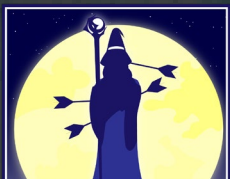


INTO THE BREACH

The Oracle



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*Visionary people face the same
problems everyone else faces;
but rather than get paralyzed
by their problems, visionaries
immediately commit themselves
to finding a solution.*

-Bill Hybels

Into the Breach: The Oracle

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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the base classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For our third installment we tackle the mysterious oracle. We diverge from our normal focus on archetypes for this class because the versatility of oracles lies more in their mysteries and curses. You will still find quite a few options specifically for oracles, such as: four new archetypes, one new alternate base class, one oracle friendly prestige class, five new mysteries, and four new curses.

Table of contents

About Into the Breach	4	Covenborn	14
New Archetypes	5	Mysteries	16
Karunā Sattva (aka “Compassionate Being”)	5	Intoxicant	16
Diplomatique	6	Sand	17
Enigma Warden	7	Secrets	19
Ordained Scion	7	Volcano	20
Alternate Base Class	8	Wrath	21
Warlock	9	Curses	23
Prestige Classes	14		

New Archetypes

Karunā Sattva (aka “Compassionate Being”)

A karunā sattva carries no simple curse or affliction; instead she bears and relieves the ills of others. She is often crowded by those seeking her healing touch.

A karunā sattva has the following class features.

Carry thy Burden (Su)

Starting at 1st level a Karunā sattva can remove afflictions and harmful conditions from others with but a touch. When she does so, the affliction or condition no longer affects the original target and is transferred to her in the form of a sort of oracle curse called a burden. This ability has no effect on afflictions or conditions with a duration of instantaneous. The fate of these poor souls has been decided and the Karunā sattva is unable to undo what the gods have wrought.

A Karunā sattva may remove any of the afflictions and conditions listed in Table 1.1. After doing so the oracle gains the curse indicated (see Table 1.1) and the target no longer suffers the any further effects. If the target was blinded, it's sight is restored. If deafened, it can now hear normally.

Table 1.1

Affliction	Oracle Curse
Blinded (even types needing regeneration)	Clouded vision
Deafened	Deaf
Crippled or missing limbs	Lame
Ability Damage	Wasting
Mute	Tongues
Insanity	Addled
Addiction	Distracted
Lycanthropy	Wolfscarred Face
Daemonic, Demonic, or Devil Possession	Consumed, Wrecker, and Legalistic Respectively
Haunts	Can take Haunted to cure a Haunt
Fire damage or Acid damage	Blackened

Table 1.2

Number of Burdens Carried	Spell failure percentage
1	0%
2	10%
3	20%
4	30%
5	60%



Each burden affects the oracle for a number of weeks equal to the spell level which would be required to remove the affliction normally. A Karunā sattva can bear up to 5 burdens, gaining all of the effects of each indicated curse.

In addition to any other effects, while bearing more than one burden a Karunā sattva suffers a type of magical dissonance which affects her as arcane spell failure but for all types of magic she casts (see Table 1.2).

At 5th level a Karunā sattva may share the negative side effects of any one of her afflictions as an oracle's burden spell once per day.

At 10th level a Karunā sattva may use this ability 3 times per day + her Cha modifier.

At 15th level she may share more than one burden per use of this ability.

This ability replaces oracle curse.

Dissonant Burst (Su)

At 7th level the Karunā sattva can cause the magical dissonance affecting spells she casts to affect all spells cast within 30-ft.-radius of her in addition to her own for a number of rounds equal to the number of burdens she currently carries.

This ability replaces the revelation gained at 7th level.

Diplomatique

Violence is a tool employed by those without the proper means to resolve differences in a more civilized manner. All life is sacred and the diplomatique derives personal strength from that revelation. He can be seen on bloody fields trying to avert further tragedy with calm words and healing hands, divine power staying most who would raise weapon or spell against him.

A diplomatique has the following class features.

Restrictions

Alignment: Any good.

Code of Conduct: A diplomatique may not make an attack or cast a spell which results in reducing a living creature's hp or affecting them with a harmful condition (subject to GM discretion). Doing so, even accidentally, results in a loss of

all supernatural (Su) class features until the diplomatique adequately atones for the misdeed. The GM should determine the most appropriate manner of atonement.

Allowed Weapons: A diplomatique may only use simple bludgeoning weapons and may only deal non-lethal damage to living creatures. Doing otherwise violates their code of conduct. The diplomatique gains no additional armor proficiencies.

Mystery: The diplomatique must select the Life mystery.

Bonus Feat

The diplomatique gains the Bludgeoner feat as a bonus feat.

Pacification (Su)

Starting at 1st level a diplomatique is permanently under the effects of sanctuary (as the spell). The DC of Will saves to attack a diplomatique is 10 + 1/2 diplomatique level (minimum 1) + Cha modifier.

At 5th level the diplomatique may use suggestion (as the spell) upon a target creature within 30 ft. and within line of sight. The suggestion may not include any actions which require or result in attack actions, or that the target cause injury to another creature.

At 10th level the diplomatique cannot be included in harmful area of effect spells without a Will save.

At 15th level the diplomatique may include one adjacent willing ally in his sanctuary effect.

This ability replaces oracle curse.

Lay on Hands (Su)

At 3rd level a diplomatique gains lay on hands as a paladin. This ability functions as the paladin ability except that the diplomatique's effective paladin level is equal to his diplomatique level -1.

This ability replaces the revelation gained at 3rd level.

Enigma Warden

A whisper in the wrong ear can cause the downfall of a kingdom or challenge the divinity of a god. There's a power in secrets, but only if they are kept. An enigma warden wields power in silence, swearing binding oaths with dire consequences if broken.

An Enigma Warden has the following class features.

Skills: The enigma warden gains Linguistics instead of Diplomacy as a class skill.

Mysteries

The enigma warden must select the Secrets mystery.

Vow of Silence (Su)

An enigma warden loses all supernatural (Su) class features for 24 hours if she speaks.

