, she can have more than one delayed bomb at a time. An alchemist must be at least 10th level and have the delayed bomb discovery before selecting this discovery.

**Torpedo (Su):** An alchemist with this discovery can throw bombs effectively underwater with his normal range increment of 20 feet. In addition, objects take full damage from a torpedo rather than being halved. An alchemist must be at least 6th level and possess the depth charge discovery before selecting this discovery.

**Feats**

The following feats are ideal for creatures seeking to deal with alien creatures from beyond, whether summoning them to serve or cowering in terror from them when they run rampant.
Crawler in Darkness

You have learned the powers and limitations of alien senses that operate outside of the normal spectrum, and have learned methods to avoid them by keeping low to the ground.

**Prerequisite:** Knowledge (dungeoneering) 5 ranks, Stealth 5 ranks

**Benefit:** As long as you move no faster than half normal speed, you can use Stealth in conditions of dim light or darkness to hide from creatures with darkvision or low-light vision. In addition, when you are prone (including while crawling, either normally or using abilities like Fast Crawl), you can flank creatures with all-around sight and creatures with blindsight, blindsense, and tremorsense cannot automatically pinpoint your location and must make Perception checks to notice you if you are using Stealth. You also gain this benefit while climbing, as long as you move no faster than half your normal speed. This feat no effect when creatures can see you with normal sight and does not grant you the ability to hide in plain sight if you do not already have this ability.

**Normal:** Creatures with blindsense, blindsight, and tremorsense do not usually need to make Perception checks to notice creatures within range.

Summon Star-Spawn

Your summons call upon alien beings from beneath earth and sea and beyond the farthest stars.

**Prerequisite:** Spell Focus (conjuration), Knowledge (dungeoneering) 5 ranks

**Benefit:** When you cast a summon monster spell or use summon monster as a spell-like ability, you can apply the alien template (see below) to any creature to which you could normally apply the celestial or fiendish template. In addition, you add the following creatures to the list of monsters you are able to summon:

- *summon monster III:* morlock, skum
- *summon monster IV:* cerebric fungus, embryonic aboleth (see below), faceless stalker, phantom fungus
- *summon monster V:* embryonic intellect devourer (see below), embryonic neh-thalggu (see below), eye of the deep, gibbering mother, seugathi
- *summon monster VI:* aboleth, denizen of Leng, embryonic shoggoth (see below), hound of Tindalos, iku-turso, intellect devourer, moonflower, neh-thalggu, shantak
- *summon monster VII:* gug, tentacled horror, yithian
- *summon monster VIII:* dark young of Shub-Niggurath, gug savant, moon-beast
- *summon monster IX:* ghormazagh, Leng spider, veiled master, vemerak

Spells from Beyond

Many spells are appropriate for study by aspiring alienists, whether plumbing the depths of space or exploring lost ruins above or below the waves. Core spells such as air bubble, calm emotions, comprehend languages, darkvision, detect aberration, feebblemind, freedom of movement, insanity, interplanetary teleport, legend lore, magic circle against chaos/evil/good/law, mind blank, scrying, symbol of insanity, touch of the sea, true seeing, vision, and water breathing harmonize well with themes of alien incursion and exploration. In addition, the following spells would make ideal additions to an alienist’s arcane arsenal.

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<td><strong>Deform Angularity</strong></td>
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<tr>
<td><strong>Shroud of Stars</strong></td>
</tr>
</tbody>
</table>

**Alien Contact**

**School** conjuration (calling) [mythos]; **Level** sorcerer/wizard 6, summoner 5

**Casting Time** 10 minutes

**Components** V, S

**Targets** up to three aberrations or mythos creatures with Hit Dice totaling no more than 12 HD, no two of which can appear more than 30 feet apart

**Except as noted above, this spell functions like greater planar binding**, but rather than calling elemental or outsiders it calls one or more aberrations or creatures with the mythos subtype.

