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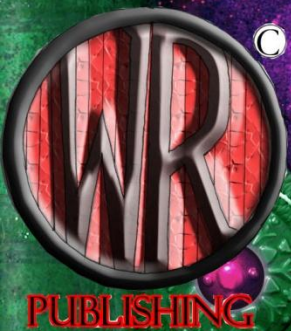
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Mysterium Magnus

NEW OCCULTIST OPTIONS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

2015

Mysterium Magnus

NEW OCCULTIST OPTIONS

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Horrific Occultist Options

Students of forbidden lore and lost knowledge, occultists are often shunned by their communities as heretics, witches, and just plain evil. While that isn't always the case with these specialist scholars, some actively pursue the dark arts as a path to power, or as a way to violently retaliate against their foes. Below are new options and archetypes for occultists who willingly embrace the horrific and vile.

New Occultist Archetypes

Bearer of Plague

A psychic disease is the source of your psychic magic, manifesting as a black tumor exposed on your chest, pulsing like a second heart. This tumor acts as implement and ally, giving you great power over disease.

Tumor Implement (Su): At 1st level, you must choose necromancy as one of your implement schools. At 20th level, you must choose necromancy for your implement mastery.

Anatomy Expertise (Ex): Your tumor whispers secrets of anatomy, helping you understand how to both heal and hurt any corporeal creature. At 2nd level, you add ½ your occultist level to Heal checks and to critical hit damage rolls with melee weapons. This bonus does not apply to creatures without a discernible anatomy, such as incorporeal creatures. This replaces Magic Item Skill.

Disease Magic (Su): Your psychic magic is specially suited to disease. At 4th level, add the following spells to your necromancy implement school spell list: contagion, delay disease, epidemic, pox pustules, remove disease, remove sickness. This replaces Focus Shift.

Noir Sleuth

Using his psychic magic to pursue the truth, the noir sleuth is especially skilled in mundane investigation techniques as well.

Weapon and Armor Proficiency: A noir sleuth is proficient with all simple weapons and one martial weapon, light armor and shields (except tower shields).

Implements (Su): At 1st level, a noir sleuth must choose divination as one of her implement schools. She must choose divination for her implement mastery as well.

Master Detective (Ex): The noir sleuth is extremely proficient at finding out the truth. At 2nd level, she adds ½ her occultist level to Perception and Sense Motive checks. This replaces Magic Item Skill.

Supernatural Detective (Su): At 4th level, the noir sleuth's investigation abilities become supernatural. As a free action, she can spend a point of mental focus when she makes a Perception or Sense Motive check to roll 1d6 and add the result to that check. She can do this after she makes the check but before the result is revealed. If the result of

the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Intelligence modifier (minimum 1). This replaces Shift Focus.

Possessed Occultist

Possessed occultists are influenced by otherworldly entities from the Astral Plane. They channel those spirits through their implements, gaining a measure of control over them.

Spirit Bond (Su): At 1st level, a possessed occultist forms a bond with one spirit. The spirit available depends on the occultist's implements, as detailed below. When a possessed occultist chooses her implements for the day, she also channels her bonded spirit. The occultist gains the spirit's listed seance boon and lesser spirit power for 24 hours. The occultist also gains the spirit's intermediate spirit power at 10th level and its greater spirit power at 20th level. After 24 hours, the medium loses contact with the channeled spirit and can perform another seance. This replaces one of the occultist's implements.

Abjuration: Guardian

Conjuration: Hierophant

Divination: Trickster

Enchantment: Marshal

Evocation: Archmage

Illusion: Trickster

Necromancy: Archmage

Transmutation: Champion

Profane Puppeteer

Some occultists master the art of creating hauntingly life-like puppets, which they infuse with dark energies before exploiting them as twisted servitors.

Horrid Puppetry (Sp): At 1st level, a profane puppeteer gains a +2 profane bonus on Craft (puppet) and Perform (puppetry) skill checks, and both are always considered class skills for her. She also gains ventriloquism as an at-will spell like ability. Her puppets can be any creature resembling a small monster from the summon monster I list and count as constructs. At 4th level and every 3 levels thereafter, the level of summon monster spell which she may choose from increases by 1, to a maximum of summon monster VII at 19th level. At 3rd level she is no longer limited to creating small creatures. The cost of creating the puppet is 2 x the relevant summon monster spell level x 50 gp. The Craft (puppet) DC is equal to 14 plus 3 x the CR of the creature. The profane puppeteer must invest at least 2 points of mental focus into a puppet to animate it. Once animated, the profane puppeteer directs the puppet with unseen strings of mental force as a free action and can channel her focus powers through it. The puppet must be





within 25 feet + 5 feet per 2 occult levels of the profane puppeteer. If it moves out of this range, the puppet immediately collapses to the ground. The profane puppeteer can maintain as many puppets as listed in the appropriate summon monster spell.

