

PATHFINDER[®]

PLAYER COMPANION[™]



Occult Origins

Planes of Occult Power

The Astral Plane

Medium Spirits: The spirits invoked by mediums are powerful reverberations in the Astral Plane left by the passing of one or many significant figures in history. The Astral Plane records such legends in the form of fleeting ghostly figures, eerily human-shaped stone masses, or powerful reflections known as psychoplasmic creatures.

Mindscapes: Psychic spellcasters who engage their enemies in mental combat temporarily create their battlefields among the Astral Plane's swirling, shapeless void.

The River of Souls: Intangible currents within the Astral Plane tug steadily at mortal souls, which flow along these currents toward their final judgment on the Outer Planes. All the departed souls of the Material Plane eventually join this immense, constant river, leaving memories and impressions on the Astral Plane as they pass.

The Elemental Planes

Kineticist Elements: Though kineticists use the transitive Ethereal Plane as a conduit, most of their element-based abilities ultimately flow from the Elemental Planes, allowing them to create huge amounts of water or stone seemingly from nothing.

The Ethereal Plane

Ghosts and Haunts: Incorporeal undead and haunts often reside upon the Ethereal Plane, dwelling among forms created by the memories of mortal beings and watching the Material Plane as if through a gauzy curtain.

Spiritualist Phantoms: Like ghosts, phantoms dwell among the memory-built landscape of the Ethereal Plane when not summoned by their spiritualists, able to observe but unable to interact.

The Material Plane

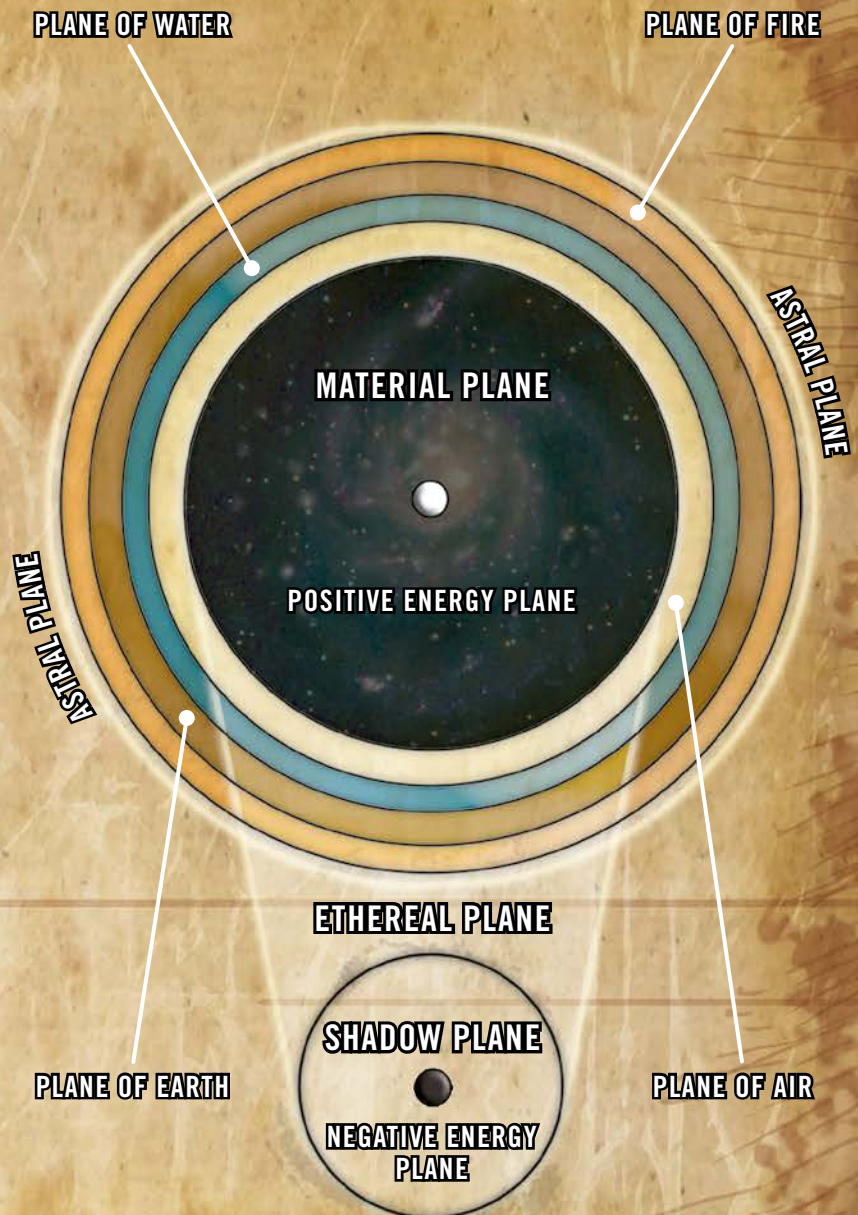
Occult Implements: Powerful emotional and psychic impressions can leave residue that clings to objects on the Material Plane, acting as a beacon to forces on the Astral and Ethereal planes and allowing knowledgeable users to channel powerful energies through these relics.

The Negative Energy Plane

Undead: The energies of the Negative Energy Plane empower the undead, just as souls from the Positive Energy Plane create the living.

The Positive Energy Plane

The Fires of Creation: All mortal souls grow within the Positive Energy Plane, bathed in the burning radiance of the Cosmic Fire. Mysterious outsiders known as manasaputras inhabit this plane and guard the Cosmic Fire, while striving to bring enlightenment and personal growth to all living things.



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On the Cover



Erasmus and Yoon face off against the psychic magic of a group of wicked derros in this volume's mind-bending cover art by Craig J Spearing!



Table of Contents

For Your Character	2
Introduction	4
Into the Void (Kineticist)	6
First World Occultism (Kineticist)	8
Legends and Lore (Medium)	10
Devilish Trickery (Mesmermist)	12
Sacred Relics (Occultist)	14
Ancient Enlightenment (Psychic)	16
Bound to the Dead (Spiritualist)	18
Occult Archetypes	20
Hybrid Archetypes	22
Occult Feats	24
Occult Rituals	26
Occult Spells	28
Psychic Magic	30
Next Month!	32
Planes of Occult Power	Inside Front Cover

Reference

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Gods</i>	ISG	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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For Your Character

Focus Characters

This book highlights options for all characters, from feats that make occult skills and rituals available to anyone to occult-themed archetypes. Chiefly, though, *Pathfinder Player Companion: Occult Origins* focuses on exciting new archetypes, spells, and class features for the six occult classes presented in *Pathfinder RPG Occult Adventures*.

Kineticist

Golarion's elements do not stop at the classical four—air, earth, fire, and water—so often depicted in Avistan. Aether, or pure force, was also depicted in *Occult Adventures*, and *Occult Origins* includes two new elements for kineticists to master: void and wood. While chaokineticists and phytokineticists are most common in Tian Xia, the ability to draw power from the Negative Energy Plane or the First World can manifest in kineticists anywhere in the world.

Medium

Mediums channel the legends of important figures that are left behind like footprints in the Astral Plane—normally more concepts than specific individuals—but extremely powerful creatures can intentionally create myths of themselves within a mindscape on the Astral Plane. Perhaps the most powerful of these legendary spirits is the one left behind by the archmage Nex, and mediums among the Arclords who follow him can channel a fraction of the mighty god-king's arcane power to create demiplanes and project shadowy versions of the creatures trapped within. Additional medium spells further augment the class's magical potential.

Mesmerist

A mesmerist works best when no one realizes that he is there, and to that purpose, this book introduces

several new mesmerist tricks to cloud the minds of the unwary, allowing a mesmerist to move about unseen or pass along messages and spy on his enemies using the bodies of unwitting accomplices. Less discreet than these, however, are the powerful devilbane gazes developed by Chelish mesmerists to cow the outsiders the nation both entreats and battles. Numerous spells focused on manipulating the intentions and perceptions of others help to round out the mesmerist's ability to work his will on others' minds.

Occultist

Occultists draw their power from the emotions and psychic residue others leave behind. While many occultists ignore or even thumb their noses at the gods, a sizable minority embrace the powerful emotions and revelry associated with faith as reliquarians, who draw on divine power rather than spiritual leftovers. But even atheist occultists can tap into religious forces, utilizing sacred implements to gain access to unique abilities bolstered by godly energies.

Psychic

With the widest access to psychic magic, psychics can make use of nearly every new spell, feat, and ritual presented in this tome. More exclusive to the psychic, however, is an array of new phrenic amplifications perfected in the monasteries of Jalmeray that align mind and body. The disciplines of enlightenment and rebirth provide new sources of psychic power, allowing psychics to achieve spiritual awareness or else find wisdom in the cycle of reincarnation.

Questions to Ask Your GM

Asking your Game Master the following questions can help you and your character get the most out of *Pathfinder Player Companion: Occult Origins*.

- 1 Will this campaign make use of the occult rules and classes presented in *Pathfinder RPG Occult Adventures*, and how prominently will the occult feature?
- 2 How will the game world react to characters with psychic magic or occult powers? Are they as common as wizards or clerics, or misunderstood or even feared?
- 3 Will my character have the opportunity in this campaign to use occult skill unlocks? Will my character have the time to discover, learn, and perform occult rituals?

Spiritualist

A spiritualist's consciousness is fused with that of a phantom—a lost soul unable to move on to the afterlife. Normally, this usurpation of life and death angers Pharasma, but a select few spiritualists serve the Lady of Graves directly. So-called fated guides bond to spirits who have been judged and allowed to return to Golarion to complete some vital task, providing the spiritualist not only with a valuable ally but access to divine magic. *Occult Origins* also offers the remorseful emotional focus for phantoms, creating apparitions bound to the world of the living by immense shame for acts they committed while still alive and their need to make amends.

DID YOU KNOW?

A large number of the real-world occult elements in *Pathfinder RPG Occult Adventures* were derived from information found in Paizo publisher Erik Mona's personal occult library. Mona's collection numbers more than 1,000 books and periodicals, many more than 100 years old, including multi-year runs of *The Occult Review*, *The Theosophist*, and *FATE* magazine.

Rules Index

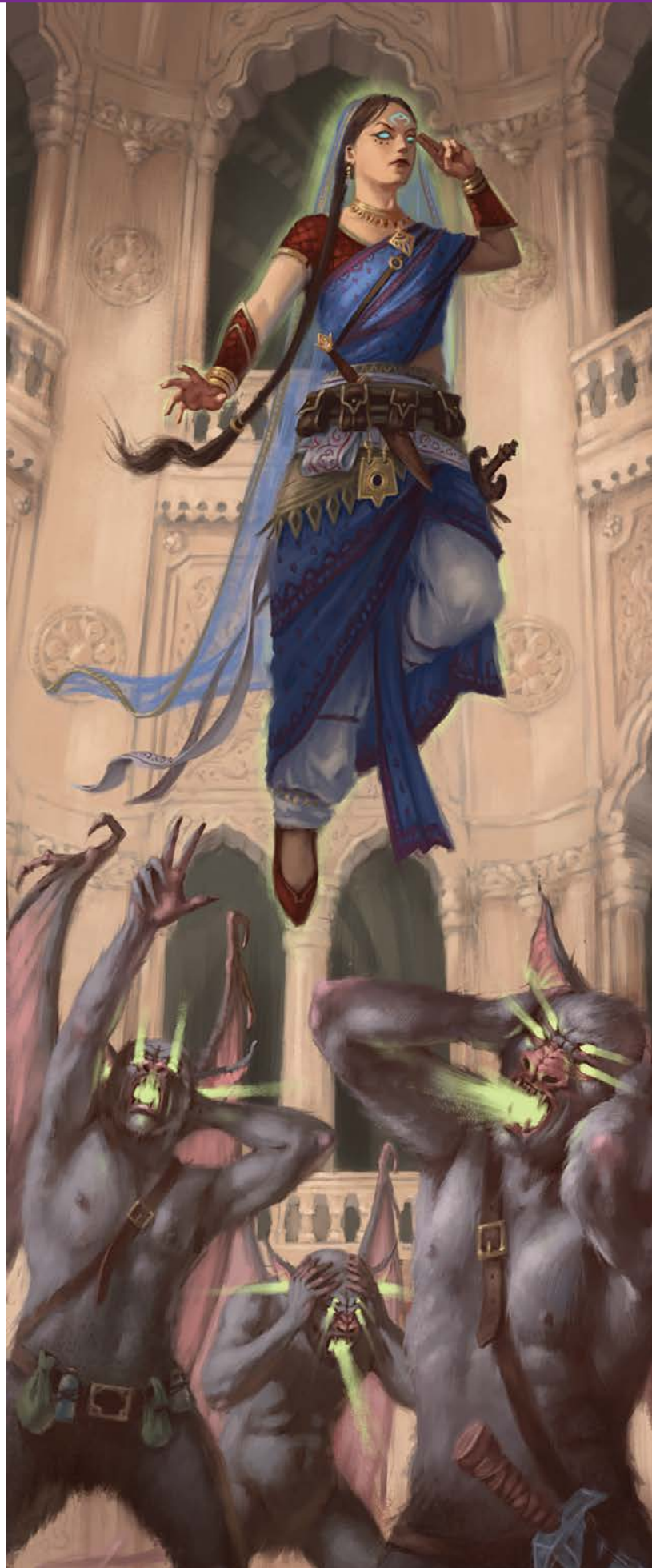
The following new rules are located on the indicated pages.

ARCHETYPES	CLASS	PAGE
Fated guide	Spiritualist	18
Harrowed Society student	Arcanist	22
Id Rager	Bloodrager	23
Mind sword	Paladin	20
Nexian channeler	Medium	10
Reliquarian	Occultist	14
Serpent-fire adept	Monk	20
Supernaturalist	Druid	21
True silvered throne	Shaman	23

FEATS	PAGE
Careful Reader	24
Chakra Mandala	24
Cranial Adjustment	24
Cranial Implantation	24
Haruspicy	24
Overwhelming Phantom	19
Rhabdomancy	24
Ritual Hex	24
Spectrum Sight	25
Spirit Symbiosis	19
Trepanation	25
Truth in Wine	25

MAGIC SPELLS	SCHOOL	PAGE
Death pact	Enchantment	13
Dream shield	Abjuration	28
Ectoplasmic hand	Evocation	30
Fool's teleport	Illusion	13
Implanted projection	Enchantment	13
Jealous rage	Enchantment	28
Mantle of doubt	Illusion	30
Mind over matter	Necromancy	30
Mindshock	Divination	28
Out of sight	Enchantment	31
Phantom limb	Necromancy	31
Psychic leech	Enchantment	29
Psychonaut manifestation	Enchantment	31
Quell energy	Abjuration	29
Retributive reparations	Necromancy	29
Sensory amplifier	Divination	29
Subjective reality	Illusion	29

OTHER RULES OPTIONS	CLASS	PAGE
Devilbane gazes	Mesmerist	13
Kineticist elements	Kineticist	6, 8
Mesmerist tricks	Mesmerist	12
Occult rituals	—	26–27
Phantom emotional focus	Spiritualist	19
Phrenic amplifications	Psychic	16
Psychic disciplines	Psychic	16–17
Sacred implements	Occultist	15



Introduction



The pages of *Pathfinder RPG Occult Adventures* introduced the concept of the occult through six new classes, dozens of spells, and other mysterious new tools and sources of power. The occult, in Pathfinder parlance, isn't something new. Rather, esoteric mysteries have always existed on Golarion, hidden in plain sight and misconstrued as hedge wizardry, unusual sorcerous power, or other guesswork and assumptions. The powers of the occult often require access to specialized knowledge to recognize correctly.

While the uninitiated might refer to any spellcaster as having occult power, the term holds specific weight in Golarion's most secretive communities. Occult implies mystery and the unknown; something is occult if it is known or practiced by few or largely misunderstood. Organizations on Golarion like the Esoteric Order of the Palatine Eye (*Pathfinder Campaign Setting: Occult Mysteries* 24) utilize traditions and magic to further their ends, though these occult powers may not be outwardly recognized by those witnessing them. The occult also concerns the unseen truth, be it the migration of souls through processes of reincarnation, or the existence of dimensions of thought and cosmic memory like the Akashic Record. The occult is forgotten things, hidden things, and misremembered dreams made manifest.

The six occult classes each represent an initiation into occult mysteries and grant access to strange abilities unfathomable to the majority of people on Golarion.

While some regions might find specific traditions more commonplace than others (such as the presence of psychics in Vudra), these are still rare and mysterious practices overall. The common thread that runs through occult classes is psychic magic. While sharing similar principles as arcane and divine magic, psychic magic comes from a composite of mental facets, rather than arcane formulae or divine patronage, and draws on components of thought and emotion rather than somatic gestures and spoken words. Likewise, psychic magic only ever has expensive material components and psychic spellcasters are not required to carry tangible fetishes to coax their spells into being.

Each class presented in *Occult Adventures* has a niche of its own on Golarion. Characters of each of these classes might fit into the world in the following ways.

Kineticist: Masters of primordial power who assail foes with the elements or raw force, kineticists generally teach themselves to direct the barely controlled occult forces channeled into their bodies. Their skills are manifestations of the Elemental Planes filtered through the conduit of the Ethereal Plane. The broad range of their abilities makes kineticists versatile members of any adventuring party by allowing this class to operate both as a ranged combatant or a front-line enforcer.

