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Pathfinder occult adventures pdf

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Enter a world where nothing is as it seems – where the battlefield can be within your mind, and the price can be your immortal soul. Through the esoteric secrets of the occult, bold seekers of knowledge can bring a candle to light the darkness of the unknown, and begin to unravel the strangest of all riddles: the truth. Within this hidden world, you'll find strange
and wonderful new powers, big and unknown enemies, and unlikely allies who request strange favors in exchange for the esoteric lore they hoard. You will travel into the mind, out of your body, and on other levels of existence. If you keep your mind, you can return alive, but even then, survive such an experience unchanged. To achieve your goals, what will
you lose on yourself? What will you be willing to sacrifice? Who are you going to be? Practitioners of occult lore often refer to hidden magical traditions of occult as psychic magic. Casting a psychic magic. Casting a psychic magic be? Practitioners of occult practitioners can hide
in plain sight among other spellcasters. Your village's local magician can be a friendly psychic search for the solution to a karmic conundrum, or a cunning mesmerist who slowly builds a cult of mind-driven followers. But in the world of occult, mysteries contain layer upon layer, and the solution to the psychic karmic conundrum can release a horror captured
on the Astral Plane, while the mesmerist mind-controlled cult may be there to protect the villagers from a great evil sealed deep beneath the city. Protecting innocents from dangers they can't see or even understand requires a unique race of heroes, those initiated in esoteric lore and willing to take risks with not only their bodies, but their minds and souls as
well. Occult power comes at a price, and even if you're willing to pay it, you can find the responsibility it gives largely untackless. When a paladin uses her sacred power to stop an army of undead from rampaging through the king's lands, she can receive a knighthood or noble title, not to mention the admiration of the kingdom. But when an occultist uses his
object lore to prevent a crazy architect from an alien dimension, he and the architect may be the only ones who truly understand the threat. And if the architect is loved by both citizens and authorities for his philanthropic works and major community
monuments, the occultist who saved the city may well have to flee before he finds himself in a prison cell. And even then, will he avoid the wrath of other members of the architect's secret society and their monstrous interdimensional protectors? Such is the lives of those who work at of mortal understanding, and who knows that every action, however well-
meaning it may be, has unintended consequences, such as ripples in a pond. What are occult adventures? Each adventure can incorporate occult elements, from mystery cults to creatures that attack the psyche, so in a world where wizards and priests ply their spells in the open and magic accepted and understood, what sets an occult adventure from an
other adventure? The core concept that drives an occult adventure is that raw power isn't everything. In a typical campaign, adventurers strive to improve their power can corrupt, that some battles can never be won by brawn, and that there are creatures that
can ignore the normal rules of the multiverse, going among even the greatest and most powerful as a wolf among sheep. One of the hallmarks of an occult classes have more mental abilities than physical ones, and they have tools to peek into thoughts, ask for support from
the unknown, and unravel mysteries. Rather than exploring just physical ruins, occult adventurers reveal the psychic history of places and objects. When magical weapons cannot defend themselves against vengeful spirits, a treatise on the manifestation of extraplanar creatures can hold the key. Undermining the doctrines of a cult proves a more safe method
of ending its threat than killing its leader would. An occult adventure is a study of complications and paradoxes, in which revealing a mystery reveals an even greater danger. Exploration of a strange plane or dreamscape may show that the place is even
more complex than first thought. A crusade to defeat a dark and unknown force can lead to a climactic encounter where adventurers discover their quarry does not fear his own destruction or be banished. Similarly, occult creatures and forces can find adventurers just as mystifying and contradictory as adventurers find the denizens of the occult. Suggestions
for running occult adventures, as well as common elements that appear within them, are detailed in Running an Occult Game. Psychic magic occult spellcasters draw on the vast reserves of their own minds to gain access to magical abilities. Psychic magic is a whole new type of spellcasting that follows principles other than arcane and divine magic. A
psychic spellcaster does not have to obey the same limitations as an arcane or divine caster, and forgos the physical components of spells entirely. She doesn't have to obey the same limitations as an arcane or divine caster, and forgos the physical components of spells entirely. She doesn't have to obey the same limitations as an arcane or divine caster, and forgos the physical components of spells entirely.
