

Everyman Minis Esoteric Implements



Everyman Minis

Esoteric Implements

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas

What Are Esoteric Implements?

As their name implies, esoteric implements are rare, often priceless items charged with psychic impressions. Although some esoteric implements are historically significant, most simply have been exposed to significant amounts of magic over long periods of time, and have thus picked up minor magical powers of their own. Powers so miniscule, in fact, that the typical spellcaster seems them as nothing more than strange baubles with mystic auras that linger long past their supposed prime. Thus only a skilled connoisseur of reliquaries sees them for what they truly are—objects of immense power and worth to those clever enough to tap into their latent energies.

Characters capable of identifying magic items (such as with *detect magic* or *identify*) can discern these item’s powers, but are unable to wield them unless they have the proper skill handling such reliquaries. As a result, all esoteric implements include a small backstory that details the item’s history, as well as a minimum occultist level that is required to access the item’s powers. Typically, an occultist can only gain an esoteric implement’s abilities if they invest points of mental focus into it, thereby using it as an implement. The exact abilities that an esoteric implement provides differ from item to item—some allow an occultist to swap their implement school’s standard resonant power for a different one, while others provide new focus powers. Still others may have other, stranger abilities.



New Esoteric Items

The following magic items are of great use to occultists. Note that while these esoteric items are magic items, they are of no real use to characters that lack the implements class feature, such as that of an occultist. Note that while these items can be crafted, their powers are so deeply tied to their histories that they can only be crafted at the GM's discretion, which often includes the replication of the conditions that resulted in the original item's creation. For instance, GMs might rule that an occultist must have a significant tie to an item's history or acquire a specific and related mundane component before she can craft the item.

GORDUIN'S OBSCURING CAP

Aura faint illusion; **CL** 5th

Slot head; **Price** 15,000 gp; **Weight** —

DESCRIPTION

This darkly-colored threadbare skullcap is scarcely large enough to fit upon its wearer's brow, its cloth stitches frayed around the seams. The cap's original owner, Gorduin Traven, cared little for how it looked since it was often hidden under a disguise.

Once a skilled assassin famed for preying upon nobility, Gorduin recognized that his marks often had the sense to magically obscure themselves from detection, but few were cunning enough expect their foes to wield such magic. Therefore, Gorduin took care to cast misdirection upon himself, targeting this small, black cap. After having been subject to such illusions week after week, the cap slowly developed magic of its own.

An occultist of 7th level or higher who has learned the illusion implement school and invests mental focus into the *Gorduin's obscuring cap* can use the following resonant power in place of the distortion resonant power.

Guise of the Mundane (Su): The implement makes its bearer unremarkable to magical and mundane divinations. As a standard action, the occultist can alter an item's aura so it registers as nonmagical to divination spells, functioning as the spell *magic aura*. This effect lasts until the occultist regains mental focus unless the item is separated from his possession, in which case the effect lasts for 1 minute per occultist level he possesses before ending. The occultist can affect a total number of items with this ability at a time equal to the number of points of mental focus invested in the implement simultaneously—he can willingly end this effect for any item in his possession as a free action. Beginning at 9th level, if the occultist has at least 6 points of mental focus invested in the implement, affected items also gain the benefit of a *misdirection* spell.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must be a 5th-level occultist who has learned the illusion implement school; **Cost** 7,500 gp

HYPNOTIZING PENDANT

Aura moderate enchantment; **CL** 7th

Slot neck; **Price** 20,000 gp; **Weight** —

DESCRIPTION

Spirals of crimson and ivory adorn this petite, silver pendant,

which is attached to a mundane chain with miniscule silver links. The pendant appears to swirl inward as one stares at it, but never actually moves.

Once the prized belonging of Rowena Flarap, a failed bard who fancied herself a pan piper, the disillusioned minstrel began using this amulet to hypnotize her audiences into believing that her performances were awe-inspiring after a botched concert led to bodily harm on her part. Rowena's ruse worked for a time until she attempted to bewitch a paladin with an iron will. The paladin darted onto the stage, pulled the amulet from Rowena's neck, and threw it to the ground. Although the pendant—and Rowena's charade—have long-since chattered, its fragments retain a fraction of their former powers.