**Alien Contact, Greater**

**School** conjuration (calling) [mythos]; **Level** sorcerer/wizard 8, summoner 6

**Casting Time** 10 minutes

**Components** V, S

**Targets** up to three aberrations or mythos creatures with Hit Dice totaling no more than 18 HD, no two of which can appear more than 30 feet apart

**Except as noted above, this spell functions like greater planar binding**, but rather than calling elemental or outsider it calls one or more aberrations or creatures with the mythos subtype.
**Alien Contact, Lesser**

**School** conjuration (calling) [mythos]; **Level** sorcerer/wizard 5, summoner 4

**Casting Time** 10 minutes

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels); see text

**Target** one aberration or mythos creature with 6 HD or less

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** no and yes; see text

Except as noted above, this spell functions like lesser planar binding, but rather than calling an elemental or outsider it calls a single aberration or creature with the mythos subtype.

---

**Cosmic Communion**

**School** divination [mythos]; **Level** sorcerer/wizard 4, summoner 3

**Casting Time** 10 minutes

**Components** V

**Range** personal

**Target** you

**Duration** concentration

This spell casts your mind out across the cosmos, into contact with alien intelligences from far beyond. Except as noted above, this spell functions like contact other plane, but if you fail the Intelligence check to avoid decreasing your Intelligence and Charisma to 8, you also take Wisdom damage equal to the difference between your Intelligence check and the target DC. In addition, failing this check attracts the attention and interest of the cosmic entity you contacted, with a chance equal to 5% times the difference between your Intelligence check and the target DC that the entity sends one or more alien minions to investigate within 1d10 days. Treat this as a summon monster spell using the Summon Star-Spawn feat (see above), summoning one or more mythos creatures or creatures with the alien template. This functions as summon monster III if using the Elemental Plane line, increasing the level of the summon monster effect by one step for each step by which the caster tries to increase the power of his divination. These summoned creatures focus their attention on the caster of cosmic communion but will happily destroy any other creatures that get in their way or happen to be nearby when they appear. If they appear during a battle, they are equally likely to target the caster’s enemies as his allies.

**Optional Rule:** If using the alternate Madness and Sanity rules from Tomes of Arcane Knowledge, you gain an equivalent number of Madness points instead of Wisdom damage.

---

**Deform Angularity**

**School** conjuration (teleportation) [mythos]; **Level** sorcerer/wizard 5, summoner 4

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** 1 round/level (D)
Your body is transpatially distorted into otherworldly geometries too alien to contemplate. You gain a +4 deflection bonus to your Armor Class, and any effect targeting you has a 50% chance to bypass you and instead be redirected toward a random creature within 10 feet (or to simply fail, if no creature is within this range). Effects that you create are not affected, but even effects that do not require attack rolls or normally hit automatically can be affected. A creature using true strike ignores the effect of this spell.

**Embryonic Implantation**

**School** conjuration (creation) [mythos]; **Level** alchemist 5, sorcerer/wizard 6, summoner 5

**Casting Time** 1 minute

**Components** V, S, M (a bit of flesh from a creature with the mythos subtype)

**Range** touch

**Target** creature touched

**Duration** instantaneous and see text

**Saving Throw** Fortitude negates; **Spell Resistance** yesdevours its original

Tapping into the genetic material of an alien creature, you impregnate a creature you touched with an aberrant abomination that grows slowly to maturity inside the target’s body. If the target saves, the embryo fails to implant and the spell has no effect. If the save fails, you may stipulate the time span of the embryo’s maturation, which may be 2d6 hours, 2d6 days, 2d6 months, or 2d6 years. During this time, the alien seed exists as a parasite bonded to the target’s vitals. Conjunction (healing) effects treat the embryo as part of the target’s body and do not harm the embryo. However, break enchantment can remove it with a successful caster level check. Poison that deals Constitution damage can also kill the embryo, acting like break enchantment but rolling 1d20 and adding the number of points of Constitution damage or drain dealt to the host in place of a caster level check. Make a single check when the embryo matures; any Constitution damage or drain that has been healed does not apply to this check. The embryo also dies if the host does, even if the host is later returned to life. The implanted embryo is difficult to detect, as most divinations treat it as part of the host. However, detect chaos, detect aberration, and locate creature can detect the presence of the embryo with a successful caster level check against a DC of 20 plus your caster level, as can a Heal check against the same DC. The maturing embryo saps at the vitality and sanity of the target. Whichever time increment you have selected (hours, days, months, or years), each time that increment passes the target takes 1 point of Wisdom drain. Once Wisdom drain occurs, the target becomes mentally unstable and takes a -2 penalty to saving throws against mind-affecting effects and must always attempt a saving throw to resist normally harmless healing effects.