detailed mental picture or taking up a certain feeling for throwing her psychic spell. Even someone bound or paralyzed can cast a mental spell, as long as her intellectual and emotional state is not compromised. Self-doubt, lack of concentration, and fear are enemies of a psychic caster, not the depredations of the physical world. For all their differences,
psychic spells are still spells, and psychic spellcasters are still 
Occult Adventures. Occult classes Where are the heroes who can save the world from the unknown threats of the occult? Right here in this chapter, which includes six new occult classes! Not only are these classes a perfect fit for a game steeped in occult themes found throughout this book, they also contain the same variety of themes, concepts and play
styles that you've come to expect from base classes, so they can flourish in almost any campaign, from a game of bleak horror to a light-hearted dungeon romp. The following is a quick overview of some of the most interesting and iconic features of each class. Archetypes: Bring the power of the occult to all your favorite classes or customize the new occult
classes with dozens of archetypes. In addition, you will find new alchemical discoveries, cavalier orders, wizard bloodlines, and witch protectors. Will you play a psychic detective or a battle host? A ghost rider or a tome-eater? No matter what kind of character you like to play, this section has lots of fun new options for you to explore. Exploits: This section
contains dozens of exploits some supporting the new classes, others available to all characters who want to dip their toes into the occult, and still others that allows you to open your mind to other people's emotions at the
expense of weakening your mental defenses, these feats allow you to build all sorts of occult characters. Psychic Magic: This episode introduces psychic magic, a whole new kind of magic that is neither arcane nor divine, and that uses thought and emotional components instead of verbal and somatic. By the panoply of new spells in this episode, several are
spells that can be underecast with this new kind of differentiated spells, spellcasters who know them can also cast all the weaker versions. Whether you use akashic form to a copy of yourself that you can use to escape death, or create a huge ship to sail dimension of dreams with dream trip, you will never be the one again (especially if you throw bigger mind
swap to change bodies forever)! Occult Rules: This section features a host of exciting new subsystems that are part of an occult game but also fit easily into any game, either on its own or overall. Skill Unlocks are based on the idea of skill unlocks for rogue, adding new and wonderful programs to your favorite skills that are open to occult
characters and psychic sensitive alike. Use linguistics for automatic writing to foretell the future, assess for psychometry to learn more about an object's past, Heal to perform astonishing acts of faith healing, and more. Auras: Those who are adapted to the occult can learn a lot about a creature, object or place from its aura. While magic and adaptation auras
have been in the game since its inception, this section details aura types such as emotions and health, and adds new depth to the metaphysical meaning of auras. Chakras: By studying the esoteric lore of chakras, you can learn a deeper application of ki and use kundalini serpent-fire energy to awaken the chakras within you. By gradually opening your
chakras, you become increasingly powerful as the battle continues as long as you can survive the tribe! Psychic Duels: Enter an inner dueling ground where the only limits of what you can do are your own imagination. When your enemy calls out a mind-setting cobra, counter it with a mind-forming hydra. When she threatens you with psychic vines, unleash a
storm of internal fire. Such battles are exhausting, and never carried out easily because despite the unreality of mindscape in which you fight, the stakes of such a duel are life and death. Psychic Possession: Possession and body-swapping spells can be crucial to occult adventures, and this short episode gives you everything you need to know to play a
body-snatching character with ease. Occult Rituals: Some of the deepest and darkest secrets of the occult, these esoteric rituals are vanishingly rare and challenging to perform, but give amazing power to any character who can complete them even those who normally can't cast spells. A GM can choose from different sample rituals or design its own, but
one thing is certainly—with occult rituals, you'll never look at spellcasting quite the same way. Running an occult game: This section is your official advisor on how to infuse your game with mystery, secrets and threats, and is full of useful tips and lore on the esoteric mindset. Elements, Themes, and Adventure Seeds: This section is a perfect guide to running
occult games for dabblers and adepter alike. It starts with definitions of occult elements to create a variety of occult adventure seeds ready Your next occult adventure. Adventure. Locations: Occult sites often have mysterious elements
that can grant those who explore them information or power-at-a-cost. The new options in this section improve the narrative aspect of a haunting mechanics. Conversely, the new loci spirits are a benevolent alternative for lingering spiritual energy. Ley lines criss-cross the multiverse and lend power to any spellcaster who finds the rare spots where she can
point to them. Mindscapes are mental landscapes that open the door to amazing and exciting adventures in a creature's mind, or mentally created worlds where the normal rules no longer apply. Esoteric Plan: This section explores the esoteric view of the multiverse held by occult scholars. The occult view of the multiverse is full of mysteries, secrets and
unusual parallelisms. Learn more about some of the odd worlds that are of paramount importance in the esoteric view, from Dimension of Dreams to the harshest and most alien occult threats is armed with objects of occult power. From simple everyday gear that can amplify
occult skill unlocks to the most powerful artifacts, occult rewards are weird and exceptional. In this section you will find objects and esoterica from a variety of occult traditions, from a happy four-leaf clover to the mighty stannum crown. You'll discover ways to travel to kingdoms beyond imagination, such as the bizarre flying skiff or enigmatic portal network.
