



Player Paraphernalia

THE ESOTERICIST ORACLE ARCHETYPE

#82



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a ©2000, Wizards of the Coast, Inc.

System Reference Document. ©2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. ©2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Occult Adventures ©2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder RPG GameMastery Guide, ©2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Combat. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Anger of Angels. ©2003, Sean K Reynolds.

Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. ©2002, Monte J. Cook.

The Book of Experimental Might. ©2008, Monte J. Cook. All rights reserved.

Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley,

Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb;

Based on original content from TSR.

Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.

Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick,

and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.

Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by E. Gary Gygax.

Basidiron from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on

original material by E. Gary Gygax.

Cave Fisher from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Lawrence Schick.

Dark Creeper from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on

original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on

original material by Simon Muth.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games,

Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by E. Gary Gygax.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and

distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Dracolisk from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Ear Seeker from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley,

based on original material by Gary Gygax.

Frogemoth from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Giant Slug from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Ice Golem from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Philip Masters.

Marid from the Tome of Horrors III, ©2005, Necromancer Games, Inc.; Author Scott Greene.

Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on

original material by E. Gary Gygax.

Mite from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on

original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based

on original material by Simon Tillbrook.

Poltergeist from the Tome of Horrors Complete ©2011, Necromancer Games, Inc., published and distributed by

Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Rot Grub from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson,

based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on

original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based

on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on

original material by Neville White.

Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick

Lawinger.

Yellow Musk Creeper from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based

on original material by Albie Fiore.

Yeti from the Tome of Horrors, ©2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Player Paraphernalia #82 The Esotericist (Oracle Archetype) © 2016, The Knotty-Works; Authors: Margherita

Tramontano and John Buckley.

d20psrd.com. Copyright 2010, John Reyst.

PLAYER PARAPHERNALIA #82

BY THE KNOTTY-WORKS

Welcome to issue eighty-two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces a new oracle archetype, the Esotericist. The creation of Margherita Tramontano, the esotericist focuses on the world of psychic awareness and occult studies.

The Esotericist

Esotericists dabble in the occult, receiving psychic-like abilities from their meditations and rapport with deities, nature forces or philosophies— or even stranger concepts and entities.

Class Skills

A esotericist adds all **Knowledge** skills to her list of class skills. These replace the additional class skills granted by her mystery.

Oracle's Curse

A esotericist must choose the clouded vision, haunted, or tongues curse (the GM can allow other curses). She can also choose the following curse (available to every oracle).

Crazy: Your mind is unbalanced, but this is also the source of your power. You are affected by one madness (other than

Amnesia). The madness can't be cured; spells just remove the effects of a failed save. Whenever you fail a save or morale check against a mind-affecting spell or effect, you can roll again in the next round.

At 5th level, you are immune to spells and effects that cause madness or confusion.

At 10th level, you can take 20 on any **Knowledge** check 3/day.

At 15th level, you are immune to Intelligence, Wisdom and Charisma damage.

Bonus Spells

These bonus spells replace the oracle's mystery bonus spells at these levels: *Mindlink* (2nd), *Detect Thoughts* (4th), *Mind Thrust* III (6th), *Telepathic Bond* (8th), *Thought Shield* IV (10th), *Synaptic Pulse*, *Greater* (12th), *Teleport*, *Greater* (14th), *Bilocation* (16th), *Divide Mind* (18th).

Diminished Spellcasting

A esotericist can use one fewer spell per day of each level. Her number of oracle spells known is unchanged.

Occult Student (Su)

A esotericist casts oracle spells as psychic spells. She uses thought and emotion

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

components instead of verbal and somatic components. A esotericist is considered both a divine caster and a psychic caster for the purposes of prerequisites.

At 1st level, a esotericist gains a pool of phrenic points equal to ½ her oracle level (minimum 1) and one phrenic amplification. The esotericist does not qualify for the [Expanded Phrenic Pool](#) or [Extra Amplification](#) feats. She can select another amplification at 5th, 9th, and 13th level. Her oracle level counts as her psychic level for the purpose of gaining and using these amplifications.

Revelations

A esotericist must take the following revelations at the listed levels.

Transcendental Bond (Su): As the nature mystery revelation. You must take this revelation at 1st level.

Spirit Retribution (Su): Whenever you make a successful save against a mind-affecting spell or effect which entirely negates it, the original caster must make a successful [Will](#) save or be [stunned](#) for a number of rounds equal to the effect's duration. You can use this ability once per day, plus one additional time per day at 5th level and for every 5 levels beyond 5th. You must take this revelation at 3rd level.

Sure Soul (Su): As the occult mystery revelation. You must take this revelation at 7th level.

Final Revelation

Upon reaching 20th level, you become a perfect channel for occult powers. You gain telepathy in a 100-foot radius. You can apply [Intuitive Spell](#) or [Logical Spell](#) to any spell you cast without increasing the level or casting time. You do not need to possess these feats to use this ability. Should you die, you come back to life 1 week later as if you had cast [Akashic Form](#) the last time you regained spells. This replaces the final revelation of the oracle's mystery.