An occultist of 7th level or higher who has learned the enchantment implement school and invests mental focus into the *hypnotizing pendant* can use the following focus power.

Enthralling Performance (Sp): As a standard action, you can expend 1 point of mental focus to either hypnotize one target (as *hypnotism*) or to force one target to stare at you (as *lock gaze*^{UC}). Use your occultist level as your caster level for these effects. You can affect any creature whose Hit Dice are equal to or less than your occultist level with this ability. Initially, you may only maintain this ability against one target at a time—using it again causes the previous effect to immediately end. Starting at 6th level and every 5 levels thereafter, you may maintain this ability against one additional opponent.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must be a 7th-level occultist who has learned the enchantment implement school; **Cost** 10,000 gp

REVENGE OF THE UNKNOWN MERCENARY

Aura moderate necromancy; **CL** 9th

Slot body; **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

These ankle-length robes are covered in sequins that shift from gray to black depending upon how they're viewed in light. Inside, the robe features soft felt with an outline of a humanoid figure stitched into its creases.

Formerly the property of Feleo Ruga, Feleo was a mercenary who lived a life of obscuring. One day, they took a job they were unprepared for, and found themselves banished to the Negative Energy Plane. Although Feleo eventually fled from exposure to that inhospitable realm, their soul merged with the robe's folds, infusing them both with negative energy.

An occultist of 9th level or higher who has learned the necromancy implement school and invests mental focus into the *revenge of the unknown mercenary* can use the following focus power.

Aura of Energy Drain (Su): As a standard action, you can expend 1 point of mental focus to wrap yourself in an aura of life-stealing energies. During the next minute, if you are struck by a melee attack or a natural attack (including an unarmed strike), the attacker takes 1 temporary negative level for 24 hours. After bestowing a negative level onto an opponent, this effect

immediately ends until you activate it again, requiring another standard action and the expenditure of another point of mental focus. Multiple activations of this ability don't stack (though the negative levels stack as normal). At 13th level, you can activate this focus power as a move action or a standard action.

CONSTRUCTION REQUIREMENTS

Craft Wonderous Item, creator must be a 9th-level occultist who has learned the necromancy implement school; **Cost** 6,000 gp

DANGERSIGHT GOGGLES

Aura moderate divination; **CL** 9th

Slot eyes; **Price** 14,000 gp; **Weight** –

DESCRIPTION

This oversized covers are covered in knobs, switches, and buttons, each of which adjust its lenses in neigh imperceptible ways. Each of the goggles' lenses cover one-third of their wearer's face, making their head resemble that of some monstrous insectoid creature.

The goggles have a storied past and multitudes of owners. Some say that the goggles were once the property of a samsaran who used them across all of his lifetimes before he reached karmaic perfection. Others claim that they were the mantle of the highest-ranking assassin in a secret society of assassins, passed from the highest-ranking member to their predecessor upon death. Whatever the case may be, the goggles have developed a symbiotic relationship with countless owners throughout their history, and the multitude of sights that they have seen allows them to pass new information to their wearer, repeating images they have seen to their wearer like a collage of meticulously drawn paintings and illustrations. However, many owners fail to understand that just as the goggles help them, they are helping the goggles to grow and learn, and instead rely on the goggles' foresight rather than trust their own intuition. These wearers often die painful, usually from an attack made by an enemy that the wearer could have otherwise noticed on their own.

An occultist of 7th level or higher who has learned the enchantment implement school and invests mental focus into the *angersight goggles* can use the following focus power.

Danger Detection (Su): Whenever you roll for initiative, you can expend one point of mental focus to gain an insight bonus to the result of your initiative check equal to half your occultist level (minimum 1). Alternatively, if you use this ability during a surprise round that you are otherwise unable to act in, you may act during that surprise round as if you had rolled an initiative check result of 1, excluding all bonuses and penalties you would normally take on initiative checks. After the surprise round, you roll your initiative normally. After using either ability, you cannot use this focus power again for 1 minute.

