

Unspeakable Cults

AZATHOTH



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Published by d20pfsrd.com Publishing

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Publisher's Choice Quality Stock Art ©

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Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

INTRODUCTION

Mankind has always looked to the stars, wondering what lay beyond them. Only rarely did we dare dream about what lived in the darkness between them. A few people did, H.P. Lovecraft serving as a prime example of these people.

Since then, the Cthulhu Mythos has expanded greatly, to the point where people have often forgotten what actually forms the basis of some of these entities. *Unspeakable Cults* looks to fix this, and re-introduce these alien beings and those insane enough to call to them for help.

We hope you enjoy these pages and the look into Azathoth, but reader beware: *If you stare into the Abyss long enough the Abyss stares back at you.*

Contents

Introduction	2
Azathoth	3
Cult of Azathoth	3
Occult Inquiry	4
Coercion	4
Goals.....	5
Identifiers.....	5
The Church	6
Invoking Azathoth	6
Effects of Influence.....	6
New Archetype.....	8
Mad Visionary (Cleric Archetype)	8
New Feats	10
Azathoth's Conflagration (Invocation)	11
Azathoth's Smite (Invocation).....	11
Expanded Mysteries (Azathoth).....	11
Fire of Azathoth (Invocation)	11
Grimoire of the Blind God	12
Rite of Supplication (Azathoth).....	12
Secret Name (Invocation).....	12
New Occult Rituals.....	13
Ruinous Portent.....	13
Spread the Call.....	14
Sign the Tome	14
New Spells	16
Maw of the Devourer	16
Hideous Feast	17
Eldritch Anatomy.....	18
Voracious Void.....	18
Aberrant Presence.....	19
Eldritch Anatomy II.....	20
Consuming Vortex	20
Feast of the Apocalyptic Beast.....	21
Doorway to Oblivion.....	22
New Corruption	23
Dream Chosen.....	23
Open Game License.....	26

AZATHOTH

The Ultimate Chaos, the Blind Idiot God, Apocalyptic Beast

Alignment: CN

Domains: Chaos, Destruction, Madness, Sun, Void

Sub-Domains: Catastrophe, Dark Tapestry, Entropy, Insanity, Nightmare, Stars

Favored Weapon: Warhammer

At the center of infinity, unbound by all laws and magics, lies Azathoth, blind and gnawing in a sleep that defies understanding. We are because Azathoth sleeps, and were he to awaken, everything that we know would cease to exist as the very walls of the Universe would crack and bloat before dying. Warmth, light, gravity, and every physical constant we rely upon in an ordered universe would fray and then cease to be.

Azathoth does not want, Azathoth does not scheme, Azathoth is not aware of anything in the eternities around him as he sleeps. He is blind and babbling, kept in his court beyond the bounds of the Universe, serenaded by the

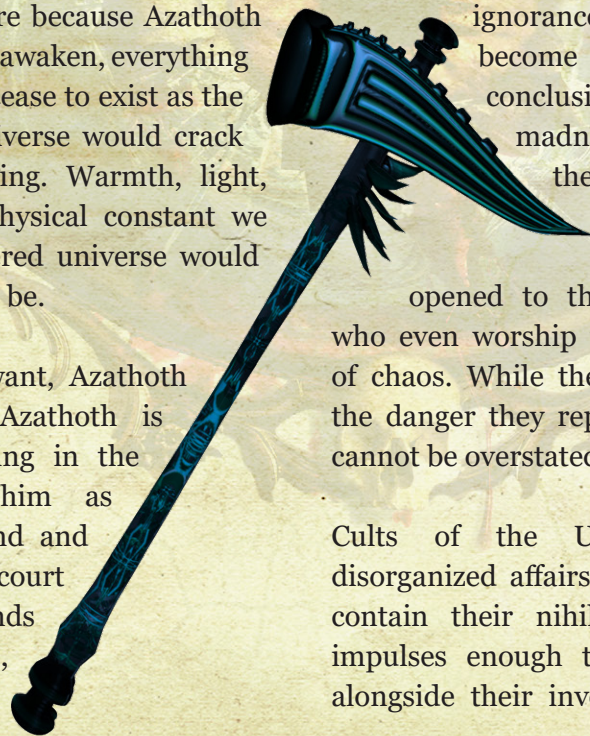
piping and drums of an alien orchestra who spend eternity keeping the Apocalyptic Beast at rest.

Followers of Azathoth believe that the entire Universe exists as a dream of their lord. Everything that we know, from the tiniest ant to the gods themselves, came into existence from the sleeping consciousness of Azathoth. He was before the first living things, before the stars ignited, before matter and even time. There is no telling how many universes the Ultimate Chaos conjured up before awakening to return all of creation to nothingness.

CULT OF AZATHOTH

Civilization lives and breeds due to ignorance. Were the masses to become aware of their fated conclusion, there would be madness, killings, and the implosion of order. Still, there are a few whose eyes have opened to the eldritch truth and who even worship the maw at the heart of chaos. While they may not be many, the danger they represent, to all worlds, cannot be overstated.

