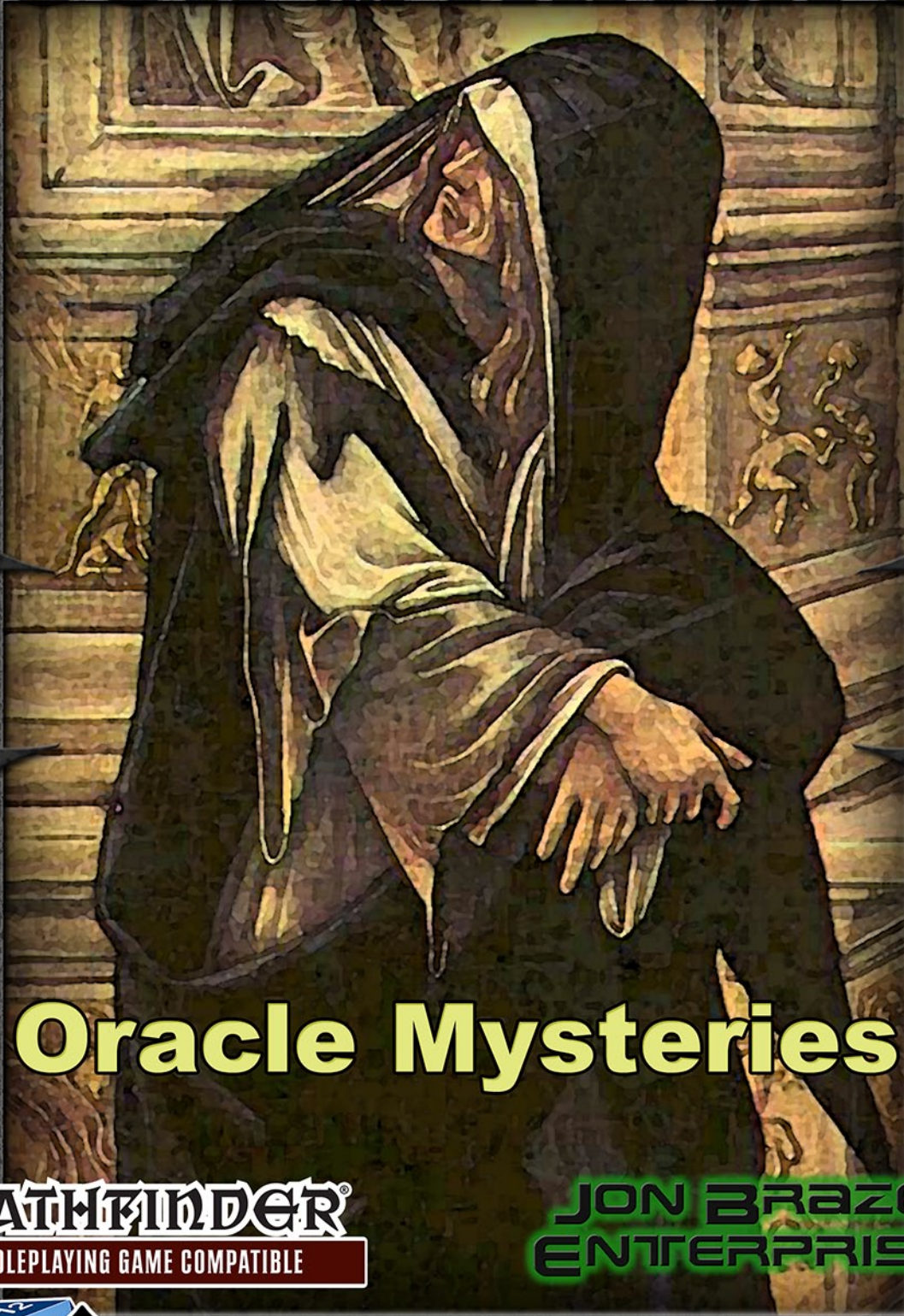


BOOK OF THE FAITHFUL



Oracle Mysteries

PATHEINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



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Introduction

I am both surprised and not surprised at the mysteries released to date for the oracle. To me, the concept of mysteries indicates that the oracle should strive to view life (or unlife, if attempting to see through undead eyes) through the lens of that mystery in order to attain enlightenment. I feel that an oracle should always seek to unlock the secrets the mystery holds. The default options presented can be simplified to the four elements, fighting, life, afterlife, unlife, nature and arcana. Further supplements (including some published by Pathfinder Compatible publishers) expand the gambit some by including additional elements, variations on death, disease, serpents, the moon and so on. While I can certainly see a dwarf contemplating metal or stone or an evil character finding meaning through rot or bones, I have yet to find any as a larger concept that really excite me, personally, as a player. I am not surprised by these obvious choices for oracles to contemplate since these options are hard-coded (to borrow a programming term) into the game itself. Yet, that is what surprises me. They are obvious choices. By definition, a mystery should not be obvious.

To help bring some mystery back to oracle mysteries, I present you with two new options: Fitness and Joy. An oracle who attempts to find enlightenment through the mystery of Fitness is someone who is physically in shape but constantly works out to become stronger, tougher, and faster--a true model of health.

Those who are familiar with *Shadowsfall* will remember the Joy mystery. I see someone who contemplates joy not as a person who is obsessed with happiness, but rather someone who can find the motivation to keep going despite setback after setback. A joyous oracle is one who seeks to understand how a soul overcome with sorrow or loss can still celebrate the good times.

If you like what you see here, be sure to tell a friend about this or other class option supplements we present. Maybe that gamer will find joy in one of our print or PDF releases.

Dale McCoy, Jr
May 2013

Fitness

Class Skills: An oracle with the Fitness mystery adds Acrobatics, Climb, Fly, and Swim to her list of class skills.

Bonus Spells: *jump* (2nd), *aspect of the bear* ^{APG} (4th), *deadly juggernaut* ^{UC} (6th), *aspect of the wolf* ^{APG} (8th), *bull's strength*, *mass* (10th), *overland flight* (12th), *curse of ineptitude* (14th), *divine vessel* ^{APG} (16th), *time stop* (18th).

Revelations: A oracle with the Fitness mystery can choose from any of the following revelations.

Climb (Ex): You gain a climb speed equal to half your base speed. At 10th level, your climb speed increases to your full base speed.

Divine Endurance (Su): You are immune to the fatigued condition. At 14th level, you become immune to the exhausted condition. You must be at least 7th level before selecting this revelation.