Will you tempt fate by reaping the rewards of a cursed monkey paw or maniac's hand, knowing that they can turn against you and those you love? As with all things in the world of the occult, what seems too good to be true probably is, and can come at a price you can only begin to understand. Running an occult game running an occult game the world -
occult- refers to what is hidden or occluded, and it covers a wide range of strange disciplines known to only a few. Ancient though they may be, the mysteries of the occult remain obscure, protected by hermetic orders or locked within the esoteric stores of knowledge. In an occult adventure, the characters reveal clues as they search for the meaning behind
puzzling events and supernatural phenomena. The tone is usually ominous and laden with secrecy and veiled threats as the characters unravel each foreshadowing thread of occult mystery. Ordinary people rarely recognize the patterns during events; only the truly initiated, undaunted by the risks to the mind, body and soul, dare to plumb the depths of the
occult to protect their world from unseen dangers. Incorporating the occult incorporating occult themes into games where magic is common requires careful consideration. Think of the occult as the layer of an onion. By scaling back these layers in computers may be first puzzled by, then increasingly familiar the strange rules that govern this parallel world. But
when computers become comfortable with an occult reality, they discover a new deeper, darker layer. In occult adventures, each new piece of the puzzle opens up more questions than it answers, and the mysteries of the story and plot are carefully encapsulated like so many matryoshka dolls. In such games, haunts do not hesitate to reveal the causes of
their spiritual contamination, and ritually marked corpses are far more than atmospheric window dressing. The very places adventurers explore can themselves be linked by mysterious ley lines to other places with similar disturbing stories. Occult elements As characters in an occult campaign begin to discover the hidden strings that connect to seemingly
unrelated events, they begin to interact with bizarre, esoteric neighborhood characters of occult stories, including the following elements. Mysteries within mysteries standard adventures are subtler. The key to the success of adventurers often lies
in investigating the unknown and the inexplicable, or following a trail of clues to its source. Strange phenomena, bizarre murders, and eerie events are regular hooks in occult adventures, and the characters must peel off layer after layer to find the truth. The Mysteries and Investigations rules provide advice for structuring a mystery adventure; Occult
adventures use a similar structure, mixed with atmospheric clues and fairytale closures of the occult elements described in this section. This is not to say that an occult adventure may not also include heroic battles, dungeon exploration, or swaggering. It's a good idea to vary the tone and tempo of the campaign from time to time, and sometimes seemingly
ominous harbingers can turn out to be red sillar, who has its own value in occult adventures. The occult elements of your story can also fade in and out of a campaign with a completely different main theme, recurring with some adventures like side walks that first have little to do with each other – or so it seems. The longer the computers evolve in the
campaign story, the clearer they begin to distinguish the patterns that underlie all their adventures. For example, computers may discover that all the unearthed tombs they encountered during several adventures. For example, computers may discover that all the unearthed tombs they encountered during several adventures. For example, computers may discover that all the unearthed tombs they encountered during several adventures.
needs to present a new clue that ties back to previous adventures to drag the characters back into the occult into the campaign a little bit at a
time creates the illusion of invisible forces that move in secret, although neither GM nor the players know the nature of the mystery at the beginning of the campaign. As the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place, the mystery at the beginning of the campaign progresses and more pieces fall into place.