Cults of the Ultimate Chaos are disorganized affairs. Few individuals can contain their nihilism and destructive impulses enough to live a normal life alongside their involvement in the cult.



Introduction

Azathoth

The Church

New Archetype

New Feats

New Occult Rituals

New Spells

New Corruption

While a single careful disciple might escape notice, any more than a handful are bound to draw attention. Therefore, cults thrive at the very edges of civilized areas, with the cultists abandoning any trappings of their former life to adopt their new calling.

There are two primary paths that lead to membership in the cult:

OCCULT INQUIRY

Finding any reference to Azathoth is difficult even within books of elder blasphemies. Even when the Apocalyptic Beast is mentioned, it is usually just an apocalyptic portent and a warning that there is a forbidden line one should never cross, even when one has discarded all other sane precautions. Still, all things forbidden are also alluring.

Occult scholars who wish to push past the limits of acquired knowledge learn of the Tome of Azathoth, a book signed in the blood of countless madmen. This book is found at the very edge of our dreaming world—where the minds of mortal dreamers come up against strange intelligences birthed from the void.

Anyone progressing far enough to learn the nature of the Tome, comes to the attention of Nyarlathotep. The Harbinger of the Outer Dark appears in the dreams of the hopeful wearing one of his many masks and attempting to beckon the dreamer a little farther from the comfort of sane vistas. Those that follow long enough will

find themselves standing over the Tome of Azathoth within an alien temple, the flutes of the court sounding their endless dirge. Here, all other loyalties must be sacrificed and the dreamer must accept a new name that will forever mark them as one of the Blind God's chosen.

COERCION

Most cultists of Azathoth do not seek out their master. They are secure in their ignorance, living normal lives. This ends when they gain the first exposure to the eldritch truth behind reality. Their mind open too far, and their dreams become infected. Everywhere they turn, they hear the sounds of the flutes and feel the gaze of the stars upon them.

These people are those that fall prey to insanity, the Dream Chosen corruption (see the *New Corruption* section), or another form of indoctrination practiced by the cult. Once pressed to this point, their minds twisted to the point of fanaticism, they are willing to die to bring about the end of all creation. These individuals make up the rank-and-file of the cult of Azathoth, shedding all other loyalties to blindly follow those that possess the secret of the awakening.

GOALS

There is no telling if Azathoth desires anything at all in his sleeping state and he is completely oblivious of the schemes of his followers. Nyarlathotep, with his ability to assume any guise, oversees the indoctrination of new members into the cult and provides them with enough eldritch knowledge to sow the seeds of

destruction. They worship his apocalyptic power and actively seek to awaken him to wash away a universe full of deceit.

IDENTIFIERS

Being a secret faith of chaos, devotees do little to distinguish themselves externally, with the one exception being the display of the elder sign—the one symbol in all of creation that all creatures of the outer dark instinctively recognize.



Introduction



Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

THE CHURCH

The cult of Azathoth is a diffuse organization made of disparate groups that have come to bask in the Ultimate Chaos. Hunted as they are by all sane peoples, the cults congregate in abandoned ruins, isolated mountains, and the depths of darkened swamps—anyplace that the sound of strange pipes and apocalyptic drumming will go unnoticed.

Singular cults operate as completely independent cells. While this makes them very difficult to track, and the destruction of any one does nothing to damage any other, this limits their power and prevents the spread of occult discovery that could accelerate their shared mission. Still, there are rumors that the cult is growing more daring, with elder priests beginning to gather zealots in larger groups and preach that the time of the awakening is at hand. Since each of these groups carry fragments of occult powers, there is no telling what horrors could be unleashed should they be brought together.



INVOKING AZATHOTH

There are names that echo around the corners of infinity. Names that cause the foundations of reality to tremble. To invoke these names gives one power, but at the price of rousing the attention of entities best left alone.

This book introduces a new set of invocation feats. In order to qualify for using these invocations, a character must use the *sign the tome* ritual presented in this book and possess the Secret Name feat.

These feats allow for great power at the cost of attracting interest from the strange denizens of the outer dark and straining the mind to the point of rupture in the face of their attention. This uses a similar system to the medium's spirit influence, where every time an invocation ability is activated the character (referred to hereafter as the invoker) accepts a certain amount of Azathoth's Influence. At low levels, this influence can largely be discounted, but at higher levels it can cause the invoker to bear the maddening sign of Azathoth.

EFFECTS OF INFLUENCE

At the beginning of a new day, at dawn, an invoker's Azathoth Influence resets to 0. For every point of influence they acquire over the course of 24 hours, the

invoker suffers a -1 penalty to all Bluff and Diplomacy checks when not dealing with other cultists of the Dark Tapestry or associated creatures. However, with the loss of mental control, the invoker begins to exude a perceptible aura of menace and power, gaining a +1 bonus to all Intimidate checks for every 2 points of Azathoth's Influence.

When an invoker reaches their influence threshold (5 for anyone without the Expanded Mysteries (Azathoth) feat) they become mentally unbalanced and gain Azathoth's touch for 2d6 hours. If, during that time, Azathoth would gain more influence over them for any reason,

they are rendered catatonic for 1 hour per additional point of Influence.