While people from any culture on Golarion can manifest the power of a kineticist, cultures with extant ties to the elements are generally more understanding and welcoming

of a kineticist's power. In Ancient Osirion, kineticists served alongside the pharaohs of old and commanded great respect from their peers. This reputation follows them through to the present day, where their power is seen as a remnant of more ancient times and their links to the elements make them further expressions of the Elemental Planes' impact on the country. The Houses of Perfection in Jalmeray offer training and mentorship to kineticists that respect the traditions of these monastic orders, honing body and mind into singular instruments capable of fantastic supernatural feats. In Irrisen, kineticists with the power to manipulate water and ice are trained alongside winter witches to serve as agents of the Jadwiga, while kineticists who can manipulate fire are often seen as threats to be stamped out.

Medium: Mediums use their own bodies as vessels for ancient spirits that bestow supernatural knowledge and abilities. These skills vary drastically depending on the spirit a medium channels, making mediums unpredictable and extremely versatile characters.

Across the frontier lands of Varisia, mediums travel with caravans, plying their trade as fortune-tellers and spirit-speakers. The Varisian people have a long and storied tradition of mediums, and those who can communicate with and channel spirits are regarded with great respect. Some mediums in Varisia see similarities between the spirits they channel and the stories represented by harrow cards. Mediums in fog-shrouded Ustalav utilize their skills at communicating with the dead to quell angry ghosts or wrest long-lost secrets from the deceased. Similarly, mediums in Tian-Xia—particularly those from the Forest of Spirits—use their powers to commune with kami, allowing them to become guardians of a location alongside these native outsiders.

Mesmerist: Mesmerists use their powers to crush the wills of weak-minded foes and aid their allies with suggestions that can offer boons in combat or the ability to ignore injuries. Their array of tricks, stases, and spells offers strong support to boost a party's strengths or exploit enemy weaknesses.

Often mistaken for con artists or mundane court advisors, mesmerists stalk the shadows of most urban civilizations. Using their abilities to deceive and distort the truth, they find themselves at home among the nobility of great empires, such as in Chelixa, where they often seek to intimidate devils, or in Qadira, where mesmerist extremists attempt to infiltrate the ranks of Taldan nobility. Mesmerists are also found in intrigue-based organizations such as the Bellflower Network, where a mesmerist's abilities to cloud the minds of others might help shepherd slaves to safety, and the Red Mantis assassins, who might use psychic powers to leave their targets defenseless.

Occultist: Occultists command psychic magic through a broad range of strange implements, each potentially granting the occultist access to new supernatural abilities. Occultists excel at binding outsiders and divining secrets from ancient relics, supporting their allies with forgotten

knowledge and useful secrets. The occultist's spell list provides him with a wide variety of spells that can harm enemies or support and even heal their allies, depending on his choice of implements.

Wherever ancient empires fell, occultists trod on the broken back of history to unearth forgotten lore. Occultists in Varisia study the ruins of Thassilon, pulling long-lost knowledge from giant-built ruins. Others might be trained in secret within the halls of Korvosia's Acadamae or Forae Logos in Absalom to serve unknown ends. In Osirion, occultists delve into lost tombs in search of the secrets of pharaohs swept away by the sands of time or plumb the dark mysteries of the Dominion of the Black. Some occultists even brave the ancient curses of Iobaria or the horrors of the Mana Wastes, sifting through the wreckage of the past to unlock hidden power and lost history.

Psychic: Psychics are powerful spellcasters and the undisputed masters of psychic magic. Filling a similar role as a sorcerer or wizard, psychics possess a vast array of abilities allowing them to master the minds of others or travel into Esoteric Planes like the Dimension of Dreams. A psychic's discipline—the source of her power—grants unique abilities and additional spells.

While far-off Vudra is the most prominent home for psychics on Golarion, the Inner Sea region still holds secretive conclaves of these masters of mental power. Psychics reinforce the ranks of the Esoteric Order of the Palatine Eye in Ustalav, protecting the secrets of this organization from ruthless hunters of knowledge like the Anaphexia. In Numeria, some psychics come into their power after exposure to alien artifacts or toxic fluids leaking from the ruins of the Silver Mount. Rumors persist of psychics on the isle of Hermea, the result of generations of selective breeding overseen by the dragon Mengkare.

Spiritualist: Brought into being through trauma and death rather than formal training, mediums straddle the void between the living and the dead. Their abilities make them useful for fighting incorporeal foes, undead, and haunts, while a spiritualist's phantom is typically a strong combatant capable of protecting the caster and her allies from harm, much like a druid's animal companion or a summoner's eidolon.

Those that can bind spirits of the dead occasionally arise in Geb, Nidal, and Ustalav, but spiritualists are found all across the Inner Sea region and beyond. In Tian-Xia, some spiritualists interact with divine forces, communing not only with spirits but deities as well. These onmyoji (*Occult Adventures* 111) even act as court advisors in the nations of Minkai and Po Li. Some spiritualists are bonded to older phantoms that existed as psychic presences within great tombs and ruins. The drowned regions surrounding the Eye of Abendego are filled with the ruins of neighboring Lirgen and Yamasa. Some individuals have entered the Sodden Lands as explorers and treasure hunters, but emerged as spiritualists, trailing behind them the souls of individuals not yet done with the mortal world.

Into the Void (Kineticist)

Kineticists are rare enough that most people mistake them for monks, sorcerers, or members of similar classes. In the Inner Sea region, only people from Jalmeray or a major city like Absalom are likely to even recognize a kineticist.

Kineticists are also found in Tian Xia, where they are treated with great respect. While a kineticist's power isn't hereditary, scholars believe that strange elemental conditions on that continent sometimes force potential kineticists to adapt or die, leading to a greater number of talented kineticists in some Tian kingdoms, many with unusual elemental powers. For example, Minkai, where a lingering curse remains from the black flames that consumed the Shojinawa manor, periodically gives rise to chaokineticists—kineticists who focus on the element of void.



Void Element

Like aether, void forms where elemental energy meets another material, in this case the substance of the Negative Energy Plane. Chaokineticists command this strange force in a way that in some respects resembles the manipulation of aether.

Class Skills: A chaokineticist adds Knowledge (dungeoneering) and Escape Artist to her list of class skills.

Basic Manipulation: A chaokineticist gains basic chaokinesis.

Simple Blast: A chaokineticist can select either gravity blast or negative blast as her simple blast. She gains one of them when she first selects void, and must select void again with expanded element to gain the other. She can use pushing infusion with gravity blast and void blast.

Defense: A chaokineticist's defense wild talent is emptiness.

Wild Talents: 1st—basic chaokinesis, pulling infusion*, pushing infusion^{OA}, void healer; 2nd—eyes of the void, no breath; 3rd—darkness infusion*, gravity control; 4th—singularity*; 5th—eyes of the void (greater), gravity control (greater); 6th—darkness infusion (greater)*, suffocate^{OA}; 7th—energating infusion*; 9th—gravity master.

* Indicates an infusion wild talent.

BASIC CHAOKINESIS

Element void; **Type** utility (Sp); **Level** 1; **Burn** 0

You can create a shadow that protects a target from bright light. You can also change gravity to increase a creature's carrying capacity by half or grant a creature a +4 bonus on Acrobatics checks to jump. Each benefit lasts 1 hour or until you use basic chaokinesis again.

DARKNESS INFUSION

Element void; **Type** substance infusion; **Level** 3; **Burn** 2

Associated Blasts gravity, negative, void

Saving Throw none

Your kinetic blast creates darkness. Treat each square of the path of your ranged attack kinetic blast, the target square of your melee attack kinetic blast, or the area of your area of effect kinetic blast as the center of a *darkness* effect that lasts until the end of your next turn. This effect counts as a 3rd-level darkness spell.

DARKNESS INFUSION, GREATER

Element void; **Type** substance infusion; **Level** 6; **Burn** 4

Prerequisites darkness infusion

Associated Blasts gravity, negative, void

Saving Throw none

Your blast creates supernatural darkness, as per the darkness infusion, except it acts as *deeper darkness* and counts as a 6th-level darkness spell.

EMPTINESS

Element void; **Type** defense (Su); **Level** —; **Burn** 0

Your body becomes an empty husk, fueled by an internal void. You gain negative energy resistance 2, a 5% chance to ignore critical hits and sneak attacks, and a +1 bonus on Will saves against emotion.

effects. By accepting 1 point of burn, you can increase the resistance to negative energy by 2, the chance to ignore critical hits and sneak attacks by 5%, and the bonus on Will saves against emotion effects by 1 until the next time your burn is removed. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow to a maximum of 100%. When you accept burn while using a void wild talent, your bonus on Will saves applies against all mind-affecting effects for 1 round. You can dismiss and restore this effect as an immediate action.

ENERVATING INFUSION

Element void; **Type** substance infusion; **Level** 7; **Burn** 4

Associated Blasts negative, void

Saving Throw Fortitude negates

Your kinetic blast drains life force. Foes that take damage from your infused blast also take 1 temporary negative level. Negative levels from this infusion fade after 24 hours and never become permanent.

EYES OF THE VOID

Element void; **Type** utility (Su); **Level** 2; **Burn** —

You gain darkvision with a range of 60 feet (if you already have darkvision, your darkvision's range increases by 30 feet).

EYES OF THE VOID, GREATER

Element void; **Type** utility (Su); **Level** 5; **Burn** —

Prerequisite eyes of the void

You can see in darkness, as per the monster special ability.

GRAVITIC BOOST

Element void; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites gravity blast, any other physical simple blast

Blast Type special; **Damage** see text

You infuse a simple physical blast with added gravity, increasing its damage dice from d6s to d8s; it otherwise deals damage as per the simple blast. At 15th level, you can also infuse a composite blast with gravity, though to do so you must accept 1 additional point of burn.

GRAVITY BLAST

Element void; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning

You manipulate gravity to distort and buffet your foe's body.

GRAVITY CONTROL

Element void; **Type** utility (Sp); **Level** 3; **Burn** 0

You use your gravitic abilities to move yourself, as per flame jet.

GRAVITY CONTROL, GREATER

Element void; **Type** utility (Sp); **Level** 5; **Burn** 0

Prerequisite gravity control

You have greater control over gravity, as per greater flame jet.

GRAVITY MASTER

Element void; **Type** utility (Sp); **Level** 9; **Burn** 0

Prerequisites gravity control, greater gravity control

You can create areas of altered gravity. This functions as *reverse gravity*, but you can choose for the gravity in the area to pull

toward any direction (not just up). If you use this wild talent, any previous use of this wild talent expires immediately.

NEGATIVE ADMIXTURE

Element void; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites negative blast, any other energy simple blast

Blast Type energy; **Damage** see text

Choose another simple energy blast you know. Negative admixture's damage is half negative energy, and half the chosen blast's type.

NEGATIVE BLAST

Element void; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** negative energy

You blast your foe with negative energy. This blast and its composite blasts never heal creatures, even if they would normally be healed by negative energy (though such creatures still take no damage).

NO BREATH

Element void; **Type** utility (Su); **Level** 2; **Burn** —

Prerequisite emptiness

You gain no breath, as per the universal monster ability (*Pathfinder RPG Bestiary* 2 299), and you can survive in the vacuum of space.

PULLING INFUSION

Element void; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts gravity, void

Saving Throw none

Your kinetic blast pulls foes toward you. Attempt a drag^{APG} combat maneuver check against each target damaged by your infused blast (the blast always drags the foe closer to you), using your Constitution modifier instead of your Strength modifier to determine your CMB. This infusion can pull a foe a maximum of 5 feet. You can increase the maximum distance pulled by 5 feet per additional point of burn accepted.

SINGULARITY

Element void; **Type** form infusion; **Level** 4; **Burn** 3

Associated Blasts gravity, negative, void

Saving Throw Reflex half

You create a growing singularity. Choose a grid intersection within 30 feet. All creatures and objects in a 5-foot-radius burst centered on the intersection take 1/4 your blast's normal amount of damage (or half damage for a negative blast). On your next turn, the singularity deals damage in a 10-foot-radius burst, and on your turn after that, it deals damage in a 15-foot-radius burst. The DC is Dexterity-based.

VOID BLAST

Element void; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites primary element (void), expanded element (void)

Blast Type physical; **Damage** half bludgeoning, half negative energy

You call forth the power of the void to annihilate your foe.

VOID HEALER

Element void; **Type** utility (Sp); **Level** 1; **Burn** 1

This functions as kinetic healer (*Pathfinder RPG Occult Adventures* 26), except it heals undead (and others healed by negative energy).

First World Occultism (Kineticist)

Known and respected in Tian Xia but frequently mistaken for druids around the Inner Sea, phytokineticists (kineticists who focus on the element of wood) manipulate trees and plants to their will. They mimic the movements of flora in their art, knowing when to bend like a reed or stand firm like an oak.

Wood Element

Phytokineticists share a strong bond with the First World, and channel the power of primordial life. There is no “Elemental Plane of Wood”; instead, pockets of vital energy form when the Elemental Planes grind against the borders of the First World.

Class Skills: A phytokineticist adds Knowledge (nature) and Handle Animal to her list of class skills.

Basic Manipulation: Phytokineticists gain basic phytokinesis.

Simple Blast: A phytokineticist gains wood blast as a simple blast wild talent. She can use all of the infusions listed below with wood blast and its composites

Defense: A phytokineticist’s defense wild talent is flesh of wood.

Wild Talents: 1st—basic phytokinesis, kinetic cover^{OA}, pushing infusion^{OA}, *; roots; 2nd—entangling infusion^{OA}, *; merciful foliage, woodland step; 3rd—brachiation, impale^{OA}, *; thorn flesh, warp wood; 4th—greensight, plant disguise, shape wood, toxic infusion*; 5th—plant puppet, wild growth, woodland step (greater); 6th—deadly earth^{OA}, *; green tongue; 7th—toxic infusion (greater)*; 8th—forest siege, wood soldiers.

* Indicates an infusion wild talent.



AUTUMN BLAST

Element earth and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites earth blast, wood blast

Blast Type physical; **Damage** any two of bludgeoning, slashing, and piercing (half each)

A burst of fallen leaves and earthy decay batters a single foe.

BRACHIATION

Element wood; **Type** utility (Su); **Level** 3; **Burn** —

You can gain a climb speed equal to your base speed, which you can also use to swing from tree to tree in heavily forested or jungle areas, or from wooden supports.

FLESH OF WOOD

Element wood; **Type** defense (Su); **Level** —; **Burn** 0

Your skin toughens like timber, turning aside some blows. You gain a +1 enhancement bonus to your existing natural armor bonus. By accepting 1 point of burn, you can increase this enhancement bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enhancement bonus by 1 (to a maximum of +7 at 20th level). Whenever you accept burn while using a wood wild talent, First World energy causes your full natural armor bonus to apply to your touch AC for 1 round. You can dismiss and restore this effect as an immediate action.

FOREST SIEGE

Element wood; **Type** utility (Sp); **Level** 9; **Burn** 0

You can transform available plant life into a besieging army. This functions as *greater siege of trees*^{UC}, except you need to concentrate or the effect ends, and you can change targets as a free action. If you accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn, but you do need to spend a standard action to change targets.

GREEN TONGUE

Element wood; **Type** utility (Su); **Level** 6; **Burn** —

You can speak to plants and hear their whispers, as if constantly under the effects of *Speak with plants*.

GREENSIGHT

Element wood; **Type** utility (Su); **Level** 4; **Burn** —

You can see through plant material as if you possessed the greensight universal monster ability (*Pathfinder RPG Bestiary* 4 295) with a range of 60 feet.

MERCIFUL FOLIAGE

Element wood; **Type** utility (Su); **Level** 2; **Burn** —

The First World is a place of rampant life, and you can use some of its energy to ease the danger of your attacks. You can deal nonlethal damage, without taking a penalty on attack rolls with your wood blasts or composite blasts that include wood.

PLANT DISGUISE

Element wood; **Type** utility (Sp); **Level** 4; **Burn** 0

You can assume the shape of an immobile plant, as per *tree shape* but transforming into any ordinary plant of size Medium or smaller.

PLANT PUPPET

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can control plants, causing them to attack your foes. This functions as the aether puppet wild talent (*Pathfinder RPG Occult Adventures* 22), except it controls plants instead of objects. At 12th level, you grant Large and larger animated plants hardness 5.

ROOTS

Element wood; **Type** utility (Su); **Level** 1; **Burn** —

You sink roots into soft surfaces, making it hard to move you. This functions as the earth walk wild talent (*Occult Adventures* 24) except it works only on soft surfaces (like soil or snow) and not on stone. If you have both, the bonuses stack while you're on soft earth surfaces.

SHAPE WOOD

Element wood; **Type** utility (Sp); **Level** 4; **Burn** 0

You reshape wood to suit your purposes, as per *wood shape*.

SPRING BLAST

Element air and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites air blast, wood blast

Blast Type physical; **Damage** half bludgeoning and half slashing or piercing

Sharp blossoms and pummeling seeds buffet your foe.

SUMMER BLAST

Element fire and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites fire blast, wood blast

Blast Type physical; **Damage** half fire and half bludgeoning, slashing, or piercing

A burning blast of heat and sun-dried foliage tears at your foe.

THORN FLESH

Element wood; **Type** utility (Sp); **Level** 3; **Burn** 1

Prerequisite flesh of wood

You cover your body in barbed thorns that injure foes who strike you. This functions as the jagged flesh wild talent (*Occult Adventures* 25).

TOXIC INFUSION

Element wood; **Type** substance infusion; **Level** 4; **Burn** 3

Associated Blasts autumn, spring, summer, winter, wood

Saving Throw Fortitude negates

The plants in your blast are mildly toxic. All creatures that take slashing or piercing damage from your blast are sickened for 1 round.