A profane puppeteer cannot use resonate powers of any implement school. This ability modifies the occultist mental focus class ability gained at 1st level.

Silver Gunner

A skilled lycanthrope hunter, the silver gunner uses firearms (specially pistols) as their favored implement.

Weapon and Armor Proficiency: A silver gunner is proficient with all one-handed firearms.

Gun Implement (Su): At 1st level, a silver gunner must choose transmutation as one of her implement schools; she does not choose a second school at first level, but chooses additional schools normally as she advances in level. When she chooses her implement for the transmutation school every day, this implement must be a firearm. When attacking with a firearm chosen as a transmutation implement, the silver gunner's bullets count as silver for the

purposes of overcoming damage reduction.

The silver gunner gains a battered one handed firearm as part of her starting equipment, as well as Amateur Gunslinger and Gunsmith as bonus feats. The silver gunner's grit pool is based on Intelligence. This modifies the occultist's Implements ability.

Lycanthrope Hunter (Su): At 2nd level, the silver gunner gains an uncanny ability to detect lycanthropes. As a swift action, she can spend a grit point to smell any lycanthrope within 60ft. If she smells a lycanthrope, she gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against lycanthropes. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. These bonuses last for 1 minute. This ability replaces Object Reading.

Sinister Savant

The thirst for occult knowledge draws some scholars down a dangerous and corrupting path that eventually leads to madness, and the understanding of powerful, terrifying truths.

Tome Resonance (Ex): At 1st level, the sinister savant learns to use magical books and scrolls as implement focuses. The text must in some way be related to the implement school he wishes to use, such as containing spells of that school or having a related aura. Using a scroll as a focus does not activate the spell contained within. This ability modifies the occultist implements class ability gained at 1st level.

Resonant Power: When the sinister savant invests mental focus into a book or scroll, he may choose the following resonant power instead of a resonant power of an implement school. The implement bearer gains the benefits of this power until the occultist refreshes his focus.

Font of Knowledge (Su): The implement grants great knowledge. Whoever reads from the implement gains a +2 competence bonus on Knowledge skill checks for every 2 points of mental focus invested in the implement, to a maximum bonus of 2 + 1 for every 2 occultist levels you possess. Reading from the implement takes 1 round.

Corrupting Curiosity (Ex): The cost of his inquiries into the otherworldly take a toll on the sinister savant's mind. At 4th level, and every 4 levels beyond, the sinister savant has a 50% chance of gaining one random insanity, as described in the "Sanity and Madness" from the *Pathfinder Role Playing Game, Gamemastery Guide*. The sinister savant also learns 1 new level appropriate spell from any of the implement schools he knows. This ability replaces shift focus.

Visions of Doom(Ex): At 20th level, a sinister savant learns terrible truths related to a specific evil aberration



or outsider of CR 20 or higher. This information includes the creature's true name, general description and its motivation as related to the sinister savant's home planet and plane of existence. Together, this information counts as detailed information for the purposes of casting legend lore. When describing the creature to someone as part of an Intimidate or Diplomacy check, if you succeed by 5 points or more, you may cause them to become panicked as per the fear spell. The DC for the related Will save is equal to $10 + 1/2$ your occultist levels + your Intelligence bonus. This ability replaces implement mastery.

Vile Conduit

The vile conduit opens her mind to the harrowing voices from beyond, which inspire her twisted artworks and empowers them with profane energies.

Aura (Su): A vile conduit has a particularly powerful evil aura, regardless of her actual alignment.

Spells: A vile conduit can't cast good aligned spells. This ability alters the occultist's spells.

Vile Interpretation (Su): At 2nd level, a vile conduit becomes acutely sensitive to otherworldly messages, from which she creates artistic representations of meaning. She may make a Craft skill check in place of a Linguistics check to interpret words spoken, communicated telepathically or written by an evil aberration or non-native outsider. The result is an artistic impression of the creature's message. The vile conduit may create the artwork while listening to the speaker, after viewing a written page for one minute, or at a later date. The artistic impression can be rough, taking only five minutes to complete, or more detailed. For every 30 minutes spent on completing the artwork, the vile conduit receives a +1 circumstance bonus to the skill check, up to a maximum of +4.

Anyone viewing the artwork interprets the related message with the same success of the artist. These artworks are crude representations of the disjointed thoughts of creatures from another world, and have no resale value and a negligible material cost. This ability replaces object reading.

