

# STAR LOG.EM-026

## MYTHOS MYSTIC CONNECTION



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## MYTHOS MYSTIC CONNECTION

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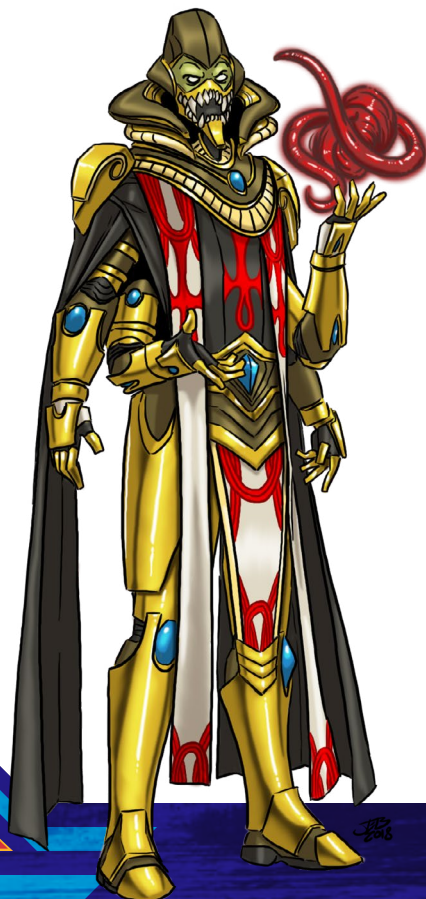


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Publisher & Crunchmaster of Everyman Gaming LLC



## ACCESSING ARCHIVES QUERY: MYTHOS CONNECTION

Hello, and thank you for purchasing *STAR LOG.EM026: MYTHOS MYSTIC CONNECTION*! When scholars of the Xa-Osoro refer to the 'mythos,' they're typically referring to the Yaltabodeth Mythos, a cycle of literature penned by Yaysha Vesar, the so-called Mad Skald, on the planet Uramesh long before the Nova Age. Believed fictitious at the time they were conceived, the urame author penned her mythos in the style of the great religious epics of her people, telling the tales of primordial horrors that dwell in the darkness between the stars. Although she received little recognition while alive, Yaysha's work single-handedly created the cosmic horror genre of fiction on Uramesh, presumably spreading across the system during the Nova Age. Of course, Yaysha's work—which included ramblings of characters like "Azathoth," "Hastur," "Nyarlathotep," "Yog-sothoth," and more—were largely believed fictitious. The Xa-Osoro system wouldn't learn how wrong they were until two centuries after the Nova Age ended, roughly one century prior to the present day.

One century ago, Ravnopolis appeared in orbit around Xa and Osoro, a massive starship the size of a small planet. Within that starship were horrors the likes of which seen only within the writings of long-dead Yaysha—alien beings from Yaltabodeth, the same monstrous world written of by long-dead Yaysha Vesar. Although the Radiant Imperium managed to fend off the void-fueled invasion, in their wake hundreds of cultists to the bizarre deities of the Yaltabodeth Mythos have arisen that preach of the day that Yaltabodeth will arrive to consume all of Xa-Osoro. Dedicated to myriads of the author's works, the only thing that unites these disparate faiths is their unwavering belief that Yaysha Vesar was a prophet who foretold the coming of Yaltabodeth and its children, the yaltabodites, and their tendency to use these ancient manuscripts as their unholy texts.

## NEW MYSTIC CONNECTION

The following connection is available to any mystic.

### MYTHOS

You've formed a connection with the unknowable and endless void and the elder beings that dwell within it. This link gives you horrifying and unwieldy power. You might be a scholar who delved too deep, a cultist, or an investigator just beginning to discover the horrors of existential truth.