CONSTRUCTION REQUIREMENTS

Craft Wonderous Item, creator must be a 9th-level occultist who has learned the divination implement school; **Cost** 7,000 gp

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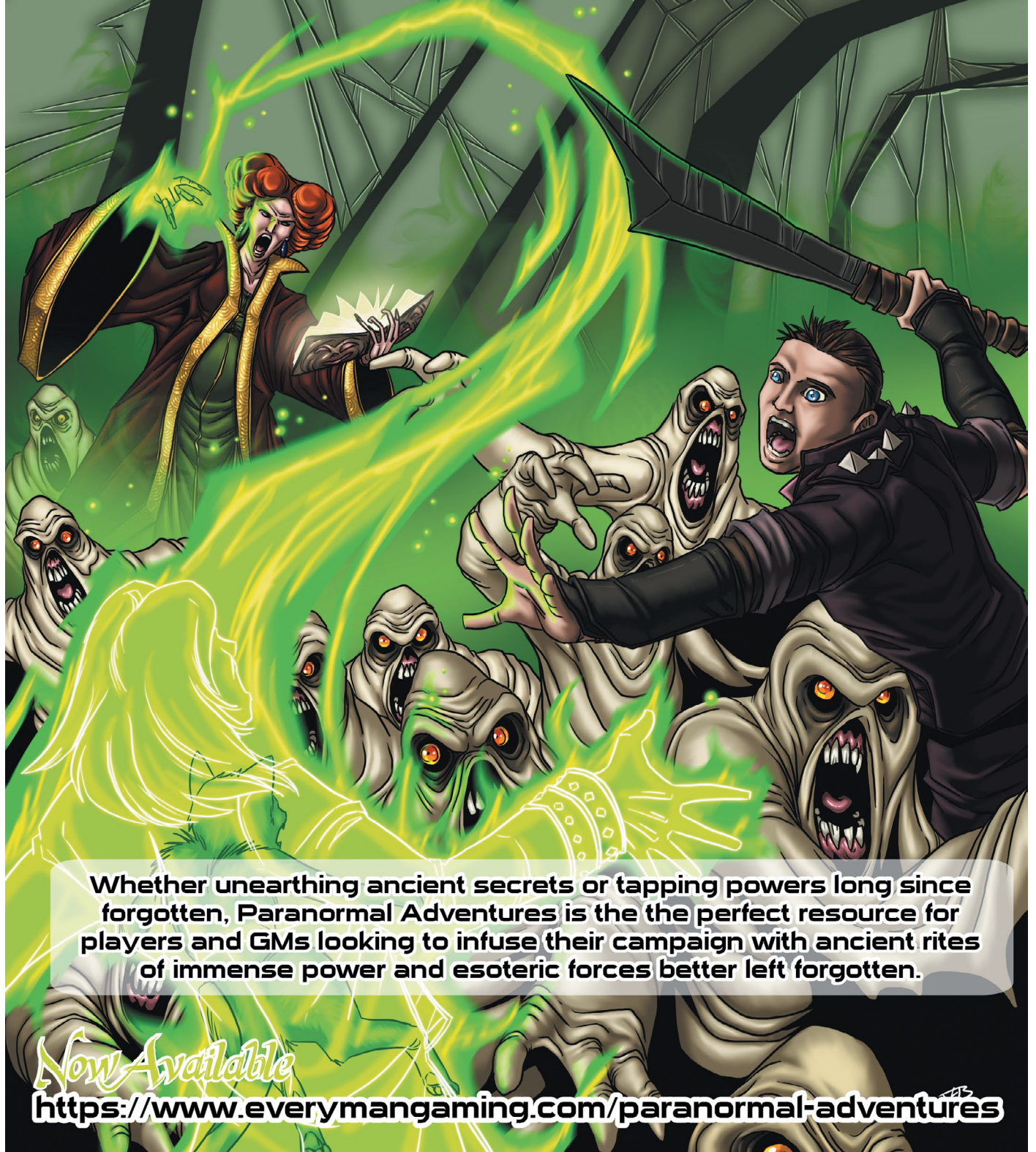


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