AZATHOTH'S TOUCH

Type curse; **Save** none

While under the influence of Azathoth's touch a character is blinded and suffers a constant need to babble in every conceivable language as if under the effects of a *tongues* spell. Their mental disarray prevents any form of spell casting while in this state. No magic can cure this effect while the invoker still has an amount of Azathoth's Influence equal to their threshold.

Introduction

Azathoth



The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

NEW ARCHETYPE

Below you'll find a new archetype for use in your games, subject to the GM's approval.

MAD VISIONARY (CLERIC ARCHETYPE)

Gods have wants, desires, and motives. These are often human desires, but played out over an immortal life span and magnified by world spanning power. They rely upon mortal emissaries to carry out their will to further their plans for the mortal realm. The devout are happy to lay down their lives for the god that answers their prayers and see it as a unique honor to be an instrument of the divine.

However, there are those who worship gods whose desires are alien and motions inscrutable. These beings are barely, if at all, aware of their worshippers and their power stems from a deepening awareness of the darker truth to the Universe.

The powers that a mad visionary command are a form of divine inspiration. In order to gain awareness of their patron, they must open their minds further and further, gaining power with each new expansion. Their sanity strains and buckles under the weight of understanding, but if the visionary can reach beyond their own

insanity, there is no limit to the horrifying majesty they can achieve.

The following are features of the mad visionary.

Requirements: A mad visionary must worship a Great Old One.

EXPANDED CONSCIOUSNESS

When the mad visionary gains a new spell level, he learns a single psychic spell of any level he can cast. A mad visionary gains one psychic spell slot for each level of cleric spell he can cast, from 1st level up. Each day, a cleric can prepare one of his psychic spells in that slot. These spells are cast as a psychic of the mad visionary's class level with thought and emotion components replacing verbal and somatic components, but the DC of saving throws against any spell are based on the mad visionary's Wisdom score.

This replaces the domain class feature.



MENTAL RUINATION (SU)

At 1st level, when a mad visionary channels energy, he calls forth a bewildering cacophony of mental chaos. This is neither positive nor negative energy and is destructive to any creature with an Intelligence of 3 or more that is not immune to mind-affecting abilities. Any creature in the area of effect can attempt a Will save for half damage. This counts as channel energy for the purpose of feats.

Beginning at 8th level, any creature that fails their Will save against mental ruination is *shaken* for 1d4 rounds.

Beginning at 12th level, any creature failing their Will save against mental ruination is also *confused* for 1 round.

This alters channel energy.

SPONTANEOUS CASTING (SU)

The mad visionary can lose a prepared spell that isn't an orison to cast a *mind thrust* spell of the same level. This is cast as a psychic spell using an emotion component.

This alters spontaneous casting

RITUALIST (EX)

At 2nd level, a mad visionary gains a +2 bonus on any skill check made to research or take part as a participant in an occult ritual.

Starting at 6th level, whenever a mad visionary fails a check during an occult ritual he may choose to reroll it. He must accept the second result even if it is worse. This ability can only be used once per ritual.



Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

NEW FEATS

Below you'll find a series of new feats for use in your games, subject to the GM's approval.

Feat	Prerequisite(s)	Benefit(s)
Azathoth's Conflagration	Secret Name	Deal extra damage with evocation spells for Influence
Azathoth's Smite	Secret Name, BAB +6	Inflict additional damage with a melee attack for Influence
Expanded Mysteries (Azathoth)	Secret Name, any two other invocation feats	Increase Influence Threshold
Fire of Azathoth	Secret Name	Set opponents on fire with force spells
Grimoire of the Blind God	Secret Name, ability to cast 2nd level spells	Gain access to the Azathoth spell line
Rite of Supplication	Secret Name, any one other invocation feat	Gain daily rite to reduce Azathoth's Influence over you
Secret Name	Perform <i>sign the tome</i> Ritual	Learn to invoke the true name of Azathoth

AZATHOTH'S CONFLAGRATION (INVOCATION)

By calling upon the Apocalyptic Beast, you can undo creation and bring this world one step closer to glorious nonexistence.

Prerequisite(s): Secret Name.

Benefit(s): When casting an evocation spell that inflicts hit point damage, you can allow Azathoth to gain 1 point of Influence to charge the spell with destructive force. Spells charged in this way inflict an additional 2 points of damage per damage die to objects and constructs.

AZATHOTH'S SMITE (INVOCATION)

You can empower your strikes to inflict additional damage to the uninitiated.

Prerequisite(s): Secret Name, base attack bonus +6.

Benefit(s): When making a melee attack, you can allow Azathoth to gain a point of Influence in order to charge the attack. If the chosen target is not a follower of Azathoth or an aberration, this attack gains a bonus to hit equal to Azathoth's current Influence over you and a bonus to damage equal to twice that value.

EXPANDED MYSTERIES (AZATHOTH)

Your mind has expanded in service of Azathoth and lost much of its mortal fragility.

Prerequisite(s): Secret Name, and any two other invocation feats.