**Associated Skills:** Intimidate and Mysticism.

**Spells:** 1st—glimpse terror\*, 2nd—oneiric horror<sup>SFC</sup>, 3rd—crushing despair<sup>SFC</sup>, 4th—black tentacles<sup>SFC</sup>, 5th—possession<sup>SFC</sup>, 6th—mind blank<sup>SFC</sup>

### CONTAGIOUS WHISPERS (SU); 1ST-LEVEL

You've heard the cacophonous tremblings of the terrors that lurk in the darkness between the stars, and their ramblings force secrets unfit for mortal minds upon you. You can target any creature within 30 feet with your mindlink class feature instead of needing to touch them. When you target a creature with your mindlink class feature, you can choose to send them horrific glimpses of the terrible secrets you've become privy to, changing its save to Will negates instead of Will negates (harmless). If the target fails its Will save, it becomes shaken and sickened for a number of rounds equal to your mystic level.

### CALL FORTH THE VOID (SP); 3RD-LEVEL

You can spend 1 Resolve Point to cast a 1st-level *summon creature*<sup>AA</sup> spell as a spell-like ability. Creatures you summon must have the eldritch horror summoning graft (see page 8). At 6th-level and every 3 levels thereafter, increase the summon creature spell level of this connection power by 1 (2nd-level at 6th-level, 3rd-level at 9th-level, and so on). You can only have one instance of this connection power active at a time; using it causes any previously summoned creatures to return from whence they came.

### VOID'S VISAGE (SU); 6TH-LEVEL

Whenever you cast a mystic spell or use a connection power with the fear descriptor, targets that are immune to fear lose their immunity and instead gain a +4 bonus to their saving throw against the effect. If a target's CR is equal to your level +2, they instead gain a +8 bonus to their saving throw against the effect. This ability doesn't affect creatures whose CR is equal to your level +3 or higher.

In addition, if you use the Intimidate skill to attempt to demoralize a creature that is immune to fear, you ignore that creature's immunity if the result of your Intimidate check exceeds its DC by 5 or more. If a target's CR is equal to your level +1, the result of your Intimidate check must exceed its DC by 10 or more to affect the creature. Creatures whose CR is equal to your level +3 or higher that are immune to fear cannot be demoralized in this manner.

### ELDRITCH ADAPTABILITY (EX); 9TH-LEVEL

You gain Adaptive Fighting as a bonus feat. You cannot use this feat to grant yourself combat feats if you do not meet Adaptive Fighting's prerequisites. In addition to Adaptive Fighting's usual benefits, whenever you summon a creature using your call forth the void connection power you can grant that creature the benefit of one combat feat that you chose with Adaptive Fighting, even if the summoned creature does not meet the feat's prerequisites. If you summon multiple creatures with a single use of your call forth the void connection power, all creatures must gain the benefit of the same feat.

If you know summon creature as a mystic spell, you can also grant a feat to creatures you summon using that spell in this manner by spending 1 Resolve Point when the spell is cast.

### SHARED INUREMENT (SU); 12TH-LEVEL

You gain immunity to fear effects and mind-affecting effects, and all creatures linked by your telepathic bond class feature gain a +2 bonus to saves against fear effects and mind-affecting effects. In addition, you automatically form a telepathic bond (as the spell) with any creature you summon with your call forth the void connection power, even if that creature's Intelligence score would normally be too low to benefit from the spell. This link doesn't count against the total number of telepathic bonds that you can have active simultaneously using your telepathic bond class feature.

### INCREDIBLE HORROR (SU); 15TH-LEVEL

You and any creature that you summon using your call the void connection power critically hit an opponent, that opponent is shaken for a number of rounds equal to your mystic level. If the opponent is already shaken, they must succeed on a Will save or become frightened for a number of rounds equal to your mystic level instead.

This ability counts as a critical effect. If you or your summoned creatures already possess a critical effect, when you score the critical hit you choose whether to apply the weapon's normal critical effect or the incredible horror effect.

### HARBINGER OF THE OUTER GODS (SU); 18TH-LEVEL

Once per day, you can spend 1 Resolve Point to perform a 10-minute ritual that summons a servant of the outer gods to your side at its conclusion. You cannot combine this ritual with taking a 10-minute rest to regain Stamina Points. At the conclusion of this ritual, you summon a creature, functioning as your call forth the void connection power, except the summon creature effect's duration is increased to 24 hours. You can only have one harbinger at a time, and calling forth a new harbinger using the harbinger of the outer gods class feature causes the original to return from whence it came.

