

Everyman Minis Mysteries of Autumn



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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



New Spell

The following new spell is available to characters for whom it appears on their spell list.

HIBERNATE

School enchantment (compulsion); **Level** druid 6, mesmerist 4, psychic 6, shaman 6

Casting Time 1 round

Components V, S, M (a patch of bear’s fur and a globe of fat)

Range touch

Target creature touched

Duration see text

Saving Throw Fortitude negates; **Spell Resistance** yes

You lull the target into hibernation. For the creature, time flows at 1/50th the usual speed (the creature progresses 1 day for every 50 days that pass). Its body functions continue normally, albeit at this reduced pace, and it can be harmed normally. This hibernation persists until the magic is removed (such as by *dispel magic* or *break enchantment*), the creature is forcibly awoken through 10 minutes of vigorous use of the aid another action, or after sufficient time has passed (either the start of the next solstice or equinox or after 3 months have passed, whichever is shorter). This spell is a magical sleep effect.

New Oracle Mystery

The following mystery is available to all oracles.

Autumn

Class Skills: An oracle with the autumn mystery adds Fly, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *obscuring mist* (2nd), *gust of wind* (4th), *diminish plants* (6th), *blight* (8th), *call lightning storm* (10th), *heroes' feast* (12th), *control weather* (14th), *horrid wilting* (16th), *energy drain* (18th).

Revelations: An oracle with the autumn mystery can choose from the following revelations.

Aging Touch (Su): Your touch ages living creatures and objects. As a melee touch attack, you can deal 1 point of Strength damage for every two oracle levels you possess to living creatures. Against objects or constructs, you can deal 1d6 points of damage per oracle level. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one additional time per day for every five oracle levels you possess.

Armor of Fallen Leaves (Su): You can surround yourself with a whirling gust of wind filled with iron leaves as a standard action. This whirlwind grants you a +1 deflection bonus to AC and the benefits of the *entropic shield* spell. At 5th level and every 7 levels thereafter, this deflection bonus increases by 1, to a maximum of +4. Starting at 7th level, whenever you take fire damage while this shield is active, the spinning leaves ignite into flame, granting you the benefits of a warm *fire shield* spell for 1 round per oracle level you possess. At 13th, the miss chance granted by this *entropic shield* effect increases to 50%. You can use this barrier for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Autumnal Repose (Su): You gain a +4 bonus on saving throws against curses, fatigue, exhaustion, poison, and effects that bestow ability penalties, such as *ray of enfeeblement*. At 7th level, this ability also applies against death effects, energy drain, and negative energy effects. At 20th level, you gain immunity to these conditions and effects instead.

Equinox (Su): You can manipulate nearby light conditions as a standard action, either increasing or decreasing the illumination level within 30 feet by one category. This is considered a light effect if you increase the illumination level or a darkness effect if you decrease it. Either way, the effective spell level for this revelation is equal to half your oracle level. This ability increases or decreases the current light conditions by two categories at 8th level and three categories at 16th level. At 12th level, this ability temporarily negates any darkness and light spells of equal or lower level, otherwise functioning as daylight. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 5th level before selecting this revelation.

Festival of the Dead (Su): A procession of dead spirits manifests in an 20-foot spread centered on you, appearing as translucent

skeletons in festive garb. When using this ability, you decide whether the spirits are here to speak or scare. If you choose speak, this ability functions as *call spirit*^{OA}. If you choose scare, it functions as *haunted mists*^{UM}, except it is a conjuration (calling) effect instead of an illusion (fear, shadow) effect. You can use this ability once per day to speak or a number of times per day equal to 3 + your Charisma modifier to scare, but only during the night. You must be at least 7th level to select this revelation.

Hibernate (Sp): Once per day, you can lull a living creature into a magically-induced state of hibernation. This functions as the spell *hibernate* (see page 3). You must be at least 11th level to select this revelation.

Lethargy (Su): As a standard action, you can cause all living creatures within 30 feet of you to become staggered for 1 round. Creatures can avert their gaze from you to try and avoid this ability as if it were a gaze attack. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Life Leech (Su): As a standard action, you can sup on the life essence of one living creature within 30 feet as a standard action, channeling it into yourself. The target takes 1d6 points of damage per two oracle levels you possess (maximum 10d6). You gain temporary hit points equal to the damage dealt by this ability, up to the target's current hit points + its Constitution modifier (meaning this ability killed the target). These temporary hit points don't stack. A successful Fortitude save halves the damage. You may use this ability once per day at 7th level, plus one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

Slumber: You can cause a creature within 30 feet to fall asleep, functioning as the *slumber* witch hex. Use your oracle level as your effective witch level for the purpose of this ability, and your Charisma modifier instead of your Intelligence modifier when determining the save DC of this ability. This ability doesn't count as a hex for any purpose, such as meeting the prerequisites of feats or the requirements of prestige classes.

Thunder Burst (Ex): As a standard action, you conjure a burst of air to form a deafening peal of thunder within 100 feet of you as a standard action. When formed, all creatures in a 20-foot spread of the burst take 1d6 points of damage and are deafened for 1 hour. Half of this damage is sonic damage and the rest is bludgeoning. A successful Fortitude save reduces the damage by half and negates the deafened condition. You must be at least 7th level to select this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Final Revelation: At 20th level, you become the herald of autumnal repose, harvest, and rebirth. You become immune to ability damage and drain and critical hits. Once per year, you can transform the corpse of one deceased living creature into a seed with a touch. If you or another creature plants and tends to this seed until the end of the next autumn harvest, the seed will sprout into a Youth of the deceased creature's race that appears similar to how it did in life at that age, otherwise functioning as *reincarnate*. You can use this ability on yourself when you die as an immediate action, but you still need to be planted before you can *reincarnate*.

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