Benefit(s): Raise your Influence threshold with Azathoth by 2.

Special: You can take this feat up to 3 times, each time increasing your Influence threshold by 2.

FIRE OF AZATHOTH (INVOCATION)

You are able to call forth the unnatural flames that burn on the braziers at the heart of chaos to empower your magic.

Prerequisite(s): Secret Name.

Benefit(s): When casting a spell with the force descriptor, you can allow Azathoth to gain 1 point of Influence in order to cause those struck to burn with a strange alien-hued flame. Any creature damaged by the spell must make a DC 15 Reflex save or take 1d6 additional force damage and catch fire. Unlike normal flames, the damage inflicted is considered cold damage but follows all other rules for extinguishing the flame.

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

GRIMOIRE OF THE BLIND GOD

You gain insight into eldritch truths and learn spells that were babbled by alien intellects long before mortal eyes ever stared up at the unkind stars.

Prerequisite(s): Secret Name, ability to cast at least 2nd level spells of any type.

Benefit(s): You gain access to the Azathoth spell line. Each time you gain a new spell level, you add the Azathoth spell of that level to your known spells, or spells available in the case of classes who do not have spells known. These spells are prepared as normal for your spell casting class, and if you have multiple types of spellcasting, you can prepare them as normal for each of the classes. Psychic classes replace verbal and somatic with thought and emotion as normal.

RITE OF SUPPLICATION (AZATHOTH)

You find peace in the eldritch melodies from the heart of chaos, and reduce the burden of Azathoth's dominion.

Prerequisite(s): Secret Name, any one other invocation feat.

Benefit(s): Once per day, you can attempt to reduce Azathoth's Influence over you by using a ritual that lasts 10 minutes and requires you or an ally to succeed on a DC 22 Perform (wind) or Perform (percussion) check. If successful, you reduce Azathoth's Influence by 2.

SECRET NAME (INVOCATION)

You have completed the ancient rite and, guided by one of the many faces of Nyarlathotep, you have signed the forbidden book of Azathoth.

Prerequisite(s): This can only be acquired if the creature has performed the *sign the tome* occult ritual.

Benefit(s): You gain the ability to invoke the true hidden name of Azathoth to draw forth his power. When you acquire this feat, you become a disciple and can allow Azathoth to gain a point of Influence in order to reroll any single skill check during an occult ritual and take the better result.

Special: Acquiring this feat permanently reduces your Sanity Edge by 1.

NEW OCCULT RITUALS

Below you'll find a new occult ritual for use in your games, subject to the GM's approval.

RUINOUS PORTENT

School transmutation; **Level** 8

Casting Time 80 minutes

Components V, S, SC (at least 8, but a maximum of 16)

Skill Checks Knowledge (planes) DC 31, 4 successes; Perform (wind) or Perform (percussion) DC 31, 4 successes

Range 3 miles

Duration 8d12 hours

Saving Throw see text; **Spell Resistance** no

Backlash The primary caster takes 6d6 damage and is exhausted.

Failure The primary caster must make a Will save (DC 18 + the caster's highest mental stat bonus) or be rendered insane for 8d12 hours. During this time, he or she is reduced to ranting lunacy, speaking only of the void beneath the stars and the court of the Blind Idiot God.

Effect

The ritual must be performed beneath the open sky. The musicians begin to play the strange melodies of the outer court as

the casters invoke the names of entities blasphemous to the earthly sphere. As each one is intoned, thunder claps and a hideous, cacophonous laughter can be heard, while clouds begin to swirl over the ritual site, revealing peaks of alien vistas within their folds.

Once the ritual is complete, the clouds open upon the unwary countryside and bring forth an abominable storm.

Ruinous portent operates as the spell *control weather* as cast by a druid but ignores the limitations on seasonal weather. In fact, the weather called is entirely unnatural and vile with a strange multi-tonal sky, shrieking lighting that cuts across the heavens in strange unnatural arcs and rains of strange alien objects.

While the physical manifestations might be destructive enough, any psychically active creature in the area feels the psychic pull of the storm. Each such creature must make a Will save (DC 18 + the caster's highest mental attribute bonus) once per hour or acquire the Dream Chosen corruption. Even if the save is successful, the creature suffers 1d6 sanity damage that cannot be cured as long as they remain in the area affected by *ruinous portent*.

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

SPREAD THE CALL

School enchantment (compulsion)
[mind-affecting] **Level** 8

Casting Time 80 minutes

Components V, S, SC (at least 4 but up to 8)

Skill Checks Knowledge (religion)
DC 27, 4 successes; Perform (wind) or
Perform (percussion) DC 27, 4 successes

Range touch

Duration instantaneous

Saving Throw Will; **Spell Resistance**
yes

Backlash 6d6 backlash and 1 temporary
negative level.

Failure All casters fall into a deep
nightmare-haunted slumber for 1d6
hours. When they wake, each caster
suffers 1d4 points of Wisdom damage.