When the maturation period described above ends, the target becomes violently ill, becoming fatigued and sickened. A DC 30 Perception check (or DC 20 Heal check, if the host is closely examined) reveals something writhing and stretching within the host’s body. Every round thereafter, the target takes 1 point of Constitution drain as the implanted embryo begins eating its way out of its host and must make a new Fortitude save against the spell’s DC. Each time the save is failed, he gains one of the following conditions (determine randomly):

- 01-25 confused
- 26-50 exhausted
- 51-75 nauseated
- 76-00 panicked

Whenever the target reaches 0 Constitution, or on the third failed save in any case, the target dies at the end of its turn and the embryonic creature bursts forth from its body. The type of embryonic creature that can be implanted depends on your caster level.

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Implanted Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>up to 14th</td>
<td>Embryonic aboleth</td>
</tr>
<tr>
<td>15th-17th</td>
<td>Embryonic intellect devourer or neh-thalggu</td>
</tr>
<tr>
<td>18th or greater</td>
<td>Embryonic shoggoth</td>
</tr>
</tbody>
</table>

Once mature, the embryonic creature is an independent being and has no allegiance to the caster. It devours the remains of its original host and seeks out further prey to help it grow into its full-sized adult form.

**Discharge Eyespore**

**School** conjuration (creation) [mythos]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4

**Casting Time** 1 minute

**Components** V, S, M (an eyeball from the caster)

**Range** personal

**Target** you

**Duration** 1 hour/level or until discharged

You pluck out one of your own eyes, while creating a levitating protoplasmic sac to encase it. The act of removing an eye deals 2 points of Constitution damage to the caster and leaves him dazzled until the eyespore is replaced in his eye socket; if the eyespore is destroyed, the dazzled condition becomes permanent, though remove blindness/deafness, regenerate, or heal removes the condition. If you are affected by the countless eyes spell when you cast discharge eyespore, you may choose to discharge the remaining duration of that spell in lieu of taking Constitution damage and becoming dazzled. The eyespore functions similarly to prying eyes but creates only a single floating oculus. However, the eyespore gains all-around vision and in addition to normal sight has blindsight in a radius equal to 10 feet per 5 caster levels.

The protoplasmic sac encasing the eyespore is filled with unstable gas that allows it to float and propel itself, and if the eyespore is damaged it explodes in a 10-foot radius, dealing 6d6 points of damage (DC 16 Reflex half). In addition, creatures within this blast radius are exposed to blinding sickness.

**Fade from Existence**

**School** conjuration (teleportation) [mythos]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4

**Casting Time** 1 immediate action

**Components** V

**Range** personal

**Target** you
You cloak yourself in a cosmic curtain, your silhouette filled with a shroud of stars.

**Duration**: 1 round

**You** slip loose from the bounds of ordinary reality into the weird hyperspatial dimension of your cultic patrons. While in this extradimensional reality you can perceive the normal world around you and you can move through creatures or solid objects as if you were incorporeal, but creatures within normal reality can perceive you or affect you. In fact, when you fade from existence creatures within line of sight to you temporarily forget that you ever existed for 1 round (DC 20 Will negates). Creatures that have forgotten your existence cannot ready actions that depend on your actions.

You can target yourself or objects you carry with spells or effects while you fade from existence but you cannot affect other creatures or objects. Time passes normally when you fade from existence, and you reappear within reality at the end of your next turn. This brief transit through alien unreality causes you to become confused for 1 round (DC 20 Will negates) upon reverting to normal reality.

**Optional Rule**: You gain 1 Madness point rather than becoming confused at the conclusion of the spell (DC 20 Will negates).