An enigma warden begins play with the Silent Spell metamagic feat as a bonus feat.

At 5th level spells an enigma warden casts which are modified by the Silent Spell metamagic feat are not increased in level (they are cast as a normal spell).

This ability replaces oracle curse.

Enigmatic Revelations (Su)

At 3rd level an enigma warden may select revelations from any mystery as long as she has an equal number of revelations from the secrets mystery. She also gains additional revelations at 10th and 15th level.

This ability modifies the mystery class feature.

Ordained Scion

Sorcerous blood can be granted rather than inherited when the gods will it. Discovering the reasons for this auspicious destiny often consumes those chosen.

An ordained scion has the following class features.

Sanguine Mystery (Ex)

The ordained scion gains no mystery or revelations and instead gains a sorcerous bloodline including the arcane spells, skills, and bloodline powers but not the bonus feats. The spells and bloodline powers gained are divine rather than arcane.

This ability replaces the mystery class feature.



Alternate Base Class



Warlock

The warlock calls upon power from mysterious sources that are near divine. Occupying a place that has similarities to both the witch and oracle classes yet they differ in a key way, warlocks do not cast spells. They instead counter spells cast by others, call upon revelations, and blast pure magical destructive energy against those that oppose them.

Hit Dice: d8

Class Skills: The warlock's class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int.

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Eldritch Blast Damage/Blast evolutions
1st	+0	+0	+0	+2	Antimagic points, revelation	1d6, Blast evolution (least)
2nd	+1	+0	+0	+3	Luck (one save type), revelation	Blast evolution
3rd	+2	+1	+1	+4	Beguiling influence, revelation	2d6
4th	+3	+1	+1	+4	Blast resistance (5), revelation	Blast evolution
5th	+3	+1	+1	+5	Counter curse, revelation	3d6
6th	+4	+2	+2	+5	Luck (two saves), revelation	Blast evolution
7th	+5	+2	+2	+6	Deceive Item, revelation	4d6
8th	+6/+1	+2	+2	+6	Blast resistance (10), revelation	Blast evolution (lesser)
9th	+6/+1	+3	+3	+7	Recall revelation, revelation	5d6
10th	+7/+2	+3	+3	+7	Luck (all saves), revelation,	Blast evolution
11th	+8/+3	+3	+3	+8	Counter blast, revelation	6d6
12th	+9/+4	+4	+4	+8	Blast resistance (15), revelation	Blast evolution
13th	+9/+4	+4	+4	+9	Frightful Gaze, revelation	7d6
14th	+10/+5	+4	+4	+9	Revelation	Blast evolution (greater)
15th	+11/+6/+1	+5	+5	+10	Blast evolution, revelation	8d6
16th	+12/+7/+2	+5	+5	+10	Blast resistance (20), revelation	Blast evolution
17th	+12/+7/+2	+5	+5	+11	Counter Reflection, revelation	9d6
18th	+13/+8/+3	+6	+6	+11	Revelation	Blast evolution
19th	+14/+9/+4	+6	+6	+12	Revelation	10d6
20th	+15/+10/+5	+6	+6	+12	Final Revelation	Blast evolution



Class Features

Eldritch Blast (Su)

Starting at first level warlocks may call upon a ray of negative energy with which to damage her foes. The ray has a range of 60 feet.

This ability is used in place of an attack and when making a full attack the warlock may utilize as many eldritch blasts as she has attacks. Eldritch blast is treated as a ranged attack and is affected by spell resistance, and doing so provokes attacks of opportunity as though casting a spell. It is possible to make a concentration check to use an eldritch blast defensively and avoid provoking an attack of opportunity, just as when casting a spell. An eldritch blast can be disrupted just as a spell can be. When foes are within 30 feet of the warlock, she may resolve eldritch blast attacks as ranged touch attacks.

The damage begins at 1d6 and increases by an additional 1d6 at every odd-numbered warlock level thereafter. Creatures healed by negative energy are healed by eldritch blast instead of damage.

Revelation

At first level, a warlock uncovers a new secret every level about the world's mysteries that grants her powers and abilities.

The warlock may select a revelation from the various oracle mysteries. If a revelation is chosen at a later level, the warlock gains all of the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action and the saving throw DC is equal to $10 + 1/2$ the warlock's level + the warlock's Charisma modifier.

The oracle may only have one animal companion, mount, or familiar from revelations.

At 20th level the warlock may select a final revelation. The warlock must have at least one revelation from that final revelation's mystery list as a prerequisite.

Antimagic Pool

Starting at 1st level the warlock gains a pool of antimagic points she may expend to counter spells she sees being cast. She gains a number of points equal to her warlock level plus her Charisma bonus.

The warlock must expend a number of points at least equal to the level of the spell being cast to counter it. If the number of points expended is not at least equal to the spell level, the points are expended with no effect (the spell occurs normally). The warlock may attempt Spellcraft checks to identify a spell being cast to determine its level as normal.

Expending points to counter a spell is an immediate action.

Blast Evolutions

At every even-numbered level the warlock may choose a blast evolution that alters the shape, range, or effect of their eldritch blast. At 8th level and 14th level the list expands to more potent evolutions.

Blast evolutions are categorized as essences and forms. A blast may be modified by only one essence and one form at a time. A warlock may apply any of their evolutions to their blasts as a free action.

The saving throw DC for blast essences that have an additional effect is $10 + 1/2$ the warlock's level + the warlock's Charisma modifier. The type of saving throw will be indicated in each essence if such is applicable.

(Least Essences)

- **Dazzling Blast:** The eldritch blast deals positive energy (it damages beings that are normally damaged by positive energy) and the target gains the dazzled condition for one round per damage die rolled (creatures which are not damaged by positive energy are also not dazzled.)
- **Frost Blast:** The eldritch blast damage die is reduced from d6 to d4 and deals cold damage. Targets that take at least one point of damage gain the entangled condition for a number of rounds equal to the number of dice of damage rolled.
- **Heat Blast:** The eldritch blast deals non-lethal fire damage. Targets that take at least one point of damage gain the fatigued condition for a number of rounds equal to the number of dice of damage rolled.
- **Shock Blast:** The eldritch blast damage die is increased from d6 to d8 and deals electricity damage.
- **Smoking Trail Blast:** The eldritch blast deals fire damage. In addition, a 5-ft. wide line from the warlock to the target is obscured as a fog cloud spell for 1 round per die of damage rolled.