Effect

A single helpless humanoid creature is held bound atop a ritual altar at the center of a ring of musicians. The creature is blindfolded and fully restrained as they hear the blasphemous alien melodies echoing around inside their skull. At the culmination of the ritual, a pick is driven into the creature's forehead, forcibly opening their third eye to the infernal majesty of Azathoth.

The helpless target must make a Will save (DC 18 + the primary caster's highest mental bonus) or be driven permanently insane (as the *insanity* spell). Their only mission is to spread the truth of Azathoth

to everyone who will listen to their mad ravings. Any creature, aside from devotees of Azathoth, who comes into physical contact with the affected creature must make a Will save (DC 18) or acquire the same contagious insanity. Any creature that saves cannot be affected by the same carrier for 24 hours.

SIGN THE TOME

School conjuration (calling); **Level** 4

Casting Time 40 minutes

Components V, S, SC (up to 4)

Skill Checks Knowledge (religion)
DC 28, 2 successes; Perform (wind) or
Perform (percussion) DC 28, 2 successes

Range personal

Target caster

Duration 1 hour

Saving Throw none; **Spell Resistance**
no

Backlash The primary caster is exhausted and gains 1 temporary negative level.

Failure The caster is afflicted with Azathoth's Touch (see *Invoking Azathoth*) for 24 hours.

Effect

The caster is teleported beyond the fringe of the Dimension of Dreams to a place where alien mindforms intermingle with our own. Here the caster is met by the avatar of Nyarlathotep who shows them with the Tome of Azathoth. The tome



must be signed in the caster's blood while relinquishing their old name. Those who do so gain Secret Name as a bonus feat and are returned to their own dimension. Those who choose not to sign after performing the ritual are returned to their own dimension 1d6+1 days later and takes 2 sanity damage for each day that they are trapped in this manner.

The same caster can only benefit once from Sign the Tome and Nyarlathotep refuses to answer multiple summons unless there is fresh blood for the tome.

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

NEW SPELLS

All the spells presented below are only conferred upon those who possess the Grimoire of the Blind God feat. These spells are not specific to any single casting tradition and anyone with spellcasting can be invested with the power of Azathoth. Upon gaining each new level of spells, the caster automatically adds the spell of that level to their known spells and can prepare it as normal.

Invocation Boons: All spells in this chapter are marked with numerous invocation boons. When casting a spell with invocation boons listed, the caster can choose to accept a certain number of Influence points (listed to the left of each boon) in order to add that benefit to the spell. This must be done as the spell is cast and even if the spell is countered, the caster still acquires Azathoth's Influence.

MAW OF THE DEVOURER

School transmutation; **Level** Azathoth 1

Casting Time 1 standard action

Components V, S, M (the tooth of a predator)

Range personal

Targets you

Duration 1 minute/level (D)

One of your arms morphs into a hideous hungry maw, granting you a natural bite attack inflicting 1d6 damage. This does not grant you an additional attack in a round and you cannot use your new monstrous appendage to manipulate objects or wield weapons.

Invocation Boons

Influence Cost	Boon
1	Increase the damage of your bite attack to 1d10
1	Your bite attack's threat range increases to 19-20
1	Your bite attack inflict 1 point of bleed damage
1	If you kill a creature with your bite attack, you gain 1d8 temporary hit points

HIDEOUS FEAST

School transmutation; **Level** Azathoth 2

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

You empower a creature with the ability to draw vile sustenance from a creature it has recently slain. In order to benefit from this spell, the target creature must have killed a creature with an Intelligence score of at least 3 in the last 5 minutes. By consuming part of the body, as a full round action, the creature heals 4d6 hit points +1 per caster level (maximum +10). This is not considered positive energy and heals undead as well as living creatures.

Invocation Boons

Influence Cost	Boon
1	The devouring creature gains limited access to the creature's memories and can make Knowledge checks using the creature's bonuses for 1 hour.
1	The devouring creature is able to sense the location of nearby creatures of the same type as the consumed creature. This grants a +10 bonus on all Survival checks to track creatures of the same type for the next 4 hours.
1	The devouring creature gains one of the energy resistances or immunities of the consumed creature for 1 hour (devourer's choice).

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

ELDRITCH ANATOMY

School transmutation (polymorph);

Level Azathoth 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Your body morphs and mutates to resemble a creature from the outer dark. Choose one of the abilities listed below. Alternatively, you may allow Azathoth to gain X influence in order to select X additional abilities from the list below and/or gain 1 Influence to increase the duration to 1 hour per level.

1d8 bite attack

+5-foot reach

Fly speed of 30 feet (average)

+2 size bonus to Constitution

+2 size bonus to Strength

Blindsense 20 feet

+2 natural armor bonus

25% chance to negate critical hits and precision damage (which does not stack with other sources like *fortification*)

VORACIOUS VOID

School conjuration (creation) **Level**

Azathoth 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates; **Spell**

Resistance no

You conjure forth a spherical hole in reality that babbles constantly, moving as you direct it. The voracious void may move up to 30 feet in a round on the ground and rolls over any barrier of 10 feet or less in height. Directing the void takes a move action on your part, otherwise simply sits in space and it stops automatically if it would move outside the spell's range.

