

Everyman Minis Mysteries of Passion



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Everyman Minis

Mysteries of Passion

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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!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

New Spell

The following spell is associated with the passion mystery.

SYMBOL OF DEBAUCHERY

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 6, cleric/oracle 8, sorcerer/wizard 8, witch 8

Components V, S, M (a set of bull genitals and powdered ruby worth 5,000 gp)

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

This spell functions as *symbol of death*, except that all creatures within the radius of a *symbol of debauchery* become debauchorous (as *reckless infatuation*) for 1 hour per caster level. Affected creatures treat all other creatures that they have healthy relationships with as objects of their desire for these effects, as well as all other creatures affected by the symbol. They attempt to stay within range of as many objects of their desire as possible, or at least within range of the most desirable object (as determined by each individual).

If an affected creature is adjacent to an object of its desire, it takes no other actions other than to partake in pleasurable, relaxing activities that both targets consent to. These activities cannot be so physically or mentally demanding that a spellcaster would be required to refrain from partaking in them in order to prepare or regain her spells.



New Oracle Mystery

The following mystery is available to all oracles.

Passion

Class Skills: An oracle with the passion mystery adds Bluff, Handle Animal, and Sense Motive to her list of class skills.

Bonus Spells: *charm person* (2nd), *reckless infatuation*^{UM} (4th), *mantle of calm*^{ACG} (6th), *matchmaker*^{UM} (8th), *serenity*^{UM} (10th), *symbol of persuasion* (12th), *waves of ecstasy*^{UM} (14th), *symbol of debauchery** (16th), *overwhelming presence*^{UM} (18th).

Revelations: An oracle with the passion mystery can choose from any of the following revelations.

Awesome Beauty (Su): As a standard action, you can radiate a rosy-gold aura of supernatural beauty in a 10-foot radius. Opponents attempting to directly attack you must succeed on a Will save or be unable to follow through with the attack, functioning as *sanctuary*. Additionally any creature who is (or could be) sexually attracted to you must make a Will save each round that it begins its turn within 10 feet of you or become fascinated by your beauty for 1 round. This effect lasts 1 minute. You can use this ability once per day, plus one additional time per day 5th level and every five levels thereafter.

Bonds of Passion (Su): Once per day you can exchange gifts with one willing creature, bonding your souls together. These gifts must be paired, such as exchanging rings, flowers, or earrings. While you and the subject are both wearing these gifts, you can concentrate on the subject as a full-round action to learn its direction and relative distance from you, provided you both are on the same plane. You also learn the current condition of the subject's emotional or health aura (see the auras section in Chapter 5 in *PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*). This effect lasts 1 day per oracle level you possess. Additionally, you can end this effect early in order to send a telepathic message to the subject, functioning as *sending*. You can use this ability once per day at 7th level, twice per day at 12th level, and three times per day at 17th level. You must be at least 7th level to select this revelation.

Desire Sight (Sp): As a standard action, you can learn the desires of any creature you can see within 100 feet, as if you had concentrated until the third round of *detect desires*^{UM}. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Disillusioning Beauty (Ex): You gain Conceal Spell^{UM} as a bonus feat, ignoring its prerequisites, and add Disguise and Sleight of Hand to your list of class skills. At 8th level, you gain Improved Conceal Spell^{UM} as a bonus feat, ignoring its prerequisites. At 12th level, whenever you use Conceal Spell to cast a spell, whenever an opponent who is (or could be) sexually attracted to you succeeds on its Sense Motive check to realize that you have cast a spell, it must reroll its Sense Motive check and use the new result, even if it is worse. This reroll is a mind-affecting emotion effect resulting from the opponent's physical attractions and desires.

Life Link (Su): As the life mystery revelation. (See the oracle section of Chapter 2 in *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*).

Fickle Passions (Su): You can use positive or negative energy to

incite positive or negative emotions in others. If you chose to add all *cure* spells to your spells known, choose one mercy, using your oracle level as your effective paladin level. You add the effects of all mercies you have chosen with this revelation to every *cure* spell that you cast. If you choose to add all *inflict* spells to your spells known, choose one cruelty, using your oracle level as your effective antipaladin level. You add the effects of all cruelties you have chosen with this revelation to every *inflict* spell that you cast. At 8th level, you gain a second mercy or cruelty, depending upon your spell selection. At 12th level, you gain a third cruelty.

Punitive Transformation (Su): As the nature mystery revelation. (See the oracle section of Chapter 2 in *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*).

Secrets of Passion (Ex): You learn the hidden secrets surrounding the art of seduction. You can add a number of spells from the bard spell list or sorcerer/wizard spell list equal to your Charisma modifier (minimum 1, maximum equal to half your oracle level) to your spell list and your list of spells known as divine spells. These have a spell level equal to their sorcerer/wizard spell level, or their bard spell level if no sorcerer/wizard spell level is given. You can only add enchantment spells with the charm or compulsion subschool to your list of spells known in this manner. Each time you gain an oracle level after taking this revelation, you can choose to replace one of these spells for a new appropriate spell on the bard spell list or sorcerer/wizard spell list.

Shield of Splendor (Su): Your beauty radiates in the form of a palpable shield that protects you from harm. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and CMD. Any condition that would cause you to lose or be denied your Dexterity bonus to Armor Class instead causes you to lose your Charisma bonus, and any armor you wear inhibits the number of points of Charisma that you can add to your Armor Class instead of your Dexterity.

Unshakable Love (Su): You gain a +2 insight bonus on saves against charm and compulsion spells and effects. At 7th and 11th level, this bonus increases by +1. At 17th level, you are immune to all charm and compulsion effects that you are not a willing target of.

Final Revelation: At 20th level, you transform into love personified. Your type changes to outsider (augmented) and you gain DR 10/magic and cold iron. You retain all subtypes you previously possessed, and you can still be brought back from the dead as if you were a member of your previous creature type. Furthermore, you gain immunity to age effects that you are not a willing target of, and gain *greater age resistance*^{UM} as a constant spell-like ability. At will, you can transform into an idealized version of yourself, functioning as *threelfold aspect*^{UM} except all bonuses gained are sacred bonuses (if you spontaneously cast *cure* spells) or profane bonuses (if you spontaneously cast *inflict* spells), and you do not take any penalties from the spell's effect. Finally, you can designate a number of creatures up to your Charisma bonus that you share a mutual and willing platonic or romantic relationship with. Designated creatures gain all of the benefits of this final revelation except the DR. You can end this effect for a given creature as a free action, but only if that creature defaces your mutual relationship.

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