

FOUR HORSEMEN PRESENT

Most fantasy games focus on the realm of mortals. Humanoids with limited lifespans and evolving traditions live and die in redundant cycles of hunger, love, peace, plenty, and war. Ignored by all but a few are the unending reaches of time and space, despite most acknowledging godlike powers beyond their ability to comprehend. Some think space-traveling mortals place faith in rational science, but the void has its own mysticism. Interstellar cathedrals, terrestrial cults of the Great Old Ones, and shapeshifting infiltrators all represent the diversity of divine magic found in dark corners of the cosmos.

Powerful gods exist in the void—ancient and recondite deities challenging the assumptions of the wisest mortals. Some of these elder powers crush reality by coming too near the mortal reckoning of time and space. These vast entities can change entire worlds merely by planning to visit in coming eons. Other gods build entire galaxies like master artisans, hanging the stars and painting nebulae for unfathomable purposes.

The gods of the void fill a diverse portfolio. Alien. Creative. Cruel. Passive. Those followers who gain power from devotion to the black reaches may never know their aloof masters, but they see their influence all around them. Like the gravity of a star defining the motion of a planet, their touch is invisible by inescapable.

GODS OF SPACE

The gods of space are as diverse in portfolio as any worldly pantheon. Conquest, madness, the sun, stars, and even space itself are but a few of the concepts venerated by those who practice interstellar mysticism. Example religions in a fantasy space setting might include the following.

As an optional rule to represent the apathy and distance of the elder gods, consider relaxing or eliminating the alignment requirement for clerics. A relaxed alignment restriction might allow a cleric to gain divine power from an elder god within two steps of her alignment. This allows for greater representation of renegade cultists or good-aligned characters delving too deeply into the realms of ancient and often evil powers.

AZATHOTH

Ruler of the Elder Gods, the Blind Idiot God

Alignment: CN

Domains: Chaos, Magic, Trickery, Weather, Void^{B4}

Portfolio: chaos, creation, forces of nature, magic, space, thought

Favored Weapon: chakram

Azathoth is creation incarnate, lying restless at the center of all space and spawning galaxies as afterthoughts. Mortal cultists look to him for raw power, and revel in the destructive forces of nature. Some believe that knowledge of Azathoth's existence changes one's destiny; the more one knows of the eldest god, the more powerful one becomes. On scattered worlds, several cults blind themselves in an effort to remove all distractions and gain Azathoth's creative power. Others implore the elder god through a combination of devotional sacrifices and focused meditation. All meet with mixed results.

AZDAN

The Last Candle, the Final Cloak

Alignment: NE

Domains: Darkness, Death, Evil, Repose, Void^{B4}

Portfolio: extinction, death, genocide, murder, space

Favored Weapon: scythe

Many worlds venerate multiple gods of death, but Azdan is the cosmic unification of those religions. Faithful of the Last Candle claim Azdan works against the underlying principles of Creation, seeking always to end not just mortal life, but all existence. Azdan's place is to reduce the multiverse to a cold, dead void before turning to snuff out his own existence.