Creatures in the path of Voracious Void take 3d6 points of piercing and acid damage. A successful Reflex save negates this damage but any creature of Large size or smaller who fails this save must make a second Reflex save or become engulfed. Engulfed creatures take 3d6 acid and piercing damage every turn as they are held in an extradimensional stomach. Creatures held this way cannot be targeted from the outside. Engulfed creatures may attempt a new Reflex save every round to escape into a random square adjacent to the voracious void. The void may hold one Large creature, 4 Medium or 16 Small or smaller creatures within it at a time.

Invocation Boons

Influence Cost	Boon
1	Increase damage to engulfed targets to 4d6
1	You heal 1d8 points of damage + 1 point per caster level whenever a creature is engulfed by the voracious void
1	Increase the orb's speed to 50 feet

ABERRANT PRESENCE

School enchantment; **Level** Azathoth 5

Casting Time 1 standard action

Components V, S

Range personal

Targets self

Duration 1 round/level

Saving Throw Will partial, see text;

Spell Resistance no

While *aberrant presence* is active, any creature that makes physical contact with you must make a Will save or become confused until the end of their next turn. If successful, the creature is instead shaken for 1 round. Creatures cannot be affected by this spell more than once per round.

Invocation Boons

Influence Cost	Boon
1	Any creature who fails their save against <i>aberrant presence</i> suffers 2d6 points of psychic damage.
1	Any creature struck by your melee attacks must make a save against the effects of <i>aberrant presence</i> .
1	Any time a creature fails the save against <i>aberrant presence</i> , you may scan their surface thoughts as if using <i>detect thoughts</i> .

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

ELDRITCH ANATOMY II

School transmutation (polymorph);

Level Azathoth 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You learn to mimic even more powerful abilities of creatures of the void between the stars, choose one of the abilities listed below. Alternatively, you may allow Azathoth to gain X influence in order to select X additional abilities from the list below and/or gain 1 influence to increase duration to 1 hour per caster level.

+10 foot reach with your natural attacks

1d10 bite attack

Fly speed of 60 feet (average)

Blindsight 20 feet

+4 natural armor bonus

+4 Size bonus to Constitution

+ 4 Size bonus to Strength

50% chance to negate critical hits and precision damage (which does not stack with other sources like *fortification*).

Psychic Scent: You can follow the trails of thinking beings with an Intelligence score of at least 3. This functions as the scent special quality with twice the range. You can also track using this ability by following psychic impressions left by intelligent creatures.

CONSUMING VORTEX

School evocation; **Level** Azathoth 7

Casting Time 1 standard action

Components V, S

Range 20-ft. cone

Duration instantaneous

Saving Throw Fortitude negates; **Spell**

Resistance yes

Your mouth distends into a hideous portal to the center of chaos and you draw in a breath that drains the essence of this world. Every creature within a 20-foot cone must make a Fortitude save or suffer 1d6 points of negative energy damage per 2 caster levels (maximum 10d6). You gain a number of temporary hit points equal to the highest damage inflicted to a single target.

Invocation Boons

Influence Cost	Boon
1	Double the range
1	Creatures that fail their save are fatigued for 6 rounds
2	Increase the Fortitude save DC by 2

FEAST OF THE APOCALYPTIC BEAST

School enchantment (compulsion)
[mind-affecting]; **Level** Azathoth 8

Casting Time 1 standard action

Components V, S,

Range medium (100 ft. + 10 ft./level)

Target 1 living creature

Duration 1 round/level

Saving Throw Will; **Spell Resistance**
yes

You lock a single creature into a state of mental agony as outer horrors devour their mental faculties. If the creature fails its save, they are held in place as if by *hold monster* and takes 1d4 points of Wisdom damage. The creature makes a new Will save at the start of its turn to end the spell or else continues to be held and suffers an additional 1d4 Wisdom damage. Every time a creature fails a save against *feast of the apocalyptic beast*, a random memory is ripped free and you receive a vision of that memory.

Invocation Boons

Influence Cost	Boon
1	You can detect the surface thoughts of a creature currently held as if you'd cast <i>detect thoughts</i> on it
1	You gain a +2 moral bonus to the mental attribute of your choice as long as a creature is held
2	The spell inflicts 2 points of Wisdom damage instead of 1d4 points of Wisdom damage

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

DOORWAY TO OBLIVION

School conjuration(compulsion) [mind-affecting]; **Level** Azathoth 9

Casting Time 1 standard action

Components V, S

Range long (400 feet + 40 feet/level)

Target 20-foot burst

Duration 1 round/2 levels

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

You rip a hole in reality that draws all those caught in the burst into the void between the stars. Anyone struck by the hole takes 20d6 points of force damage and is stunned for 1 round. A successful Will save halves the damage and eliminates the stun effect. Each subsequent round the hole remains, each creature in the area of effect must make a DC 20 Strength check or be unable to move away and takes 10d6 points of force damage. Creatures killed by this spell are immediately ripped into the void between reality, and cannot be resurrected by any means short of a *miracle* or *wish* spell.

