



# Player Paraphernalia

THE SEEMING  
SHAMAN SPIRIT

#82.5





## 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, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.  
Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.  
Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock,

Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.  
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.  
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.  
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.  
The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.  
The Book of Hallowed Might. ©2002, Monte J. Cook.  
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.  
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.  
Angel, Monadic Deva 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 Gary Gygax.  
Angel, Movanic Deva 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 Gary Gygax.  
Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
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 Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.  
Daemon, Guardian 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 Ian McDowall.  
Daemon, Hydrodaemon 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 Gary Gygax.  
Daemon, Piscodaemon 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 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.  
Frogemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. 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.  
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.  
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.  
Player Paraphernalia #82 The Esotericist (Oracle Archetype) © 2016, The Knotty-Works; Authors: Margherita Tramontano and John Buckley.  
Player Paraphernalia #82 The Seeming (Shaman Spirit) © 2016, The Knotty-Works; Author: John Buckley.  
d20pfsrd.com. Copyright 2010, John Reyst.



# PLAYER PARAPHERNALIA #82.5

## BY THE KNOTTY-WORKS

Welcome to issue eighty-two and a half of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This promotional issue presents The Seeming, a new spirit for the shaman hybrid class. Based on the Seeming mystery presented in issue #82, this spirit is designed to complement the mystery of the same name.

### The 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.

#### Bonus Spells

*Psychic Reading* (2<sup>nd</sup>), *Instigate Psychic Duel* (4<sup>th</sup>), *Suggestion* (6<sup>th</sup>), *Mind Probe* (8<sup>th</sup>), *Feeblemind* (10<sup>th</sup>), *Primal Regression* (12<sup>th</sup>), *Waves of Ecstasy* (14<sup>th</sup>), *Demand* (16<sup>th</sup>), *Microcosm* (18<sup>th</sup>)

#### Hexes

**Fearful Gaze (Su):** As the hex granted to the Bones spirit. In addition, the shaman with

this hex may apply the **shaken** condition to any offensive attack without expending any manifestation points.

**Psychic Fuel (Su):** When the shaman uses her 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 the shaman may choose to either cast it as a normal divine spell or as a **psychic spell**. If casting it as a **psychic spell**, the shaman uses emotion and thought components for the spell rather than verbal or somatic components and rules regarding the casting of **psychic spells** apply.

**Quick Prognosticator (Su):** The shaman may touch an ally or herself as a **standard action**, granting the recipient the ability to gain a glimpse into the immediate future (one round). The recipient may take a normal actions for its next turn and if the results are not desired, the recipient may choose another action instead and any previous effects from the prior action do not occur. Actions are defined as making an attack as part of a standard or full-round action, moving, or casting a spell. The effects of this hex immediately end after the end of the recipient's next turn.

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.



The shaman may only use this hex on a single individual once per 24 hours (including herself).

**Seeming (Sp):** The shaman may cast *Disguise Self* on herself, treating her class level as her effective caster level. She may use this hex a number of times per day equal to 3 + her Charisma modifier. If the shaman is at least 7<sup>th</sup> level, she may use this hex to gain the effects of the *Seeming* spell in place of the *Disguise Self* spell.

**Sense of the Psche (Ex):** The shaman gains *Psychic Sensitivity* as a bonus feat when she chooses this hex. She also gains one additional use of any *skill unlocks* she may access based on the frequency of the defined by the *skill unlock* (daily or weekly).

### Spirit Animal

The shaman's spirit animal seems to shimmer as if a mirage and its eyes glow with bluish iridescence. The animal gains a +2 bonus to any saving throws versus Illusions including *glamers*, *figments*, and *phantasms*. It is allowed a passive perception skill check when an invisible or incorporeal creature or object is within 30 feet of the animal, gaining a bonus equal to ½ the shaman's class level (minimum of 1). This sense does not grant the animal the ability to pinpoint the location of the invisible or incorporeal creature or object, but if attacked by an invisible foe the shaman's animal does not lose its Dexterity modifier to the animal's AC.

### Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability.

**Elusive Psyche (Su):** The shaman grants a +2 *competence bonus* to all saving throws versus mind-affecting effects to all allies (and herself) within 30 feet as a *free action*. She may use this ability a number of rounds per day equal to 3 + her Charisma. If the shaman or an ally within range enters a *psychic duel* while this ability is active, the shaman or ally may use the Evasive Mind defensive manifestation

without spending any MP, though the evasion lasts only until the beginning of participant's next turn.

### Greater Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability having access to the greater version of that spirit.

**Marital Minded (Ex):** The shaman gains *Psychic Combatant* as a bonus feat and does not need to meet the Intelligence prerequisite.

### True Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability having access to the true version of that spirit.

**Unconscious Consciousness (Sp):** The shaman can cast either *Dream* as a *spell-like ability* once per day. At 18<sup>th</sup> level, she may cast *Dream Scan* instead of *Dream*. And at 20<sup>th</sup> level, the shaman may cast *Dream Council* instead of *Dream*.

### Manifestation

At 20<sup>th</sup> level, you gain a number of manifestation points equal to your class level rather than ½ your class level when entering into a psychic duel.

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.