NYARLATHOTEP

The Black Pharaoh, The Crawling Chaos

Alignment: CE

Domains: Chaos, Destruction, Evil, Madness, Void^{B4}

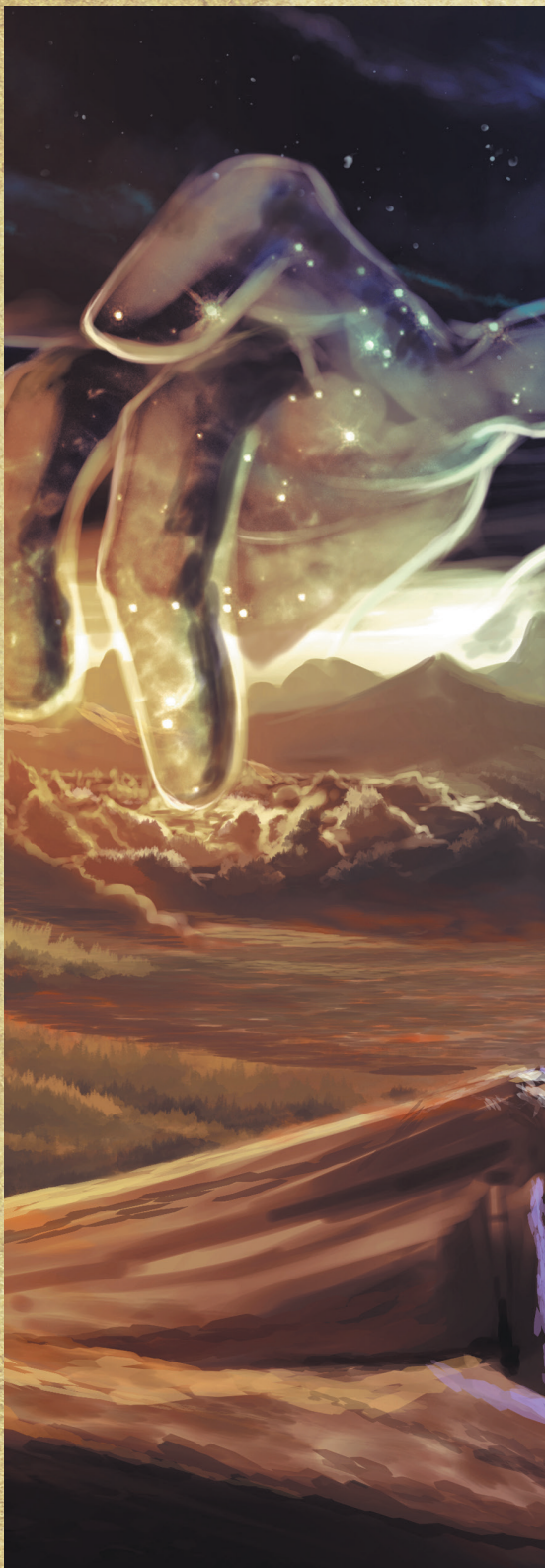
Portfolio: accidents, destruction, insanity, nightmares, space

Favored Weapon: dagger

Followers of the elder gods acknowledge that such immense minds probably create chaos and insanity precisely because they are incomprehensible. Nyarlathotep, however, is thoroughly evil, delighting in the disorder his presence brings and actively roaming mortal worlds in order to sow confusion and destruction. His depraved followers venerate him with unhinged displays of crazed violence and mayhem.



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SHAMASH

The Lion of Law, the Watcher of the Ways

Alignment: LN

Domains: Law, Protection, Sun, Travel, Void^{B4}

Portfolio: justice, life, long journeys, space, the sun and stars

Favored Weapon: warhammer

Shamash sees the universe with a billion eyes, gazing out of every sun and watching the miracle of life unfold. As a powerful but impartial observer, many of his worshipers are devoted to concepts of justice and maintain that the stars are metaphors for the life-giving rule of law. There are few authorities for peace in the outer realms, but inquisitors of Shamash watch over entire star systems in order to prevent exploitation or violent conquest.

SPACE ADVENTURERS

Interstellar mysticism doesn't have to exclude terrestrial worshipers. Untold millions across various mortal worlds worship alien gods from space, unable to see more than a fraction of their will. Alternatively, if interstellar adventuring doesn't appeal to your gaming group, the following rules for traits, archetypes, or feats can be used to edify any campaign with a number of diverse cultures, races, or planes.

CHARACTER TRAITS

The following campaign traits represent iconic types of adventurers that might brave the stars or bring the void to ignorant worlds.

Lost Prince: A conspiracy guards your true identity, and you might not even understand your importance to an alien world. You are born with allies and enemies you may never fully comprehend. You gain the benefits of the Leadership feat, but only gain followers and not a cohort (once your Leadership score is sufficiently high). You begin with a +2 reputation modifier to your leadership from having great renown. If you take the Leadership feat, you gain a +2 trait bonus to your Leadership score.

Mark of the Void: You find yourself at the center of galactic intrigue almost by accident, with random portals or unlikely coincidence depositing you in the midst of interstellar conflict. Whenever you are allowed a reroll or to roll two dice and choose the highest result, you gain a +1 bonus on your final total.