Invocation Boons

Influence Cost	Boon
X	You may designate any number of targets equal to X to be unaffected by <i>doorway to oblivion</i>
1	Increase the area of effect to a 40-foot burst
2	Creatures struck by the original rip must make a Reflex save or lose any equipment not securely fastened to themselves or held.
3	Maximize the damage dealt by the initial rip as per the Maximize Spell feat.

NEW CORRUPTION

Below you'll find a new corruption for use in your games, subject to the GM's approval.

DREAM CHOSEN

Forces beyond this universe have gained awareness of you and reach out to you when your mind lies unguarded in dreams. As your consciousness drifts, they whisper foul secrets and give glimpses of unthinkable realities. They are testing you to see if you are receptive, and even if you resist consciously, they gnaw away at your sanity until you give yourself fully to the consuming void.

Catalyst

You have acquired the interest of a Great Old One who has begun tempting you in dreams. This occurs when an individual acquires mythos knowledge enough to witness, and be witnessed by, some eldritch messenger. This can also occur if a dreamer shifts beyond the safe dream spaces and ventures into the gulf between worlds or into truly alien fathoms.

Progression

Knowledge of the mythos is revolting to the conscious mind, but alluring with promises of unthinkable power. Whenever

you have a lapse of mental control, you let more of the whispers in until you begin welcoming them. The thoughts that were once so alien become your own until there is no distinction between sanity and madness, yourself and the unthinkable other.

Whenever you sleep, if you have lost at least 5 sanity or taken 2 or more points of Wisdom damage, you must make a Will save (15 + your manifestation level). If you succeed, you sleep undisturbed. If you fail, you progress to the next stage of corruption.

Corruption Stage 1: You sleep fitfully as your dreaming mind slips into fear-induced delirium. You are affected as if targeted by the spell *nightmare* and cannot recover sanity or ability score damage by any non-magical means for the following day.

Corruption Stage 2: Your dreams have become fully possessed by obscene vistas of strange geometry and crawling, twisting things from foreign stars. You are physically transported to a foreign dreamscape and spend your entire night stuck in the Realm of Dreams. You awake fatigued and are unable to recover by any means for 24 hours.

Corruption Stage 3: Your mind is now completely controlled by the madness of the outer gods.

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

Removing the Corruption

Removing the corruption requires you to shed yourself of all vestiges of the Great Old One that favors you. As such you have to spend a year in meditation and TRUTHFULLY convert to another deity, even another Great Old One.

ABERRANT MIND

Psychic contact with you becomes a painful prospect.

Prerequisite(s): Manifestation Level 3rd.

Gift: Whenever a creature attempts to influence you with a mind-affecting ability, they must make a Will save or take 2 points of damage per manifestation level as their brain hemorrhages from the influx of insight

Stain: You have trouble relating to people in the sane world anymore or with identifying the emotions of others. You take a -4 penalty to Diplomacy and Sense Motive checks.

DREAM FRAGMENT

It is harder for you to distinguish between this reality and that of the dream, and you can carry pieces of your dreams with you into the waking world.

Gift: Once per day, you can cast *silent image* as a spell-like ability with a caster level equal to your character level.

Stain: It becomes hard for you to discern reality from fantasy and you take a -2 penalty on saves against illusions.

DREAM SUSTENANCE

Prerequisite(s): Dream Fragment, Manifestation Level 3rd.

Gift: Your dreams alone sustain you. As long as you are able to get at least 6 hours of sleep during a night, you gain the benefits of *dream feast*. If you fail a save against corruption, you are unable to gain a restful sleep and any benefit from this feat.

Stain: Your unnatural diet begins to affect your appearance. People perceive you as pale, weak, and diseased and you take a -2 on Charisma-based skill checks.

EMISSARY OF DREAMS

Prerequisite(s): Dream Fragment, Manifestation level 5th.

Gift: Once per day, you can cast *dream* as a spell like ability. This functions in all ways as the spell using your character level as the caster level, but you can only send your own consciousness through the dream.

Stain: You find it hard to get restful sleep and are continually awakened by strange nightmares. If you get any less than 8 hours of sleep during a night, you are *fatigued* until you can rest again. You are still able to gain the benefits of Dream Systemance if you sleep more than 6 hours.

PULL OF THE STARS

You feel the motions of the heavens and the attention of the stars as if their eyes crawl across your skin.

Gift: You always know true north and gain a +4 on Knowledge (geography) checks.

Stain: You take a -2 on all Perception checks when under the open night sky.

RETREAT INTO MADNESS

When the threats of this world become too much, you can retreat into your damaged mind.

Gift: During any round in which you are *confused*, *frightened*, or *panicked* you may make a Will save (with the same DC as the original condition) to act normally for that round. The condition returns the following round and you must save again in order to continue acting normally.

Stain: Reduce your maximum sanity by 3.

UNNATURAL INSIGHT

Your dreams have gifted you with strange knowledge torn from foreign spheres.

Gift: Whenever you make a Knowledge (religion) or Knowledge (planes) check you may roll 1d6 and add it to the result.