in games to preserve mysteries for fateful, overturned reveals. And too often, canny computers find a way to get information early, disrupt GM's carefully planned adventures and destroy its momentum by overthinking some whale clues. While such reticence may sometimes be necessary to preserve intrigue and guide computers, occult games hand out
information more easily and more often, but in a slightly different way. Since the most significant clues in an occult mystery can be difficult to even recognize as clues, such methods can not only more easily screen the most important pieces of information that make pushing the plot forward, but also create a more mysterious atmosphere. Red Herrings That
Aren't: Red herring should not always be dead ends. Instead, they can serve to set up additional adventures for computers, leaving them with the uneasy feeling that strange events fueled by bizarre, eldritch motifs are hidden in the world around them. For example, while computers are on the trail of a murderous demon cult, disinformation can lead them to a
secret society involved in unusual introductory rites. While management may be a dead end when it comes to their original investigation, the computers might discover the group's seemingly harmless initiations actually involve dangerous necromancy. Building PC Engagement: Sometimes the best way to involve computers in a campaign is to ask them what
they want. At the beginning of your occult campaign, ask each player to come up with a personal mystery to his or her character, such as a teenager. A computer may have brief flashbacks to her childhood of visits by men in blood-red clothing and disturbing animal
masks, for example. The character's quest to discover the meaning of this memory can lead her down dark paths, especially when she spots a street preacher wearing the broken remains of one of the clothes in a nearby town, and discovers from him that as a child, pc was a candidate for an apocalyptic cult. Other hooks may include the unknown fate of a
friend or relative, or the importance of a city monument's unconventional design. It can center on a particular place, like a place seen in recurring dreams or spooky gardens in some overgrown mansion. It may have to do with a mysterious object, such as a medallion that pulses painfully at the hands of a or an ancient tome containing twisting, backward
writing in which a new word is scribbled every day. Some hooks can play big roles in the campaign, while others turn out to be less anecdotes. Regardless, an adventure hook based on a character's curiosity, need, or longing is an invaluable tool for building player investments in the story. Unseen Realms When running an occult game, consider replacing
some of the NPCs that broker information with booze, demons, otherworldly entities, and mortals who traffic in the occult, such as a medium that channels spirits from a ramshackle wooden hut at the edge of a misty bog. Occult adventures emphasize the search for obscure, hidden knowledge beyond the mortal minds of the world. Such information is the
province of spirits and lost souls who walk the rarely trodden roads. Some buildings may have mysterious symbols hidden in their architecture, or were designed to attract or channel occult nature of the structure itself kept his soul in check. And,
of course, GM's design should be interconnected networks of intrigue that subtly show these patterns, daring computers to pull loose strands of reality and unravel everything that they know, exposing the terrible secrets that lie beneath. In a campaign steeped in occult lore and practice, spirits and demons can be the great questgivers, common allies, foils, or
opponents, and their machinations pulling computers in multiple directions. They may all seem virtuous, or can all seem reprehensible, but they all want something, and they are willing to use the computers as pawns to achieve it. A cooperative angel can give the characters information only reluctantly, while a devil who wants something can be more
accommodating. The power and knowledge prize The quest for knowledge has a prominent place in occult adventures. Knowledge and power always come at a price, but even if the cost is not immediately obvious. Disaster strikes when the mortals rush blindly in and throw open the doors to forces they don't yet understand. As the characters begin to
perceive the occult world that surrounds them, think of the terrible fates and terrible sacrifices they can face as they immerse themselves more deeply into the occult. The price of knowledge or power may seem cheap in the beginning-memory of a PC's first kiss or the smell of a spring rain—but in the end, these snippets of humanity are a terrible price to pay,
and the characters' own desires or desperation can prove their downfall. In the depths of the occult underworld, initiating barter for the true names of demon princes, exchanging rare formulas for the creation of artificial life, and brokers in corpses that hide terrible secrets. Such mysterious findings are rarely fair business of power, and hermetic and cults
manipulate these exchanges to devalue the knowledge traded away and inflate the value of the knowledge earned. Strange Rules and Peculiar Patterns behavior of occult inhabitants often fall into unusual patterns. As discussed above, these patterns are often manifested in architecture, but they also show up as odd coincidences that matter to occult