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Naive Cultist: The bizarre minds of the elder gods change those they perceive. Some mad cults never leave their home planet, but focus instead on bringing ancient powers to their world. Whenever you cast a spell (or spell-like ability) from the compulsion or phantasm subschools, you can voluntarily take 1 point of Wisdom damage as a free action to increase your caster level by +1. You may not take more than 1 point of Wisdom damage per spell.

Planetary Pilgrim: Some faithful leave their world behind in order to share their faith with new and alien civilizations. Your caster level for divine spells increases by +1 whenever the target of your spell is from a planet other than your own.

Wide-Eyed Wanderer: You take in every sensation as you explore new dimensions and worlds. While you may not abandon your faith, you find commonality with the beliefs of other. You can add your Charisma modifier (instead of your Intelligence modifier) to Knowledge (local) and Knowledge (religion) checks. One of these skills is always a class skill for you.

Xenophobic Guide: Those who know the reaches of the void often disapprove of younger races or naive travelers. You reluctantly endure the dangerous ignorance of others, who depend on you for survival in unfamiliar settings. You gain a +1 trait bonus to saving throws against the spells and spell-like abilities of races other than your own.

SPACE ARCHETYPES

CULT DEFECTOR (ROGUE)

Particularly aggressive cults of elder beings have strict rules about former members. The cult defector knows of ancient powers from beyond her own world, but is careful who she shares that knowledge with.

Class Skills: At 1st level, a cult defector rogue adds Knowledge (arcana) and Knowledge (religion) to her list of class skills and removes Knowledge (dungeoneering) and Knowledge (local) from her list of class skills.

Forbidden Knowledge (Ex): At 3rd level, a cult defector rogue gains a +1 competence bonus on Knowledge (arcana) and Knowledge (religion) checks. These bonuses increase every three levels (to a maximum of +6 at 18th level). This replaces trap sense.



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Omens (Su): To the initiated, the patterns of the stars or other portents offer signs of the attention of the Great Old Ones or their servitors. At 8th level, the cult defector rogue can gain one of the following abilities as a move action: a +4 bonus to an Initiative check, a +4 bonus to a skill or ability check, or +2 dodge bonus to AC. Once used, the bonus to initiative or AC lasts until the end of the encounter in which they are activated. The cult defector can use this ability once per day at 8th level, plus an additional time per day each at 11th, 14th, 17th, and 20th levels. This replaces improved uncanny dodge.

ENVOY (SPIRITUALIST)

Extradimensional beings sometimes attach themselves to a mortal resident of a world they intend to explore, haunt, or warn of pending danger.

Menace (Su): The envoy harbors an alien spirit rather than a phantom native to the spiritualist's world. The spirit projects its consciousness from a distant time or place in order to bring warning of actual destruction to the surroundings of its chosen mouthpiece. Its abilities and attitudes reflect a coming doom that the alien spirit either wishes the envoy to avoid, or believes she cannot escape. This suite of abilities replaces the emotional focus that binds a regular spiritualists' phantom to the world.

MENACE

An alien spirit may project itself onto an envoy for several reasons. A significant number of them desire a herald to announce their coming majesty. Others bring warning of impending invasion by a dominant race, or else seek to lay the seeds for the conquering aliens. The spirit typically appears in varied colors, subdued by the great distance its image must travel to reach the chosen vessel.

Skills: The alien spirit gains a number of ranks in Diplomacy and Intimidate equal to its Hit Dice. While confined in the envoy's consciousness, the alien spirit grants the envoy Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Fair Warning: The alien spirit gains Improved Initiative as a bonus feat. If the alien spirit is within its envoy's consciousness it grants the benefits of Improved Initiative.

Menacing Strike (Ex): The alien spirit's slam attacks gain the benefits of the Improved Critical feat. The spirit need not meet the prerequisites for this feat.

Menacing Aura (Su): When the envoy reaches 7th level, she can activate an aura of menace as a swift action. Enemies within 10 feet of the envoy's alien spirit take a -2 penalty to AC and on attack rolls and saves as long as they remain inside the aura.

Concussive Ray (Ex): When the envoy reaches 12th level, the alien spirit develops advanced alien weaponry. It can fire an energy ray that deals its slam attack damage as a ranged touch attack. This attack has a range of 60 feet with no range increment. The ranged version of this attack still gains additional attacks from the alien spirit's high base attack bonus, and still benefits from the Improved Critical feat gained from menacing strike.