Recommended Mysteries

[Ancestor](#), [Dark Tapestry](#), [Lore](#), [Nature](#), [Occult](#), [Seeming](#), [Time](#).

New Mysteries

Seeming

The world as we know it is an illusion. The truth of it is that true reality lies within the collective consciousness of the inhabitants of the world around you. The oracle that gains access to the seeming understands this fundamental concept and has the ability to break through the illusion to empower herself with the true powers of the mind.

Class Skills

The seeming grants the oracle no additional class skills, but she does gain [Psychic Sensitivity](#) as a bonus feat at 1st level.

Bonus Spells

[Psychic Reading](#) (2nd), [Instigate Psychic Duel](#) (4th), [Suggestion](#) (6th), [Mind Probe](#) (8th), [Feeblemind](#) (10th), [Primal Regression](#) (12th), [Waves of Ecstasy](#) (14th), [Demand](#) (16th), [Microcosm](#) (18th)

Revelations

Allusive Resistance (Su): You gain a +2 bonus to any saving throws versus Illusions including [glamers](#), [figments](#), and [phantasms](#). You are allowed a passive perception skill check when an invisible or incorporeal creature or object is within 30 feet of you, gaining a bonus equal to ½ your class level (minimum of 1). This sense does not grant you the ability to pinpoint the location of the invisible or incorporeal creature or object, but if attacked by an invisible foe you do not lose your Dexterity modifier to your AC.

Altered Reality (Sp): You may cast [Mad Hallucination](#) as a [spell-like ability](#) once per day, using your class level as your effective caster level. At 5th level and every five levels thereafter you gain one additional use of this revelation per day.

At 7th level, you may choose to cast *Hallucinatory Terrain* instead of *Mad Hallucination* when you use this revelation. At 11th level, you may cast *Mirage Arcana* in place of *Mad Hallucination*.

Enhanced Aptitude (Ex): Your ability to tap into the true reality of the seeming allows you to tap into occult *skill unlocks* more often than most. You gain an additional number of uses for each *skill unlock* that you have at least 1 or more ranks in the corresponding skill equal to your Charisma modifier (minimum of 1). The additional uses is still limited to the frequency defined by the *skill unlock* (daily or weekly).

Mental Martiality (Ex): You gain *Psychic Combatant* as a bonus feat and does not need to meet the Intelligence prerequisite. You must be at least 3rd level before you may take this revelation.

Phantom Touch (Su): As the ancestor mystery revelation. In addition, you may also use this revelation in a *psychic duel* without having to expending any MP for the augmentation to the attack.

Psychic Fuel (Su): When using your spells for MP for an offensive manifestation, the spells are treated as *psychic spells* in regards to the type of damage generated in a *psychic duel*. When casting a spell you may choose to either cast it as a normal divine spell or as a *psychic spell*. If casting it as a *psychic spell*, you use emotion and thought components for the spell rather than verbal or somatic components and rules regarding the casting of *psychic spells* apply.

Quickened Conjuring (Sp): When you cast a Conjunction (*summoning*) spell or create a thought-form creature as part of a *psychic duel*, your casting time is a *standard action* rather than a *full round action* (or 1 round for creating a thought form creature).

In addition, you may maintain your thought-form creature with a *standard action* each round rather than a full-round action. At 11th level, you may maintain your thought-form creature with a *move action* each round.

You must be at least 7th level before you may take this revelation.

Seeming (Sp): You may cast *Disguise Self* as a *spell-like ability* a number of times per day equal to 3 + your Charisma modifier, treating your class level as your effective caster level.

At 7th level, you may cast *Seeming* in place of *Disguise Self*, but may only use this revelation once per day when casting *Seeming*.

Slippery Mind (Su): You gain a +2 bonus to all saving throws versus mind-affecting effects. If you enter a *psychic duel*, you may initiate the Evasive Mind defensive manifestation without spending any MP, though the evasion lasts only until the beginning of your next turn.

Unconscious Consciousness (Sp): You can cast *Dream* as a *spell-like ability* once per day. At 13th level, you may cast *Dream Scan* instead of *Dream*. At 15th level, you may cast *Dream Council* instead of *Dream*. You must be at least 11th level before you can choose this revelation.

Final Revelation

At 20th level, you gain the *Psychic Combatant* as a bonus feat. If you chose the Mental Martiality revelation, you gain a number of manifestation points equal to your class level rather than ½ your class level.

You can also cast *Mindscape Door* as a *spell-like ability* once per day to enter or exit a binary mindscape. You may even use the door to enter the *psychic duel* between two other individuals, but no one else may use the door. If you use the door in this fashion, the door vanishes after a number of rounds equal to ½ your class level. If the door disappears before you leave the mindscape used for a *psychic duel*, you cannot leave the duel until the other two participants agree to leave or one of them is reduced to 0 hit points or you also have the ability to cast *Mindscape Door* as a spell.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. *Advancing with Class* supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