A harbinger of the outer gods functions as a creature summoned by your call forth the void connection power for the purpose of determining how it interacts with your mythos connection powers.



**TABLE: SUMMON CREATURE**

1st-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Tiny	Summoning	None
2nd-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Small	Summoning	None
3rd-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Medium	Summoning	None
4th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Large	Summoning	None
5th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Huge	Summoning	None
6th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Elder	Summoning	None

### ELDRITCH SUMMONING GRAFT

Eldritch creatures are pulled from beyond the void between the stars, unspeakable horrors that few can comprehend. They appear different to every onlooker, but can drive the unprepared mad with but a glimpse.

**Type:** Aberration

**Alignment:** Change to the same as the summoner's.

**Traits:** Amorphous, darkvision 60ft., supernatural fly speed of 20 ft. (perfect), or if CR 7 or greater, supernatural fly speed of 40 ft. (perfect); +2 to Will saves; immunity to acid; if base stat block has DR, change to DR/cold iron and magic; if CR 7 or greater, it takes only a -2 penalty to attack when making a full attack.

**Skills:** Add Intimidate and Mysticism.

**Languages:** Common and Aklo.

**Attack:** Change melee attack to tentacles (bludgeoning and piercing damage).

### NEW SPELLS

The following spells are available to all mystics.

#### CORRUPT INSIGHT

**MYSTIC 1-6**

**School** divination (compulsion, curse, fear, mind-affecting)

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** see text

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

You corrupt the target's insight with whispers of madness and self-doubt, turning your opponent's own intelligence against them. On a failed saving throw, the target suffers a number of penalties determined by the spell's level (see below). Conditions caused by this spell persist even after the spell ends.

**1st-Level:** The target loses any insight bonuses it possesses for a number of rounds equal to the spell's caster level.

**2nd-Level:** The target replaces any insight bonus it possesses with a -2 penalty for a number of rounds equal to the spell's caster level.

**3rd-Level:** The target replaces any insight bonuses it possesses with a -2 penalty for a number of rounds equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become shaken for 1 minute.

**4th-Level:** The target replaces any insight bonuses it possesses with a -2 penalty for a number of minutes equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become shaken for 1 minute.

**5th-Level:** The target replaces any insight bonuses it possesses with a -2 penalty for 10 minutes per caster level of the spell. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become dazed for 1 round, then shaken for 1 minute.

**6th-Level:** The target replaces any insight bonuses it possesses with a -2 penalty for a number of rounds equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become dazed for 1 round, then shaken for 1 minute.

#### GLIMPSE TERROR

**MYSTIC 1**

**School** conjuration (fear, mind-affecting)

**Casting Time** 1 standard action

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

**Area** 10-ft. radius emanation

**Duration** 1 round/level

**Saving Throw** Will partial (see text) **Spell Resistance** no  
You tear open a hole to the unspeakable beyond, flooding the area with palpable malice and dread. Whenever a creature with a CR equal to or less than your caster level enters or begins its turn within the spell's area, they must succeed on a Will save or become shaken for 1d4 rounds. A successful saving throw reduces the duration of the shaken condition to 1 round. Creatures whose CR is greater than your caster level are unaffected by this spell. If a creature whom you consider an ally enters the spell's area, they become shaken for 1 round on a failed saving throw or avoid the effect entirely on a successful save.

This spell can affect a total number of creatures equal to your key spellcasting ability score modifier. Allies and creatures whose CR is greater than your caster level count towards this limit even if they aren't affected by the spell. Creatures that are affected multiple times by the spell count each saving throw as if a separate creature had been affected for the purpose of this limit. Once the spell affects the requisite number of creatures, it immediately ends as the torn rift immediately seals itself shut.

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