**Shroud of Stars**

**School**: Illusion (glamer and shadow) [mythos]; **Level**: sorcerer/wizard 8

**Casting Time**: 1 standard action

**Components**: V, S, F (a black silken and velvet mask studded with crushed black and star sapphires - 1000 gp)

**Range**: Personal

**Target**: You

**Duration**: 1 round/level (D)

You cloak yourself in a cosmic curtain, your silhouette filled with inky blackness and swirling celestial bodies. While your outline is unchanged, the details of your appearance cannot be seen while so glamered. Attacks against you have a 20% miss chance, though you do not gain actual concealment. You gain low-light vision and if outdoors at night you gain fast healing 2.

The shroud of stars renders you immune to effects with the light or darkness descriptor, whether they target you or affect an area, as well as pattern spells, searing light, and prismatic spray.

In addition, if a spell of these types includes you in its area of effect, as an immediate action you can make a caster level check against a DC of 11 plus the caster level of the effect. With a successful check, the entire effect is harmlessly absorbed by the shroud of stars. However, this reduces the remaining duration of the shroud of stars by a number of rounds equal to the level of the absorbed spell. You can attempt to absorb existing effects of these types as a standard action, but the DC is increased to 15 plus the creator's caster level.

The shroud of stars also protects you from the harmful effects of prismatic wall and prismatic sphere, and a successful caster level check against a DC of 15 plus the caster level of the prismatic wall or prismatic sphere's creator enables you to pass through the prismatic sphere or prismatic wall as the caster can. This reduces the remaining duration of the shroud of stars by 10 rounds.

**Mythos Magic Rituals**

Because of their alien origin and the mind-bending seductiveness of their eldritch language, spells with the mythos descriptor can be cast even by creatures with no magical talent or training, by divine casters trying to use an arcane spell (or vice versa), or to cast a spell of a level beyond that which the character is normally capable of casting. If a ritual is used to cast a spell that a character would normally be unable to cast, whether because of its level or because they lack the proper spellcasting ability, the spell takes effect at a caster level equal to half the caster's character level (minimum 1st). If the spell is one that the caster could normally prepare and/or cast, she can instead use a mythos magic ritual to cast the spell without expending a spell slot. In this case, the spell takes effect at her full caster level.

Performing a mythos magic ritual requires the caster to have a physical copy of a spellbook containing the spell available. The ritual takes 1 hour and requires a Will save (DC 15 + spell level) to avoid taking 1 point of ability drain to Intelligence, Wisdom, or Charisma (determine randomly which ability is affected). As long as the target has at least 1 point of ability drain, he takes a -2 penalty to saving throws against compulsions, including any effect that would cause him to become confused or insane (including future saving throws to avoid ability drain from performing mythos rituals). The creature also acquires a type of paranoia that prevents him from willingly accepting any effect that would heal his ability drain; he must attempt a saving throw against such effects even if they are harmless. If a character's cumulative ability drain to Intelligence, Wisdom, and Charisma equals his level, or if any score reaches 0, he becomes insane.

**Optional Rule**: The above rule is an extremely simplified version of the madness and sanity rules in *Tomes of Arcane Knowledge*; if you have that product, you may use the rules as described there instead.

**Creature Templates**

A variety of mythos creatures already exist in the game, as described in the "Mythos Descriptor" sidebar. In addition, the following templates can be used to convert ordinary creatures into alien horrors. The alien template is an otherworldly analogue to the celestial and fiendish creatures that reside on the upper and lower planes. The embryonic creature template takes an existing alien beast and shrinks it into a grotesque parasite that can bond with another creature as a terrifying symbiote.

**Alien**

An alien creature is an otherworldly analogue for a commonly known creature, a native of distant planets and the dark places between the stars. Alien creatures are typically misshapen and mutated, with masses of gelid tissue, bulbous eyes in various positions around their bodies, sagging skin, asymmetrical limbs, and a savage disposition. Alien is an inherited template that can be applied to any corporeal living creature, save for Fey and outsiders. An alien creature's quick and rebuild rules are the same.

**Challenge Rating**: As the base creature, +1 for creatures with 5 or more Hit Dice.

**Senses**: Alien creatures gain all-around vision and blindsense 30 feet.

**Alignment**: Always chaotic.

**Type**: The creature's type changes to aberration, and it gains the mythos subtype.
Defensive Abilities: Alien creatures gain resistance to acid and cold, as well as partial immunity to critical hits and sneak attack or precision-based damage, based on their Hit Dice.