(Least Forms)

- **Cone:** The warlock may reshape her eldritch blast into a 15-ft. cone, when using this blast shape those within the area of effect are entitled to a Reflex save the DC of which is equal to $10 + \frac{1}{2}$ the warlock's class level + charisma modifier. Using this form is a standard action.
- **Dart:** The range of eldritch blast is increased to 180 ft.
- **Strike:** The warlock may add eldritch blast to her normal melee attacks. Using the strike form does not provoke an attack of opportunity nor is it affected by spell resistance.
- **Glaive:** The eldritch blast is shaped into a virtual spear extending from the warlocks hands. Attacks with the eldritch glaive have reach and are made against the target's touch AC. The warlock can not attack adjacent opponents with the eldritch glaive. The damage dealt is the normal damage for the eldritch blast plus the warlock's charisma modifier.

The glaive is Finessable and its damage is unaffected by a warlock's strength score. Weapon focus and specialization affect the eldritch glaive as though it were an ordinary glaive. Using the glaive form does not provoke an attack of opportunity nor is it affected by spell resistance.

(Lesser Essences)

- **Caustic Blast:** The eldritch blast deals acid damage and the target takes damage the following round. This secondary damage is equal to eldritch blast minus one dice. The subject is entitled to a Fortitude save to reduce the damage dealt in the second round by 1/2.
- **Forceful Blast:** The eldritch blast deals force damage and the warlock may make a free bull rush maneuver with it using her warlock level in place of BAB and Cha modifier in place of Strength when calculating CMB for the attack.
- **Noxious Blast:** The eldritch blast deals damage as normal. Targets that take at least one point of damage gain the sickened condition unless they make a Fortitude saving throw. If the target already has the sickened condition it gains the nauseated condition instead.
- **Screeching Blast:** The eldritch blast deals sonic damage. Targets that take at least one point of damage gain the deafened condition unless they make a Fortitude saving throw. If attacking an object the warlock may instead add the effects of the shatter spell to the attack.

(Lesser Forms)

- **Blast Chain:** The eldritch blast can target one additional creature within 30 feet of the primary target for every five warlock levels. Additional targets take half the damage of the original target and attacks against each suffer a cumulative -4 penalty to each subsequent target. If a target is missed the chain ends without attacking any further targets. Each target that is hit with an essence which has an effect that allows a saving throw is entitled to a separate save with a +4 bonus. For example a 10th level warlock may target up to 3 creatures, applying a -4 to hit the second target and a -8 to the third. The second and third targets only take half the damage of the first but if the second target is missed the chain ends and the third target is not affected.

- **Blast Grenade:** The eldritch blast forms into a pea-sized pellet which can be thrown up to 30 ft. and then explodes into a 15-ft. radius sphere. Anyone within the area of effect gains a Reflex saving throw, though this save replaces the save of any secondary effects. Those that make the Reflex save ignore secondary effects and take only half damage. Using this form is a standard action.
- **Eldritch Burst:** The eldritch blast takes the form of a burst that explodes outward from the warlock (though she may exclude herself.) Everyone within a 30-ft.-radius gets a Fort save for half damage, this save replaces the save of any secondary effect. Using this form is a standard action.
- **Eldritch Claws:** The energy of the warlocks eldritch blasts can be conveyed through her unarmed attacks. When the warlock makes an unarmed attack she can affect the target with her eldritch blast as if she attacked it normally. Using the eldritch claws form does not provoke an attack of opportunity nor is it affected by spell resistance.

(Greater Essences)

- **Burning Blast:** The eldritch damage is changed from 1d6 damage at every odd-numbered level to 1d6 fire damage and 1d6 acid damage at every odd-numbered level.
- **Draining Blast:** The blast deals negative energy as normal. Targets that take at least one point of damage must make a Fortitude save or gain one temporary negative level. If the saving throw is successful they instead gain the exhausted condition.
- **Hurricane Blast:** The eldritch blast damage is changed from 1d6 damage at every odd-numbered level to 1d4 force damage and 1d6 cold damage at every odd-numbered level.
- **Celestial Blast:** The eldritch blast damage is positive energy damage instead of negative energy. Targets that take at least one point of damage must make a Fortitude save or gain the blinded condition. If a target is especially vulnerable to spells with the [light] descriptor, they are blinded permanently if the save fails.
- **Thundering Blast:** The eldritch blast damage is changed from 1d6 damage at every odd-numbered level to 1d6 electrical damage and 1d4 sonic damage at every odd-numbered level.

(Greater Forms)

- **Eldritch Arrow:** The range of eldritch blast is increased to 360 feet, Attacks up to 60ft away are now resolved against touch AC.
- **Greater Blast Cone:** The warlock may reshape her eldritch blast into a 60-ft. cone. Using this form is a standard action.
- **Greater Eldritch Burst:** Same as Eldritch burst except a 60-ft. radius. Using this form is a standard action.

Luck (Ex)

Starting at 2nd level the warlock adds her Charisma bonus to her choice of Fortitude, Reflex, or Will saves.

At 6th level the warlock adds her Charisma bonus to a second type of save.

At 10th level the warlock adds her Charisma bonus to all saves.

Beguiling influence (Su)

At 3rd level, the warlock gains a +4 divine bonus to all Charisma related skill checks.

Blast Resistance (Su)

At 4th level, as a standard action, the warlock may create a sheath of energy around herself granting her energy resistance 5 to the type of energy of her blast. This sheath lasts 1 round per warlock level.

At 8th level the duration doubles and the energy resistance is increased to 10.

At 12th level the duration becomes 3 rounds per warlock level and the resistance is increased to 15

At 16th level the resistance is increased to 25.