Profane Inspiration (Sp): At 5th level, a powerful entity grants the vile conduit the ability to infuse her artistic creations with profane energy. The vile conduit may use her artworks as implement focuses for any of the implement schools she knows, but must choose which resonant power is associated with each artwork at the time of the artworks creation. All bonuses bestowed through spells or resonant powers of the artwork are considered profane bonuses instead of their original bonus type. This ability replaces aura sight.

New Implement Schools

An occultist chooses from a variety of Implement Schools, each one representing a school of magic. Unless otherwise noted in their class features, an occultist may choose an implement school more than once as noted in the implements class feature.

The following Implement schools each have a horrific element to them which makes them attractive to those who embrace the vile on their path to power.

Colour from Space

This eerie radiance from outer space glows unlike anything else, permeating the area around it with a stifling sense of latent malignancy. How the colour meets occultists is unknown, however it seems particularly driven to them and grants them terrible powers.

Implements: Leaves, roots, plants, hair, nails.

Resonant Power: Each time the occultist invests mental focus into a colour from space implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the occultist refreshes his focus.

Unnatural Growth (Su): As a standard action, you can touch your implement to a creature to infuse it with the colour from space. A Fortitude saving throw negates this effect. A creature infused with the colour appears hideously deformed and glows with the same unnamable color that infused it. For a number of rounds equal to your occultist level, the creature gains a +1 bonus to attack rolls and damage rolls per point of mental focus invested in the implement. This bonus applies against any creatures other than the occultist. After the duration ends, the creature suffers 1d6 points of damage for each level of occultist you have.

Base Focus Power: All occultists who learn to use the colour from space implements gain the following focus power.

Eyes of Lassitude (Su): As a swift action, you can spend one point of mental focus to channel the colour from space through your eyes for one round. Any creatures within 30 feet that meets your gaze must succeed at a Will saving throw or become overwhelmed with listlessness and ennui. For 1 hour, the creature takes a -4 penalty on all Will saving throws and doesn't willingly travel farther than a mile from the area where it failed its saving throw. A break enchantment spell (DC 11 + occultist's level) ends the effect, as does taking the victim more than 300 feet away from the occultist. A creature that succeeds at this saving throw is immune to your aura of lassitude for 24 hours. This is a mind-affecting gaze attack.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use colour from space



implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Disintegrating Touch (Su): As a standard action, you can spend one point of mental focus to channel the colour's corruption into a melee touch attack, disintegrating flesh and bone if you hit. This touch deals 1d6 damage + 1d6 points for every 2 occultist levels you possess beyond 1st (2d6 at 3rd level, 3d6 at 5th, and so on, to a maximum of 10d6 at 19th level). No resistance or immunity protects against this attack, but a successful Fortitude saving throw halves the damage. A creature reduced to 0 hit points by your touch must succeed at a Fortitude saving throw or be immediately slain and reduced to a pile of fine ash.

Eat Ego (Su): As a full-round action, you can spend one point of mental focus to attempt to feed on a living creature's personality. You must have line of sight and be within 30 feet of your target. A creature can resist being fed upon by succeeding at a Will saving throw, in which case you must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d6 points of Charisma damage and you gain 5 temporary hit points.

Spell List

0-level: *acid spray, ghost sound, touch of fatigue*

1st-level: *burst of adrenaline, corrosive touch, cause fear, enlarge person, entangle*

2nd-level: *babble, catatonia, defoliate, inflict pain, paranoia, placebo effect, scare, vomit swarm*

3rd-level: *plant growth, spore burst, vampiric touch, vision of hell*

4th-level: *acid pit, aura of doom, black tentacles, caustic blood, touch of slime, vitriolic mist*

5th-level: *command plants, blight, feast on fear, foster hatred, plant shape I*

6th-level: *acid fog, plant shape II, primal regression, wall of thorns*

New Focus Powers

The following new focus powers are available to occultists from the colour out of space and necromancy implement schools.

Bloody Mien (Su): As a standard action, you may spend 1 point of mental focus to make a living creature within 30 feet secrete blood all over its body for a number of rounds equal to half your Intelligence modifier (minimum 1 round), unless the creature succeeds at a Fortitude save. If the creature fails its save, it takes bleed damage equal to your Intelligence modifier while this ability lasts.

At 8th level, you may spend 1 additional point of mental focus to cause the creature to drop anything that it's holding unless it succeeds at a Reflex save, even if the creature succeeds at the save, he must save again every time he attacks with a held weapon, or drop the weapon held. A creature wearing gloves, gauntlets or any other type of gear that covers the hands is immune to this effect.