Superior Strike (Ex): When the envoy reaches 17th level, the alien spirit expertly strikes vulnerable points in its enemy's defenses. Whenever it threatens a critical hit with a melee or ranged slam attack, that critical strike is automatically confirmed.

RECKLESS HERO (GUNSLINGER)

Not all seekers of the void's secrets are careful scholars. The reckless hero stumbles forward into eldritch power with a combination of luck, firepower, and stubborn arrogance.

Skills: The reckless hero adds Use Magic Device to his list of class skills.

Boomstick: At 1st level, the gunslinger gains a battered blunderbuss, and may not choose to gain a musket or pistol. This modifies the gunslinger's gunsmith ability.

Deeds: A reckless hero gains the following deed.

Fake It (Su): At 1st level, the reckless hero gunslinger can attempt to cast a spell from a spellbook (such as one belonging to a magus or wizard) with the Use Magic Device skill as if it were a scroll. Performing this deed costs 1 point of grit and does not consume the spell within the spellbook as casting from a scroll would. Failing the skill check by 5 or more causes powerful and evil otherworldly forces to instead take hold with the hero as a conduit. Roll on the following table for effect. This deed replaces gunslinger's dodge.

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d8	Effect
1	<i>Invasion</i> : The reckless hero allows an otherworldly creature entrance to our world. This acts as a <i>summon monster</i> spell, except the duration is permanent and non-dismissible. The spell level of the effect is equal to $\frac{1}{2}$ the reckless hero's level (minimum 1, maximum 9) or the spell level of the spell the reckless hero attempted to cast from the spellbook (whichever is higher). Only creatures with the evil subtype are summoned.
2	<i>Nemesis</i> : The reckless hero creates a duplicate that wishes only his death. This acts as the <i>mirror of opposition</i> , except there is no mirror to destroy.
3	<i>Alignment</i> : The reckless hero's alignment shifts one step towards chaotic evil (with a preference towards first chaos then evil). This has no effect on a reckless hero with a chaotic evil alignment. This is a magical alignment change that can be removed with an <i>atonement</i> spell.
4	<i>Curse</i> : The reckless hero becomes cursed (as the <i>bestow curse</i> spell), with all spell variables determined by the GM. The caster level of the curse is equal to the reckless hero's Hit Dice.
5	<i>Lost</i> : The spell read from the spellbook is erased and destroyed.
6	<i>Mutation</i> : The reckless hero gains some terrible or gruesome disfigurement such as (but not limited to) boils, a useless tentacle, or a withered limb. This inflicts a -2 penalty to all Charisma-based skill checks except Intimidation. Penalties from multiple mutations are cumulative. This is a curse effect with a caster level equal to the reckless hero's Hit Dice.
7	<i>Costly</i> : The reckless hero loses 1 point of grit in addition to the point spent to attempt to cast the spell. This has no effect on a reckless hero with no remaining grit.
8	<i>None</i> : The reckless hero is lucky, this time.

Pluck (Ex): Starting at 2nd level, a reckless hero gunslinger gains damage reduction while wearing light or no armor. Subtract 1 from the damage the reckless hero takes each time he is dealt damage from a weapon or a natural attack. At 6th level, and every four reckless hero gunslinger levels thereafter (10th, 14th, and 18th) this damage reduction rises by 1 point.

NIHILIST (ORACLE)

Nihilists focus on the true apathetic vastness of space and time, frequently pointing out that life and joy are rare exceptions. This does not mean the oracle is necessarily evil, but the uniquely grim and accurate viewpoint on death and entropy might wear on smaller minded companions.

Recommended Mysteries: bones, dark tapestry, heavens, time.

Bonus Spells: *burning hands* (1st), *unshakable chill*^{UM} (4th), *silence* (6th), *sunburn* (see below) (8th), *suffocation*^{APG} (10th), *cold ice strike*^{UM} (12th), *reverse gravity* (14th), *sunburst* (16th), *meteor swarm* (18th). These bonus spells replace the cure or inflict spells available to the oracle class as spells known at each level.

Revelations: The nihilist must take the following revelation at 7th level.