Counter Curse (Su)

At 5th level, for every point overspent out of your pool when countering a spell, you may reduce the save DC of the next spell cast by the caster countered by 1 per point spent above the normal cost.

Deceive Item (Ex)

At 7th level, the warlock may always take 10 on Use Magic Device checks she attempts.

Recall Revelation (Su)

At 9th level, as a standard action the warlock may recall a revelation with a limited number of uses per day and use it again. The warlock may use this ability once per day plus an additional time per day for every five oracle levels he possesses, reaching a maximum number of uses per day of five at level 20.

Counter Blast (Ex)

At 11th level, the warlock may use antimagic points to respond to a successfully countered spell with a modified eldritch blast. The blast may not have any essences and the base damage is 1d6 per point spent, to a maximum of her base blast damage.

Frightful Gaze (Su)

At 13th level, the warlock may roll twice on Intimidate checks and take the better result.

Counter Reflection (Ex)

At 17th level, the warlock may use antimagic points to redirect a spell targeting her back on the caster. The warlock must spend antimagic points at least equal to 2 times the spell level cast in order to redirect it.



Prestige Classes

Covenborn

Sacrifices are made when power is one's quest. A covenborn treads the line of completely losing sanity and racial identity, yet attains the powers of a hag coven as reward.

Hit Dice: d6

Requirements

Skills: Knowledge (arcana) 5 ranks, Knowledge (planes) 5 ranks

Abilities/Class features: Accursed Bloodline, Coven Hex, Oracle curse

Feats: Boon Companion

Special: Must eat the heart of a hag

Class Skills: The covenborn's class skills (and the key ability for each) are Appraise, Bluff, Handle Animal, Heal, Intimidate, Knowledge (all), Linguistics, Spellcraft, Swim, and Use Magic Device

Skill Ranks per Level: 2 +Int.



level	BAB	Fort	Reflex	Will	Special	Spells Per Day
1st	+0	+0	+0	+1	Fey familiar, schadenfreude, <i>speak with dead</i> (at will)	+1 level of existing arcane spellcasting class
2nd	+1	+1	+1	+1	<i>Animate dead</i> (3/day), <i>blight</i> , <i>clairaudience</i> / <i>clairvoyance</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+2	<i>Charm monster</i> (3 a day), debased familiar	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+2	+1	+1	+2	<i>Bestow curse</i> , <i>reincarnate</i>	+1 level of existing divine spellcasting class
5th	+2	+2	+2	+3	+2 to Cha and Int, <i>animate dead</i> , <i>baleful polymorph</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+3	+2	+2	+3	<i>Dream</i> , <i>mirage arcana</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+3	+2	+2	+4	<i>Commune</i> , <i>vision</i> , greater boon companion	+1 level of existing arcane spellcasting class or +1 level of existing divine spellcasting class
8th	+4	+3	+3	+4	<i>Control weather</i> , <i>veil</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
9th	+4	+3	+3	+5	<i>Mindblank</i> , <i>forcecage</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+5	+3	+3	+5	Hag transformation	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

Class Features

Spells Per Day/Spells Known

At the indicated levels, a covenborn gains new spells per day as if he had also gained a level in an arcane and divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a covenborn, she must decide to which class she adds the new level for purposes of determining spells per day.

At 7th level the covenborn must choose between her arcane and divine spellcasting classes for advancement.

Fey Familiar (Ex)

At 1st level the covenborn's familiar gains the fey animal template.

Schadenfreude (Ex)

The covenborn gains a +1 morale bonus to attack and damage rolls (even on spells and spell-like abilities) whenever a target fails its save on a Hex or a spell with the curse subtype for one round per level. Unlike other morale bonuses this stacks with any other morale bonus including bonuses from previous rounds.

Spell-like Abilities (Sp)

Italicized text in the table indicates a spell-like ability of the same name. These abilities are spell-like abilities that are Charisma based. The covenborn may choose between Fortitude and Will based saves for her spell-like abilities. The DCs for this are $10 + \frac{1}{2}$ character level + Int and Charisma modifiers. Unless otherwise indicated, the spell like abilities are usable 1/day.

Debased Familiar (Ex)

At 3rd level the covenborn's familiar gains the debased fey template. It's alignment does not change.

Ability Boost (Ex)

At 5th level the covenborn gains a +2 enhancement bonus to Charisma and Intelligence.

Greater Boon Companion (Ex)

At 7th level the abilities of the covenborn's familiar are calculated as though her witch level was 5 higher. This stacks with boon companion.

Hag Transformation (Su)

Once per day the covenborn may assume the form of any type of hag. When you sleep you revert back to your normal form, or you may dismiss this ability at any time. While in hag form you gain any size modifiers, natural attacks, and spell-like abilities of that form.

Mysteries

Intoxicant



Class Skills: An oracle with the intoxicant mystery adds Bluff, Intimidate, and Stealth to their list of class skills.

Bonus Spells: Memory lapse (2nd), touch of idiocy (4th), suggestion (6th), confusion (8th), mind fog (10th), cloak of dreams

(12th), insanity (14th), irresistible dance (16th), dominate monster (18th).

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

Cloak of Euphoria (Su)

Using this revelation as a standard action you may cause a smoky vaguely cloak shaped cloud to form around you. This cloak provides 20% concealment vs. melee attacks and 50% concealment vs. ranged attacks. Additionally when struck successfully by a non-reach melee attack the attacker may be affected by the smoke. A Fortitude save of DC 10 + 1/2 your class level + Charisma modifier is required to avoid the effect, and those that fail are dazed for one round. This cloak persists for one hour per class level and the duration does not need to be consecutive, but it must be spent in 1-hour increments. You must have access to a pipe and some form of intoxicant that can be smoked. While the intoxicant is expended for this effect, it does not affect the oracle as it normally would.