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Resist acid and cold</th>
<th>Critical immunity</th>
<th>Unnatural aura</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>5</td>
<td>25%</td>
<td>10 feet</td>
</tr>
<tr>
<td>5-10</td>
<td>10</td>
<td>50%</td>
<td>20 feet</td>
</tr>
<tr>
<td>11+</td>
<td>15</td>
<td>75%</td>
<td>30 feet</td>
</tr>
</tbody>
</table>

Speed: As the base creature.

Special Qualities: An alien creature gains the following special qualities:

Unnatural Aura (Su): Alien creatures have an unnatural aura with a radius as noted above.

Embryonic

An embryonic creature is an alien creature that has not yet fully formed. Sometimes found in creepy egg or seed pods, an embryonic creature’s development into a mature creature may be stimulated by disturbing a long-sealed birthing chamber, or exposing it to living tissue or living creatures in which they may implant themselves. Of course, alien researchers or cultists may cultivate collections of these embryonic creatures (or be directed to do so, knowingly or unconsciously, by alien masters) to implant them in others and unleash alien havoc. Embryonic is an inherited template that can be applied to any aberration or to magical beasts or outsiders with the mythos subtype.

Challenge Rating: For creature’s CR 8 and below, an embryonic creature’s CR is 1/2 the base creature’s CR (rounding down, minimum 1); for creatures CR 9 and above, an embryonic creature’s CR is 1 plus 1/3 the base creature’s CR.

Alignment: As the base creature.

Type: The creature’s type changes to aberration (unless an ooze, with no saving throw allowed. It also deals 1 point of damage to the target’s Intelligence, Wisdom, or Charisma (choose randomly) every 24 hours; however, as long as the target is able to heal naturally this damage is healed as it occurs and has no immediate game effect. However, the constant gnawing away at the target's psyche makes the target mentally unstable, resulting in a -2 penalty to saving throws against emotion and fear effects, as well as effects that cause the target to become confused, dazed, feebleminded, or insane.

An embryonic creature can explant itself as a move action, or if it is attached to a creature at the end of its turn, the target takes the same ability damage with each failed check. Attach (Ex): As a full-round action, an embryonic creature can make a melee touch attack to attach itself to a creature like a stige. In addition, if it is attached to a creature and its CR is 8 or less, the target is subjected to the constant gnawing away at the target’s psyche makes the target mentally unstable, resulting in a -2 penalty to saving throws against emotion and fear effects, as well as effects that cause the target to become confused, dazed, feebleminded, or insane.

An embryonic creature can explant itself as a move action, or if it is helpless or dead it can be removed without injury with a DC 20 Heal check taking 1 hour. If the embryonic creature is killed while attached, the creature into which it is implanted takes 2 points of damage to its Intelligence, Wisdom, and Charisma due to the psychic shock. If the Heal check to remove it safely is failed, the target takes the same ability damage with each failed check.

Abilities: Str -16 (minimum 1), Con -4, Int -4, Wis -4, Cha -4.

Skills: An embryonic creature has the same class skills as the base creature, though its skill ranks should be recalculated to reflect its lower hit points and Intelligence.

Feats: An embryonic creature retains any racial bonus feats and its feat choices typically mirror an adult of its species, though with fewer overall feats due to its reduced Hit Dice. Embryonic creatures gain Weapon Finesse as a bonus feat.

Special Qualities: An embryonic creature gains the following special quality:
Undetectable Parasite (Su): While attached, an embryonic creature benefits from a continuous *nondetection* effect. If the embryonic creature lacks a caster level, a DC 15 caster level check penetrates this detection.