TOXIC INFUSION, GREATER

Element wood; **Type** substance infusion; **Level** 4; **Burn** 3

Prerequisites toxic infusion

Associated Blasts autumn, spring, summer, winter, wood

Saving Throw Fortitude negates

Your plant toxin is more virulent. Each time you use this infusion,

choose a physical ability score. All creatures that take slashing or piercing damage from your blast are exposed to your poison. Blast—*injury; save* Fort; *frequency* 1/round for 6 rounds; *effect* 1d2 Str or Dex damage, or 1 Con damage; *cure* 2 consecutive saves.

WARP WOOD

Element wood; **Type** utility (Sp); **Level** 3; **Burn** 0

You can bend and twist plants and wooden objects. This functions as *warp wood*.

WILD GROWTH

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can charge plants with life energy, hindering your enemies or aiding local farmers. This functions as *plant growth*.

WINTER BLAST

Element water and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites cold blast, wood blast

Blast Type physical; **Damage** half cold and half bludgeoning, slashing, or piercing

You unleash a blast of frigid frost and jagged, bare branches at your target.

WOOD BLAST

Element wood; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning, slashing, or piercing

You lash out with boughs, vines, or a deluge of stinging blooms.

WOOD SOLDIERS

Element wood; **Type** utility (Su); **Level** 9; **Burn** 1

Your presence animates surrounding plant life, which fights by your side. Each time you recover burn, you automatically use this ability once and ignore the burn cost. This functions as *wooden phalanx^{UM}*, except you always animate four golems, and the duration lasts until the next time you recover burn. If you have autumn blast, one of your golems gains a 20-foot burrow speed. If you have spring blast, one of your golems gains a 30-foot fly speed (average maneuverability). If you have summer blast, one of your golems is healed by fire damage, is vulnerable to cold, and deals 1d6 extra points of fire damage on slam attacks and when splintering. If you have winter blast, one of your golems deals 1d6 extra points of cold damage on its slam attacks and when splintering. Each of the above modifications must apply to a different golem.

WOODLAND STEP

Element wood; **Type** utility (Su); **Level** 1; **Burn** 0

You gain woodland stride, as per the druid ability. Due to your ability to manipulate plants, you can attempt a caster level check (DC = 11 + the spell's caster level) as a standard action to also ignore magically manipulated plants (but not creatures of the plant type).

WOODLAND STEP, GREATER

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0

Prerequisites woodland step

The plants actively assist you and nearby allies. You and all allies within 30 feet benefit as per *forest friend^{UC}*.

Legends and Lore (Medium)

Mediums invoke spirits and legends to glean occult secrets and command an impressive array of powers, but their role is often misunderstood by the uneducated and superstitious of Golarion.

Mediums on Golarion

Few people on Golarion truly comprehend mediums and their abilities. In lands without strong psychic traditions, many who observe mediums performing seances to contact the departed assume that these ceremonies are a form of necromancy, and that mediums are possessed by undead or outsiders. Even in lands where psychic powers are common, mediums are often looked down on for drawing power from sources beyond their own insight, and for accepting the risk that their summoned spirits may gain enough influence over them to control the mediums' actions. Their powers are thought to be more trickery than enlightenment, lacking the gravitas of other occult classes.

More sophisticated groups, including many academies of magic that believe nothing exists other than arcane and divine power, dismiss mediums as charlatans and lunatics. These attitudes are often exacerbated by fake mediums who conduct false seances to prey on the bereaved and needy.

Citizens in superstitious nations like Ustalav publicly reject mediums, even accusing them of courting Tar-Baphon and the Whispering Way. In Mendev, some of the more zealous purges against the native Sarkorians also eliminated local mediums in an attempt to wipe out demon cults, as the crusaders believed that the mystics invoked terrible fiends.

In Geb—a nation where speaking to spirits and the deceased would seem culturally appropriate—mediums are actively hunted under the assumption they serve Nex as Nexian channelers (see below), and most Gebbites distrust practitioners who embrace the secrets of true death rather than sanctified undeath. Mediums with proper documentation can rise high in Geb politics, but always risk unfounded accusations or outright violence.

Conversely, Nexian mediums enjoy high status in their homeland, as the Arclords appreciate those who can plumb the lost knowledge of their great founder. The ability to channel Nex as a legendary spirit is often seen as a sign of the archmage's direct favor, and even those who suspect Nex has better things to do than watch over specific mediums acknowledge that his influence over such spellcasters is likely part of a grander scheme on his part and thus worthy of careful study.

Nor do all other groups fear or mistrust mediums' powers. Societies with long histories of storytelling—such as Varisians and Ulfen—generally show deep respect for these spellcasters, seeing them as physical manifestations

of their history and legends. Both cultures are rumored to practice their own unique traditions of mediumship, with Ulfen channeling heroes from their cultural epics and Varisians glean skills and insight from the stories that inspired the various harrow cards. Races with connections to their own past lives, such as samsarans and ghorans, have the easiest time understanding the calling of the medium, and their societies hold important roles for those who commune with spirits.

Nexian Channeler (Medium Archetype)

Normally, storied figures who simply disappear don't form legendary spirits (see *Pathfinder Campaign Setting: Occult Realms*), but the archmage Nex long ago created an astral reflection of himself from which he can draw additional power. This echo now serves as an appropriate spirit for well-trained mediums to channel. Nex's legendary spirit is more powerful and willful than most legendary spirits, however; it embraces only mediums who visit distinct locations and master opening their third eyes.

Legend of Nex (Su): A Nexian channeler gains access to the Nex legendary spirit instead of an archmage spirit. This ability alters the spirit ability.

Third Eye (Sp, Su): A Nexian channeler knows one fewer knack than his level would normally indicate, but he gains Third Eye (*Pathfinder RPG Occult Adventures* 141) as a bonus feat. Beginning at 2nd level, when he selects a taboo, the Nexian channeler can use his third eye for 2 minutes per character level each day, instead of gaining free uses of spirit surge. This ability alters knacks and taboo.

Impossible Eye (Su): Starting at 3rd level, a Nexian channeler gains additional powers from his third eye. At 3rd level, while his third eye is open, his caster level for divination spells increases by 1 and he gains darkvision with a range of 60 feet. At 5th level, while his third eye is open, he gains constant *detect magic*. At 7th level, while his third eye is open, he gains constant *arcane sight* instead of *detect magic*. At 9th level, while his third eye is open, his bonus on Perception checks against invisible creatures improves to *see invisibility*. At 13th level, he can concentrate for 1 minute to send his third eye from his body, as per *arcane eye* (this duration counts against the daily duration for which he can open his third eye, and if the *arcane eye* is destroyed, he loses all remaining minutes of his third eye ability for that day). At 14th level, as a standard action while his third eye is open, he can spend 1 minute of the duration he can open his third eye to use *analyze dweomer* on a single target. At 15th level, while his third eye is open, he gains *true seeing*. At 18th level, while his third eye is open, his *arcane sight* improves to *greater arcane sight*. This ability replaces haunt channeler, location channel, connection channel, propitiation, ask the spirits, astral journey, trance of three, and spacious soul.

Third Eye Mastery (Su): At 19th level, a Nexian channeler can open his third eye for longer than normal. He can open his third eye for 5 minutes per medium level (increasing to 10 minutes per medium level if he selects a taboo); this duration must be used in 5-minute increments. Uses of *analyze dweomer* cost him 5-minute increments instead of 1-minute increments, and he can use the read aura occult skill unlock with his third eye multiple times per day; each use takes only 1 minute but costs 5 minutes of the duration he can keep his third eye open. This ability replaces spirit mastery.

Living Third Eye (Su): At 20th level, a Nexian channeler is as one with his third eye. It is open at all times, he can use *analyze dweomer* and the read aura occult skill unlock at will, and the destruction of his *arcane eye* does not adversely affect him. This ability replaces astral beacon.

Nex (Medium Legendary Spirit)

Nex's legendary spirit offers the power of one of the greatest archmages in Golarion's history. Unlike normal archmage spirits, Nex's legendary spirit grants strange abilities shaped by the lost wizard's unique experiments. Mediums channeling Nex's legendary spirit eventually realize that the spirit has its own long-term plans for them, usually involving the Spire of Nex, but so far no medium has gleaned the full scope of that plan.

The Nex legendary spirit grants modified or unique spirit powers. In all other ways, it functions identically to a standard archmage spirit (*Occult Adventures* 33).

Nex's Arcana

(Lesser, Su): Rather than your normal spells per day for your medium level, you gain the spells per day from Table 1-4: Mesmerist (*Occult Adventures* 39). For each level of spell you can now cast (including level 0), each time you channel Nex's spirit, select a single spell from the sorcerer/wizard spell list of that level to add to your medium spell list and spells known until you lose contact with Nex. When you cast these spells, they count as arcane (though not for the purpose of fulfilling prerequisites), and thus you must provide verbal and somatic components

instead of thought and emotion components. Because of Nex's hatred of Geb, these spells can't be of the necromancy school.

Project Servitor (Intermediate, Su): You can create projections of the creatures trapped in the Spire of Nex, just as Nex did during his siege of Absalom. You can expend a spell slot to cast *shadow conjuration*, mimicking a *summon monster* or *summon nature's ally* spell of the spell slot's level (or that spell slot's level + 1 for 5th- and 6th-level slots). These shadows are 10% real per level of the spell slot expended. If you allow Nex to gain 1 point of influence over you, double the reality percentage (to a maximum of 100%; if the result would be greater than 100%, the creature or creatures instead gain the advanced template).

Wild Arcana (Greater, Su): You can allow Nex to gain 1 point of influence over you in order to cast any sorcerer/wizard spell of a level you can cast (even necromancy spells). You must expend a spell slot of the appropriate level, and you can't apply metamagic feats to the spell.

Personal Spire (Supreme, Su): Nex's legendary spirit grants you access to a personal demiplane that you create (as per one created by

create greater demiplane). As long as you channel Nex each day, your demiplane remains, but

if you ever channel a spirit from a different legend, the demiplane disappears, dumping its inhabitants onto the Astral Plane. You can use project servitor to

summon a shadowy projection of any creature currently within

your demiplane, as long as its CR matches the summon spell (CR

1/2 or lower for *summon monster I*, CR 1 for *summon monster II*, CR

2 for *summon monster III*, CR 3 or 4 for *summon monster IV*, CR 5

or 6 for *summon monster V*, CR 7 or 8 for *summon monster VI*, or CR 9 or

10 for *summon monster VII*). You can allow Nex to gain 1 point of

influence over you and expend a 6th-level spell slot to use

project servitor as per *summon monster VIII* (80% real

and can mimic trapped creatures of CR 11 or 12)

or *summon monster IX* (90% real

and can mimic trapped creatures of

CR 13 or 14).



Devilish Trickery (Mesmerist)

Masters of both discipline and deception, mesmerists are specialists in the field of psychic manipulation and subterfuge. Typically mistaken for bards and enchanters, mesmerists slip between the cracks of social strata using their powers to beguile and charm, often leading to reputations as untrustworthy scoundrels.

Mesmerists on Golarion

While often ill-understood, mesmerists are among the most common occult practitioners found in the Inner Sea region, worming their way into the upper echelons of society as easily as into its seedy underbelly, and having no trouble finding potential students to whom they may teach their art. Nidal is believed to have the oldest continuous tradition of mesmerists; there, they serve as enforcers and torturers for the Umbral Court, and as spies in regions beyond Nidal's borders where they curry favors or prod leaders toward neutrality with the dark nation despite its horrific crimes. Recently, Cheliax has embraced the so-called "Nidalese smile," developing an array of devilbane gazes to cow its infernal servants and root out angelic interlopers. The nobles of both nations dabble with hypnotism and mesmerism, ostensibly as parlor tricks but more fiendishly to gain control over political enemies. The theocracy of Razmiran is also rumored to train a legion of conversionists to win over new followers to the living god Razmir and stoke loyalty in those whose faith has wavered.

Beyond the Inner Sea, the nation of Kwanlai in Tian Xia practices its own form of mesmerism that has evolved over centuries from tengus' reliance on silent communications. Although tengus' ability to communicate with, influence, and sabotage outsiders with mere gazes eventually contributed to their freedom in the Feather and Starlight Rebellion, it has since served only to reinforce the political and social mire holding their nation back.

Mesmerist Tricks

The following mesmerist tricks are available to any mesmerist.

Chain of Eyes: The subject can share her senses with the mesmerist. The mesmerist triggers chain of eyes by closing his eyes and concentrating on the implanted subject, allowing the mesmerist to see and hear everything

the target experiences with her own senses of sight and hearing (including any special senses or magical effects). Once triggered, chain of eyes lasts for 1 minute per mesmerist level or until the mesmerist shifts his field of vision back to himself as a free action. While viewing events from the target's perspective, the mesmerist is flat-footed, even if he can see himself from another perspective.

Slip Bonds: While implanted with this trick, the subject gains a +2 circumstance bonus on Escape Artist checks. If the subject becomes grappled, pinned, shackled, or otherwise personally restrained, the mesmerist can trigger the trick and cause the subject to become incorporeal just long enough to slip her bonds (unless they can otherwise restrain an incorporeal creature). This effect doesn't last long enough for the subject to move through walls or other barriers. If the mesmerist is 12th level, the subject remains incorporeal until the beginning of the mesmerist's next turn.

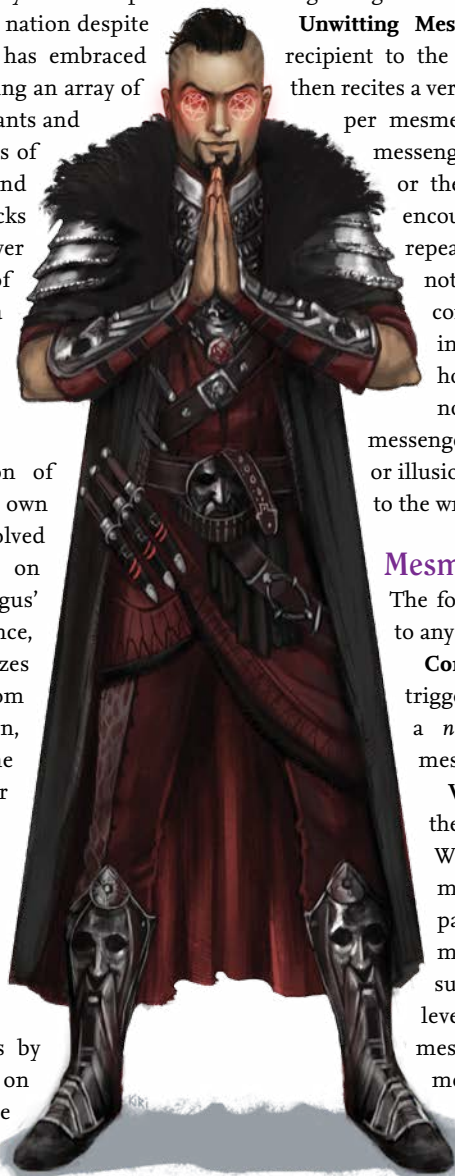
Unwitting Messenger: The mesmerist describes a recipient to the subject while implanting this trick, then recites a verbal message no longer than five words per mesmerist level. The subject of unwitting messenger has no memory of the message or the target recipient. When the subject encounters the specified recipient, she repeats the message verbatim, but does not recall speaking the message or its contents. The message remains buried in the subject's subconscious for 24 hours, after which time it disappears if not delivered. The subject of unwitting messenger can be fooled by mundane disguises or illusions, causing her to deliver the message to the wrong recipient.

Mesmerist Masterful Tricks

The following masterful tricks are available to any mesmerist.

Concealing Veil: When this trick is triggered, the subject is affected by a *nondetection* spell for 1 round per mesmerist level.

Willful Ignorance: The subject gains the ability to tell one undetectable lie. When the subject attempts to lie, the mesmerist can trigger this trick. That particular lie resists truth-detecting magic, and creatures attempting to use such magic must succeed at a caster level check against a DC equal to 15 + the mesmerist's class level to succeed; failure means the magic doesn't detect the subject's lie or force her to speak only the truth.



Devilbane Gazes

Chelish mesmerists have refined their hypnotic stares to include a suite of gaze attacks useful for negotiating with or undermining outsiders. In the decades since, these secrets have begun to slip beyond the Hell-bound nation's borders, and now can be found throughout the Inner Sea region, especially in areas that interact frequently with outsiders.

Devilbane gazes can be selected beginning at 3rd level as options for the mesmerist's bold stare improvements. They tend to be more limited in their scope than standard bold stare improvements, but cut to the core of an outsider's being. When a devilbane gaze is used against a creature with the outsider type, double the hypnotic stare penalty applied by the devilbane gaze improvement (but not the Will save penalty the original hypnotic stare imposes). Despite their moniker, devilbane gazes affect all outsiders equally well.

Devilbane Binding: The hypnotic stare penalty also applies to all Charisma checks to escape *planar binding* spells, and applies to the target's spell resistance against a *planar binding* spell.

Devilbane Dampening: The hypnotic stare penalty also applies to the target's resistance to a single form of energy, chosen by the mesmerist when he initiates the stare. If the mesmerist targets a form of energy to which his target has no resistance, this improvement has no effect.

Devilbane Dismissal: The hypnotic stare reduces the duration of any conjuration (summoning) spells the target casts, or that are currently affecting the target, by half.

Devilbane Impediment: The target of your hypnotic stare must succeed at a concentration check (DC = 15 + the level of the spell) to activate any of its spell-like abilities (but not standard spellcasting). If the target fails the check, the spell-like ability doesn't function but is still expended.