War Pipe (Ex)

Upon gaining this revelation you are able to treat paraphernalia related to the intoxicants you consume as weapons. Any item that is of sufficient size and weight (liquor bottles, large smoking pipes, censer, and syringes) may be used by you as if you had the Improvised Weapon Mastery feat and take no penalty to attack rolls. Pipes and bottles deal damage as a heavy mace (1d8), syringes deal damage as a dagger (1d4), and the censer functions as a light one handed bludgeoning weapon that deals 1d6 damage, critical range 20x2, and may be used much like a whip with a 10 ft. reach. Additionally on a critical hit the

target gains the dazed condition for one round and the sickened condition for 1d4 rounds. The intoxicant must be in the device or the bottle for this effect to function, there is no saving throw to resist it.

Seeing is Believing (Su)

This revelation allows the oracle to gain real benefits from imaginary items. When under the effects of an intoxicant the oracle may make a DC 15 Will save to believe an item is real. If failed the item functions as normal but has no effect on other creatures. The oracle may only hallucinate into existence non-magical objects or items and the limit to the object's size is 10 lbs. per level.

The oracle may use this ability a number of times per day equal to 3 + Charisma modifier. Objects imagined are invisible to others, and persist for one minute per level; only one object can be created in this way at a time.

Fiery Fifth (Ex)

As a standard action an oracle may drink from a bottle of alcohol he has in hand and spray out a flaming breath weapon. The breath weapon functions as burning hands using the oracle's caster level to determine damage. Each time this ability is used, it expends alcohol equal to one normal drink of that type. You must have access to a form of potent (high proof) alcohol to use this revelation, and you may use it a number of times per day equal to 3 + Constitution modifier (or until the available alcoholic liquid is fully consumed, whichever is first). The oracle gains no other effects from its consumption.

Intoxicating Blood (Ex)

An oracle with this revelation is able to tap into the high concentration of mind altering substances in their blood and use it to poison their weapon or unarmed strike. The effects of the blood are those of the last intoxicant the oracle used, including alcohol. In order to use this revelation you must have used some type of intoxicating substance within the last 24 hours. You may use this revelation a number of times equal to 3 + your Constitution modifier per day.

Iron Constitution (Ex)

An oracle with this revelation has an extraordinary ability to resist the addictive effects of the intoxicants they consume. Whenever a saving throw must be made to resist negative

effects of or addiction to drugs or alcohol you may roll twice and take the higher result. At 5th level you also gain a +2 bonus to any save made to resist negative intoxicant effects. At 10th level this save bonus increases to +4 and finally at 15th level +6.

Haze of the Den (Su)

Once per day this revelation allows the oracle as a standard action to produce a large cloud of smoke that mimics many of the effects and limitations of the stinking cloud spell. Those caught in the area of effect must make a Fortitude save of DC 10 + 1/2 your class level + Charisma modifier or become nauseated as per stinking cloud. Additionally because you must have access to an intoxicant that can be smoked and it is used as part of this ability, those caught in the cloud must also make a save against the intoxicant smoked as well. Those that fail are affected by only the intoxicants negative effects. You save as normal per the intoxicant used. You must be at least 7th level to take this mystery. You must also have access to a pipe to use this mystery.

Fearsome Addict (Ex)

An oracle with this revelation becomes far more dangerous when addicted to an intoxicant. You must currently be under the affects of addiction to use this mystery. This ability functions similar to rage, and you may use the ability for a number of round equal to your level plus your Constitution modifier. The rounds need not be consecutive but must be used in one round increments. As with barbarian rage you are fatigued when you end the effect or it runs out of duration. You gain +2 Strength and Constitution but a -1 AC. At 9th level this bonus increase to +4 and finally to +6 at 15th level.

Burn out the Bad (Ex)

Once per day this revelation allows the oracle to use potent liquor as a cure for poison or a treatment for non-magical diseases. Drinking an entire bottle of liquor acts as a neutralize poison spell or allows a new saving throw against a disease with a +4 bonus to the save. You are still affected normally by the alcohol you consume using this revelation. You must be at least 9th level to take this revelation.

Walk in My Shoes (Su)

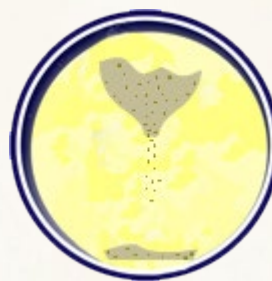
This revelation allows the oracle to transfer any stat damage they have taken from the use of intoxicants to another person for a short time. To use this ability you must currently have stat damage from intoxicants. You may make a touch attack against a target, and if you successfully hit that target receives all of the stat penalties you currently have from intoxicant use. Your statistics return to their normal scores for the duration of the effect. This effect lasts for one round per class level, however

the target of this revelation is allowed on the 2nd round of effect a Fortitude save of DC 10 + 1/2 your class level + your Charisma modifier to negate the effect, if failed the stat damage remains for the full duration. At the end of the revelations duration the stat damage returns to you as it was before the ability was used. You may use this revelation a number of times per day equal to 3 + your Constitution modifier.

Final Revelation

Upon reaching 20th level you are as much a creature of the intoxicants you take as you are anything else. They have been part of you for so long that you no longer fear their negative effects. Any ability damage you have from intoxicants is removed, and you no longer take negative ability damage when using alcohol or drugs of any kind. Also each time you imbibe any intoxicant you add a +1 to the beneficial properties of that substance. You may still chose to take ability damage from intoxicants if you wish (in order to use the Walk in My Shoes revelation).

Sand



Class Skills: An oracle with the sand mystery adds Acrobatics, Escape Artist, Knowledge (nature) and Survival as class skills.

Bonus Spells: Dazzling blade (2nd), glitterdust (4th), diamond spray (6th), stoneskin (8th), mirage arcana (10th), dust form (12th), scouring winds (14th), horrid wilting (16th), time stop (18th).

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

Crystal Sight (Ex)

You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Dream Sands (Su)

Using a ranged touch attack a sand oracle can cause a creature within 30 feet to fall into a deep, magical sleep, as per the sleep spell. The creature receives a Will save to negate the effect, with a penalty of -1 for every four levels the sand oracle has beyond

the first. If the save fails, the creature falls asleep for a number of rounds equal to the oracle's level. This mystery can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This sleep ends immediately if the creature takes damage.