investigators, such as corpses discovered in symbolic patterns. Occult beings themselves are creatures of eccentric habits, and computers can utilize their behavior patterns to expose or confront them, perhaps discovering the celestial adaptations that must happen in order for some diabolical plan to finally come about. Knowledge of these strange rules and
strange patterns often holds the key to an antagonist's defeat. In a typical mystery adventure, GM can keep secret means to cause a monster's death. But occult knowledge can give investigative players characters unusual opportunities to learn more about their enemies. Perhaps divinations or phrenological readings reveal several weaknesses characters
can exploit, but not all of them are real, and some may even provide the antagonist. In the end, the only way to find out may be to encounter the antagonist directly, but putting the acquired knowledge to the test can be a more dangerous deal than the computers originally realized. Fates worse than death When death is final and unknown, it is as mysterious
to live creatures as it is frightening. Characters accustomed to communicating with spirits, however, know that death is not the end. In fact, characters accustomed to communicating with spirits, however, know that fate
awaits them, and what the final reward-or punishment-will be for their actions in life. In occult adventures where characters can leave their bodies, travel in dreams, and project their forms onto the Astral Plane, the death of the physical body may have less meaning. Therefore, present characters with fates worse than death. This can mean a painful—living —
death, like the eternal enslavement and torture of the soul, or a debilitating madness that gradually renders a psychic being soulless and crazy. Since death in fantasy roleplaying games is typically either the end of a character's story or a slight inconvenience before the resurrection, look for ways to offer an escape from death using occult characters'
knowledge of the spirit world—but at significant cost to their bodies, minds, or souls. Esoteric Atmosphere of excitement, dread, and wonder in the presence of the supernatural. GMs can use props and tools to create a atmosphere around their players who draw
them into the emotional realm of the adventure. A room lit by flickering light hints at dark séance chambers or occult rituals, and a prepared library of sounds and voices brings settings and characters to life. If the characters are occult initiates or psychics, or they consult a chipper or a medium, consider using cards, crystals, talismans, talking boards, and
other such objects as props in these scenes. Challenge yourself to give players goose bumps a few times during your campaign. Occult themes The following campaign themes combine the elements of occult of their campaign worlds. The occult
underworld The Unseen Realms and Strange Rules and Peculiar Patterns elements introduce an occult underworld that operates under the veneer of everyday life. Members of the occult underworld masquerading as the ordinary people occupying every stratum in society. In adventures that use this theme, an air of paranoia and fear looms as the characters
investigate dark mysteries. No one's safe. No one's safe. No one can trust. Not every secret society has a dark agenda, however, and indeed some secret orders exist to oppose the machinations of evil cults. Over time, the characters of an occult adventure can join such an order, or the party itself may be recognized as its own faction among the occult underworld. Moving
the antagonists' goals forward creates excitement and a sense of urgency, and helps motivate the characters. Even if the characters manage to anticipate the villains every move, you can increase the sense of dark agendas that run beneath the surface of your campaign by creating a list of minor, unrelated victories for the secret factions the characters
oppose. Perhaps while the characters are distracted stopping a cult from transforming the city gates into a portal into hell, elsewhere a smaller branch of the cult leader's overall plan. Another way to impress the theme of a ubiquitous occult underworld on the characters is to beat them close to
home. Choose an important NPC dear to one of the characters to be a member of a secret society or a cult that the character within the scenes that advance the agenda of the secret society or cult to which the NPC belongs. Handled well, this
character's motives will seem clear to computers after the fact, as if you had planned betrayal from the start. Spiritual Warfare occult elements such as mysteries within mysteries, the price and power of knowledge, and fates worse than death can be combined to create a powerful overall theme that highlights the struggle for dominance between the worlds of
the living and the dead. The veils between the worlds are worn thin. Haunts, ghosts and lost souls are commonplace, although they are not the true antagonists; In such campaigns, the real villains are often powerful outsiders with legions of minions who specialize in harvesting souls for a profitable black market in the lower worlds. Spirits seeking rest are a
common occurrence, and computers are tasked with discovering means to help the dead move in one way or another, either by completing tasks a soul left incomplete in life, or by adding the spirit to rest permanently through the power of power. The stakes are high in such games, and death is never the end. Into the great beyond GMs that explore power