Stain: You develop a mania regarding occult knowledge. When given the chance to acquire more, you must make a Will save (DC 10 + manifestation level) or abandon all other priorities.

VILE FAMILIAR

You have gained a servant in your descent into madness who continually attempts to push you over the precipice.

Prerequisite(s): Manifestation level 4th.

Gift: You gain the service of a human-faced rat-thing. Use the statistics for a rat familiar but with an Intelligence of 10 and the ability to speak one of your languages (owner's choice). Use your character level as your wizard level to determine the abilities of the familiar.

Stain: The beings in your dreams now call for blood. Whenever you are forced to make a save against corruption, you take 1 point of Constitution damage. This damage cannot be cured by any form of magic for 24 hours.

Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

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Introduction

Azathoth

The Church

New
Archetype

New Feats

New Occult
Rituals

New Spells

New
Corruption

Manifest Destiny

Book One

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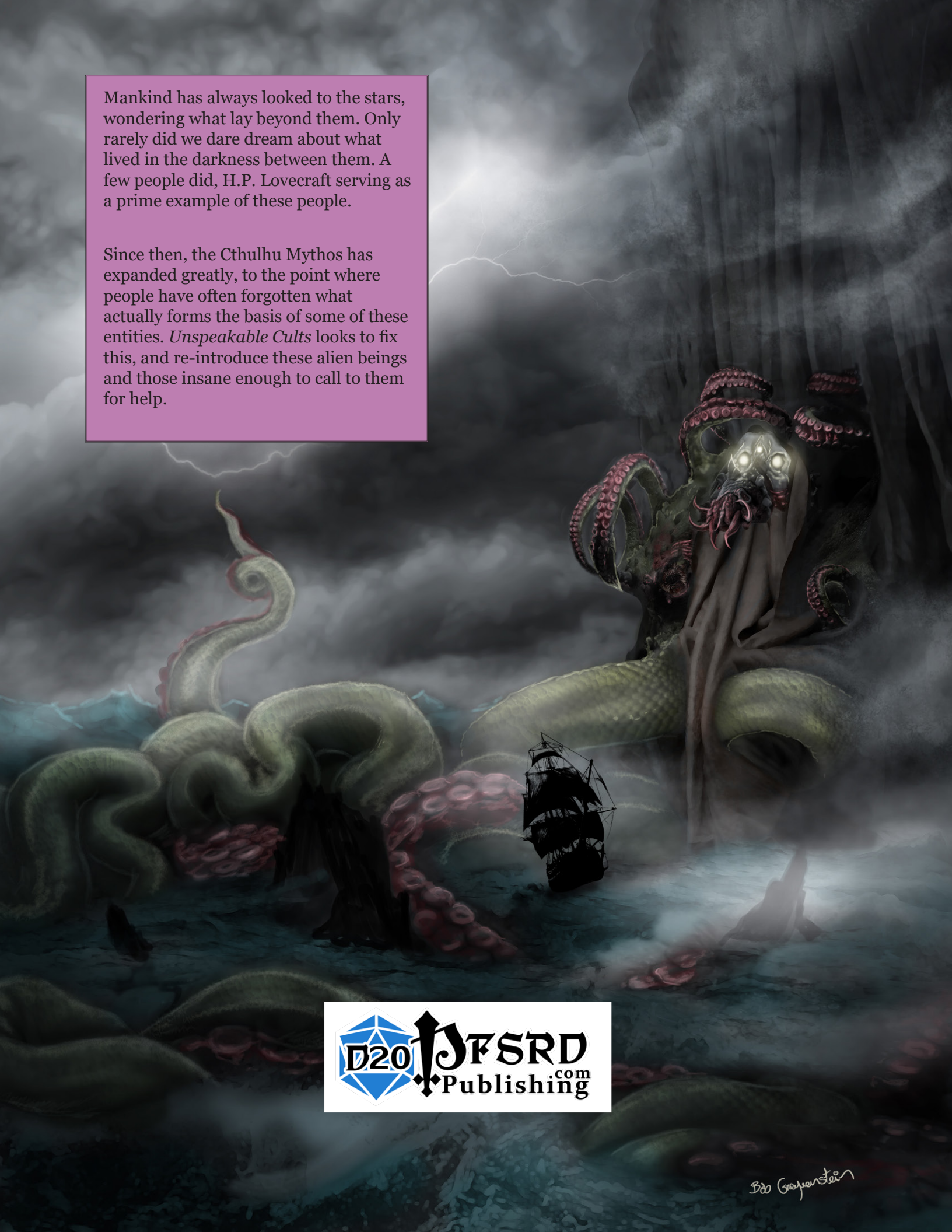
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Boo Gropenstein

Mankind has always looked to the stars, wondering what lay beyond them. Only rarely did we dare dream about what lived in the darkness between them. A few people did, H.P. Lovecraft serving as a prime example of these people.

Since then, the Cthulhu Mythos has expanded greatly, to the point where people have often forgotten what actually forms the basis of some of these entities. *Unspeakable Cults* looks to fix this, and re-introduce these alien beings and those insane enough to call to them for help.



Bob Cooperstein