Viability (Su): At 7th level, you can resist the deadliest environments thanks to your attunement to the vacuum of space. As an immediate action you gain cold and fire resistance 10 and can hold your breath for a number of rounds equal to four times your Constitution score. In addition, you become immune to effects related to low pressure or vacuum. At 11th level, these resistances increase to 20 and you does not need to breathe while this ability is in effect. You can cast spells and speak normally while you don't have to breathe. You can use this ability a total number of minutes per day equal to your oracle level, but each use of this ability must be in 1 minute increments.

VISITOR (DRUID)

Visitors are alien travelers from far off worlds seeking to explore or conquer new planets. Capable of seamlessly inserting themselves into indigenous populations allows them to guide less advanced races, or gather valuable information for a coming invasion.

Alien Form (Ex): The visitor druid is an alien creature that perfectly emulates a terrestrial race in order to understand the beings it intends to befriend or enslave.

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However, the facade is merely that, and the alien can reveal her true nature as she grows in power. At 1st level, the visitor druid appears for all intents and purposes as a member of any one humanoid race, and gains all racial traits as normal. If the visitor druid was a monstrous or non-humanoid race previously, she loses all traits from her former race. The player should work with the GM to define the exact nature of the visitor's true species.

At 1st level, the visitor chooses additional racial traits worth a total of 2 or less Racial Points (see the *Pathfinder Roleplaying Game Advanced Race Guide*). The visitor can gain or lose these racial traits as a standard action. The visitor must meet any prerequisites for this racial trait. The visitor druid can gain these traits while using the wild shape ability as long as the form taken meets any prerequisites. The visitor druid may not select any advanced or monstrous traits.

At 4th level, and every 4 levels thereafter (8th, 12th, 16th, and 20th), the visitor gains an additional 2 RP to spend on racial traits, which may represent new racial abilities or improved racial abilities. At any level the visitor gains additional RP, she may redefine how her RP is allocated. The visitor can gain or lose all racial traits as a standard action. This replaces nature's bond.

Terraforming (Su): At 13th level, the visitor druid can alter an area's terrain and climate to include or eliminate troublesome features. The visitor affects a 40 foot radius around her once per day as a full round action. She may make the area difficult terrain or remove any difficult terrain in the area. She may reduce or increase the force of wind by two steps (such as from light to strong or severe to moderate). She may increase or decrease the temperature in the area by up to 40° F, which may cause cold or heat dangers. The climate and terrain type remain the same (for example, a warm forest remains a warm forest). This effect is permanent and dismissable, but can be dispelled as a spell with the druid's caster level. This replaces a thousand faces.

SPACE FEATS

ADAPTIVE

You quickly become accustomed to a given environment during your interstellar travels.

Prerequisite: base Fortitude save 3+, base Reflex save 3+.

Benefit: You gain a +4 bonus on saving throws or ability checks against environmental hazards. This includes (but is not limited to) earthquakes, cold or heat, starvation and thirst, suffocation, wind, or weather.

A LITTLE KNOWLEDGE

Your mind is open to distant possibilities when you ponder bizarre magic.

Prerequisites: Use Magic Device 4+ ranks.

Benefit: Whenever you make a Use Magic Device checks to cast spells from a scroll or to emulate a class or alignment for a magic item, you can choose to add a +4 bonus to your roll. If you do, you take 1d4 points of Wisdom damage. You can only use this ability once per round as a free action after knowing your skill check total but before success or failure is confirmed.

ALIENIST

You summon your allies from alien worlds and dimensions.

Prerequisites: Augmented Summoning, caster level 11+

Benefit: Creatures you conjure with any *summon* spell gain the frightful presence universal monster rule and immunity to mind-affecting effects. In addition, each such creature gains a tentacle as a secondary natural attack with appropriate damage for a creature of its size.

DARK TOME

You carry a tome of secret knowledge that seems to have found you instead of you finding it.

Prerequisite: Spellbook class features, arcane caster level 5+.

Benefit: You gain a spellbook including the following arcane spells in addition to any spells known: 1st—*memorize page*^{ACG}, 2nd—*hypercognition*^{OA}, 3rd—*seek thoughts*^{APG}, 4th—*mirror transport*^{ACG}, 5th—*planar adaptation*^{ACG}, 6th—*plane shift*, 7th—*insanity*, 8th—*orb of the void*^{UM}, 9th—*interplanetary teleport*^{UM}. The spellbook has seemingly unlimited pages for the purposes of inscribing new spells. However, you must continue paying any material costs for new spells added.