Dusty Spells (Ex)

Whenever you hit an opponent with a spell that requires an attack roll, the target gains the blinded condition for 1 round unless it succeeds a Reflex saving throw DC 10 +1/2 your class level + your Charisma modifier. At 11th level, the duration increases to 1d4 rounds.

Earth Glide (Su)

You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A move earth spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide 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 7th level to select this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Quicksand Missile (Sp)

Calling on earth and water elements you summon orbs of quicksand that unerringly fly toward foes within 30' and within line of sight. These orbs deal 1d3 points of bludgeoning damage and on striking they weigh foes down and inhibit their movement, functioning as tanglefoot bags. In addition to the normal effects of tanglefoot bags, a square the target occupies of your choice is treated as difficult terrain for a number of rounds equal to your Cha bonus. You get 1 missile at 1st level and an additional missile at every odd level.

Read the Ripples (Su)

Once per day, you can gain a glimpse into your immediate future. On the round after you use this ability, you gain a +2 insight bonus on a single attack roll, saving throw, or skill check or to your Armor Class until the start of your next turn. At 5th level, and every four levels thereafter, you can use this ability one additional time per day.

Sand Barrier (Ex)

You create a swirling shell of sand around you, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, the barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll to suffer a 50% miss chance. You can use this barrier for 1 hour per day per oracle level. This duration does not need to be consecutive, but must be spent in 1-hour increments.

Sand Form (Su)

You are able to transform into living mobile sand granting you DR 1/bludgeoning and resist (fire) 1. The DR and resistance increases by +1 for every three oracle levels you possess.

Additionally, you can move through spaces as if you were a creature three size categories smaller without penalty. The duration is a number of rounds equal to half of your oracle level. You may use this ability a number of times per day equal to 3+ your Charisma bonus.

Scimitar of Sand (Ex)

Calling on the elements you conjure a scimitar of sand, held together by pure force, with which you are proficient.

The sand scimitar acts as a normal scimitar with one notable exception- on a confirmed critical hit it deals its normal damage and shards of glass erupt from the blade blinding the target for 1 round per oracle level. At 4th level treat the scimitar as a +1 scimitar, at 8th level and every four levels thereafter add an additional +1 enhancement bonus.

The sand scimitar may be formed once per day plus an additional number of times per day equal to your Charisma bonus. The force holding the scimitar together lasts for five rounds each time it is formed.

Wear Away (Ex)

As a melee touch attack, you can deal 1d6 points of damage per level to objects or constructs. 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 time per day for every three levels you possess.

Final Revelation (Su)

On reaching 20th level sand in all its forms becomes your window into the world. At any point in the day you can scry as per the scry spell but with an unlimited range within your plane and using any surface made from glass or sand.

Secrets



Secrets coil and twist through the world. Those that have them feel the grim weight of what they carry. Some are chosen to seek out and carry the most powerful of secrets. They weave lies and truths together to protect their own terrible secrets.

Class Skills: An oracle with the Secrets mystery adds Bluff, Knowledge (Arcana), and Stealth as class skills.

Bonus Spells: Cause fear (2nd), acute senses (4th), clairaudience/clairvoyance (6th), discern lies (8th), scrying (10th), legend lore (12th), circle of clarity (14th), discern location (16th), foresight (18th)

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

Arcane Archivist (Su)

Your experience with lore-filled tomes has granted you the ability to cast arcane spells as if they were on your spell list. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way, and the spell is erased when you complete the casting. You must be at least 11th level to select this revelation.

Brain Drain (Su)

You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage for every oracle level you possess. After successfully affecting a creature with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus in place of yours if it is greater. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as detect thoughts. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Dreadful Secret (Su)

Once a day you can speak one of the dreadful secrets you have gathered to a single intelligent living creature. The maddening secret deal 1d4 Wisdom damage as its horrible implications ravage the targets sanity. At 10th level this increases to 1d4+2 Wisdom damage and at 19th level it increases to 2d4+2 Wisdom damage.

Frightening Secret (Su)

You can whisper a frightening secret to those around you filling them with fear. This causes a single living creature to gain the shaken condition for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the condition lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Knowledge of the Ages (Su)

You can search through time to recall some bit of forgotten lore or information. You can retry any Knowledge skill check you have made within the past minute, gaining an insight bonus on the check equal to your Charisma modifier. You can use this ability a number times per day equal to your Charisma modifier.

Hide the Truth (Su)

Your knowledge of hiding the truth has spread to hiding your physical form. You can become invisible (as the spell) for a number rounds equal to your oracle level. This duration does not need to be consecutive, but it must be spent in one round increments.

At 5th level the duration increases to a number of minutes equal to your oracle level. This duration does not need to be consecutive, but it must be spent in one minute increments.

At 10th it functions as greater invisibility.

At 15th you can include a number of additional willing targets up to your Charisma bonus.

Sense Secret (Su)

Using your hunger for secrets you may has a standard action detect all hidden items with a sixty foot radius. This is a divination effect. You can do this a number of times per day equal to 3 + your Cha modifier.

Sidestep Secret (Su)

Your innate understanding of the universe has granted you preternatural reflexes and the uncanny ability to step out of

danger at the very last second. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity (see FAQ.)

Many Forms (Su)

As a standard action, you can assume the form of a Small or Medium humanoid, as the alter self spell. At 7th level, you can assume the form of a Small or Medium animal, as beast shape I. At 11th level, you can assume the form of a Small or Medium magical beast, as beast shape III. At 15th level, you can assume a variety of forms, as greater polymorph. You can use this ability 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 3rd level to select this revelation.

Web of Lies (Su)

Your understanding of secrets and the lies told to protect them gives you a supernatural understanding of dishonesty. You gain a +2 Bonus to Bluff and Sense motive and once per day you can take ten on one of those checks. At 10th level you can do this an addition time per day.

