

# Everyman Minis Mystic Scrivener



# Everyman Minis

# Mystic Scrivener

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## ABOUT EVERYMAN GAMING, LLC

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

## The Mystic Universe

Mystic scribes view the cosmos in terms of energy, its esoteric ebbs and flows from cosmic sources and how the cosmos responds in kind. Eventually, all such energy wanes and is returned to its quintessential source, only to flow once more in time.

Mystic scribes spend decades enriching their understanding of this cosmic relationship, having developed entire ideologies and symbolologies to describe this phenomena. Among them, the most famous is known as the Language of Creation. According to the mystic scribe, each cosmic concept is symbolized by a runic representation in the form of a single word. Everything from the grandest plane to the smallest creature dwelling within it is intrinsically represented and defined within the Language of Creation in this manner, as a theoretical representation of the arcane and esoteric potential of that concept and its cosmic significance. Scholars have debated for generations the meaning of each known letter and symbol that comprises the Language of Creation, only to revise their thinking upon discovering a newer word that contradicts the previous ones.

Practically, one can draw upon the Language of Creation to produce potent magical effects. The most well-known means of doing is through the archaic practice of wordcasting, but mystic scribes likewise draw upon these ancient powers to produce the powerful magical effects that they bind to their ancient talismans as a means to explore the esoteric nature of reality.



## New Archetype

The following archetype is available to investigator characters.

### Mystic Scrivener (Investigator)

The greatest thoughts and secrets ever imaged are recorded upon esoteric texts, and studying the secrets of the universe through the written word offers the curious and daring insight into how language can pierce the veils that separate the manifold dimensions of reality. The most learned scribes have accumulated a king's treasury in occult knowledge that grants them insight into the innermost workings of the cosmos.

**Inscription (Su):** Mystic scribes understand the underlying language of existence, and can use this language to create magical inscriptions that have been woven with cosmic magic. This ability functions as the standard investigator's alchemy class feature, except a mystic scrivener gains a competence bonus on Linguistics and Profession (scribe) checks instead of Craft (alchemy), and he gains *read magic* as a constant spell-like ability. Furthermore, a mystic scrivener can cast *arcane mark* as a spell-like ability at will, and when he does so, he may change which runes, letters, markings, and symbols make up his *arcane mark* each time he casts the spell. A mystic scrivener's *arcane mark* may consist of a number of separate characters equal to 6 + his investigator level, and he uses his investigator level as his caster level for these spell-like abilities.

Rather than prepare his extracts as consumable liquids, a mystic scrivener scribes esoteric phrases from a dead language onto small baubles to achieve the same effects. Rather than imbibe the extract, the mystic scrivener must provide a verbal component for the extract (reading it aloud) while holding it firmly in his hands. This causes the talisman to disintegrate as the magic is expended. Alchemist and investigator discoveries that affect extracts result in identical effects on a mystic scrivener's talismans (such as the infusion discovery, which would allow another creature to use a talisman, just as it would allow that creature to use an extract).

This ability alters alchemy.

**Occult Linguistics:** At 1st level, a mystic scrivener gains Esoteric Linguistics and Psychic Sensitivity as bonus feats, ignoring their prerequisites.

**Scrivener Talents:** In addition to the standard list of investigator talents, a mystic scrivener can choose from the following talents whenever he gains a new investigator talent.

**Esoteric Writings:** When the mystic scrivener selects this talent, he chooses one spell from the cleric, psychic, or sorcerer/wizard spell list that is of an investigator extract level that he can prepare. He adds this spell to his formulae book and list of investigator formulae known as a investigator formulae of its cleric, psychic, or sorcerer/wizard spell level, as appropriate. If a spell appears on more than one of these spell lists, he uses the highest spell level when determining the spell's investigator formulae level. Alternatively, he can instead select two spells from any of these three lists to add in this way, but both must be at least one level lower than the highest-level investigator formulae he can prepare.

**Exorcising Sigil (Sp):** A mystic scrivener with this talent can spend two uses of inspiration to draw occult sigils onto a creature's brow as a standard action, creating a mystic ward that disrupts attempts to control or possess his target. This grants the target gains the second effect of a *protection from evil spell*, except it applies against all spells or effects that possess or exorcise mental control over the target, regardless of alignment. This effect lasts for 10 minutes per level the mystic scrivener possesses.

**Promethean Scrivener (Ex):** A mystic scrivener with this talent learns how to animate constructs using the power of his talismans rather than arcane magic. The mystic scrivener gains Craft Construct as a bonus feat without needing to meet its requirements. The mystic scrivener substitutes his number of ranks in Linguistics for his total caster level and uses Linguistics to create the construct as if he were using the appropriate Craft skill. The DC to create the construct still increases for any necessary spells that the mystic scrivener does not have access to. However, the mystic scrivener can use extracts in place of spells as spell prerequisites. A mystic scrivener must be at least 6th level before selecting this talent.

**Prophetic Dreams (Sp):** Once per day, a mystic scrivener can inscribe esoteric runes on his forehead or eyes to open his mind to esoteric dreams of future events. If he goes to sleep within the next hour and remains asleep for at least 1 hour, the mystic scrivener can ask a question and awakens with an answer, as *augury*. Use his investigator level as the spell's caster level. At 9th level, this effect instead functions as divination. At 15th level, it functions as commune.

