

Everyman Minis Mysteries of Summer



Everyman Minis

Mysteries of Summer

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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 spell is associated with the summer mystery.

WALL OF LIGHT

School evocation [light]; **Level** arcanist 5, druid 5, hunter 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/DF (a chip of mica)

Range medium (100 ft. + 10 ft./level)

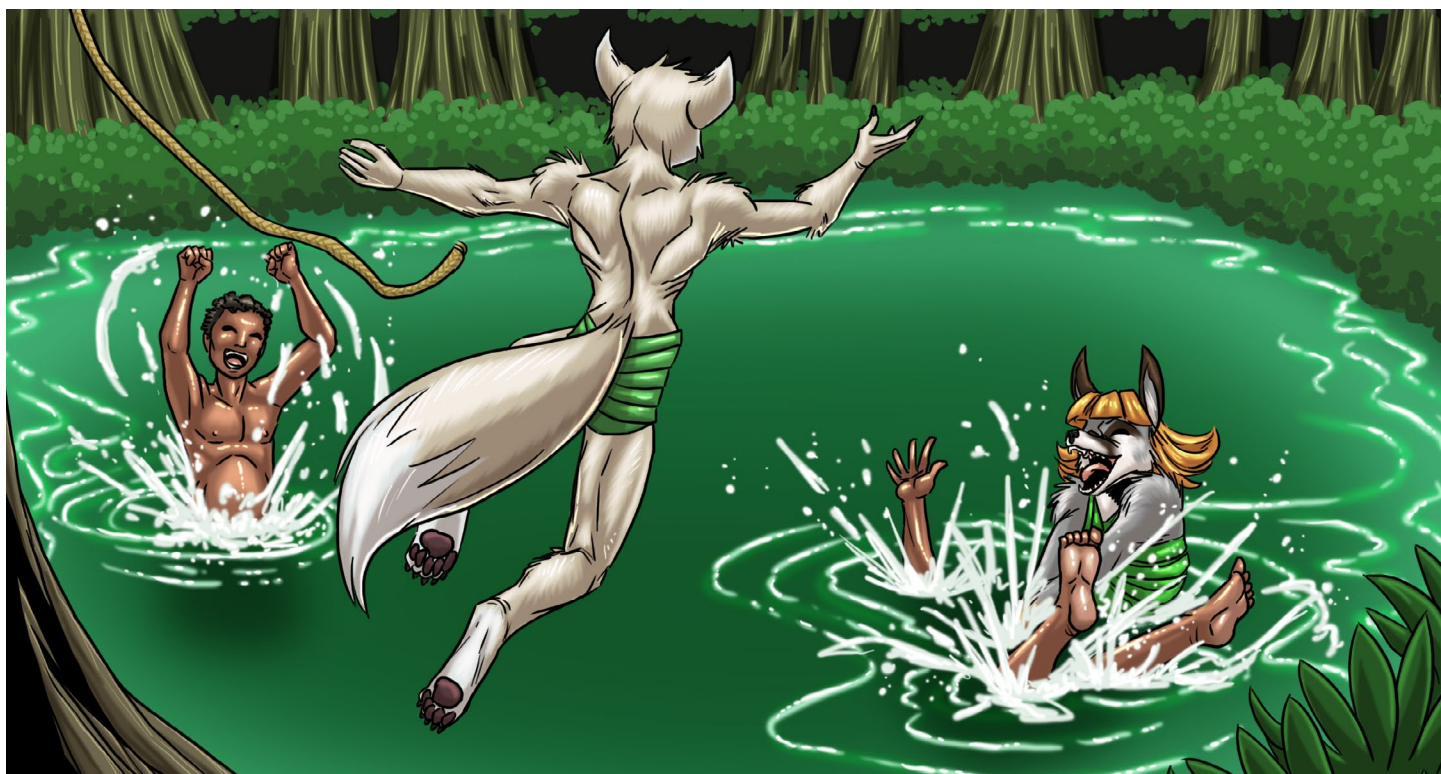
Effect 10-ft.-high vertical sheet of light up to 5 ft. long/level

Duration 1 minute/level (D)

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

An immobile, blinding curtain of white light that blocks line of sight springs into existence. The wall sheds bright light to a range of 60 feet in all directions. A creature adjacent to the wall is blinded as long as it remains adjacent plus an additional 1d4 rounds thereafter-closing its eyes or succeeding at a Fortitude save negates the effect for 1 round. A creature that passes through the wall is automatically blinded, even if its eyes are closed. A creature from the Plane of Shadow gains 1d4 negative levels each round it spends within 5 feet of the wall (Fortitude negates). Passing through the wall imposes a -4 penalty on the save for that round. Twenty-four hours after gaining these negative levels, the subject must attempt a new Fortitude saving throw for each negative level. If a save succeeds, 1 negative level is removed. If it fails, the negative level becomes permanent.

Wall of light can be made permanent with *permanency* (with a minimum caster level of 13th and cost of 11,000 gp).



New Oracle Mystery

The following mystery is available to all oracles.

Summer

Class Skills: An oracle with the summer mystery adds Knowledge (nature), Perception, Survival, and Swim to her list of class skills.