Devilbane Mundanity: The hypnotic stare penalty also applies to the target's spell resistance. This ability doesn't stack with the sapped magic bold stare improvement.

Devilbane Withering: The hypnotic stare penalty also applies to attack rolls and damage rolls, but only if the target is an outsider. Unlike most devilbane gazes, this gaze has no effect on creatures not of the outsider type, and effect's penalty isn't doubled when it targets outsiders.

Mesmerist Spells

The following new spells can be a vital part of a mesmerist's repertoire, but can also be learned by other spellcasters.

DEATH PACT

School enchantment [mind-affecting]; **Level** bard 5, mesmerist 5, psychic 6, witch 6

Casting Time 1 minute

Components V, S, M (a contract signed in blood)

Range touch

Target one creature

Duration 24 hours

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

You take control of a creature's mind and implant deadly subconscious commands. This spell functions as *dominate person*, allowing you to control your subject and see through her senses, but also implants a powerful burst of psychic energy in the subject's mind. At any point during the spell's duration, you can trigger this burst as an immediate action, dealing 1d8 points of damage per caster level (Fortitude half) to the subject. If this damage is enough to reduce to target to 0 or fewer hit points, the target dies instantly.

Your target can also willingly trigger this psychic burst as an immediate action. You can specify conditions (such as being captured) when she should do so, though such orders are considered dangerous and allow the subject a new Will saving throw with a +2 bonus.

FOOL'S TELEPORT

School illusion (glamer); **Level** mesmerist 3, psychic 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range personal and touch

Target you and other touched willing creatures

Duration 1 minute/level

Saving Throw Will negates (harmless); see text; **Spell**

Resistance no

This spell instantly renders you unseen as per *invisibility*, but creates a visual and auditory display that makes it appear as if you had teleported away. You can affect one additional Medium or smaller creature or its equivalent per 3 caster levels (a Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth). All creatures to be affected must be in contact with one another, and at least one of those creatures must be in contact with you.

If a viewer identifies the spell with a successful Spellcraft check, she can attempt an immediate Will saving throw as if interacting with an illusion. With a successful Will save, the observer can correctly identify *fool's teleport* for what it is; otherwise, she perceives the spell to be *dimension door*, *teleport*, or similar conjuration magic. A successful Will save doesn't negate the invisibility.

IMPLANTED PROJECTION

School enchantment (compulsion) [emotion^{UM}, mind-affecting];

Level mesmerist 3, psychic 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 day/level

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

This spell functions as *telepathic projection*^{OA}, except its mood-altering effects remain dormant in the target's mind. Upon casting this spell, the caster designates a command word or phrase, of which the target retains no memory. The next creature to speak the command word or phrase to the target triggers the implanted *telepathic projection*, treating the speaker as the original spellcaster.

Sacred Relics (Occultist)

Occultists are students of history who derive mystic understanding from psychic impressions, their skills seeming to develop as if by chance among those who study the past or violate ancient ruins or the sites of long-forgotten wars. A minority of occultists discover secrets of the occult via study and experimentation, though these scholars often imperil themselves and those around them because they foolishly believe they have unlocked all there is to know about psychic magic and esoteric power.

Despite the magical power of occultists, most people see them as little more than opportunistic tomb robbers. Even well-meaning occultists often feel they can't risk explaining their actions for fear of exposing allies to secrets that can warp the mind and taint the soul—and their silence inevitably casts doubt and suspicion upon them.

Occultists on Golarion

Occultists can arise anywhere the recklessly curious happen across dangerous knowledge. While no one place on Golarion can truly be called the center of their art, the relics, ruins, and lost secrets of ancient Osirion in particular seem to unearth this calling in many, both among native Osirians and foreign scholars and smugglers. These occultists draw unspeakable power from the fragments of history contained within antiquities buried in dusty tombs and under the sand. Many of this nation's secrets have been hidden for good reason, and lore from beyond the stars and ancient beings humanity was never meant to understand have driven many occultists insane. Varisia likewise holds mysteries buried by time and devastation, from ancient megaliths to magic items and tomes. Occultists delving the mysteries of Varisia also often succumb to madness, joining the region's myriad cults worshipping the runelords or their dead gods. No ancient site emanates more psychic power than the Pit of Gormuz in modern Casmaron; artifacts recovered from the ruined city of Ninshabur contain incredible resonant powers that can make any occultist a god in his own mind—at a terrible price.

The ruins left behind by the great cyclops nations that once controlled much of Golarion still ring with powerful magic and psychic impressions. Occultists journey to both the Ghol-Gan ruins on Garund and the remnants of Koloran in Iobaria, but few occultists are actually created by contact with those places

and their remains. Superstitions hang over these cyclopean sites, and locals cast out occultists who delve into them, fearing such meddlers will unleash devastating plagues.

Reliquarian (Occultist Archetype)

Not all occultists derive their power from psychic impressions left on objects. Some find faith first, and draw out the divine potential in religious relics. Many see these religious scholars as eccentrics or heretics who pilfer holy magic with their bizarre rituals.

Faithful: A reliquarian must worship a deity, and must be within one step of her deity's alignment, along either the law/chaos axis or the good/evil axis. A reliquarian is proficient with her deity's favored weapon in addition to her normal weapon and armor proficiencies.

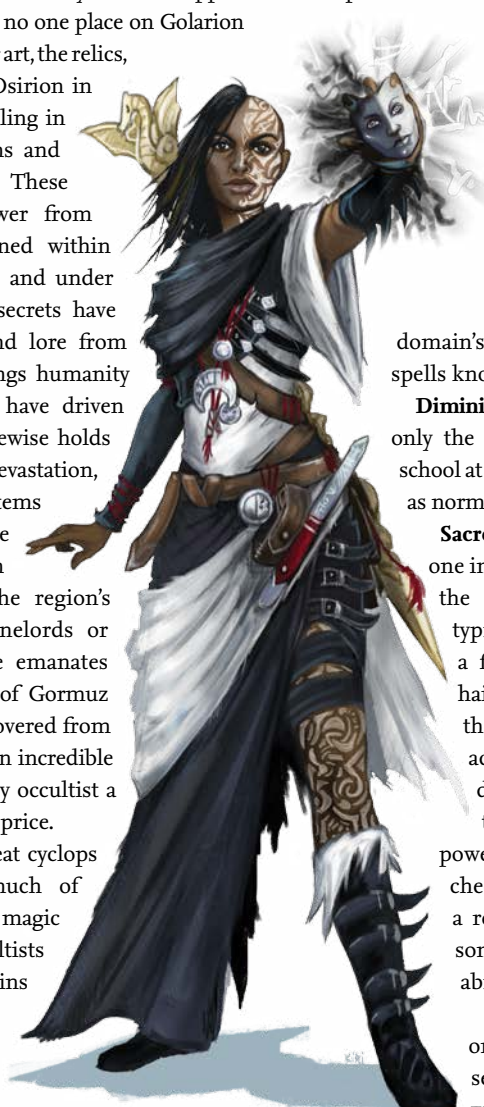
Spells: A reliquarian's spells are considered divine spells, not psychic spells. The reliquarian's spells use verbal components instead of thought components, and somatic components instead of emotional components, and she uses a sacred implement (see below) as a divine focus. This ability alters the occultist's spells.

Domain: A reliquarian gains access to one of her deity's domains. She treats her occultist level as her cleric level for the purposes of access to domain powers and their strength. Additionally, the reliquarian adds the domain's spells to her occultist spell list and her spells known.

Diminished Focus Power (Su): A reliquarian learns only the base focus power from one implement school at 1st level. She gains additional focus powers as normal. This ability alters focus powers.

Sacred Implements (Su): A reliquarian gains one implement school at 1st level. Additionally, the reliquarian gains a relic of her god, typically a holy symbol of significant age, a fixture from a lost temple, or bone or hair from a prominent historical figure of the religion. This grants the reliquarian access to one of her deity's domains, as detailed above. Without this implement, the reliquarian cannot use her domain powers and must succeed at a Concentration check to cast spells from her domain. All of a reliquarian's future implements must be somehow representative of her faith. This ability modifies implements.

Orisons: A reliquarian gains one orison, or o-level divine spell, each time she selects an implement school (including when she again selects a school that she



has already learned to use.) These orisons otherwise behave as an occultist's knacks. This ability replaces knacks.

Divine Focus (Su): A reliquarian uses her Wisdom modifier, rather than her Intelligence modifier, to determine the amount of mental focus available to her each day. This ability modifies mental focus.

Sacred Implements

Outsiders and divine servants leave especially lasting impressions when they interact with the Material Plane, and many occultists seek out the resulting sacred implements to augment their existing powers. A sacred implement is always a specific kind of object, though not necessarily unique.

An occultist can adopt a sacred implement whenever he gains access to an implement school. Once chosen, the sacred implement is permanent and grants the occultist access to a bonus focus power for that implement school, but causes the occultist to take a -1 penalty to his caster level when using the spells and associated implement powers of a school of magic opposed to that deity's portfolio. An occultist can use a sacred implement even if he doesn't worship the associated god.

BAILIFF'S CHALICE (ASMODEUS)

Implement School conjuration; **Implement** bowl; **Opposition School** transmutation

Amber Prison (Su) You can expend 3 points of mental focus to entomb a creature within 40 feet in an amberlike prison, rendering it paralyzed and unconscious for 1 minute per occultist level you have. The amber prison has 20 hit points; destroying the prison frees the creature. A successful Reflex save negates this entombment. Whether or not the saving throw is successful, the creature can't be the target of this focus power again for 1 day.

CINDER-STAINED BANYAN (NETHYS)

Implement School transmutation; **Implement** vest; **Opposition School** divination

Parity (Su) While casting a transmutation spell that provides you an enhancement bonus to a single mental or physical attribute, you can expend 1 point of mental focus as an immediate action to divide the bonus the spell provides, granting half to the original attribute affected by the spell and half to a corresponding attribute. Strength corresponds with Intelligence, Dexterity corresponds with Wisdom, and Constitution corresponds with Charisma. You can also use this ability to divide an ability score bonus granted by a magic item, but you must immediately expend 1 point of mental focus each day when you allocate mental focus to your implements to maintain the parity, or else the bonus immediately reverts to normal.

FERRYMAN'S SLUG (URGATHOA)

Implement School necromancy; **Implement:** coin; **Opposition School** evocation

Wake (Su) As a standard action, you can expend 1 point of mental focus to inspire fits of grief in a single creature within

30 feet that can see and hear you. You fill the target with haunting visions of the deaths of loved ones and the brevity of life, and for 1 minute, the target's emotional vulnerability grants you a circumstance bonus equal to your occultist level on Diplomacy and Intimidate checks attempted against the target. If this implement is used in combat, these emotions instead distract your target, leaving it dazzled for 1 round per occultist level you have.

GRANDMOTHER'S CLASP (PHARASMA)

Implement School abjuration; **Implement** brooch; **Opposition School** necromancy

Grandmother's Ward (Su) As a standard action, you can expend 3 points of psychic focus to create a 5-foot-radius ward centered on you for 1 round per occultist level. This ward burns undead creatures, dealing an amount of damage equal to 1d4 + 1d4 per 2 occultist levels you have when the undead enter the ward and each round they begin their turns within this area of effect. The warded area moves with you and can be used only defensively. Any attempt to force the ward against an undead creature immediately ends the effect.

LAUGHING BEAST ICON (ROVAGUG)

Implement School evocation; **Implement:** figurine; **Opposition School** abjuration

Footsteps of the Rough Beast (Su) You can expend 1 point of mental focus as a move action to cause the ground in a 5-foot-radius burst centered on you to crumble and rupture, becoming difficult terrain. If you remain stationary, in subsequent rounds you can concentrate on this area as though concentrating on a spell by expending 1 additional mental focus each round. As long as you maintain concentration; the radius of the difficult terrain increases by 5 feet (maximum 30-foot radius) each round. You immediately cease concentrating if you move from your originating location. Difficult terrain created this way remains for 24 hours before returning to its original state.

MASK OF THE SECRET-EATER (NORGORBER)

Implement School illusion; **Implement** mask; **Opposition School** conjuration

Psychic Mirage (Sp) You can expend 1 point of mental focus to become invisible to a single target within 30 feet, as per *invisibility*, and remain so for 1 minute per occultist level you have. This invisibility doesn't affect other creatures. While within 30 feet of the target, you can expend 1 point of mental focus to read the target's surface thoughts as per *detect thoughts*.

MOURNFUL EYE (ARODEN)

Implement School enchantment; **Implement:** necklace; **Opposition School** illusion

Forgotten (Sp) As a standard action, you can expend 3 points of mental focus to target a single creature within 30 feet using *modify memory*. This ability can be used only to cause the target to forget the last 5 minutes of interaction with you.

Ancient Enlightenment (Psychic)

Psychics are often mistaken for sorcerers due to the apparently inborn nature of their powers and their lack of spellbooks and other arcane accoutrements.

Psychics on Golarion

While psychics enjoy a broad gamut of abilities, their art is both relatively uncommon and poorly understood on Golarion. Outside of Vudra, most practitioners are self-taught or else learn from a single teacher. A few strong traditions of psychic magic exist across the Inner Sea region and beyond.

The Erutaki people from the Crown of the World hold a small but significant psychic tradition. Erutaki psychics claim to share a connection that ties them to the Nameless Spires, and visit the site in dreams.

The Vudrani colony of Jalmeray holds the largest collective of psychics in the Inner Sea region. Monasteries on Jalmeray offer unique training that allows a psychic to combine body and mind into a more complete whole.

While the source of some misconceptions, psychics are a known factor in Numeria, especially among agents of the nefarious Technic League. Most are the result of strange machines, exposure to radiation and chemicals, or alien interbreeding, forever intertwining the legacy of Numerian psychics with the hated machines from Starfall.

In Vudra, the myriad mahajanapadas systematize psychic magic as readily as some Inner Sea nations formalize arcane studies, forming academies and guilds overseen by gifted rishis who advise leaders and teach new students.

Psychics on Distant Worlds

While trained psychics are relatively scarce on Golarion, the same is not true among the stars. Akiton's Contemplatives of Ashok delve into occult mysteries and wield psychic magic, and many shobhad and ratfolk clans feature psychically empowered mystics. The jellyfish-like Brethedans practice their own psychic traditions, and a breakaway colony on the gas giant Liavara survives entirely as a communal, dreaming hive mind.

The planet Castrovel supports the most dominant psychic traditions, home to enclaves of lashunta psychics who dedicate themselves to achieving oneness. These cultists shed the boundaries imposed by their bodies and allow their minds to join together as a collective gestalt overmind.

Phrenic Amplifications

The following phrenic amplifications are taught primarily in Jalmeray, Vudra, and the island nation of Hermea, though any psychic can learn them.

Biokinetic Healing (Su): When the psychic casts a linked spell from the transmutation school, she can spend 1 point from her phrenic pool to regain 2 hit points per level of the linked spell.

Dragon's Breath Focus (Su): The psychic can spend 2 points from her phrenic pool to change a linked spell that has a line or burst area of effect into a 30-foot cone that emanates from the psychic's mouth as a breath weapon.

Phrenic Strike (Su): As long as the psychic has at least 1 point in her phrenic pool, she can attempt an unarmed strike in place of a touch attack as part of casting a spell with a range of touch. This unarmed attack still provokes attacks of opportunity as normal unless the psychic can otherwise make unarmed attacks without provoking attacks of opportunity.

Psychofeedback (Su): The psychic can spend 2 points from her phrenic pool to sacrifice a linked spell of 2nd level or higher. Doing so grants the psychic a +1 enhancement bonus to Strength, Dexterity, or Constitution per level of the sacrificed spell. This bonus lasts for 1 minute per psychic level.

Telepathic Restoration (Su): When the psychic casts *telepathic bond*, she can spend 1 point from her phrenic pool to remove the dazed, frightened, panicked, shaken, or stunned condition from one target of the bond. Doing so removes the status from the target of the linked spell, but applies it immediately (with any remaining duration) to the psychic.

Transfer Fear (Su): When the psychic successfully affects a target with a fear effect, she can spend 1 point from her phrenic pool to remove a fear effect from herself or one ally with whom she is in telepathic contact.

Major Amplifications

These skills were developed on Castrovel, but over the millennia have been mastered by various psychics on Golarion.

Deflection Field (Su): Whenever the psychic casts a linked spell that grants her a deflection bonus to AC, she can spend 2 points from her phrenic pool to automatically reflect the first ranged attack that misses her (as long as the linked spell remains active) back at the attacker. This reflected attack uses the original attack roll plus a circumstance bonus equal to the psychic's caster level.

Telepathic Targeting (Su): By spending 2 points from her phrenic pool, the psychic can target any creature with which she is in telepathic communication (whether via her *telepathic bond* ability, a creature's telepathy ability, or another effect) with the linked spell, even if the creature would normally be out of range. The linked spell must have the mind-affecting descriptor and must have a range of touch or greater.

Psychic Disciplines

The following psychic disciplines are common among samsarans and the Vudrani, though psychics of any background or race can pursue them.

Enlightenment

Your quest for enlightenment has opened your eyes to new concepts and heights of spiritual awareness. You seek

learning that allows you to evolve in mind and spirit, improving your next incarnation.

Phrenic Pool Ability: Wisdom.

Bonus Spells: *Acute senses*^{UM} (1st), *identify* (4th), *clairaudience/clairvoyance* (6th), *thoughtsense*^{OA} (8th), *atonement* (10th), *greater arcane sight* (12th), *circle of clarity*^{UM} (14th), *protection from spells* (16th), *overwhelming presence*^{UM} (18th).

