

Everyman Minis Mysteries of Spring



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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 Feat

The following new feat is available to characters who meet its prerequisites.

Verdant Spell (Metamagic)

Your magical connection to nature allows you to entice, fool, and misdirect plants and fungi as though they were people.

Prerequisites: Spell Focus (enchantment), Knowledge (nature) 6 ranks.

Benefit: A verdant spell affects plant creatures (even mindless plant creatures) as if they weren’t immune to mind-affecting effects, but has no effect on other types of creatures. A verdant spell uses up a spell slot 2 levels higher than the spell’s actual level. This feat works only on mind-affecting spells.

Normal: Plant creatures are immune to mind-affecting effects.



New Oracle Mystery

The following mystery is available to all oracles.

Spring

Class Skills: An oracle with the spring mystery adds Handle Animal, Heal, Knowledge (nature), and Survival to her list of class skills.

Bonus Spells: *goodberry* (2nd), *charm animals* (4th), *plant growth* (6th), *grove of respite*^{APG} (8th), *reincarnate* (10th), *blazing rainbow*^{ACG} (12th), *animate plants* (14th), *changestaff* (16th), *control plants* (18th)

Revelations: An oracle with the spring mystery can choose from any of the following revelations.

Animate Plants (Sp): You can animate a tree to fight for you. As a standard action, you can animate a Huge or larger tree's branches, functioning as the *arboreal hammer*^{UM} spell. Beginning at 15th level, you can instead animate the entire tree into a treant for 1 hour per oracle level you possess, functioning as the *liveoak* spell. Any tree animated into a treant using this ability does not gain the animate trees ability. You can use this once per day, plus one additional time per day at 15th level and 19th level. You must be at least 11th level to select this revelation.

Friend to the Animals: As the nature mystery revelation.

Green Magic (Ex): You gain Verdant Spell as a bonus feat, ignoring its prerequisites. Once per day, you can apply the Verdant Spell feat to a spell without increasing the spell's casting time or spell level. You can use this ability one additional time each day at 7th level and every 4 levels thereafter.

Plant Armor (Su): You grow a layer of tough bark covered in green, blossoming plants across your body as a standard action, granting you a +2 enhancement bonus to your existing natural armor bonus for up to 10 minutes per oracle level you possess. These minutes don't need to be used consecutively, but they must be spent in 1-minute increments. At 8th level and every 3 levels thereafter, this bonus increases by +1, up to a maximum of +5 at 17th level. You must be at least 5th level in order to select this revelation.

Rejuvenation (Su): You rejuvenate the target, allowing it to adopt a youthful, idealistic form for 24 hours. The target's physical age category changes to Child or Youth (any age) or Adult (minimum age only; see the age categories section in *CHILDHOOD ADVENTURES*), and it gains a +2 enhancement bonus to Dexterity and Constitution, as well as a -2 penalty to Wisdom. The target's appearance is that of itself at the appropriate age, rather than that of a new individual, although this appearance is idealized. This ability is a necromancy (aging) effect, and therefore effects such as *true seeing* reveal the target as it is. Creatures familiar with the target at any age or its family can recognize it with a DC 20 Perception check. An unwilling creature can attempt a Will save to negate this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. You must be at least 5th level to select this revelation.

Renewal (Su): You can quickly inspire growth and renewal in even the most damaged of creatures. You can use the treat deadly

wounds application of the Heal skill as a standard action, and you use your Charisma modifier in place of your Wisdom to determine the number of hit points healed by a successful check. Starting at 5th level, you gain a +4 bonus on all Heal checks, and whenever you successfully treat deadly wounds, you add your Charisma modifier to the number of hit points of damage you heal, or twice your Charisma modifier if you exceed your check by 5 or more. At 9th level and every 4 levels thereafter, creatures can benefit from your attempts (and only your attempts) to treat deadly wounds one additional time each day, up to a maximum of 4 times per day at 17th level. Any successful attempts to treat deadly wounds that others make against a creature count against the number of attempts you are allowed to make each day as normal.

Speak with Plants (Sp): You are able to understand the subtle language of plants as a standard action, granting you the benefit of *speak with plants*. You can use this ability for up to 1 minute per day per oracle level you possess. These minutes don't need to be consecutive, but they must be spent in 1-minute increments. You must be at least 5th level to select this revelation.

Spirit of Nature: As the nature mystery revelation.

Springtime Respite (Su): Once per day, you can create an area of sunny spring weather in a radius of 30 feet. You must be outdoors to use this ability. All weather-based effects cease within this area and are replaced with warm, pleasant weather; outside weather effects cannot enter the respite. Plants within the area become green and lush, and a number of shrubs, small trees, and vines sprout and bear fruit capable of providing a nourishing meal for up to 2 people per oracle level you possess. The respite lasts for up to 1 hour per oracle level you possess. At 7th level, the grove acts as an area of daylight with a spell level equal to half your oracle level (maximum 9th). At 11th level, living creatures within the respite gain a morale bonus on saves against all cold effects, death effects, and energy draining effects equal to your Charisma modifier while within the respite. At 15th level, the first time an undead creature enters the respite (including when you create the respite within its space) it is affected as if by *sunbeam*, using your oracle level as the spell's caster level.