At 15th level, you may spend 1 additional point of mental focus when activating this focus power to force the creature to succeed at a Will save or become sickened. The sickened condition lasts for as long as this ability lasts. A creature immune to bleed damage is immune to bloody mien.

Cult Leader (Su): Once a day you may invest 1 point of mental focus on this focus power, doing so grants you followers as per the Leadership feat, with a leadership score equal to your occultist level + your Intelligence modifier + the number of points you have invested into this focus power. Followers you gain by the use of this focus power are blindly loyal to you, will only leave your side if



knocked unconscious or killed, and do not count to your maximum number of followers if you possess the Leadership feat. In addition, all points invested into this focus power are added to your leadership score if you possess the Leadership feat.

For every three levels beyond level 7th, you may invest an additional point of mental focus into this focus powers, up to 5 mental focus points at level 19th. Mental focus points invested this way cannot be regained until you chose to stop investing on this focus power or are knocked out. You must be at least 7th level to choose this focus power.

Dead Mark (Su): As a swift action, you may spend 1 point of mental focus to mark a dead creature that is adjacent to you. The mark may be any of your choosing, be it a supernatural scar or contorting the body in a specific but nightmarish way. However horrifying and weird the mark may be, it never registers as magical by casting detect magic or other similar spells or abilities on it, or the creature. The mark lasts for a number of days equal to your occultist level.

Gaze of the Beyond (Sp): As a full-round action, you may spend 1 point of mental focus to do gaze attack against one creature within 30 feet of you, the creature must succeed at a Will save or be confused for a number of rounds equal to your Intelligence modifier. For every four levels above 7th you possess you may spend an additional point of mental focus to target an additional creature with this ability, up to a maximum of 4 points of mental focus to target 4 creatures with this ability at level 19th. Like other gaze attacks creatures targeted by this attack may avert their eyes to gain a bonus to resist this ability. Creatures that successfully save against this ability cannot be affected by it again for 24 hours. You must be at least 7th level to choose this focus power.

Ghatanothoa Curse: Although not nearing the full power of Ghatanothoa, the Great Old One whose terrible visage would make living mummies of those unlucky enough to gaze upon it, a trained occultist can disfigure his own visage into a semblance of the Elder Horror's countenance.

As a standard action, you may expend 1 point of mental focus to force any creature within 30 feet that can see you to become paralyzed for 1d4 rounds as their muscles atrophy and harden temporarily. Any target can negate the effect with a successful Will save, which they can make every round until the duration of the spell completes. This is a paralysis and a mind-affecting fear effect. You must be at least 7th level to select this focus power.

Grip of the Shoggoths: Although the occultist cannot summon forth an actual shoggoth, they can use their necromantic power to call forth the physical essence of the shadow plane and form it into a simulacra of one of those fell, amorphous beasts.

By spending 1 point of mental focus, the occultist can,

as a standard action, bring forth a dark amoeboid shape which will lash out with its tentacles to grapple one or more opponents. The amoeboid is large-sized with a reach of 10 feet and can grapple one foe plus one for every four occultist levels, using the occultist's level plus their Intelligence bonus as its CMB. Starting at 3rd level, if the necromantic shoggoth tentacles have an opponent grappled they will do 1d4 points of Constitution damage per round. This damage can be negated by a successful fortitude saving throw. The occultist can direct the tentacles to attack a certain target as a move action, however without such directives, the tentacles will attack whichever living creature is nearest. The tentacles will never attack the occultist.

Horrid Servant (Sp): As a full-round action, you may spend 2 points of mental focus to summon a creature from the summon monster I list, with the exception that the creature summoned acquires the zombie template. At 6th level you may spend 1 additional point of mental focus when activating this focus power, to summon a creature from the summon monster II list with the zombie template. At 9th level you may spend 2 additional points of mental focus when activating this focus power, to summon a creature from the summon monster III list with the zombie template.

At 12th level you may spend 3 additional points of mental focus when activating this focus power, to summon a creature from the summon monster IV list with the zombie template. At 15th level you may spend 4 additional points of mental focus when activating this focus power, to summon a creature from the summon monster V list with the zombie template. At 18th level you may spend 5 additional points of mental focus when activating this focus power, to summon a creature from the summon monster VI list with the zombie template. You must be at least 3rd level to choose this focus power.

Hunger's Unquenchable Curse: The Ashen King, a deity so foul that almost all of his worshipers are drawn from the ranks of the foul flesh-eating undead known as ghouls, attacks his enemies by absorbing them into the void of his shadowy amorphous form and dissolving them body and soul. The occultist has learned to channel a fraction of the power of this being by extending a protoplasmic extrusion from their own body and attaching it to their target, removing its life force.