Discipline Powers: Your enlightened mind eases your burden and allows troubles to harmlessly wash over you.

Expanded Awareness (Su): As a move action, you can focus on your senses and gain one of the following sensory abilities: blindsense (10 feet), darkvision (30 feet), low-light vision, or scent. This new sense lasts for 1 round per psychic level. You can use this ability a number of times per day equal to your Wisdom modifier. At 11th level, you can use expanded awareness to gain see in darkness or thoughtsense (20 feet). At 15th level, you can use it to gain lifesense.

Patient Insight (Ex): When you attempt a Heal, Knowledge, Sense Motive, or Survival check, you can spend 1 point from your phrenic pool to roll the check twice and take the higher result.

Focused Trance (Ex): At 5th level, you can enter a deep meditation, allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time you can take only move actions and gain a bonus equal to your psychic level on all saves against sonic effects and gaze attacks. When you come out of your trance, you can attempt a single Appraise, Knowledge, or Spellcraft check with a +20 circumstance bonus. You can enter a focused trance a number of times per day equal to your Wisdom modifier.

Empty Mind (Su): At 13th level, you can clear your mind by focusing on a sense of emptiness, purging yourself of doubt and discomfort. You can spend 1 point from your phrenic pool on your turn as a free action to remove the blinded, confused, dazed, deafened, staggered, or stunned condition from yourself.

Rebirth

Your mind is forged from the most powerful memories of a multitude of lifetimes. You have fragmentary knowledge of your prior lives and can leverage the experience gained during these lifetimes into raw psychic power.

Phrenic Pool Ability: Charisma.

Bonus Spells: *Burst of insight*^{OA} (1st), *false life* (4th), *contact other plane* (6th), *ancestral memory*^{ISWG} (8th), *reincarnate* (10th), *transformation* (12th), *ethereal jaunt* (14th), *bilocation*^{OA} (16th), *akashic form*^{OA} (18th).

Discipline Powers: Your myriad lives inspire diverse exceptional abilities.

Past-Life Memories (Ex): You add a bonus equal to half your psychic level (minimum 1) to all Knowledge checks and can attempt all Knowledge skill checks untrained.

Mnemonic Esoterica (Ex): By reaching into the recesses of your past lives, you gain knowledge beyond that of most

psychics. Select a single additional spellcasting class. Once per day when you prepare your spells, you can add one spell from this class's spell list to your spells known and class spell list for 24 hours. This spell must be 1 level lower than the highest-level spell you can cast, and you cast it as if it were psychic magic (*Pathfinder RPG Occult Adventures* 144). You can decide to change the spellcasting class from which you draw this spell each time you gain a new level.

Resurgence (Su): At 5th level when you would be reduced to 0 hit points or fewer by an attack, you can spend 2 points from your phrenic pool as an immediate action to regain a number of hit points equal to 1d8 points of damage + your psychic level. At 10th level, this ability's healing increases to 3d8 + your psychic level. If this healing is insufficient to bring you above negative hit points, you are automatically stabilized. If you would still be killed by the amount of damage taken, you erupt with positive energy and heal all allies within 30-foot-radius burst for the amount you healed yourself.

Physical Regression (Sp): At 13th level, you can spend 2 points from your phrenic pool as a standard action once per day to take on the form of one of your previous incarnations. This ability functions as the *polymorph* spell, but its range is personal and its duration becomes 10 minutes per caster level.



Bound to the Dead (Spiritualist)

Spiritualists tend to appear at random, rather than being the product of a temple or academy. They emerge more frequently in places where unquiet souls and restless dead abound, such as Geb and Ustalav, but anyone can die with business unfulfilled. In rural locales, where the population may not have seen a spiritualist in a generation or more, the sight of a manifesting phantom might cause a panic as commoners race for the local cleric, wrongly believing the bonded spirit to be a ghost, shadow, or other vicious undead.

Spiritualists on Golarion

The worship of Pharasma dominates the way local cultures treat spiritualists, influencing thoughts about the soul's journey and what it means for a phantom to be bound to a mortal rather than continuing on to judgment. Regardless of their nation, the rank and file of Pharasma's church view spiritualists with suspicion. Pharasmians assume spiritualists selfishly restrain phantoms from their rightful journeys, and in extreme cases call spiritualists spirit-slavers. Yet those higher within the church understand the nuance a troubled soul brings to the cycle of life and death, so while many priests of the Lady of Graves may not be ardent supporters of spiritualism, they don't condemn it.

Beyond the church's influence, most cosmopolitan regions view spiritualists with a mix of fear and disdain, imagining the casters to be either tricksters making a few coins off grieving families or fools tampering with forces best kept out of mortal hands. More learned sorts often confuse spiritualists with summoners, and their phantoms with eidolons. Absalom in particular has little time for spiritualists' "fraud"; their art is found (publicly, at least) almost solely among the superstitious lower classes, while the city's movers and shakers scoff at such foolishness.

A few regions around the Inner Sea enjoy unique relationships with spiritualists. Ustalav most notably embraces the practice—the nation's tormented history and the legacy of the Whispering Tyrant compels the common people to welcome locals who can speak to and quell spirits. In Nex, however, spiritualists are seen as potential infiltrators from Geb. Inhabitants of Osirion and Thuvia pity phantoms, believing the poor souls to be denied the afterlife because of

unmet obligations, and view spiritualists as the phantoms' opportunity for redemption. In the Shackles, spirituality takes a back seat to superstition and unsatisfying deaths are tragically common, making spiritualists a more common sight. Varisians and Shoanti revere spiritualists' power, and seek the wisdom they glean from the ancestors.

Fated Guide (Spiritualist Archetype)

Not all phantoms are restless dead escaping the afterlife. On rare occasions, Pharasma returns a judged soul to the Material Plane—linking the spirit to a devout believer—to complete some final task, make amends for a crime, or grant a sharply divided soul a second chance. Sadly, from a soul's perspective, the journey along the River of Souls and its trials in the Boneyard last eons, and most phantoms return with little, if any, idea of who they were or the nature of their dedicated purposes. The fated guide helps her phantom uncover details about its life and what it can do to finally move on.

Shepherd to the Dead: A fated guide adds *disrupt undead* and *sanctify corpse*^{UM} to her list of spells known.

Phantom: A phantom who bonds with a fated guide must have the remorse emotional focus (see page 19).

Divine Purpose: A fated guide's phantom gains Deific Obedience^{ISG} as a bonus feat, though the spiritualist must obey her god's obedience to gain any benefit. This replaces the phantom's antagonistic ability.

Thanatopic Bonded Manifestation (Su):

A 3rd level, a fated guide can bond with her phantom to channel the influence of Pharasma and her servitors. When a spiritualist gains this ability, she must replace her ability to form either an ectoplasmic bonded manifestation or an incorporeal bonded manifestation.

When the fated guide uses this thanatopic bond, she gains access to the benefits of her phantom's Deific Obedience feat, and can use *speak with dead* as per the spell, asking a maximum of one question per spiritualist level she has each day, and no more than one question per corpse; asking a question and getting an answer requires 2 full rounds.

At 8th level, the fated guide can act normally even after being reduced below 0 hit points.

The spiritualist immediately dies if reduced to a number of negative hit points equal to her Constitution score. She takes 1 extra point of damage each round she performs a strenuous action, such as attacking or casting a spell, and immediately falls unconscious and begins dying if she dismisses the thanatopic bond or the duration of bonded



manifestation expires. Maintaining her nearly dead form is taxing, and each round that she remains active below 0 hit points consumes 2 rounds of bonded manifestation's duration.

At 13th level, while using her thanatopic bonded manifestation, the fated guide can cast *antilife shell* as a spell-like ability. Maintaining this spell quickly exhausts her phantom, and each round she maintains the spell consumes 2 rounds of bonded manifestation's duration.

At 18th level, the fated guide's touch banishes the unquiet dead. She can deal 10d6 points of positive energy damage (Will half; DC = 10 + 1/2 the fated guide's spiritualist level + her Wisdom modifier) as a touch attack against undead creatures. An undead creature that successfully saves against this touch attack is immune to the same fated guide's positive energy touch for 24 hours.

This ability modifies bonded manifestation.

Iron Bond (Ex): When the fated guide reaches 9th level, her phantom gains a +4 bonus on saving throws against banishment, dismissal, or other similar effects. This ability replaces the *see invisibility* ability.

Undeniable Bond (Ex): When the fated guide reaches 16th level, her phantom gains an additional +4 bonus on saving throws against banishment, dismissal, or other similar effects, for a total of +8. This ability replaces the *call spirit* ability.

Remorse (Phantom Emotional Focus)

Spirits of creatures that died with heavy weights upon their consciences manifest with the remorse emotional focus. These phantoms, whose forms are often darkened by shadows, force foes to experience their regret and self-loathing. A spiritualist with the fated guide archetype (see page 18) must choose remorse as her phantom's emotional focus, but other spiritualists can also select this emotional focus for their phantoms.

Skills: The phantom gains a number of ranks in Perception and Sense Motive equal to its Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Antagonistic: The phantom gains Antagonize as a bonus feat.

Long-Suffering Strike (Su): When a phantom with this focus hits a creature with its slam attack, that creature must succeed at a Will saving throw (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) or any attacks targeting the creature gain a +1 bonus on their attack rolls and damage rolls until the beginning of the phantom's next turn. Penalties from multiple hits don't stack with themselves.

Aura of Regret (Su): When the spiritualist reaches 7th level, her phantom can emit a 10-foot-radius aura of regret as a swift action. Enemies within the aura take a -2 penalty on skill checks, on caster level checks, on combat maneuver checks, and to CMD. Ending the aura is a free action. The phantom can use this ability in either ectoplasmic or incorporeal form.

Keening (Su): When the spiritualist reaches 12th level, her phantom can wail about its misdeeds once per day as a

OTHER REMORSE-FOCUSED ABILITIES

If a spiritualist archetype allows the selection of an additional focus, add remorse to the list of available foci. Add the following to other character options for spiritualists with remorse phantoms.

Emotional Conduit (Feat): 1st—*inflict light wounds*, 2nd—*disfiguring touch*^{UM}, 3rd—*howling agony*^{UM}, 4th—*debilitating portent*^{UC}, 5th—*nightmare*, 6th—*harm*.

Fractured Mind (Archetype): *Doom* (5th), *inflict pain*^{OA} (7th), *stricken heart*^{ACG} (9th), *mind fog* (16th).

Spirit-Bound Blade (Spell): The weapon also gains the *heartseeker*^{UE} special ability.

standard action, affecting all creatures within a 30-foot cone with the *terrible remorse*^{UM} spell. The phantom uses its Hit Dice as its caster level for the effect, and the DC equals 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier. The phantom can use this ability in either ectoplasmic or incorporeal form.

Utter Misery (Su): When the spiritualist reaches 17th level, her phantom's long-suffering strike also causes a creature that fails its save to become stunned until the beginning of the phantom's next turn.

Spiritualist Feats

The following feats are available to those characters who dally with phantoms.

Overwhelming Phantom

Your phantom is strong-willed, allowing it to enter and dominate other creature's minds.

Prerequisites: Phantom class feature, spiritualist level 15th.

Benefit: Three times per day, as a standard action while it is fully manifested, your phantom can attempt to enter and take control of a living creature; doing so provokes an attack of opportunity. A creature can resist this influence with a successful Will save (DC = 1/2 the phantom's Hit Dice + the phantom's Charisma modifier). A phantom can maintain this control for 1 minute per spiritualist level you have, but the victim is allowed a new saving throw each minute. This ability otherwise functions as *greater possession*^{OA}.

Spirit Symbiosis

Your phantom is impressionable and easily influenced by contact with new spirits.

Prerequisites: Ability to cast *speak with dead*, phantom class feature, .

Benefit: When you cast *speak with dead*, you can choose not to gain any of the normal effects of the spell, instead temporarily merging the summoned spirit into your phantom, exchanging your phantom's current emotional focus and all related abilities for a new emotional focus of your choice. This new emotional focus persists for 10 minutes per class level you have, after which your phantom's original emotional focus returns.

Occult Archetypes

The discovery of occult secrets happens in many ways across Golarion. Overly curious scholars unleash strange experiments in Ustalav and stranger ones still in Numeria, finding that alchemy, surgery, and alien super-science can open strange vistas of possibility. The mystics and monks of Vudra and Jalmeray turn their thoughts inward to unfold deeper states of consciousness. Near the Worldwound and in the Mana Wastes, exposure to demonic madness or warped magic sometimes unlocks latent psychic abilities. The very nature of the occult makes it possible to combine it with nearly any other tradition or training, creating something new.

Mind Sword (Paladin Archetype)

Veterans of mystical battles against demons of the Worldwound, mind swords merge psychic and divine power, probing and cleansing minds while their telekinetic blades cleave demonic flesh.

Mind Arsenal (Su): At 2nd level, a mind sword can make a telekinetic attack with a melee weapon. This functions as the hand of the apprentice universalist wizard school ability, but any calculations of that ability based on Intelligence are instead based on Charisma. At 6th level, a mind sword can expend two uses of this ability as a full-round action to attack the same opponent multiple times, as if using the full-attack action. At 12th level, a mind sword can expend one use of this ability as a full-round action to combine melee attacks and ranged attacks aimed at different targets within 60 feet as part of a single full-attack action. This ability replaces lay on hands.

Touch Treatment (Su): At 3rd level, a mind sword can expend one use of her mind arsenal ability to remove minor harmful mental conditions, as per the mesmerist touch treatment class feature (*Pathfinder RPG Occult Adventures* 43). At 9th level, she can remove moderate conditions, and at 15th level, she can remove major conditions. This ability replaces mercy.

Spells: A mind sword adds the following psychic spells to her paladin spell list at the listed spell levels: 1st—*detect psychic significance*^{OA}, *mage hand*, *telekinetic projectile*^{OA}, *thought shield I*^{OA}; 2nd—*apport object*^{OA}, *enshroud thoughts*^{OA}, *mental barrier I*^{OA}, *thought shield II*^{OA}; 3rd—*intellect fortress I*^{OA}, *mental barrier II*^{OA}, *telekinetic maneuver*^{OA}, *thought shield III*^{OA}; 4th—*intellect fortress II*^{OA}, *telekinesis*, *thought shield IV*^{OA}, *thoughtsense*^{OA}, *tower of iron will I*^{OA}. The mind sword can prepare and cast these psychic spells as divine paladin spells. However, the mind sword cannot use these spells for item creation, including making potions or scrolls of these spells. This ability replaces channel positive energy.

Serpent-Fire Adept (Monk Archetype)

A serpent-fire adept embraces the secrets of her chakras and mastery of their energetic flow.

Class Skills: The serpent-fire adept adds Appraise, Diplomacy, Fly, Heal, Knowledge (arcana), Linguistics, and Survival to her list of class skills, but does not gain Climb, Intimidate, Knowledge (history), Perform, Ride, or Swim as class skills. This alters the monk's class skills.

Chakra Training: A serpent-fire adept gains Chakra Initiate^{OA} and Psychic Sensitivity^{OA} as bonus feats. She need not meet these feats' prerequisites, and can use her serpent-fire ki from Chakra Initiate to open and maintain her root chakra, despite not being 2nd level. This ability replaces stunning fist and the bonus feat gained at 1st level.

Chakra Expertise (Ex): At 2nd level, the serpent-fire adept gains a bonus equal to 1/2 her monk level on Fortitude and Will saves attempted to maintain awakened chakras. At 8th level, when she has opened one or more chakras, she can maintain those chakras (without opening any new chakras) for 1 round without taking a swift action, expending ki, or attempting Fortitude or Will saves to maintain the chakras. This increases to 2 rounds at 16th level. After maintaining her chakras with chakra expertise, the monk must open a new chakra or maintain her open chakras normally before she can use chakra expertise again. This ability replaces the bonus feat gained at 2nd level.

Light Spirit (Su): At 4th level when the serpent-fire adept has her sacral chakra open and chooses to benefit from its power, her fly speed is equal to either her base land speed or her bonus to her base speed from the monk fast movement class ability (whichever is higher). She maintains this fly speed for a number of rounds equal to her Wisdom bonus (minimum 1 round), even if she closes her chakras. This ability replaces slow fall and high jump (or the 4th-level ki power for the unchained monk).

Chakra Adept (Ex): At 6th level, the serpent-fire adept gains Chakra Adept^{OA} as a bonus feat. She need not meet the feat's prerequisites. When the serpent-fire adept has used all her rounds of chakra expertise to maintain open chakras, if she does not spend additional ki to maintain her open chakras on the next round, her highest chakra closes and she can spend a swift action to use any one of the abilities of her remaining open chakras. On the round after that, all her chakras close, and if she wishes to reopen them, she must start again with her root chakra. This ability replaces the bonus feat gained at 6th level.

Linked Chakras (Ex): At 7th level, the serpent-fire adept can open multiple chakras at once as a standard action. The round that she does this, she is required to make saving throws only to resist being overwhelmed by the highest chakra she opens, though the save DCs are increased by 5. She can do this once per day, plus one additional time per day each at 12th and 17th level. This ability replaces wholeness of body. (This ability is gained at 8th level, replacing the 8th-level ki power, for the unchained monk).