Divine Physique (Su): You gain a +2 sacred/profane bonus to either your Strength, Dexterity or Constitution

score. At 15th level, this bonus increases to +4. You must be at least 11th level before selecting this revelation.

Healthy Moves (Ex): Your base speed increases by 10 feet. At 5th level, you receive Dodge as a bonus feat. At 10th level you receive Mobility as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Inspired Maneuvers (Su): You gain a +1 sacred/profane bonus to your CMB. At 5th level and every 5 levels thereafter, this bonus increases by +1 (to a maximum of +5 at 20th level).

Slow Fall (Ex): This ability functions like the monk ability of the same name. Your effective monk level is equal to your oracle level -3. You must be at least 7th level before selecting this revelation.

Slowing Touch (Su): Your touch keeps a creature from moving as fast as it normally would. As a standard action, a creature you have successfully touched has its speed reduced by 5 feet. A successful Fortitude save negates this penalty. This penalty applies to all mundane forms of movement and does not affect movement granted from spells, spell-like abilities, and supernatural abilities. At 7th level this penalty increases to 10 feet. At 14th level, this penalty increases to 15 feet. This ability can never reduce a creature's speed below half its base speed. You can use this ability once per day, plus one additional time per day for every three levels you possess.

Toughened Body (Ex): You gain a +1 natural armor bonus to your armor class. This bonus increases to +2 at 7th level and +3 at 14th level.

Weakening Attack (Su): You can draw the strength from your enemies and use it to give yourself life. As a standard action, you can inflict 1d3 points of Strength damage upon a creature within 30 feet. You gain a number of temporary hit points equal to the amount of Strength damage inflicted times 5. The temporary hit points last a number of hours equal to your Charisma modifier (minimum 1). A successful Fortitude save means the creature suffers a -1 Str penalty that lasts a number of rounds equal to your oracle level. You can use this ability once per day at 7th level and one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

Wings of Strength (Su): As a swift action, you can manifest a pair of bird-like wings that grant you a fly speed of 80 feet with average maneuverability. You can use these wings 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. At 14th level, your maneuverability increases to good. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a paragon of fluid motion. You do not provoke attacks of opportunity by moving through or casting spells in threatened areas. Whenever you threaten a critical hit, it is automatically confirmed. When you are below 0 hit points, you do not die until your negative hit point total exceeds twice your Constitution score.