and price of knowledge and Unseen Realm's elements will eventually reveal the existence of parallel realities to this material plane. Instead of heading outward to distant lands, your occult adventurers can turn their focus inwards to the strange worlds of thoughts, dreams, spirits and soul. As you plan adventurers along this theme, think about how the
characters can probe reality before their eyes on a deeper level. For example, when investigating mysteries, you may want to sometimes provide ways for them to explore transitive planes, and even the outer planes, to discover clues. A mindscape is usually a surreal puzzle environment where characters perform their tasks by navigating mindscape and
fooling or satisfying the controlling mind, overcoming their defenses, unlocking their doors, and learning secrets buried deep within. GMs should be prepared to judge scenes in which the characters entering the twisted mindscape of a crazy or possessed victim, or
they can get into the mindscape of an enemy to steal hidden knowledge or implant subconscious suggestions. Fear and reverence for the unknown Mysteries of Mysteries by showing how the everyday world reacts to eerie phenomena. In occult
adventures, ordinary people tend to fear unknown circumstances as they have little control. Rumors and superstitions only exacerbate their distress, and a frightened population can quickly resort to extreme measures, including sacred inquisitions and witch hunts, to regain some security, no matter how short-lived it is. As a result of societal paranoia, the
occult can be a forbidden art for the characters, and one that they must keep secret. Adventure can involve finding and communicating with other occult initiates of signals, tokens, or a specialized cant, while adventurers bravely fight a shadow war on behalf of a world shun them. As another take on this theme, the common audience could develop a reverent
fascination with people or entities adept in occult art, consult them for knowledge of the future or hire their psychic talents to quickly learn what ordinary folks typically can't see or know. On the other hand, twisted individuals who wield occult power often attract lackeys and slaves willing to serve the dark arts, and the ranks of evil cults are teeming with
dangerous, unscrupulous predators entranced by their charismatic cult leaders. Ultimate Occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult GMs that want to fully immerse computers in an exclusively occult campaign are likely to feature most or all of the occult of the 
arcane and divine classes can share in a game where the characters are exceptional creatures who dare to use forces beyond Mortal Ken. NPC with supernatural powers should be rare, or should hide from the world at large. Large and powerful churches may exist, exercising significant economic and political power, but only a few individuals ever perform
miracles, and even these individuals of extraordinary faith can fall into disfavor with the teachings of the Church. Perhaps there are no true gods in such campaigns, or their status as divine entities cannot be proven. It may be that the so-called gods are actually different spirits and other inscrutable forces occupying the space between dimensions. The Outer
Plan and the gods that live there can only be a shared manifestation of the collective consciousness, which seems to exist only because people believe it does. Occult Adventure Seeds The following adventure seeds play on the elements and themes that are integrated for occult adventures. A Brace of Imps Rumors about the corpses of strange creatures
appearing for sale in the city are confirmed with the display of a brace of dead imps at a local market. Where do they come from, and why are they here? Discovery: The characters hear the rush of fear and excitement when the corpses of two imps appear for sale in a local bazaar. It is soon revealed that the source of the corpses is a local ragpicker with
some knowledge of the occult, who discovered imps discarded behind an old lodge building of a disused fraternal community. Soon another pair will be discovered, and more couples will follow on their heels. What can cause their appearance, and who kills them two at a time? Adversary: The Imps are actually messengers of a powerful once in league with
the defunct secret society. A magician recently took up residence in the old lodge, and the imps began to appear with tempting offerings from their diabolical masters. The wizard slew the daily messengers and disposed of their bodies. Their master is angered by spellcaster's violent response to his daily and soon more powerful powers from the wizarding
league may appear to be demanding vengeance. Can the computers come to the wizard's aid, or are they already too late? Additional Adventures: The PC can get a new ally in the form of the wizard, or a powerful antagonist if she takes the devil's bargain. Does the picker know more than he's willing to admit? What dark secrets does the lodge keep the devil
from seeking himself? Feast of Souls With alarming frequency, the morning sun's stoning shows several brutal murders from the right before, and the souls of the victims, now separated from their mortal vessels, have failed to respond to the calls of their grieving relatives during the seances. Someone, or something, reaps the souls of the deceased before
they can achieve their ultimate reward. Discovery: The PCs meet two competing séance circles that try to uncover the killer and fate of the victims, who just
want the comfort of knowing the souls of their relatives have found the last rest. Adversary: Seansen circles began with good intentions, but one of them is unconsciously pawn in a night hag, unwittingly concealing her fearful ambitions. The night hag has blackmailed the local thieves guild to get their services by holding their leader hostage with their dream