RAY GUNNER

Your magical attacks are effective at greater distance.

Prerequisite: Caster level 1+.

Benefit: Your ray attack spells have 50% more range than normal. If other effects increase the range of your ray spells (like the *Enlarge Spell* or *Reach Spell* metamagic feats), apply the benefits of this feat after all other modifiers to the spell's range.

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SPACE MAGIC

Adventuring in space would be difficult without magic. Spells in space cover a variety of powers and topics, dealing with elder gods and their mortal cultists, or wielding the deadliest environment imaginable.

BLACK HOLE

School evocation [good]; **Level** cleric 9, psychic 9, sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V, S, M/DF (lodestone)

Range long (400 ft. plus 40 ft./level)

Area 20-ft.-radius emanation

Duration instantaneous

Saving Throw Reflex partial (see below); **Spell Resistance** no

Creatures and objects within the spell's radius cannot take a move action, 5-foot step, or run, and are pulled to a single point in the center of the spell's area. Each creature that enters or begins its turn in the spell's area must save until it is crushed in the center of the hole or it escapes the radius. Anyone who fails takes 6d6 points of bludgeoning damage, and moves 5 feet closer to the center of the spell's area. On a successful save, a creature can move 5 feet away from the spell's center as a move action.

A creature that begins its turn at the spell's center and fails the save takes double damage from the spell. A creature that dies while within the spell's area is crushed by the black hole's gravity and vanishes, utterly destroyed in the void.

Creatures in the affected area add their size bonus or penalty to CMD on saves against black hole. Each creature that enters or begins its turn in the *black hole* must save until it is crushed in the center of the hole or it escapes the radius. The black hole distorts space so that creatures inside the area of effect can move through or share spaces without penalty.

All ranged attack rolls into the black hole suffer a -10 penalty to hit. Ranged attack rolls out of the black hole with corporeal weapons miss automatically.

BRILLIANT BARRIER

School evocation [force]; **Level** cleric 4, psychic 4, sorcerer/wizard 4

Casting Time 1 immediate action

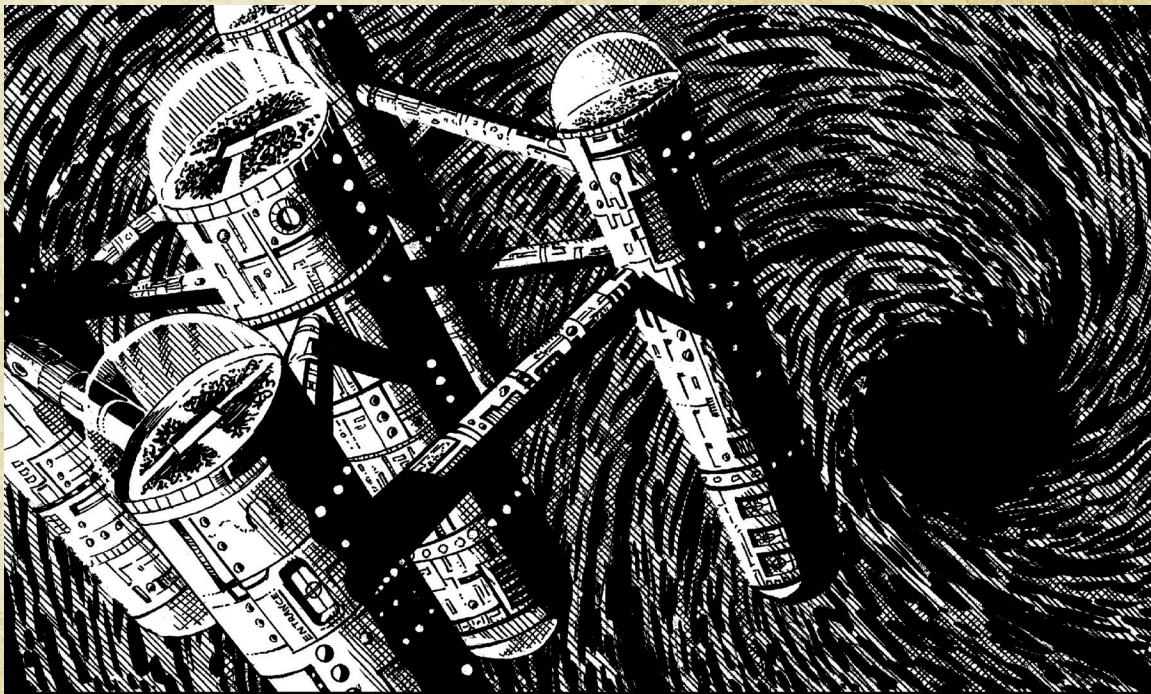
Components V, S, M/DF (a small sheet of clear thin crystal)