Final Revelation

The secrets you carry have granted profound power. Twice per day you may take 20 on a Bluff or Sense Motive check. Your understanding of the secret forces in the universe lets you cast wish once a day. This ability does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components.

Volcano



Deep within the earth the world churns in swells of molten rock and burns eternal. Sometimes it bursts upwards and forms the destructive force called a Volcano. The oracles chosen by this Mystery wield this destructive force for good or ill.

Class Skills: An oracle of the Volcano Mystery adds Climb, Intimidate, Knowledge (geography), and Survival as class skills.

Bonus Spells: Burning hands (2nd), resist energy (4th), meld into stone (6th), wall of stone (8th), stoneskin (10th), stone tell (12th), firestorm (14th), wall of lava (16th), clashing rocks (18th))

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

Burning Ground (Su)

Once per day, you call to the primal forces of the volcano and create a 20 ft. by 20 ft. patch of lava. The lava lasts for a number of rounds equal to your Charisma modifier. A creature standing in the area where you conjure the lava must make a Reflex saving throw to avoid falling into it. The lava deals 2d6 points of fire damage or half if the saving throw is successful on the round of exposure. The lava deals 1d6 fire damage at the beginning of your turn for 1d3 additional rounds.

Clobbering Strike (Ex)

Whenever you score a critical hit against an opponent with a spell that requires an attack roll, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt. You cannot be tripped in return when using this ability.

Earth Glide (Su)

You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A move earth spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide 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 7th level to select this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Firestorm (Su)

As a standard action, you can cause fire to erupt around you. You can create one 10-foot cube of fire per 2 oracle levels. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 1d6 points of fire damage per oracle level, with a successful Reflex save resulting in half damage. This fire lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day. You must be at least 11th level to select this revelation.

Feel the Flow (Ex)

By extending your sense into the earth you gain tremorsense 30 ft. If you already have tremorsense from another source its range is increased by 30 ft. You must be 11th level to take this revelation.

Lava Armor (Su)

By coating your body in a blistering layer of lava you protect yourself from harm. While active this revelation grants you a +4 natural armor bonus to AC and decreases your movement speed by 5 ft. This lava does not harm you in any way.

At 5th level you deal 1d4 points of fire damage when making unarmed or natural weapon attacks in addition to normal damage. At 10th level creatures that attack you with touch attacks, natural weapons, or unarmed attacks take 1d4 fire damage automatically upon successfully attacking you.

Lava Fist (Su)

By covering your fist in lava you can sunder the weapons of your enemies. You may make sunder attempts with your bare fists at no penalty. You may use this ability a number of times per day equal to 3+ Charisma bonus.

At 5th level you no longer provoke attacks of opportunity when using this ability. At 10th level you deal an additional 1d6 fire damage to the item sundered, increasing to 2d6 at 15th.

Lava Pebble (Su)

As a standard action, you can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 ft. and has a +1 enhancement bonus to attack and damage for every four oracle levels you possess. Any creature struck by the pebble takes 1d6 points of fire damage per two oracle levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a successful Reflex saving throw. If the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Molten Skin (Ex)

You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

Steelbreaker Skin (Su)

As a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or

ranged weapon strikes you, the weapon takes an amount of damage equal to your oracle level. This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you. You can use this ability once per day, but the duration is 1 minute/level. You must be at least 7th level to select this revelation. At 15th level, the damage from this ability ignores up to 10 points of hardness.

Final Revelation

You have become a living embodiment of the destructive forces of earth and fire. Once per day, you can become a living volcano. All creatures and objects within a 15-ft.-radius centered on you take 10d6 fire damage and 10d6 bludgeoning damage. The area of effect becomes difficult terrain and is treated as the Burning Ground revelation for 1d4 rounds thereafter.

Wrath



Wrath is the anger of the divine. It is neither right nor wrong. Beings of such power don't think in those terms. Right and wrong simply come to mean pleasing and displeasing. Oracles that have the powers of deific wrath tap into the power that comes from a deity's displeasure.

Class Skills: An oracle with the wrath mystery adds Intimidate to her list of class skills.

Bonus Spells: Wrath (1st), summon swarm (4th), rain of frogs (6th), volcanic storm (8th), greater contagion (10th), plague storm (12th), creeping doom (14th), cursed earth (16th), storm of vengeance (18th).

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

Adaptive Aura (Su)

After you are dealt acid, cold, electricity, fire, or sonic damage, you gain resistance 10 against that type of energy when you next would take that type of damage. This resistance does not reduce damage taken from the triggering source but protects against any following sources. This resistance increases to 10 at 12th level and 15 at 18th level. This revelation can be used once per day plus an additional time per day per 3 oracle levels and lasts 1 minute per oracle level each time it is triggered.

Devouring Mist (Su)

Once per day, you may conjure two 10-foot cubes of solid fog per oracle level. These cubes are treated as the solid fog spell, with one exception: Those that enter the fog take 1d6 damage per oracle level as swarms within the fog devour them. These cubes of fog don't have to be contiguous but cannot be moved. The duration for this revelation is 1 minute per oracle level and can be used once more per day for every 5 levels beyond 11th. You must be at least 11th level before choosing this revelation.

Devouring Fog Bank (Su)

Once per day you may summon a bank of fog, 20-feet thick by 1-mile long. The bank moves in a direction you choose once formed regardless of prevailing winds. The fog functions as solid fog. Additionally, anyone entering the fog or within the area of effect when it appears must make a Fortitude saving throw or die as voracious swarms inside the fog strip the flesh from their bones, leaving nothing behind. The swarms devour all organic matter, including plants and wood. Unattended objects take 5d6+10 damage each round eventually being reduced to bits and pieces, completely destroyed. Unattended magic items must make a Fortitude saving throw. You must be 18th level to take this revelation.

Gehenna (Su)

Once per day, you can cast a single enemy into Gehenna. This functions as the imprisonment spell except instead of being sent to a state of suspended animation the target is held, undying, in a state of constant agony. For every day the target is held, they lose 1 point of every ability score except constitution, slowly being driven mad and useless by the fires of Gehenna. You must be 18th level in order to choose this revelation.