haunting ability. The guild now murders innocent victims so that she can bind their souls to their heartstone. She has also blackmailed a talented spirits, sabotaging the group closest to discovering the terrible secret behind the killings by spreading disinformation and
betrayal. Pc must uncover the truth behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the thieves quild to discover the identity of the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the true mastermind behind these proceedings by exposing the deceptive spiritualist or infiltrating the true mastermind behind the spiritualist or infiltrating the deceptive spi
souls within, but did the had have a deeper, more insidious motivation than mere collection of souls for profit in the evil plan? Perhaps she had captured the spirit of a powerful, corrupt entity that now threatens the city with darker strife after being given its freedom. Computers have brought peace to society for some time, but at what cost, and what deadly
machinations await? Golem's Revenge Years ago, an evil purge tried to wipe the poor and miserable from their homes in the city slums, until a mysterious creature came to their salvation. Now, a generation later, the bodies of the city authorities are left broken in the slums for all to see. Discovery: THE COMPUTERS are being urged to investigate the
killings and find the corpses brutally crushed and brutally disfigured in ways that are hardly possible for the mortal man. Locals suspect a dimwitted strongman from a traveling freak show, but the real culprit is a deadly mud golem once built for protection. Adversary: The secret society responsible for the original purge plans another. They decided that it would
be truly poetic if the same protector who stopped the previous purge became the spark for the new one. With the help of the construct spell, the son of the was its father. After sending it out to commit murder of authorities and build anger
against the slums, the young aristocrat plans to betray golem and come out of that betrayal as the hero who stopped the killings, as he leads a second retaliatory purge of the slums. Further Adventures: The PCs may defeat golem, but if they don't reveal the real plans of the secret society, they haven't thwarted the new purge. Will computers save those who
can't protect themselves? Convincing the golem of truth may net the computers a powerful ally, but if they destroyed it, they may have to find the old golem crafter notes and try to learn the occult rituals he used so they can fashion a new golem, if they are to have any hope of defeating the cult's foul company. Lost Souls When a wise and benevolent ruler
mysteriously falls unconscious and begins to waste, chaos breaks across the country as various factions vie for power. Discovery: The ruler of the ruler, a skilled spiritualist, desperately seeks the computers. Pc must take a dangerous psychic journey to the Ethereal Plane, Dimension of Dreams, or both, to find the monarch's wandering mind or soul and bring
it back before the body dies and the country is divided by strife. If the computers perish during this journey, their bodies suffer the same fate as the ruler. Opponent: The ruler has no desire to return to the sorrows of life on the Material Plane, and opposes the computers at every turn. On the Ethereal Plane, the spirit of the ruler makes a procession to Heaven
accompanied by the spirits of the loyal knights. The procession visits the ethereal versions of three places that are important to the ruler of life. If the characters travel to dimension of dreams, these places are idealized memories rather than ethereal haunts. Regardless of the reality that computers visit, the ruler opposes them. The characters must learn the
true causes of the ruler's grief and convince the mind or soul to return to the body. Along the way, they can collide with the master of the dark art or assassination attempt, the real culprits can lurk in ambush for the characters as they travel through these
strange worlds. And as the characters explore, they find processions of other rulers heading for heaven or hell. Are these events all somehow connected? The Menhir Every generation, the people of a village on a windswept heath venture out to a lonely menhir, where they go hand in hand and say old words in a language that has been passed down from
generation to generation. Further from this place, in a hidden hillside glen, is a smaller circle of stones—one for each generation, with human bones buried below, the remains of offerings. Discovery: The computers stop at the village during their adventures. During their stay, the villagers welcome them and throw a feast, declaring a PC to be the -monarch- of
the harvest and a villager PC's symbolic -consort.— During the night, the villagers make a clumsy attempt to take away the honorable PC and bring him to the menhir (if they fail to bring away the PC, they snatch a second villager instead). The villagers abandon their homes and gather around menhir, chanting words in a forgotten language. The chosen
monarchs are within the circle, seemingly unharmed. If the computers do not interfere, the next day the King and Queen are simply gone, and the villagers claim ignorance of their whereabouts and seem unwilling to investigate. Adversary: A psychic ghost or deviant horror tied to menhir manifests each generation to feed on the offerings of the villagers.