Joy

Class Skills: An oracle with the joy mystery adds Linguistics and all Perform skills to her list of class skills.

Bonus Spells: *bless* (2nd), *hideous laughter* (4th) *good hope* (6th), *death ward* (8th) *dance of a hundred cuts*^{UM} (10th), *joyful rapture*^{UM} (12th), *waves of ecstasy*^{UM} (14th), *euphoric tranquility*^{APG} (16th), *overwhelming presence*^{UM} (18th)

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

Bardic Performance: An oracle can perform an inspiring performance. Half of the oracle's levels (minimum 1) count as bard levels for determining the effects of the bardic performance. The oracle must already possess bardic performance from another class before taking this revelation.

Crippling Sorrow (Su): You know how a lack of joy can crush a creature's spirit and affect every action the creature takes. As a standard action, you can discourage your enemies. All enemies within 100 feet who can hear and understand you gain a –1 penalty on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this penalty increases to –2. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. This is a language-dependent effect.

Euphoric Healing (Su): Once per day, when you cast a cure spell (a spell with “cure” in its name), your healing directs a wave of the euphoria to the target, healing the creature for an additional 1d8 points of damage. At 5th level and every five levels thereafter, you can use this ability one additional time per day. This does not deal additional damage to creatures that sustain damage from cure spells.

Heartening Presence (Ex): Your presence encourages your allies to carry on in their pursuits. As a standard action, you can encourage your allies. All allies within 100 feet who can see you gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2 and removes all fear effects. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Instant Friends (Su): As a standard action, you can influence a creature to be friendly. A single creature within 30 feet that can understand you must succeed on a Will save, or it is regarded as a friend and ally, as per the spell *charm person*. This lasts for a number of minutes equal to the oracle's level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. This is a language-dependent effect.

Joyful Casting (Su): Your inner joy manifests itself in your spells. Once per day you can cast one spell as if it were modified by the *Enlarge Spell* or *Extend Spell* feat without increasing the spell's casting time or level. At 10th level, the feats that can be used to modify a spell with this ability include the *Empowered Spell* and *Persistent Spell*^{APG} feats. You cannot use this ability if you are suffering from a fear effect.

Perseverance (Ex): Your positive attitude keeps you going even in the direst of circumstances. You gain the *Endurance* feat. At 7th level you gain the *Diehard* feat. At 15th level you gain the *Heroic Defiance*^{APG} feat. You do not need to meet the prerequisites to receive these feats.

Reckless Overconfidence (Su): You can fill an enemy with so much confidence that your opponent behaves in a foolish manner. You can target an enemy within 30 feet as a standard action. If the enemy fails a Will save, it takes a –1 penalty to its armor class for a number of rounds equal to your Charisma modifier. At 7th and 15th level, this penalty increases by an additional –1. You can use this ability once per day. At 10th level, you can use this ability one additional time per day.

Shout of Ecstasy (Su): Whether from pain or pleasure, you are overcome with a euphoric feeling and shout it out as loud as you can. As a standard action, you shout so loud that it hurts those in a 15-foot cone, dealing 1d6 points of sonic damage per two levels (minimum 1d6) and deafening creatures within the area of effect for 1d4 rounds. A Fortitude save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Uplifting Joy (Su): As a swift action, you can manifest a pair of butterfly-like wings made of pure joy that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings 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.

Final Revelation: Upon achieving 20th level, you become an avatar of joy and encouragement. You receive a bonus on all saving throws equal to your Charisma modifier. You become immune to fear and pain effects and can ignore any emotion effects you do not wish to suffer. As a standard action, you can remove all emotion, fear, or pain effects with a touch attack. Resisting this effect requires a Will save. You can use this ability at will.

If you enjoyed this book, please leave us a review and tell your friends on Google+, Facebook, and Twitter what you thought of it.

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Open Content: the Fitness and Joy mysteries.

Product Identity: everything else.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

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