By spending 1 focus point and making a ranged touch attack the occultist can drain 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.



Nightmare (Sp): At a full-round action, you can spend 3 points of mental focus to send horrible nightmares to a creature you can see. The creature gets a Will save to negate this effect. If the creature is awake and failed the Will save, the nightmares will haunt the creature the next time it sleeps. This focus power prevents the creature from getting a proper night's sleep, rendering it fatigued during the next day, and unable to regain arcane spells for the next 24 hours. You must be at least 11th level to choose this focus power.

Plague Touch (Su): As a standard action, you may spend 2 points of mental focus to touch a living creature, if the creature touched dies within 1 minute per class level after being touched, it will rise up as a plague zombie 1d6 hours after dying. Creatures may attempt a Fortitude save to negate this effect. A creature that successfully saves against this ability cannot be targeted by another plague touch for 24 hours. If the touch attack fails, this ability is wasted with no effect. You must be at least 5th level to choose this focus power.

Sharing the Madness: Touching the mind of a creature that exists in non-euclidian space can shatter the sanity of even the most prepared devotee of the Great Old Ones. A trained occultist can open up a conduit between his mind and that of another poor soul and force them to look into the darkness that stares back.

As a standard action, you can expend 1 point of mental focus and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your occultist level.

Those Who Survive: The Great Old Ones have survived for untold millennia and their ability to channel the twisted void energy of the dark tapestry has made them able to withstand attacks from even the most powerful of beings. The occultist has learned to tap into the dark tapestry itself and surround themselves with interwoven layers of its reality-bending energy, giving them some level of protection against physical attacks.

When the occultist spends 1 point of focus they are able to surround themselves with a somewhat translucent aura of black and purple energy which grants them DR/5 Law for 5 minutes per level. Also once the spell has prevented a total of 5 points of damage per occultist level (maximum 75 points), it is discharged. You must be at least 7th level to select this focus power. At 11th level it increases to DR 10/Law. The duration increases to 10 minutes per level and the ability to prevent damage goes up to 10 points per occultist level (Maximum 150).

Touch of the Old Ones: As a standard action, you can make a melee touch attack and expend 1 point of mental focus to force a target to come face-to-face with the cosmic horror personified in beings like the Great Old Ones. The mortal mind will break under the weight of its own fear, as, for the first time, the depth of its own insignificance becomes apparent. The target takes 1d6 points of wisdom drain and an additional +1 point for every three occultist levels. The target's Wisdom score cannot drop below 1. On a successful Willpower save, the penalty is reduced to half. If the melee touch attack misses, this power is wasted with no effect.

Towers of Ukosh: Obsessed with fel magic and foul blasphemy, the Gug were banished from the surface world by the Gods long before the first men were born. They retreated into the deepest regions of the World Below, and built cities of huge towers, the engineering of which defy all logic. With them, they carried foul secrets of blackest magic stolen from the feet of the Great Old Ones themselves. By tapping into some of the dark rituals of the Gug, the occultist may trap their target in a spiritual construct shaped like one of the Gug's black towers. The target is surrounded in tower-shaped nimbus of dark energy which stuns the victim but leaves them aware of their surroundings and senses, unable to react.

As a standard action, you can expend 1 point of mental focus and cause a single living creature within 30 feet to become stunned for 1d4 rounds. The target can make a fortitude save to negate, and on each round at the end of his turn the subject may make a fortitude save as a standard action in order to break free from the effect.



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Weight of the World: As a standard action, you can expend 1 point of mental focus to open a conduit into the vast spaces between the stars, from which the Great Old Ones originate. The unspeakable emptiness and cold pours forth, sapping all the energy and motivation that the target has left.

The target must be within 30 feet of you and it can attempt a Will saving throw to negate the effect. If the target fails the save and has a number of Hit Dice less than or equal to yours, it is Exhausted for 1d4 rounds. If the target fails the saving throw and has a number of Hit Dice greater than yours, it is instead fatigued for 1d4 rounds. This is a mind-affecting fear effect. You must be at least 3rd level to select this focus power.

Unnamable Colour (Su): As a full-round action, you can spend 3 points of mental focus to designate one creature within 30 feet of you to succeed at a Fortitude save or begin glowing a strange indescribable colour. Creatures glowing this colour will attack with abandon the nearest creature that does not possess the colour-blighted simple template, or that hasn't been affected by this focus power. This glow lasts for a number of rounds equal to your Intelligence modifier, after which the creature returns to normal, but must succeed at another Fortitude save, or take 1d4 negative levels. Creatures of equal or higher Hit Dice than you are unaffected by this ability. You must be at least 11th level to choose this focus power.

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