Gnashing of Teeth (Su)

As a standard action, you can make a ranged touch attack with a 10 foot range increment. This touch attack deals no damage but instead leaves the target shaken and sickened, no save. The shaken effect gets progressively worse for 1 round per 2 levels (shaken then frightened then panicked) but allows a saving throw each subsequent round to end the effect immediately. This can be used a number of times per day equal to 3 + the oracle's Charisma modifier and is treated as a mind-affecting fear effect.

Pillar of Salt (Su)

You may call down a pillar of corrosive power as a full-round action. This pillar may target a group of enemies, no two of which are more than 30 feet apart. This attack deals 4d8 acid damage, plus 2 additional damage per oracle level. In addition,

anyone with line of sight to the targets (oracle excluded) must make a Reflex save or take 2d8 acid damage and be stricken blind for 1 round per oracle level. This revelation may be used a number of times per day equal to the oracle's charisma modifier. You must be at least 3rd level before taking this revelation.

Mind the Mob (Su)

You are considered invisible (as the spell) to creatures that have the confused condition. For these creatures you never count as the nearest creature if "attack nearest creature" is rolled. Your presence is only detected by such a creature if you attack it, not simply by performing any attack as normal for invisibility. At 11th level, once per day you can spend a full-round action to dominate a humanoid creature suffering from a confusion effect. This domination lasts only so long as the confusion does.

Obliteration (Su)

Once per day, you can launch a destructive line that deals sonic damage equal to 1d6/level. The range of this line is 10 feet/level. If the target is reduced to 0 hp it is reduced to dust, leaving behind any magical gear they were wearing. The target of this attack may make a Fortitude save for half and avoid the disintegration. This revelation can be used an additional time per day at 12th level.

Sanity Crater (Su)

You gain the ability to create a 10-foot-radius emanation, centred on you. Any enemy who enters this area must make a Will save or become confused, as per the spell confusion. This effect only lasts as long as you concentrate on it. At 16th level, this confusion becomes insanity, as per the spell.

Seal of Devastation (Su)

Once per day, you may decree agony upon a single enemy within 30 feet. The target makes a Will save or reduce any damage reduction, spell resistance, or energy resistance they possess by 5. In addition, they take a -2 penalty to all saving throws for the remainder of the day. You must be at least 12th level to choose this revelation.

Wrathful Vestments (Su)

As a standard action, you can shroud yourself in energy that harms anyone that comes into physical contact with you. The shroud lasts 1 hour per oracle level and deals 1d4 points of negative energy damage per oracle level to a creature touching you during this duration. The duration can be split up, but must be done in 1-hour increments.

Final Revelation

Upon reaching 20th level, you become the wrath of your deity incarnate. Any time you slay an enemy you can utterly destroy their soul. Upon their death they must make a Will save or their soul is completely destroyed, making them unable to be resurrected with anything short of divine intervention. Whenever you do this, you gain the favor of your god. This grants you a +5 sacred or profane bonus on all rolls, checks, and saves, as well as a +5 deflection

Curses

Addled

Whether to escape pain or better pierce the veil of what is, you have become addicted to intoxicating substances, and while you draw power from this, it also consumes your material wealth.

Effect

You start play with an addiction which costs 10% of your wealth. Reduce your starting wealth by 10% of the amount rolled. Your addiction must be to a drug, though the drug choice can change.

You add Bluff, Knowledge (local) and Perception to your class skills.

At 5th level, ability damage from addiction is halved and the oracle gets a +4 to all Fortitude saves. You may still choose to take the full ability damage if you wish (in the case of the Walk in My Shoes revelation).

At 10th level, all divination spells are casts with a level bonus equal to your Charisma bonus in terms of level dependent effects and duration.

At 15th level, you are no longer charged 10% of character wealth as your body had begun to produce what you need.

Distracted

Your senses betray you at times with things that could be rather than they are, making them at times invaluable while at other times an unpredictable liability.

Effect

You gain the shaken condition in addition to any other effects when you fail a Will save.

At 5th level, any spell you cast that allows a Will save also causes the target to gain the shaken condition if they fail the saving throw.

At 10th level, you gain the dazzled condition instead of shaken in addition to any other effects when you fail a Will save.

At 15th level, when a creature fails a Will saving throw vs. a spell you cast, it must make an additional Will saving throw at the same DC or also become confused (as the spell) in addition to any other effects.

Madness

You have a predisposition towards anger and violence to the point where even those around you can be driven into frenzy, making you a mercurial ally at best.

Effect

You suffer a -5 penalty to Will saves against enchantment (compulsion) effects if that effect directs you to attack or injure others. Add compel hostility to your list of spells known.

At 5th level, add confusion and oracle's burden to your list of spells known.

At 10th level, you gain immunity to confusion-based effects and add insanity as a 5th level spell known.

At 15th level, once per day, you can cause any creature affected by your insanity spell to make a Will save or gain the “Psychotic Creature” template.

Ominous

The mantle of divine power on your shoulders is unconsciously unsettling to others making various types of social interactions difficult.

Effect

With the exception of Intimidate and Use Magic Device (which are now class skills) all Charisma-based skills are made with a -5 penalty.

At 5th level, add a +5 to the Intimidate skill.

At 10th level, you may use your Intimidate in place of Handle Animal and Diplomacy skills.

At 15th level, you may make an Intimidate check as a free action anytime you harm an enemy with a spell that allows a Fortitude save.

Simple Template: Psychotic Creature (+1 CR)

Creatures with the psychotic creature template have lost themselves to the utter madness inflicted upon them, tearing themselves apart with overexertion and reckless attacks.

Quick Rules: +3 to attacks and all Strength-based checks, -2 penalty to AC, take 2 points of damage each time they make an attack action.

Rebuild Rules: AC -2 penalty; HP take 2 points of lethal damage every round an attack action is taken; Ability Scores +6 to Strength.

Note: This template is removed when the insanity effect is removed.



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