When the essence is fed, menhiren shines with a soft golden charisma, and the land of miles around becomes rich and fertile for an entire generation. If the PCs stake out menhir during the night of the sacrifice, they have a chance to fight the creature, and if they save the sacrifices, the creature will follow them. Additional Adventures: Creatures of psychic
power are attracted to a ley line that passes through the menhir. After the ley line leads to other villages with their own menhirs; Those who were denied their victims are now surrounded by dry and desolate land where nothing lives. Ley lines lead from these menhirs too, on and on throughout the world. Generation after generation, creatures bound to these
menhirs feed and grow more powerful. How can computers free ordinary people from these mysterious horrors? Mind Trap Computers find a remarkable amount of success during their exploits, but not everything is as it seems. Discovery: After completing a previous adventure, computers celebrate a job well done. During their partying, they meet a woman
who is excited for their success and invites them to her villa. She offers comfortable beds, good food and drinks, and the driving of her residence. She tells them that they are welcome to stay as long as they want, if they help her with a simple task. Adversary: The woman is the consciousness of an ancient creature imprisoned within an immersive
mindscape. It long ago stopped trying to escape his mental prison, and now all it wants is some company. The computers were unknowingly pulled into the mindscape of consciousness creates what the characters desire, weaving a compelling web of
experience first indistinguishable from the material world. Eventually, the characters figure out that wealth, fame and fortune fall into their yards just a little too easily and realize that they have to find a way out of the mindscape. Additional Adventures: The PCs might decide to destroy mindscape—perhaps by traveling to Dimension of Dreams, and possibly
even freeing up the old consciousness in the process. Other captured creatures may be inside the mindscape, and releasing them can provide the characters with future contacts or opponents. The words After a series of disasters or a virulent plaque, the desperate population puts their faith in a fanatical faction of an otherwise reputable church. With great
resources now at their disposal, fanatics promise to lift the curse by appeasing the gods by punishing evil and heretics. Discovery: Witch hunters begin an inquisition and arrest anyone who dabbles in magic or the supernatural, including priests of other religions. The computers enter the scene when the witch hunters try to apprehend them or their allies, or
when family members and close associates are caught by the order. Opponents: Outwardly, the leader of the order, Truthseeker, seems to be its most rational and penitent member. In truth, this person is a psychic tyrant who uses his abilities to read thoughts and expose enemies of the order. In a short time, the breakaway faction becomes a powerful cult
as Truthseeker trains the witch hunters to read their minds and tell the future. The computers can simply save their allies from the original church respond? How many cities has it infiltrated, and how easily does it swell its number? Did the cultists
cause the tragic events that led to their rise to power? Even if the computers stop Truthseeker, is another cult member ready to take up the mantle? Portraits of evil computers are tasked with investigation, they happen to come across evidence involving a local nobleman. Although the
evidence is crucial in their eyes, it is inadmissible to the local courts, and they soon find themselves at odds with the accused. The computers dig into the background of the accused, they that despite her youthful appearance, she is well into the seventies.
Further research shows that a number of her acquaintances, competitors and family members disappeared in the years after her thirtieth birthday. Detailed examination discovers the accused's obsession with a portrait commissioned in her late twenties, a portrait that some visitors describe as a vision of a rare and radiant beauty, and others speak of only in
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haunted whispers. Opponent: The accused nobleman is defended by a legion of mercenaries who are too powerful for the computers to attack directly. Soul portraits prevent divinations that would reveal her true nature, projecting the image of her innocent younger self. While the computers are sure that she is the cause of disappearances and other crimes, the noble diverts any guilt by using her considerable wealth and perceived charitable nature. When computers really become a threat to her, they attack noble ones closest to them with the help of various forms of harassment and torture. The computers must wrestle with an enemy authorized by the (mistaken) belief that she cannot suffer any consequences from her actions. Eventually, unless the computers find a way to catch the accused in a situation where her portrait cannot protect her, they are forced to take the law into their own hands. Further Adventures: When the accused is defeated, her image moves to the background of the soul portrait, and the computers are left with the repulsive task of deciding what to do with the artifact. Less accurate computers may decide to take it for themselves, instructing an artist to add their similarities to the canvas, having learned of the powers bequeathed by the portrait. Computers with stronger morals may try to destroy the artifact, but soon learn that only the owner of a soul portrait can destroy it – and at the high cost of another's life. Section 15: Copyright Notice 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.

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