Chakra Mastery (Ex): At 10th level, the serpent-fire adept gains Chakra Master^{OA} as a bonus feat. She need not meet

the feat's prerequisites. When maintaining her open chakras with chakra expertise, she can spend 1 point of ki to gain the benefits of two chakras rather than one in that round (or three chakras, if she has opened her crown chakra). At 14th level, the serpent-fire adept's pool of serpent-fire ki increases to 7 points, and at 18th level, it increases to 9 points. This ability replaces the bonus feats gained at 10th, 14th, and 18th level.

Supernaturalist (Druid Archetype)

Supernaturalists wholly embrace paranormal phenomena as extensions of nature.

Weapon and Armor Proficiency: A supernaturalist is not proficient with any type of armor. This alters the druid's weapon and armor proficiencies.

Eldritch Botanist (Ex): A supernaturalist can affect plants with mind-affecting effects she creates and with spells that normally affect animals. Any such spell that allows a Will save can instead be negated by the target plant with a successful Fortitude save at the same DC. She also can choose plant bond and green empathy, as a treesinger druid (*Advanced Race Guide* 25), in place of nature bond and wild empathy.

Paranormal Scholar (Ex): A supernaturalist gains Psychic Sensitivity^{OA} as a bonus feat and adds Diplomacy, Knowledge (arcana), and Sense Motive as class skills. At 3rd level and every 3 levels thereafter, she can select a spell from the psychic class's spell list (*Occult Adventures* 69) and add it to her druid spell list, and is able to prepare and cast it as a druid spell. This replaces nature sense, trackless step, and resist nature's lure.

Animal Spirit (Su): At 4th level, a supernaturalist can perform a seance to call an animal spirit of any animal with which she is familiar to serve as her companion and guide. The supernaturalist gains spirit, spirit bonus, spirit surge, and taboo abilities as a medium (*Occult Adventures* 30) 3 levels lower than her druid level. The supernaturalist's allies cannot participate in this seance. This ability replaces wild shape. The spirit abilities of the animal spirit are as follows.

Spirit Bonus: Your spirit bonus applies on attack and damage rolls with natural weapons and on skill checks relating to animals and plants.

Seance Boon: Your natural armor bonus to AC increases by 1.

Favored Location: Native terrain of the animal type being invoked.

Influence Penalty: You become wild and savage, taking a penalty equal to your spirit bonus on caster level checks, Charisma- and Intelligence-based ability checks, and skill checks.

Taboos: Choose one: you must not speak (except with animals and

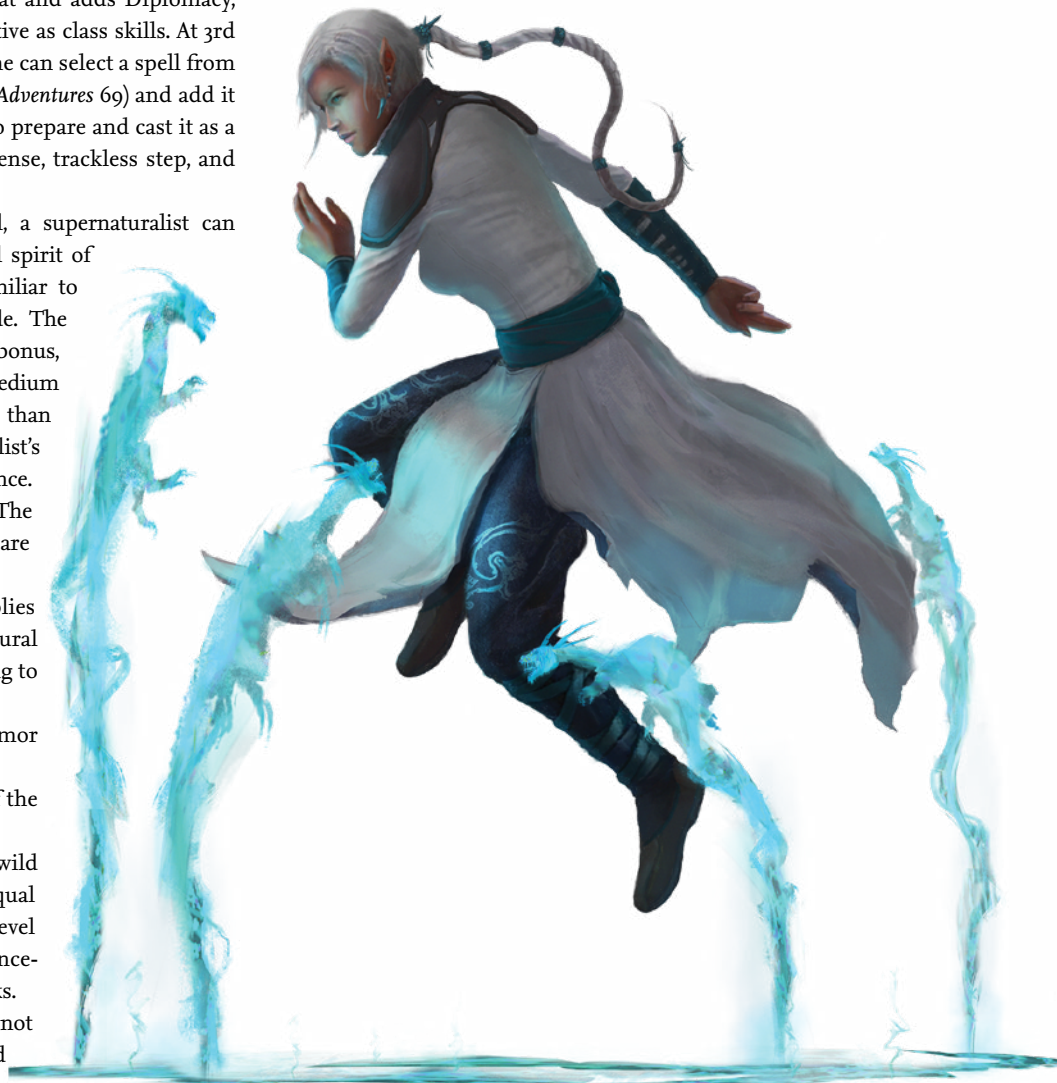
plants); you must not wield manufactured weapons; you must not eat anything you did not kill or harvest yourself.

Totem Transformation (Lesser, Su): You gain any of the following abilities possessed by the animal you select as your animal spirit: bite (1d6 for a Medium druid), 2 claws (1d4 for a Medium druid), darkvision, improved land movement speed (up to a +20-foot enhancement bonus to the druid's base land movement speed), low-light vision, scent, and swim (up to 30 feet).

Pack Leader (Intermediate, Su): When you summon animals that match your animal spirit, they gain a +2 bonus on attack rolls, damage rolls, and saving throws.

Wildstrike (Greater, Su): You can allow your animal spirit to gain 1 point of influence over you as a swift action to allow an animal or plant (including your companion) within 30 feet that can see or hear you to immediately take an additional standard action.

Wild Heart (Supreme, Ex): You gain a +4 bonus on saves against enchantment and mind-affecting effects, and immunity to effects that affect only humanoids. Once per day, you can cast any *summon nature's ally* spell you can cast spontaneously as a standard action without expending a spell slot.



Hybrid Archetypes

By their very nature, the hybrid classes introduced in the *Pathfinder RPG Advanced Class Guide* bridge disparate worlds, making them thematically appropriate in occult campaigns.

Harrowed Society Student (Arcanist Archetype)

Based out of Varisia's Twilight Academy, the secretive Harrowed Society focuses its efforts on the intellectual study of the region's supernatural quirks and hidden history, and embraces the use of the harrow deck to examine the world's occult mysteries. (This archetype is intended for use with the *Pathfinder Cards: Deluxe Harrow Deck*. If you don't have access to that product, roll 1d6 to determine a drawn card's suit: 1 = hammers, 2 = keys, 3 = shields, 4 = books, 5 = stars, and 6 = crowns.)



Psychic Reader (Ex): A Harrowed Society student gains Psychic Sensitivity^{OA} as a bonus feat and adds Diplomacy, Perception, and Sense Motive to her list of class skills. This ability replaces the 1st-level arcanist exploit.

Harrow Reservoir (Ex): Once per day, a Harrowed Society student can perform a harrow reading as a 5-minute ritual. She decides which suit most closely aligns with her task at hand and deals a nine-card spread. Each time that suit appears in her spread, she adds 1 point to her arcane reservoir, to a maximum of 1 point per 2 arcanist levels. Points gained in excess of her reservoir's maximum are lost. The Harrowed Society student can perform this reading one additional time per day at 8th level and at 16th level. This ability replaces consume spells.

Divine the Mysteries (Ex): At 5th level and every 2 levels thereafter, a Harrowed Society student can select a divination spell from the spell list of any class, including classes that cast divine or psychic spells, and add it to her list of spells known. This spell must be at least 1 level lower than the highest-level spell she can cast. She casts these spells as arcane spells, using her normal spell slots, but must use a harrow deck as an additional focus component. If such a spell is normally a psychic spell with an emotion or thought component, she must also add that component.

Trump Card (Su): At 9th level, a Harrowed Society student can expend 1 point from her arcane reservoir and draw a card from her harrow deck as a standard action to learn her own fate or that of an ally within 30 feet. The target's fate depends on the suit of the card drawn from the deck.

Books: The target gains a +2 insight bonus on her next caster level check.

Crowns: The target gains a +2 insight bonus on her next saving throw.

Hammers: The target gains a +4 insight bonus on the damage roll of her next successful melee attack.

Keys: The target gains a +4 insight bonus on her next initiative check.

Shields: The next time the target receives magical healing, she regains an additional number of hit points equal to the Harrowed Society student's arcanist class level.

Stars: The target gains a +4 insight bonus on her next skill check.

A creature cannot have more than one trump card in effect at one time; drawing a new trump card for a target negates the effect of the previous trump card. A Harrow Society student can attempt to read the fate of an enemy within 30 feet, resulting in a penalty for that target equal to the bonus granted above, but the target is entitled to a Will save (DC = 10 + 1/2 the Harrowed Society student's arcanist level + her Charisma modifier) to negate the effect. This is considered a curse^{UM} effect. A Harrow Society student can

have trump cards in effect for multiple creatures at the same time. This ability replaces the 9th-level arcanist exploit.

Id Rager (Bloodrager Archetype)

An id rager lacks a supernatural taint to his blood, instead drawing power from pure emotion.

Atavistic Avatar (Su): An id rager chooses one emotional focus to define his core: anger, dedication, despair, fear, hatred, jealousy, remorse (see page 19), or zeal. At 1st level, he gains Skill Focus as a bonus feat in one skill associated with his atavistic focus.

Anger: Intimidate or Survival.

Dedication: Diplomacy or Sense Motive.

Despair: Intimidate or Stealth.

Fear: Intimidate or Stealth.

Hatred: Acrobatics or Perception.

Jealousy: Appraise or Bluff.

Remorse: Perception or Sense Motive.

Zeal: Acrobatics or Survival.

When the id rager enters a bloodrage, he gains additional powers as if he were a phantom (*Pathfinder RPG Occult Adventures* 78) with the emotional focus he selected as his atavistic focus. He is considered to be both a phantom and a spiritualist for the purposes of abilities whose effect references both a phantom and a spiritualist, such as a dedication phantom's dutiful strike, and treats his bloodrager level as both his spiritualist level and his phantom Hit Dice when determining abilities and save DCs. This ability does not allow the id rager to become incorporeal.

At 4th level, the id rager gains Lightning Reflexes, Great Fortitude, or Iron Will as a bonus feat.

At 8th level, the id rager can meditate for 1 hour to change his atavistic focus for 24 hours or until he decides to return to his permanent atavistic focus as a free action. When he changes his focus, he loses access to his Skill Focus feat and the feat he gained at 4th level, and he wields emotional focus powers as if his spiritualist level and phantom Hit Dice were 3 lower.

At 12th level, the id rager gains Skill Focus in both of the skills associated with his atavistic focus. If circumstances cause him to lose one Skill Focus feat, he loses both.

This ability replaces bloodline, all bloodline spells, and all bloodline powers.

Atavistic Caster: At 4th level, a id rager's bloodrager spells are treated as psychic magic (*Occult Adventures* 144). The bloodrager's bloodrage does not prevent him from casting spells with emotional components, and he is considered to be a psychic spellcaster for the purposes of prerequisites (such as for the prerequisites of psychic duels and occult skill unlocks). This ability alters the bloodrager's spellcasting and replaces eschew materials.

Bonus Feats: At 6th level and every 3 bloodrager levels thereafter, an id rager can select one of the following feats as a bonus feat: Combat Casting, Empath^{OA}, Extra Rage, Intuitive Spell^{OA}, Logical Spell^{OA}, Psychic Combatant^{OA}, Psychic Defender^{OA}, Psychic Healing^{OA}, Psychic Maestro^{OA},

Psychic Virtuoso^{OA}, Raging Concentration^{ACG}, Spell Focus, or Spell Penetration. This ability replaces all bloodline feats.

True Silvered Throne (Shaman Archetype)

Members in good standing who have risen to a prestigious rank within the Esoteric Order of the Palatine Eye, true silvered thrones have managed to discover rituals and occult secrets within the lore of their order. They are scholars of ancient mysteries and keepers of forbidden secrets who go beyond simply learning eldritch traditions to make the occult a part of their very souls.

Class Skills: A true silvered throne adds all Knowledge skills, Linguistics, and Sense Motive to his list of class skills, but loses Handle Animal and Survival as class skills. This alters the shaman's class skills.

Occult Grimoire (Ex): A true silvered throne's divine magic arises from communion with spirits alongside study of archaic lore compiled into a personal occult grimoire. Unlike a wizard's spellbook, this grimoire doesn't contain specific spells. By studying his grimoire, a true silvered throne can prepare any spell on the shaman spell list or provided by his spirit. If this grimoire is lost or destroyed, he cannot prepare new spells or use his spirit magic class feature until it is replaced, which requires 1 week of work. This ability replaces spirit animal.

Ritual Hex: A true silvered throne gains Ritual Hex (see page 24) as a bonus feat.

Scarab of the Second Throne (Ex): At 4th level, a true silvered throne successfully constructs a golden scarab that is infused with some of his occult potential. Treat this construct as a clockwork spy (*Pathfinder RPG Bestiary* 358), except it has half its master's total hit points regardless of its Hit Dice and can write and take dictation rather than record audio. If worn in the true silvered throne's amulet slot, the golden scarab provides a +4 bonus to AC against sneak attacks and attacks of opportunity, as the scarab animates and moves to intercept attacks. If lost or destroyed, the golden scarab can be replaced in a week-long ritual costing 250 gp.

Wandering Ritual (Su): At 6th level, a true silvered throne can attempt to coax a nearby spirit into service with a 1-minute-long ritual once per day, gaining that spirit's spirit ability and adding its list of spells to those he can cast using his spirit magic. The silvered throne can maintain this bond for 1 hour, or until he dismisses the spirit as a free action. At 12th level, he also gains this spirit's greater spirit power while bonded, and at 20th level gains its true spirit power as well. He can perform a wandering ritual one additional time per day at 8th level and 14th level. This ability replaces wandering spirit and wandering hex.

Esoteric Rites (Ex): At 8th level, a true silvered throne gains a +1 insight bonus on skill checks attempted as part of an occult ritual. This bonus increases by 1 for every 4 shaman levels beyond 8th (to a maximum of +5 at 20th level). If the true silvered throne is the ritual's primary caster, he also adds this bonus to the caster level of the ritual's effect. This ability replaces the 8th-level hex.

Occult Feats

Occult abilities come from many sources, such as carefully guarded mysteries of secret societies, cultic sacraments, lost fragments of ancient traditions, and scribbled lore from long-dead scholars.

Careful Reader

Your training with the Pathfinder Society (or its rivals) has taught you proper caution and wariness when deciphering the ancient scrolls and inscriptions of fallen civilizations.

Prerequisites: Linguistics 3 ranks, Spellcraft 3 ranks.

Benefit: You gain a +4 bonus on saving throws against written magical effects, including *explosive runes*, *glyph of warding*, *illusory script*, *symbol of death*, and similar magic, as well as against any form of curse, madness, possession, or similar effect—magical or not—that might occur from reading a book, inscription, scroll, or any other form of writing.

Chakra Mandala

Using scars, tattoos, or henna, you inscribe symbols over your chakras to help maintain your balance of kundalini.

Prerequisite: Ki pool class feature.

Benefit: If you fail the Fortitude saving throw to maintain your awakened chakras, you take only half the normal damage.

Cranial Adjustment

You have learned to manually adjust the plates that make up the skull, inducing altered states in your subjects.

Prerequisite: Dext Hands or Trepanation.

Benefit: You can perform the hypnotism occult skill unlock^{OA} even if you can't use psychic magic. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use hypnotism one additional time per day.

You can use the Sleight of Hand skill in place of Diplomacy to hypnotize a subject, but doing so requires 10 minutes of contact with the target's skull. You can perform an adjustment that takes 1 hour to access the deeper recesses of a target's emotional mind, either granting the target a +2 bonus or imposing a -2 penalty on the target's saving throws against mind-affecting emotion^{UM} effects for 24 hours.

Cranial Implantation

You turn the science of phrenology inward, driving needles and nails into your or another's brain to grant focus through the pathways of pain.

Prerequisites: Self-Sufficient or Trepanation, Heal 7 ranks.

Benefit: You can perform the phrenology occult skill unlock^{OA}, though you must use needles or similar sharp implements rather than your fingertips, dealing 1d3 points of damage to the subject. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use phrenology one additional time per day.

