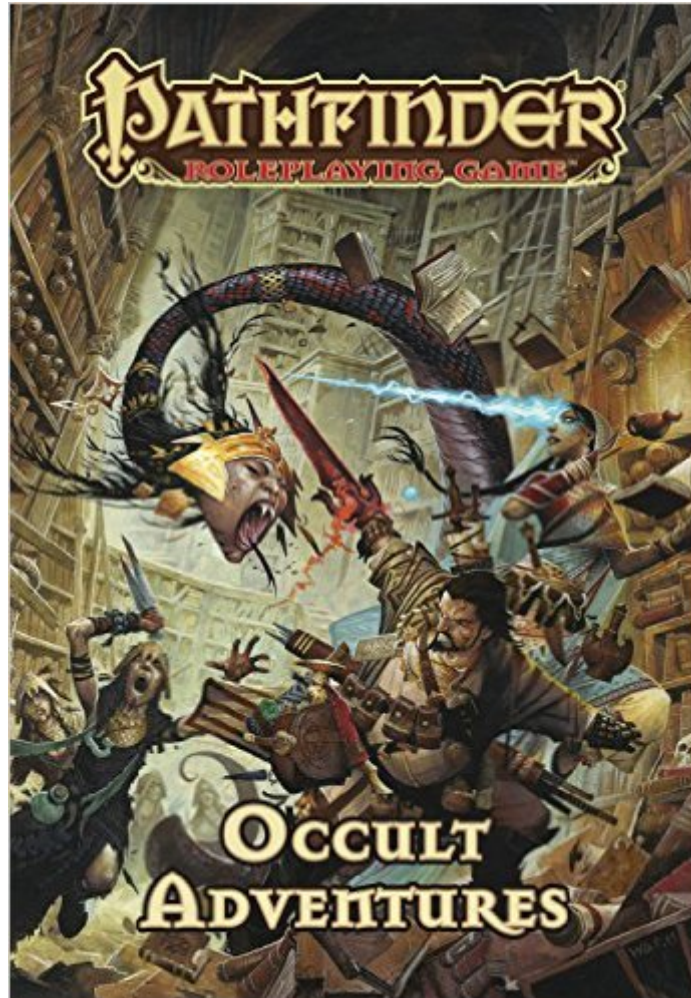


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# Pathfinder Roleplaying Game: Occult Adventures



## Synopsis

Delve into the occult secrets of psychic magic, mystic rituals, and esoteric sciences with Occult Adventures! Six new, occult-themed character classes bring the vast treasures of occultism and mysticism to Pathfinder players like never before. Set out on new adventures as a kineticist, medium, mesmerist, psychic, occultist, or spiritualist, or choose from dozens of archetypes for these and most existing Pathfinder RPG classes. Explore forbidden secrets long kept from the world to discover magical forces that unlock vast powers of mind and body. Uncover lost relics and proscribed spells to give your hero new powers in the fight against evil, and pick up new psychic tricks with a library of new feats based on occult traditions.

## Book Information

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (19 customer reviews)

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## Customer Reviews

Originally posted at <http://www.somnambulant-gamer.com/2015/09/occult-adventures.html> I believe it was a couple years ago that I interviewed Erik Mona and asked him about his thoughts on Ultimate Psionics. He was actually really excited about it, and told me that he was glad someone had done the psionics and power point system such justice, because Paizo had different plans. With an almost childish glee in his eyes, Erik described to me his dream of a book with classes and mechanics informed by Lovecraftian mythos and new age spiritualism, with a healthy dose of 19th century mysticism for good measure. Time passed. Paizo released its Advanced Class Guide, a book so poorly edited and sublimely uninspired that I had almost given up hope that we'd see anything as amazing and awesome as the Alchemist, Oracle, or Witch from the Advanced Player's Guide, the first book where they really came out and said "We're Paizo, and this is what we're

about". But where the Advanced Class Guide was a barely redeemable slog of mostly uninspired and largely formulaic class design with very few bright spots, Occult Adventures immediately leaps off the shelf as something special, something that shows that spark of creativity and healthy dose of love from the writers and contributors that is hard to quantify or explain but which is immediately recognizable in their work, and which was very much Paizo's hallmark when the Pathfinder Core Rulebook first came on the scene. Occult Adventures features 6 new "psychic" classes, the Kineticist, Medium, Mesmerist, Occultist, Psychic, and Spiritualist. I'll touch on each of them briefly-The Kineticist: This is your classic elementalists, with mechanics clearly inspired by 3.5 D&D's Warlock.

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