**Sample Embryonic Creatures**

### EMBRYONIC ABOLETH

<table>
<thead>
<tr>
<th><strong>CR 3</strong></th>
</tr>
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<tbody>
<tr>
<td><strong>XP 800</strong></td>
</tr>
<tr>
<td>CE Tiny aberration [mythos]</td>
</tr>
<tr>
<td><strong>Init +5; Senses</strong> darkvision 60 ft.; Perception +9</td>
</tr>
</tbody>
</table>

**Defense**

- AC 18, touch 13, flat-footed 15 (+5 natural, +1 Dex, +2 size)
- **hp 25 (3d8+12)**
- **Fort +5, Ref +2, Will +4**

**Offense**

- **Speed** 5 ft., burrow 5 ft., swim 30 ft.
- **Melee** 4 tentacles +6 (1 plus slime)
- **Space/Reach** 2-1/2 ft./0 ft.
- **Special Attacks** attach, neural implant
- **Spell-Like Abilities** (CL 4th, concentration +7)
  - At will—*hypnotic pattern* (DC 15), *major image* (DC 16)

**Statistics**

- **Str 4, Dex 12, Con 19, Int 11, Wis 13, Cha 13**
- **Base Atk +2; CMB -4; CMD 5 (can’t be tripped)**
- **Feats** Improved Initiative, Weapon Finesse\(^a\), Weapon Focus (tentacle)

**Languages** Aboleth

**SQ** undetectable parasite

**Special Abilities**

- **Mucus Cloud (Ex)** This ability functions as an adult aboleth (DC 15 Fortitude negates), but it fills only the embryonic aboleth’s own square, not adjacent squares.
- **Slime (Ex)** This ability functions as an adult aboleth (DC 15 Fortitude negates).

### EMBRYONIC INTELLECT DEVOURER

<table>
<thead>
<tr>
<th><strong>CR 4</strong></th>
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<tbody>
<tr>
<td><strong>XP 1200</strong></td>
</tr>
<tr>
<td>CE Diminutive aberration [mythos]</td>
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<tr>
<td><strong>Init +10; Senses</strong> blindsight 60 ft.; Perception +12</td>
</tr>
</tbody>
</table>

**Defense**

- **AC 22, touch 20, flat-footed 16 (+2 natural, +6 Dex, +4 size)
- **hp 22 (3d8+9)**
- **Fort +4, Ref +7, Will +3**
- **DR 5/adamantine and magic; Immune** fire, mind-affecting effects; **Resist** cold 10, electricity 10, sonic 10; **SR 13**
- **Weaknesses** vulnerability to *protection from evil*

**Offense**

- **Speed** 20 ft., burrow 5 ft.
- **Melee** 4 claws +7 (1)
- **Space/Reach** 2-1/2 ft./0 ft.
**Special Attacks**
- attach, body thief, neural implant, sneak attack +1d6

**Spell-Like Abilities** (CL 2nd, concentration +5)
- At will—lesser confusion (DC 12), daze monster (DC 13)

---

**Statistics**

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
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<tr>
<td>1</td>
<td>23</td>
<td>17</td>
<td>12</td>
<td>6</td>
<td>13</td>
</tr>
</tbody>
</table>

**Base Atk** +2; **CMB** +7; **CMD** 9 (13 vs. trip)

**Feats**
- Improved Initiative, Iron Will, Weapon Finesse

**Skills**
- Bluff +15, Knowledge (local) +6, Perception +12, Sense Motive +4, Stealth +30, Use Magic Device +7

**Languages**
- Undercommon (cannot speak); telepathy 100 ft.

**SQ**
- Undetectable parasite

---

**Special Abilities**

**Body Thief (Su)** This ability functions as an adult intellect devourer.

---

**Embryonic Neh-thalggu**

**CR 4**

<table>
<thead>
<tr>
<th>XP 1,200</th>
</tr>
</thead>
</table>

**CE Tiny aberration**

**Init** +7; **Senses** darkvision 60 ft.; Perception +10

---

**Defense**

**AC** 16, touch 16, flat-footed 13 (+3 Dex, +1 insight, +2 size)

**hp** 34 (4d8+16)

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

**DR** 5/magic; **Immune** confusion effects; **SR** 9

---

**Offense**

**Speed** 5 ft., burrow 5 ft., fly 20 ft. (perfect)

**Melee** 2 claws +8 (1d2-1), bite +8 (1d3-1 plus poison)

**Special Attacks**
- attach, neural implant, poison, rend (2 claws, 2d2-2)

**Sorcerer Spells Known** (CL 1st; concentration +3)
- 1st (4/day)—*color spray* (DC 12), *shield*
- 0 (at will)—*acid splash, dancing lights, detect magic, mage hand*