Verdant Shape (Su): As a standard action, you can assume the form of a Small or Medium plant, as *plant shape I*. At 13th level, you can assume the form of a Large plant, as *plant shape II*. At 15th level, you can assume the form of a Huge plant, as *plant shape III*. You can use this ability once per day, but the duration is 1 hour per oracle level you possess. You must be at least 11th level to select this revelation.

Final Revelation: At 20th level, you embody life, growth, and light. You become immune to ability damage and drain, death effects, fatigue and exhaustion, and negative energy effects. You gain the ability to cast animal growth and plant growth as spell-like abilities three times per day. Should you die, your body quickly decomposes into fertile soil from which a blooming plant rapidly sprouts. After 3 days, the plant bears fruit—your reincarnated body (as *reincarnate*), except you return to life as an Infant and rapidly age to the Youth age category over the course of 3d6 days, after which you age normally.

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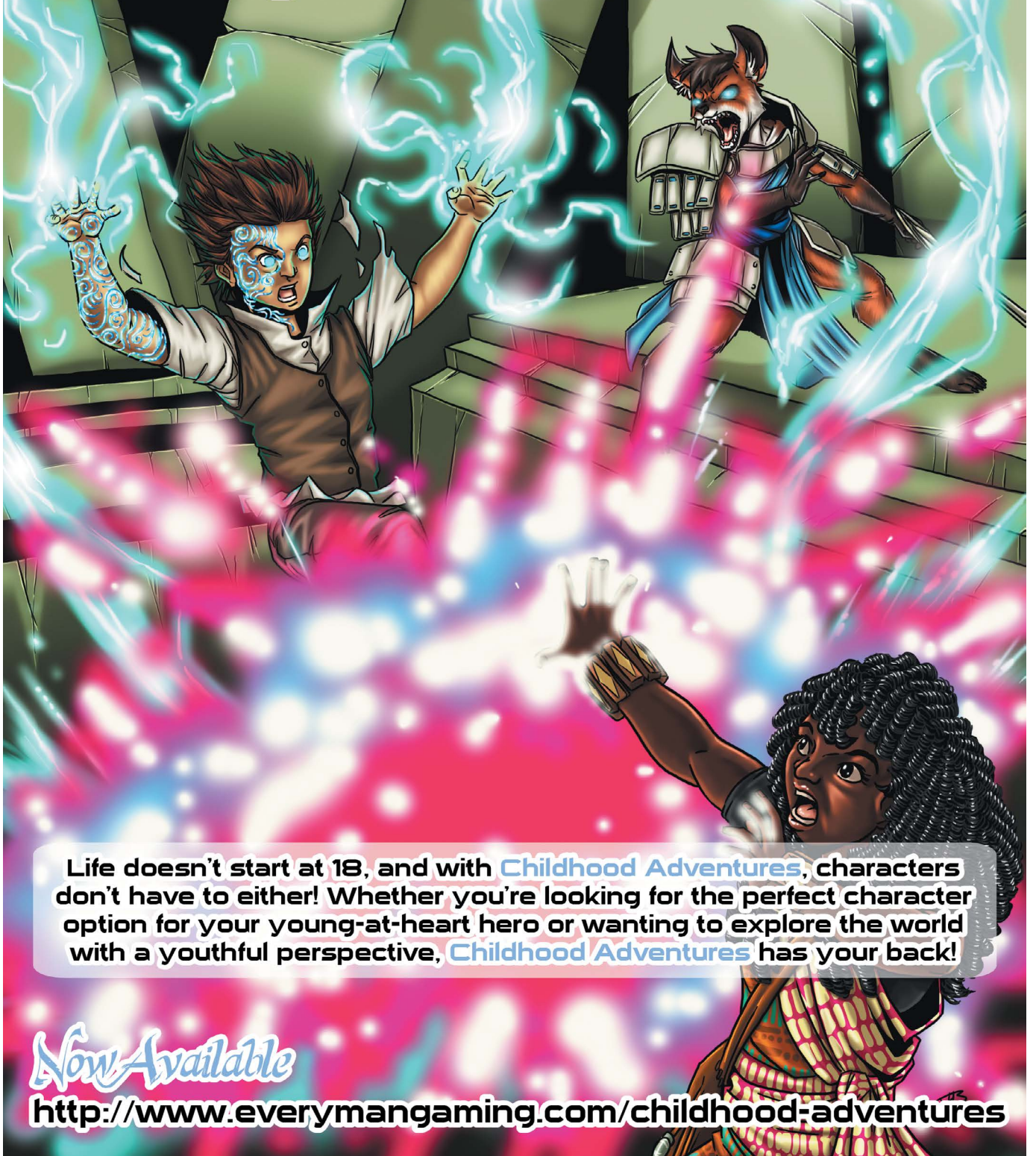


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