In addition, you can insert needles into a creature's brain to help center its thoughts and emotions. Doing so

requires a successful Heal check (DC = 25 + the target's Hit Dice). Creatures with implanted needles gain a +1 bonus on saving throws against spells with the emotion^{UM} or fear descriptor (or similar effects), but take a -1 penalty on saving throws against spells with the electricity or pain^{UM} descriptors. Implanting needles deals 1d6 points of damage to the patient, which can't be healed by any means until the needles are removed (which requires a second successful Heal check at the same DC, or a *restoration* or *regenerate* spell).

If you have implanted needles into your own cranium, you can probe them as a swift action while casting a spell, dealing an amount of damage to yourself equal to 1 + the spell's level. The pain from this probing stimulates your powers of focus, granting you a bonus of +1d6 on any concentration check you must attempt as part of casting that spell. This damage doesn't force you to attempt a concentration check.

Haruspicy

You observe the signs of the universe by studying how spilled blood and viscera fall, learning insights into how to best appease unseen forces.

Prerequisite: Knowledge (religion) 3 ranks.

Benefit: If you perform a successful coup de grace, you gain a +2 circumstance bonus on skill checks attempted as part of a single occult ritual or occult skill unlock performed within the next minute. Alternatively, you can instead gain a +1 caster level bonus on a single divination or necromancy spell. The ritual or spell must begin within 1 minute of the coup de grace.

Rhabdomancy

You have mastered the art of casting sticks, rods, or arrows to uncover secrets and find lost things, gaining insight from the way these objects fall.

Prerequisites: Knowledge (nature) 3 ranks, Survival 3 ranks.

Benefit: You can perform the dowsing occult skill unlock^{OA} even if you can't use psychic magic. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use dowsing one additional time per day.

Spending 1 minute casting sticks prior to attempting a Survival check grants you a +2 insight bonus on the check. In addition, you can cast sticks or rods while casting a spell that locates a creature or object (including scrying effects) to increase the caster level of that spell by 1.

Ritual Hex

You are well versed in ancient secrets and forbidden curses, and know how to petition powers with which you are already in contact for additional knowledge.

Prerequisites: Knowledge (arcana) 4 ranks, Knowledge (history) 4 ranks, hex class feature.

Benefit: You learn to perform a special occult ritual (*Pathfinder RPG Occult Adventures* 208) known as Beseeching the Patron, which temporarily grants you a hex you don't already know

how to use. You always believe that your ritual is a success, so the GM should roll the required skill checks in secret, revealing the result only when you try to use your newly acquired hex.

BESEECHING THE PATRON

School divination; **Level** 4

Casting Time 40 minutes

Components V, F (a book of occult lore worth at least 150 gp)

Skill Checks Knowledge (arcana) DC 20, 2 successes; Knowledge (history) DC 20, 2 successes

Range personal

Duration 24 hours

Saving Throw no; **SR** no

Backlash The caster is fatigued for 1 hour.

Failure All of the caster's spells suffer a 10% spell failure chance for 24 hours.

EFFECT

The caster gains access to one additional hex for which she qualifies. This ritual can be used to acquire a major hex (increasing the DCs of the ritual's skill checks by 10) or grand hex (increasing the DCs by 20) if desired. The caster can have only one additional hex from this ritual at a time.

Spectrum Sight

Your pursuit of dispassionate perfection gives you unmatched insight into the condition of others.

Prerequisites: Alertness, Perception 5 ranks.

Benefit: You can perform the read aura occult skill unlock^{OA} even if you can't use psychic magic. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use read aura one additional time per day.

Once per day, you can perform an aura reading as a full-round action. If you successfully use *detect thoughts* or a similar mind-reading divination on a creature, you can use the read aura skill unlock on that creature as a full-round action as long as it is in your line of sight and within 30 feet. If you fail the check, you can't attempt to read that same creature's aura for 24 hours.

Special: If you have a ki pool, you can expend 1 point from your ki pool as a swift action to gain one additional daily use of the read aura occult skill unlock.

Trepanation

Through careful study and practice, you have learned how to relieve pressure in the brain to balance the humors, promote health, and ward off outside influence.

Prerequisites: Heal 5 ranks, Knowledge (arcana) 2 ranks.

Benefit: You can perform the faith healing occult skill unlock^{OA} even if you can't use psychic magic. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use faith healing one additional time per day.

So long as you have a healer's kit^{UE} or surgeon's tools^{UE}, you can spend 1 hour performing a full trepanation on a creature. This procedure requires a Heal check (DC = 20 + the target's Hit Dice). If you're successful, the target gains a +2 insight bonus on saving throws against curses, possession, and spells

from the enchantment (compulsion) school. These effects persist for 1 day per character level you possess. If you fail the check, the target takes 1d3 points of Intelligence, Wisdom, and Charisma damage. You can perform this procedure on yourself, but the DC increases by 5.

Truth in Wine

In refining your palate and experiencing the food, drink, and meal rituals of myriad cultures, you have learned to divine truths about human behavior and use intoxication to break down psychological barriers.

Prerequisite: Appraise 3 ranks.

Benefit: You can perform the psychometry occult skill unlock^{OA} even if you can't use psychic magic, though you must consume a drink of high-quality alcohol (costing at least 10 gp per drink) to do so. If you can cast psychic spells or have the Psychic Sensitivity^{OA} feat, you can use psychometry one additional time per day.

If you consume a drink of high-quality alcohol, you gain a +2 circumstance bonus on Appraise and Sense Motive checks for 1 minute and can increase the caster level of the next divination spell you cast within 1 minute by 1. If you are addicted to alcohol, as described on page 236 of the *Pathfinder RPG GameMastery Guide*, these bonuses increase by 1, but so too does the save DC for your addiction.



Occult Rituals

Rituals are a form of magic that played a significant role on Golarion for eons. Vast empires once depended on rituals to defend their borders, unite their people, and punish their enemies. Despite their importance in the past, functional rituals are difficult to find in the modern era. Because they place powerful magic in the hands of those who answer to no higher authority, or who lack the discipline to devote their lives to studying the arcane arts, these incantations represent a dangerous and hard-to-control magical element. Mistrust of the ancient kingdoms that employed rituals has caused many tomes of such lore to be hunted down and destroyed, or hidden by their owners and lost to the ages.

Rituals are still sometimes found, however, by those few dedicated to their discovery. Knowledge of wizardry and divine prayers can be restricted and take a lifetime to master. Bloodlines can be hunted to extinction. Martial fighting techniques can be outlawed, and the weapons needed to practice them banned. But a ritual may slip through on a single page of a book or be hummed in a harmless melody, and a layperson can use that power to intentionally topple a monarch or inadvertently conjure powerful evils. Because of this danger, benevolent souls and tyrants alike work to contain the understanding of occult rituals, relegating these traditions to the fringes of societies or leaving them forgotten in crumbling ruins and isolated libraries.

Most existing rituals were designed for specific purposes by long-lost savants, and modern practitioners must adapt them to new purposes. As a result, ritualists often seek to know more about the history of these occult incantations. Scholars debate whether the serpentfolk or the cyclopes of Ghol-Gan first introduced ritual magic—to Golarion—both civilizations owe many of their greatest works to powerful ceremonies meant to bend the land and even time to their will. Azlant and Thassilon also relied heavily on rituals to support their wild and fantastic infrastructures, but restricted knowledge of the underlying magic to a select few, leaving most of their secrets lost to the ages. Survivors of these great empires spread what lore remained to the Jistka Imperium—which developed fantastic magic to bind powerful elemental spirits—and from there to Ancient Osirion and the Tekritanin League, where shreds of that knowledge still exist today in secret stonemasons' colleges. Ritualists often disguise their quests for

new rituals as an interest in the history or language of these kingdoms. (See page 208 of *Pathfinder RPG Occult Adventures* for more information about occult rituals.)

HEARTFIRE OF VALENHALL

School abjuration; **Level** 4

Casting Time 4 hours

Components V, S, F (a cold iron and silver lantern worth 5,000 gp), SC (up to 12)

Skill Checks Knowledge (arcana) DC 29, 2 successes; Survival DC 29, 2 successes

Range touch

Target one ship or vessel (up to one 10-ft. square/character level of the primary caster)

Duration 1 year

Saving Throw none; **SR** yes

Backlash The primary caster takes 2d6 points of fire damage, and all casters become exhausted.

Failure All casters become chilled and cannot warm themselves for 24 hours (treat as exposure to cold weather, regardless of outside conditions).

EFFECT

A closely guarded practice among the Linnorm Kings, this ritual descended from far more ancient traditions practiced by the Erutaki to survive at the Crown of the World. After hours of singing, woodcarving, and fire-building, the primary caster throws an iron lantern into a raging bonfire, then plucks it from the flames with a bare hand. The ritual imbues the lantern with an inextinguishable yellow flame for a single year. When hung from the prow or mast of a ship, the lantern projects a protective bubble in which the temperature never falls below 50° F, rain and snow never fall heavier than a light shower, winds never blow faster than strong, and the light never darkens beyond dim (though outside conditions created by extreme weather, such as ice flows or large waves, may still threaten the ship and crew). Anyone resting inside this space dries easily, and preserved food and water do not naturally spoil.

So long as the lantern hangs from a ship, its flame always flickers toward the east, granting a +2 circumstance bonus on Survival checks to avoid becoming lost.

INVOKING THE HERO-GOD

School transmutation; **Level** 7

Casting Time 70 minutes

Components V, S, M (mixture of wine,



outsider's blood, and cedar ash worth 5,000 gp total), F (primary caster must be menstruating), SC (up to 12)

Skill Check Diplomacy or Intimidate DC 31, 2 successes; Knowledge (arcana) DC 31, 2 successes; Knowledge (history) DC 31, 3 successes

Range touch

Target up to 10 willing creatures/character level of the primary caster, all of whom must be present for the ritual

Duration 14 hours

Saving Throw Will (harmless); **SR** yes

Backlash The primary caster takes 2d6 points of damage and becomes host to a restless "god" spirit (see text).

Failure A random creature conjurable via *summon monster XI* appears and attacks all participants for 9 minutes. At the GM's discretion, the conjured creature can have the advanced template, be accompanied by additional creatures, or both.

EFFECT

The rituals of lost Sarkoris summoned and put to use many of their myriad "gods," including conjuring powerful spirits into a clan's soldiers to invest them with bravery and divine grace in an upcoming battle. In this ritual, after an hour of chanting, calling down a spirit, and begging and forcing its service, the primary caster moves among those to be invested with the spirit's power, anointing the participants' foreheads with blood. The ritual infuses each anointed warrior with inhuman passion and courage, granting a +2 morale bonus on attack rolls, saving throws, and skill checks, as well as a +4 morale bonus on saves against fear effects, but also renders them vulnerable to spells that forbid outsiders or deal additional damage against creatures of the outsider type (such as *magic circle against chaos* and *chaos hammer*). A target of this spell does not become an outsider; it simply gains a temporary vulnerability to these effects.

To maintain this spell's magic, the primary caster must host the "god" invoked within her body for the duration of the spell. The outsider scuttles beneath her flesh, causing intense pain and distraction; each round, she has a 50% chance of being dazed by the pain. When the spell's duration expires, the primary caster can eject her parasitic "god" back to its home plane with a successful Will saving throw. On a failed save, the spirit remains and continues to inflict debilitating pain until banished via *break enchantment*, *dismissal*, *limited wish*, *miracle*, *remove curse*, or *wish*. Banishing the spirit early immediately ends the ritual's effect.

PEACOCK SPIRIT'S TRANQUIL ROAR

School abjuration; **Level** 8

Casting Time 80 minutes

Components V, S, M (a peacock feather and powdered malachite worth 500 gp), F (a copper and mithral gong worth 5,000 gp), SC (up to 8)

Skill Checks Knowledge (arcane) DC 32, 2 successes; Knowledge (religion) DC 32, 2 successes; Perform (sing or percussion) DC 32, 4 successes

Range touch

Target a single structure, or an area with a 30-foot radius

Duration 8 days

Saving Throw Will negates; **SR** yes

Backlash All casters take 2d6 points of damage and become exhausted.

Failure All casters gain a negative level and cannot use psychic magic or occult skill unlocks for 1 week.

EFFECT

The primary caster begins by using a peacock feather to dust a circle of crushed malachite around a building or sacred site and calls forth hushed whispers—the murmuring chastisement of the secretive Peacock Spirit—to blot out invasive magics that overhear or reveal secrets. Anyone attempting to cast a divination or enchantment spell or spell-like ability that detects thoughts or compels the truth within the area of effect, or that targets the area of effect with a remote sensing spell such as *scrying*, must first make a successful Will save. Failure indicates the spell is lost and the effect's caster takes 1d6+8 points of damage as the Peacock Spirit turns the invasive magic back upon her. Success indicates the effect occurs normally. A caster who successfully saves is unaffected further by the Peacock Spirit's Tranquil Roar ritual for 24 hours or until she leaves and reenter the area of effect.

SEAL OF DANCING DOLLS

School conjuration; **Level** 6

Casting Time 6 hours

Components V, S, M (a bronze seal embellished with acacia and quartz lacquer worth 500 gp), SC (up to 4)

Skill Checks Knowledge (arcane) DC 33, 3 successes; Knowledge (planes) DC 33, 3 successes

Range touch

Duration 1 year

Saving Throw Will negates; **SR** yes

Backlash All casters take a temporary negative level.

Failure The outsider to be bound is released and attacks.

EFFECT

Designed to create a jistkan construct that is considered in many ways a precursor to early golems, this ritual uses hours of laborious calculations, recitation, and focus to bind an elemental outsider (a creature with the elemental subtype or a genie) into an inscribed bronze seal, harnessing the outsider's vibrant life force to animate an object. The seal must already be affixed to the object to be animated (usually a mannequin or statue), and the outsider must be available within the ritual area and contained (via *binding*, a *magic circle*, or similar magic). Upon successful completion of the ritual, the outsider is bound to loyal service within the seal for a year and a day, losing access to most of its powers and memories and treating the object to which the seal is affixed as its new body. Such animated servitors were most often used as guardians or bodyguards, but also sometimes served as assassins.

This seal can be used as is to create an animated object (*Pathfinder RPG Bestiary* 14) or combined with the Craft Construct feat; the seal replaces any spell requirements in a construct's creation, but not the time investment or material cost. Because the ritual suppresses much of the outsider's power and free will, the outsider to be bound must have twice the Hit Dice of the construct to be created. After 1 year, the construct becomes inert, but it can be reanimated by performing the ritual again at no additional cost beyond preparing a new seal.

Occult Spells

Psychic magic has not gone unnoticed by other spellcasters, especially in Quantum and the Arcanamirium in Absalom. Efforts to duplicate or emulate psychic spells are generally kept secret, but attract seekers of the occult. The following spells are most common in northern Garund and Absalom.

DREAM SHIELD

School abjuration; **Level** alchemist 2, bard 2, medium 2, mesmerist 2, psychic 3, shaman 2, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (hollow glass ball or dreamcatcher)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You ward the target's mind against intrusion and influence while she is unconscious. While sleeping, the target is protected against divinations such as *nonetection* and gains spell resistance equal to 10 + your caster level against mind-affecting effects. In addition, the subject immediately receives another saving throw (if one was allowed to begin with) against any spell or effect

that would possess or exercise direct mental control over her. This functions in all respects like the second property of *protection from evil* but it applies regardless of the alignment of the creature or object that created the possession or mental influence effect.

If the target is awake, instead of the previous effects, the *dream shield* provides a +4 bonus on saving throws against sleep effects. The spell's other effects are suppressed while the target is awake. If the target falls asleep or is otherwise rendered unconscious, the other effects of the *dream shield* resume. Every 10 minutes spent awake consumes 1 hour of the *dream shield's* duration.

JEALOUS RAGE

School enchantment (compulsion) [emotion^{UM}, mind-affecting];

Level antipaladin 2, bard 2, bloodrager 2, mesmerist 2, psychic 3, shaman 3, spiritualist 2, witch 3

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 minute/level (D)

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

You fill the target with a sense of entitled self-importance, making the subject unable to bear the indignity of another creature getting something that it doesn't have. Whenever an ally of the target receives a harmless spell or spell-like ability, beneficial supernatural effect, or assisting action (including the aid another action, first aid using the Heal skill, etc.) that doesn't also include the target, the target is driven into a murderous rage against either the producer of that effect or the nearest creature that benefited from that effect, whichever is closer. The target must attack that creature on its next turn. Any ability that deals lethal damage is considered an attack for this purpose. Once the target deals lethal damage to the object of his *jealous rage*, the compulsion to attack that creature ends.

MINDSHOCK

School divination [mind-affecting, pain^{UM}];

Level antipaladin 2, bloodrager 2, inquisitor 2, medium 2, occultist 2, psychic 2, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You charge yourself with violent psychic energy so attacks you make with weapons, natural weapons, and unarmed strikes cause the target to recall pain suffered in the past. Such attacks deal 1d4 points of nonlethal damage in addition to their normal damage, though creatures immune



to mind-affecting or pain effects ignore this additional damage. In addition, when you confirm a critical hit, the target is confused for 1 round by the pain. Creatures immune to critical hits, mind-affecting, or pain effects ignore the confusion. Even if you confirm multiple critical hits while this spell is in effect, an individual creature can only be confused by a single casting of *mindshock* once.

PSYCHIC LEECH

School enchantment (compulsion) [emotion^{um}, mind-affecting];

Level bloodrager 3, magus 3, medium 3, mesmerist 2, psychic 2, sorcerer/wizard 3, spiritualist 2, witch 2

Casting Time 1 standard action

Components S

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

Target one living creature

Duration 1 minute/level (D)

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

The target experiences feelings of ennui and lethargy, becoming fatigued for the spell's duration. While the target is fatigued and is within the spell's range, you gain a +2 enhancement bonus to Strength and Dexterity. On a successful save, the target is fatigued for only 1d4 rounds and you receive no bonus. This spell has no effect if it targets a creature that is already fatigued.