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**Statistics**

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<tr>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
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<td>8</td>
<td>16</td>
<td>19</td>
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<td>14</td>
<td>13</td>
</tr>
</tbody>
</table>

**Base Atk** +3; **CMB** +0; **CMD** 13 (can’t be tripped)

**Feats**
- Arcane Strike, Eschew Materials, Improved Initiative, Weapon Finesse

**Skills**
- Fly +20, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +8, Perception +10, Sense Motive +7, Spellcraft +8, Stealth +16, Use Magic Device +8

**Languages**
- Aklo, Common

**SQ** amphibious, undetectable parasite

---

**Special Abilities**

**Brain Collection (Ex)** As an adult neh-thalggu; however, upon maturing an embryonic neh-thalggu has only a single brain pod, drawn from its original host. Hence, it must bud a new brain pod for each brain it consumes; this takes 1d4 rounds and the neh-thalggu is staggered during this time. An embryonic neh-thalggu does not suffer negative levels for having less than seven stored brains, nor does consuming brains grant it additional hit dice or spellcasting ability (though it can access information that a consumed brain formerly possessed, at the GM’s discretion) until it reaches its next stage of maturity.

**Poison (Ex)** Bite; save Fort DC 15; frequency 1/round for 6 rounds; effect 1 Strength damage and staggered; cure 2 consecutive saves.

**Strange Knowledge (Ex)** As an adult neh-thalggu.

---

**Embryonic Shoggoth**

**CR 7**

<table>
<thead>
<tr>
<th>XP 3,200</th>
</tr>
</thead>
</table>

**CE Tiny ooze (aquatic) [mythos]**

**Init** +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +12

---

**Defense**

**AC** 28, touch 19, flat-footed 21 (+9 natural, +7 Dex, +2 size)

**hp** 92 (8d8+56)

**Fort** +11, **Ref** +9, **Will** +11

**DR** 5/-; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 10, electricity 10, fire 10; **SR** 20

---

**Offense**

**Speed** 25 ft., burrow 5 ft., climb 15 ft., swim 25 ft.

**Melee** 4 slams +15 (1d6+7 plus grab)

**Space/Reach** 2-1/2 ft./5 ft.

**Special Attacks**
- attach, constrict (1d6+7), engulf (1d8+15 bludgeoning damage plus 2d6 acid damage, AC 17, hp 9), maddening cacophony, neural implant, trample (2d6+10, DC 20)

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**Statistics**

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
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<td>24</td>
<td>24</td>
<td>25</td>
<td>1</td>
<td>18</td>
<td>9</td>
</tr>
</tbody>
</table>

**Base Atk** +6; **CMB** +11 (+15 grapple); **CMD** 28 (can’t be tripped)

**Feats**
- Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse

**Skills**
- Climb +14, Perception +12, Swim +14

**Languages**
- Aklo

**SQ** amphibious, undetectable parasite

---

**Special Abilities**

**Engulf (Ex)** An embryonic shoggoth can use this ability on a creature up to Small if it begins its turn grappling that creature. It can use this ability while trampling only against Diminutive or Fine creatures.

**Maddening Cacophony (Su)** This ability functions as an adult shoggoth (DC 13 Will negates), but it affects only 1 15-foot radius.
Cold Mountain

A mother's love is stronger than death, but love and death walk hand in hand when mortals cross paths with the immortal fey. This adventure designed for 4th to 5th level characters offers the chance to earn additional experience within a Kingbreaker Adventure Path campaign as they explore the unforgiving lands of a savage frontier and find them not uninhabited. Can they find a way to peacefully coexist with clans of the lonely hills and the frightening powers of nature that threaten to rise up and devour barbarian village and new-founded kingdom alike.

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- Gothic Grimoires: Book Four, Spellbones of the Devourer
- Gothic Grimoires: Book Five, To Serve a Prince Undying
- Gothic Heroes
- Gothic Visions
- The Mad God's Formulary
- The Murmuring Fountain
- Tomes of Ancient Knowledge
- Treasury of the Macabre

Imperial Adventure Path Plug-Ins

- The Baleful Coven
- Imperial Heroes
- Meditations of the Imperial Mystics
- Under Frozen Stars
- The Way of Ki