Range long (400 ft. plus 40 ft./level)

Area up to a 5-ft.-square per caster level

Duration 1 minute

Saving Throw Reflex partial (see below); **Spell Resistance** no



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You conjure a barrier of shimmering force similar to a *wall of force* spell. The *brilliant barrier* molds to fit any shape of a cavern, portal, or hull breach and seals off any spaces in between so long as your caster level is sufficient to cover the area. A brilliant barrier has hardness 20 and 10 hp per caster level.

INTERSTELLAR TRAVEL

School transmutation; **Level** cleric 7, psychic 7, sorcerer/wizard 7

Casting Time 1 minute

Components V, S, M/DF (a clear marble)

Range close (25 ft. plus 5 ft./2 levels)

Area 30-ft.-radius burst

Duration 1 day/level

Saving Throw none (harmless); **Spell Resistance** no

This spell creates a shimmering bubble that allows for space flight between planets or smaller bodies in the same system. Travel between planets in this way takes 2d20 weeks, so a longer journey requires multiple castings. The spell sustains each creature it affects for the duration of travel such that they don't have to breathe and suffer no ill effects from the vacuum of space. Affected creatures are still at risk of starvation and thirst. Creatures within the effect can move inside the bubble with a fly speed of 30 feet and clumsy maneuverability, but must remain within 30 feet of one another. A creature can exit the bubble as a full-round action, but then falls outside the spell's protection and enter again as easily. Each 5-foot-square section of the bubble has hardness 10 and 5 hit points per caster level. If a creature tries to break through the bubble with a single attack, the DC for the Strength check is 20 + caster level. A single break in the bubble causes it to burst, ending the spell.

PHASE WEAPON

School transmutation; **Level** cleric 3, inquisitor 3, paladin 3, psychic 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a colored crystal)

Range close (25 ft. plus 5 ft./2 levels)

Effect 1 weapon

Duration 1 minute/level

Saving Throw none (object); **Spell Resistance** no

You turn a melee or ranged weapon (or 20 pieces of ammunition) into a version of itself made of

magical or psychic energy. The weapon gains the *brilliant energy* magical weapon ability. Magical weapons retain their magical properties and abilities, except those that require the weapon to interact with nonliving materials (such as armor and shields).

SPACE MADNESS

School illusion (phantasm) [emotion, fear, mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a square of black cloth with a tear in the middle)

Range close (25 ft. plus 5 ft./2 levels)

Target 1 creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** no

You craft an image of a rift in space and time, revealing the dangerous vastness of space, and causing your target to feel insignificant. The subject's attitude toward all other creatures changes to unfriendly (per the Diplomacy skill) and it takes a -4 penalty to any skill or ability check involving concentration. A character who becomes hostile toward another creature while under the influence of this spell is convinced the creature intends harm in the near future and reacts accordingly. Space madness affects any intelligent creature in spite of immunity to mind-affecting effects (such as constructs or undead).

SUNBURN

School evocation [pain]; **Level** cleric 4, druid 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (a magnifying lens)

Range close (25 ft. plus 5 ft./2 levels)

Target 1 living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

Your target glows brightly with extreme but momentary radiation that burns its entire body. The target's skin blisters, inflicting 2 points of Strength and Dexterity damage and a -2 penalty to attack rolls and skill checks. This penalty lasts until all ability damage from this spell is completely healed.

CHARACTER OPTIONS: GODS IN THE VOID

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