QUELL ENERGY

School abjuration; **Level** druid 3, inquisitor 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

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

You reduce the target creature's ability to tap into a single energy type (acid, cold, electricity, fire, or sonic) of your choice. This reduces damage of the selected type the creature deals with spells, spell-like abilities, and supernatural abilities by 10 points. Multiple castings of this spell stack. Damage from sources other than the creature, such as objects and magic items, is not reduced. If the damage of one of the creature's effects is negated entirely, any additional effects associated with that damage (such as being stunned by *sound burst* or set on fire by a fire elemental) are also negated. At 13th level, you reduce the target's damage by 20 points, and at 19th level, you reduce the target's damage by 30 points.

If the target succeeds on its saving throw, the spell's duration is reduced to 1 round.

RETRIBUTIVE REPARATIONS

School necromancy [curse^{um}]; **Level** antipaladin 3, inquisitor 3, occultist 3, spiritualist 3, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target one object

Duration 1 day/level or until triggered, and permanent; see text

Saving Throw Will negates (object) and Will negates; see text;

Spell Resistance yes

If a creature successfully takes the item targeted by this spell while you are holding, wearing, or wielding it, the creature must attempt a Will save. If the creature fails its save, it becomes fatigued, and it must attempt a new saving throw at the end of its turn every round it does not return the item to you. Failing a second saving throw causes the target to become exhausted. As long as the victim of the curse is actively working to return the object, its exhaustion is reduced to fatigue. The fatigue and exhaustion cannot be removed by effects that normally remove them, though immunity to fatigue and exhaustion protect against the conditions as normal.

This curse can be ended with *remove curse* or by returning the item to you. You can have this spell active on one item at a time.

SENSORY AMPLIFIER

School divination [mind-affecting]; **Level** druid 4, medium 2, mesmerist 3, psychic 3, witch 3

Casting Time 1 standard action

Components S

Range personal

Area 10-ft.-radius emanation centered on you

Duration 1 round/level (D)

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

You open the minds of all creatures near you and enhance their sensory receptors. All living creatures other than you in the area gain a +5 bonus on Perception checks. Sighted creatures gain low-light vision, and creatures with a sense of smell gain scent. In addition, the first time each round that a creature in the area takes damage, it takes an additional 2d6 points of damage of the same type. Despite being within the area, the caster does not take this extra damage.

SUBJECTIVE REALITY

School illusion (phantasm) [mind-affecting]; **Level** bard 6, medium 5, mesmerist 5, psychic 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** none

Choose one object, creature, or force you can see within long range (400 ft. + 40 ft./level). You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks cannot harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have a 50% chance not to affect you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities do not affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *earthquake* spell, if the spell caused a room's ceiling to collapse, the target would not be immune to the effects of the collapse.

Psychic Magic

Psychic magic has existed in the shadows for centuries, but it has yet to reach the prestige of either arcane or divine magic. In Nex and the city of Niswan, though, occult research has greatly expanded the understanding of psychic magic, and developed new psychic spells unique to those areas.

ECTOPLASMIC HAND

School evocation; **Level** occultist 5, psychic 5, spiritualist 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Effect one ectoplasmic appendage

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You draw forth a ghostly, animated hand through the ectoplasmic veil to manipulate objects, attack creatures, and deliver touch spells at a distance. The hand remains tethered to you by tendrils of ectoplasm. The *ectoplasmic hand* and its tether have hardness 10 and hit points equal to 10 + your caster level. The tether can be damaged or sundered anywhere along its length, ending the spell. The *ectoplasmic hand* has improved evasion, uses your save bonuses, and has an AC of 24 (+6 natural armor, +8 size). The *ectoplasmic hand* moves up to 30 feet per round, and on each of your turns you can spend a move action to move it an additional 30 feet. If you spend a swift action, the *ectoplasmic hand* can make an attack using your base attack bonus, modifying its attack rolls and damage rolls with your spellcasting ability score (the ability score that determines your spell save DCs). It deals 1d6 points of damage with a slam attack, and it can wield any light or one-handed weapon. The *ectoplasmic hand* threatens and can flank targets.

The *ectoplasmic hand* can also perform additional functions.

Deliver Touch Spell: The *ectoplasmic hand* can deliver any spell of 6th level or lower that has a range of touch that you cast. You gain a +2 bonus on your melee touch attack roll when doing so.

Manipulate Object: The *ectoplasmic hand* can manipulate unattended objects weighing no more than 5 pounds per caster level, moving them up to 20 feet per round in any direction you desire, to the limits of this spell's range. It can pull levers, open unstuck doors, or knock over objects. If the *ectoplasmic hand* must attempt a Strength check, it uses your spellcasting ability score as its Strength score. Using the *ectoplasmic hand* in this way requires you to concentrate and spend any actions you would normally need to use to manipulate the object yourself.

Combat Maneuver: You can spend a standard action to command the *ectoplasmic hand* to perform a bull rush, disarm, drag^{APG}, steal^{APG}, or trip combat maneuver against a target creature, using your caster level as its CMB and your spellcasting ability score as its Strength score. The *ectoplasmic hand* takes no penalties for its size. This action doesn't provoke attacks of opportunity against the *ectoplasmic hand*.

MANTLE OF DOUBT

School illusion (phantasm) [emotion^{UM}, fear, mind-affecting];

Level mesmerist 6, psychic 8

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You wrap your mind in phantasms of crippling doubt that assail any who dare harm you. When a creature within the mantle's radius attacks you or attempts to affect you with a harmful effect, it must succeed at a Will save as these spectres of uncertainty force themselves into its mind. Ongoing effects trigger the mantle only if the creature consciously directs them against you. A given creature need only roll a saving throw against your *mantle of doubt* at most once per round. If the creature's attack or effect against you was a psychic spell or spell-like ability, that creature's save takes a –4 penalty. A creature that fails its save against your *mantle of doubt* is affected for 1d4+1 rounds, during which time it is shaken, cannot flank, and no longer threatens creatures within its reach. In addition, it takes a –2 penalty on saves against mind-affecting effects, which stacks with the penalties for being shaken. If your *mantle of doubt* affects a creature that is already shaken, that creature's fear level doesn't increase. Instead, mounting doubts stagger the creature for 1 round and deal 1d4 points of Wisdom and Charisma damage to it.

Spell resistance applies against assaults from a *mantle of doubt*, and immunity to fear or mind-affecting effects negates the spell's effects. If you are immune to fear or mind-affecting effects, you can still cast *mantle of doubt* on yourself.

MIND OVER MATTER

School necromancy; **Level** mesmerist 2, psychic 2, spiritualist 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration instantaneous

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

You blur the lines between mind and body, reassigning ability damage or drain your target has taken to a corresponding ability score, as per the following table.

Physical Ability Score	Mental Ability Score
Strength	Intelligence
Dexterity	Wisdom
Constitution	Charisma

The transfer of damage can go either way—you can convert Intelligence damage to Strength damage and vice versa. You can transfer any number of points of damage or drain in a single casting, though only from one ability score to the corresponding ability score. You cannot transfer enough ability damage or drain to reduce an ability score to 0.

OUT OF SIGHT

School enchantment [mind-affecting]; **Level** medium 3, mesmerist 3, psychic 4

Casting Time 1 standard action

Components V, S, M (a strip of black cloth)

Range personal

Target you

Duration 1 minute/level (D); see text

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

The spell inhibits the memories of creatures that perceive you. While creatures can perceive you normally, when a creature stops observing you, it must attempt a Will save (spell resistance applies). If it fails, it loses all memory of its awareness of you and your actions while you were under the effects of this spell. The spell's duration listed above measures how long the *out of sight* effect lasts on you, but the memory alteration is instantaneous and can be reversed only by magic such as *modify memory*.

The creature is still aware of any other changes to itself or its environment. For instance, a guard will remember running, and may notice a newly unlocked door, but will not remember that he was chasing after you.

PHANTOM LIMB

School necromancy; **Level** psychic 6, spiritualist 5

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 24 hours; see text

Saving Throw none;

Spell Resistance yes

This spell creates a semi-visible psychic manifestation that allows a creature to replace a missing body part or parts. This could be as simple as a missing finger or toe or as complex as one or more limbs or even a set of wings. The creature can use these ghostly appendages exactly as if they were the creature's own limbs, including any natural attacks or other special abilities. This includes any extraordinary abilities granted by the appendages, but not supernatural ones.

If the target does not need a replacement limb (or chooses not to use the spell in this way), it can instead select one of the following options. In this case, the spell lasts only for 10 minutes per level.

Extra Arms: The target grows two phantom arms, granting it two extra natural claw attacks; the target cannot use the phantom arms for any other purpose.

Extra Legs: The target grows two phantom legs and strong hindquarters like those of a horse, granting it a +30-foot enhancement bonus to speed and a +4 bonus to its CMD against overrun and trip combat maneuvers.

Mermaid's Tail: The target grows a phantom tail, granting it a swim speed of 60 feet.

Phantom Wings: The target grows phantom wings, granting it a fly speed of 60 feet (good maneuverability).

PSYCHONAUT MANIFESTATION

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** psychic 2

Casting Time 1 standard action

Components V, S, M (a small piece of psychoactive cactus)

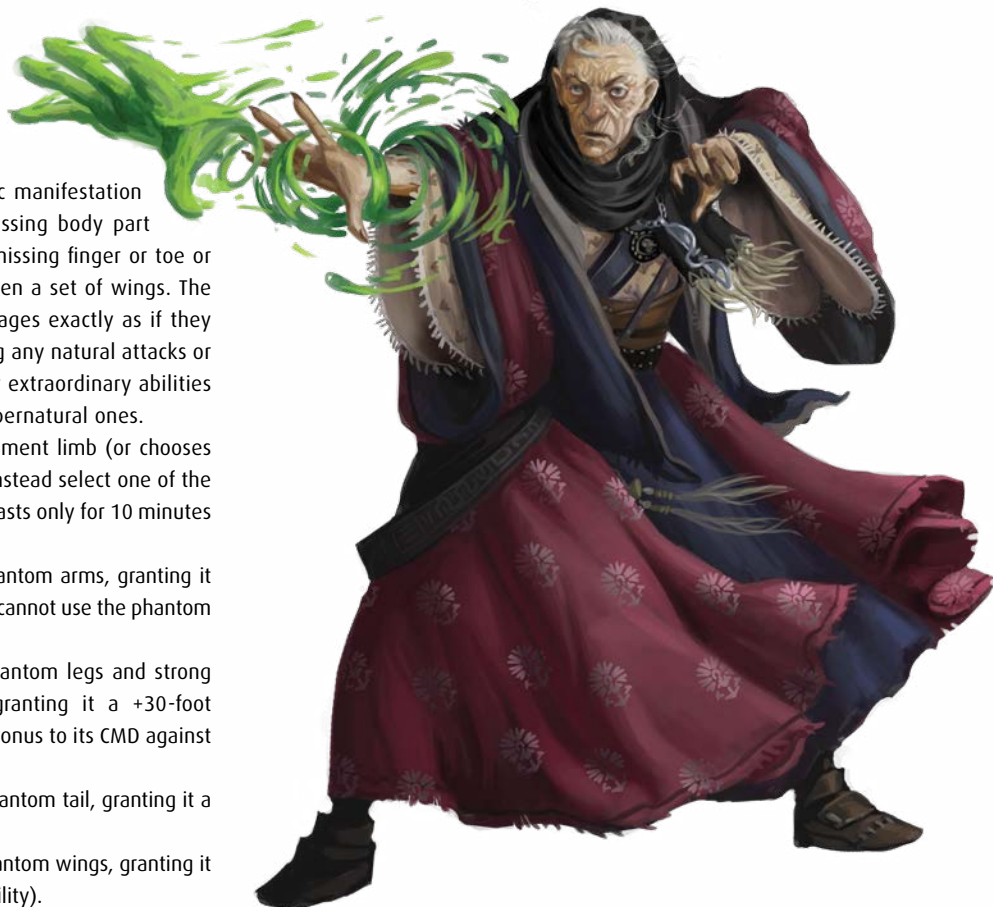
Range personal

Target you

Duration 1 round/level (D)

Saving Throw see text

You take a mental journey through the doors of perception to enter an altered state of consciousness. Despite this hallucinatory transmigration being entirely unreal, your mind and body fully react to it. You gain a +4 alchemical bonus to a random ability score, as well as a corresponding -2 penalty. If the bonus applies to Strength, the penalty applies to Intelligence, and vice versa. If the bonus applies to Dexterity, the penalty applies to Wisdom, and vice versa. If the bonus applies to Constitution, the penalty applies to Charisma, and vice versa. Each round as a standard action, you can explore the nooks and crannies of your imagination to further alter your corporal self. If you do so, attempt a Will save against the spell's save DC. If you succeed, randomly select another ability score and change the alchemical bonus and associated penalty accordingly. If you fail, you are dazed for 1 round instead as your mind reels from learning unexpected truths about yourself.

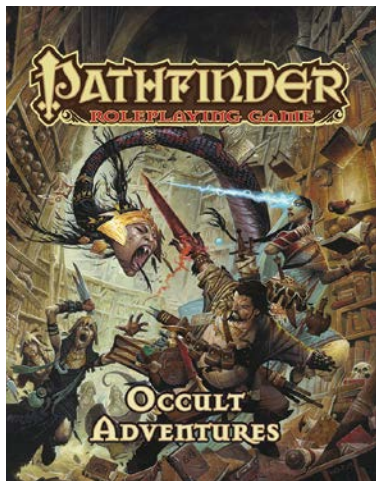


Next Month!

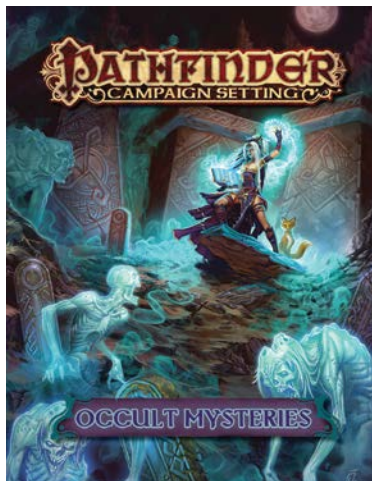
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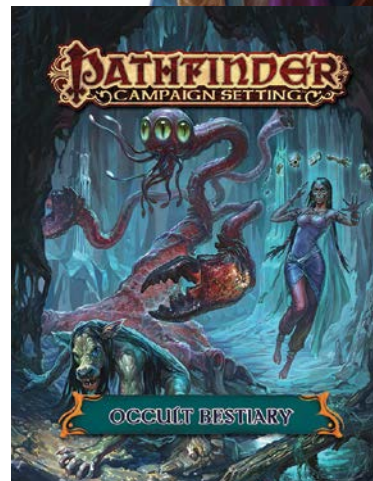
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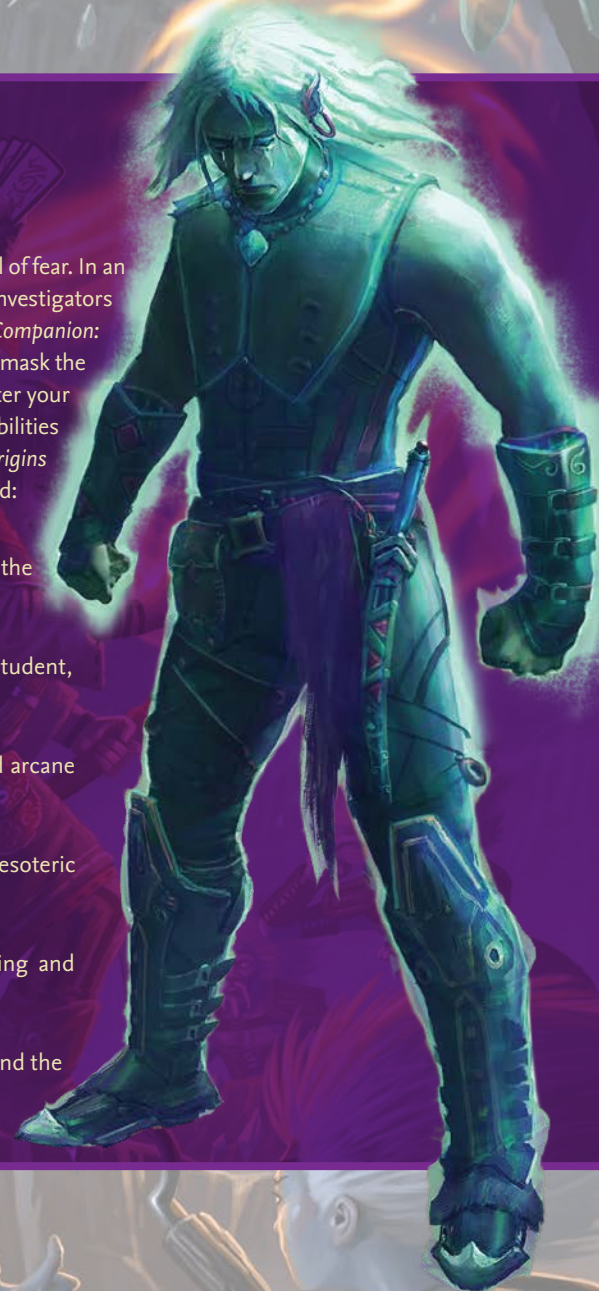


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