Bonus Spells: *produce flame* (2nd), *flaming sphere* (4th), *searing light* (6th), *unbearable brightness*^{ACG} (8th), *wall of light** (10th), *sirocco*^{APG} (12th), *sunbeam* (14th), *sunburst* (16th), *fiery body*^{APG} (18th).

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

Blistering Caress (Su): You can blister and burn creatures with a melee touch attack. This attack deals 1d6 points of fire damage per oracle level you possess and staggers the target for 1d4+1 rounds. A successful Fortitude save reduces the damage by half and negates the staggered condition. You can use this ability once per day at 7th level, plus one additional time per day at 15th level. You must be at least 7th level to select this revelation.

Daylight Magic (Su): You gain Flaring Spell^{UM} as a bonus feat. In addition, you can modify a spell with the Flaring Spell feat without increasing the casting time. You can use this ability a number of times per day equal to 3 + your Charisma modifier. You must still expend a higher-level spell slot to cast this spell.

Heat Aura (Su): As the flame mystery revelation.

Heatstroke (Su): Whenever you target a creature with a spell with the fire or light descriptor that allows a saving throw to reduce or negate its effects and that creature fails its saving throw, the creature is fatigued for a number of rounds equal to the spell's level. This condition cannot stack to a more severe state of fatigue or exhaustion.

Midsummer's Dream (Su): As a standard action, you unleash a midsummer dream in a 40-foot-radius burst centered on you, overwhelming the senses of 1d4 living creatures per oracle level you possess (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. Creatures that fail their Will save become fascinated, except instead of standing or sitting quietly, they lounge about and act as though they were in a relaxing summertime setting. Those characters remain in control of their actions, but they act as if they were in their favorite summertime retreat. For as long as they remain fascinated, affected creatures are warmed as if the weather were 96° F. This effect lasts for 1 hour per oracle level you possess, or until something occurs to end the fascinated condition early. You can use this ability once per day at 7th level, plus one additional time per day at 15th level. You must be at least 7th level to select this revelation.

Serpent in the Sun (Su): You can transform sunlight into nourishment by sunbathing. For each hour that you spend resting while your body is unarmored and mostly exposed to the sun's rays, you count as having eaten a good quality meal. At 5th level, you also gain immunity to disease (including magical diseases) and poison for 24 hours whenever you sunbathe in this

manner for at least 1 hour. At 10th level, if you spend at least 2 hours sunbathing, you gain the benefits of having rested for 8 hours. Alternatively, if you spend at least 4 hours sunbathing, you gain the benefits of having rested for a full day. This allows you to prepare spells in a reduced period of time, but it does not allow you to prepare spells more than once per day. At 15th level, you also gain immunity to death effects, energy drain, and fatigue when you sunbathe in this manner for at least 1 hour.

Solar Body (Su): As a standard action, you transform your body into plasma, resembling a miniature sun. In this form, you gain the elemental subtype and emit light in a 30-foot radius, as a sunrod. Additionally, creatures that start their turn adjacent to you are buffeted by miniature solar flares, causing them to take 1d6 points of damage + 1 per oracle level you possess (Reflex negates). Half this damage is fire damage and the rest is electricity damage. Starting at 7th level, any creature that fails its Reflex save against this damage is also blinded for as long as it remains adjacent to you, plus 1d4 rounds afterwards. At 15th level, you emit light in a 60-foot radius that functions as *daylight*. You may return to your normal form as a free action. You may remain in solar body form for a number of rounds per day equal to your oracle level.

Solar Distortions (Su): You gain the ability to manipulate light to create realistic illusions. You can add a number of spells from the sorcerer/wizard spell list equal to your Charisma modifier (minimum 1, maximum equal to half your oracle level) to your spell list and your list of spells known as divine spells. These have a spell level equal to their sorcerer/wizard spell level. You can only add illusion spells from the figment, glamor, or pattern subschools to your list of spells known in this manner, and they all gain the light descriptor when you cast them. Each time you gain an oracle level after taking this revelation, you can choose to replace one of these spells for a new appropriate spell on the sorcerer/wizard spell list.

Summerchild (Ex): You suffer no harm from being in hot environments, functioning as a constant *endure elements* effect (hot temperatures only). In addition, you gain a +4 bonus on saving throws against fire spells and effects, heat conditions, and radiation. Starting at 7th level, you gain fire resistance 5. At 11th level, you gain fire resistance 10. At 17th level, you gain immunity to heat and radiation.

Sun Burn (Su): Whenever you cast a spell with the light descriptor that allows a saving throw to reduce or negate its effects, the target of your spell develops a terrible sun burn unless it succeeds on a Fortitude save. On a failed save, the target takes a –1 penalty on attack rolls, damage rolls, skill checks, and saving throws until the burn is treated, which requires a DC 25 Heal check or the *lesser restoration* spell or similar magic. This penalty increases by –1 at 5th level and every 5 levels thereafter.

Final Revelation: Upon reaching 20th level, you become an avatar of summertime. You add +1 to the save DCs of all spells with the fire or light descriptor that you cast. In addition, you gain the ability to cast *miracle* as a spell-like ability three times per day, but you may only use this *miracle* to replicate the effects of spells with the fire or light descriptor.

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