**Scribe Scroll:** A mystic scrivener that selects this talent gains Scribe Scroll as a bonus feat, ignoring its prerequisites. A mystic scrivener can scribe scrolls of any formulae he knows, using his investigator level as his caster level. The spell must be one that can be made into a scroll.

**Voice of the Grave (Su):** The mystic scrivener gains the voice of the grave bones mystery revelation (*PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*). He uses his investigator level as his effective oracle level to determine the effects of this ability, and his Intelligence modifier in place of his Charisma modifier when determining the revelation's effects.

**Magic Circles (Su):** At 9th level, a mystic scrivener can draw magic circles, functioning like the occultist's magic circles class feature (*PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*). The mystic scrivener uses his investigator level as his effective occultist level to determine the effects of this ability, and spends uses of inspiration to use it, rather than points of mental focus.

This replaces the investigator talent gained at 9th level.

**Outsider Contact (Su):** At 11th level, a mystic scrivener gains the ability to call outsiders to his magic circles, functioning like the occultist's outsider contact class feature (*PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*). The mystic scrivener uses his investigator level as his effective occultist level to determine the effects of this ability, and spends uses of inspiration to use it, rather than points of mental focus.

This ability replaces the investigator talent gained at 11th level.

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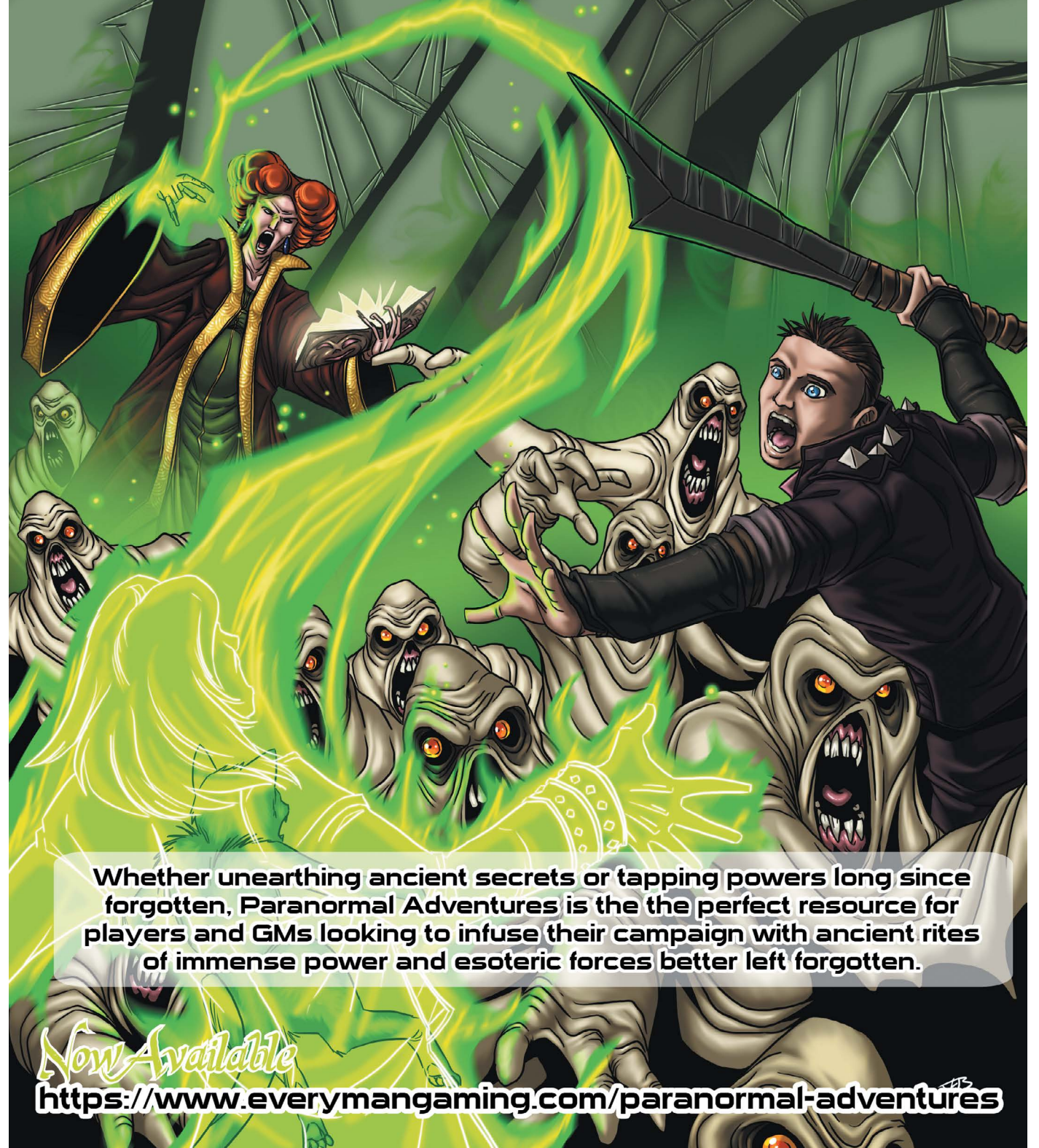
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