

Mosteries of the Drack



ROLEPLAYING GAME COMPATIBLE

Credits

Designers Joshua Zaback, Justin Holloway

Editor Rosa Gibbons Additional Design

Short Story Rosa Gibbons



Necromancers of the Northwest, LLC 9111 242nd St SW Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is the property of Can Stock Photo, Inc., and Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

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. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

An Audience With The Oracle

As the peak of the hill came into view, Jorun heard himself gasp at the sight – a gasp he heard echoed around the party as each one stopped to stare. The temple which crowned the hill shone pure white in the sun, so bright it was difficult to look at for too long. It made quite a picture, its columns gleaming blemish-free from among the emerald green foliage of the jungle. Jorun felt the hope he thought he had lost forever begin to stir in his chest as he followed Sir Ardan to the temple. He glanced down to the stretcher he and Sir Ardan carried, where on of their companions, Athera, lay unconscious, wrapped tightly in a light blanket. She had broken out in a cold sweat once more, her skin cold to the touch despite the heat.

"We've made it, Athera," Joren murmured. "Just a little further now."

As the group approached the steps of the temple, a young woman clothed in white came down to meet them, a friendly smile on her face.

"Greetings, travelers," she called out, "What brings you to the temple?"

"We have come on a quest from the king, seeking the aid of the oracle to defeat an overwhelming evil which threatens to taint the entire kingdom. But first, we beg relief for one of our own number, who has been stricken very ill. We have been unable to ease her sickness on our own, and we are certain she will die without help."

The woman's smile turned to a look of concern, and she rushed to the stretcher, examining Athera quickly before instructing the group to follow her into the temple. They did so, their steps echoing on the hard stone as they passed through the wide entrance and through a short corridor into a grand hall. The inside of the temple was carved of the same pure white stone, uninterrupted by any other materials. Sunlight poured in from large circular windows, as well as from an enormous skylight in the ceiling. At the far end of the hall rose a dais, upon which sat a simple throne, again carved of the white stone. Seated on the floor in front of the throne were several people clothed like the young women who now led the group down the hall towards the throne. At their entrance, the woman on the throne rose and called out, "Welcome; I have been expecting you."

Again, Joren found himself taking a sharp intake of breath, and not just at the fact that she seemed to have known they were coming. The oracle, for oracle she must be to be seated at the place of honor, was unlike anything Joren had been expecting. He had imagined the oracle to be a hunched-over old woman, or to have horrific growths covering her body as some stories claimed oracles did, but instead she was a fairly young woman, tall and slender, and her beauty was stunning. Like the others in the temple, she was clothed in a simple white garment, hers draped over one shoulder and tied with a sash at the waist. Her porcelain skin, like the stone of the temple, was without blemish, and her green eyes shone bright and clear as she smiled at the party. Her long blonde hair flowed loosely over her shoulders and was threaded through with strands of pearls, the only thing about her which spoke of opulence.

As they reached the foot of the dais, the woman who had led them took a seat on the floor with the others. Joren could see Sir Arden hesitate, unsure of what to do or say, but the oracle moved towards them, dissolving the tension with her air of confidence.

"I believe one of you is in need of healing," she said as she approached the stretcher. "Please, set her on the ground." Sir Ardan and Joren slowly lowered the Athera to the ground. The oracle set to work, gently removing the blanket to better examine the invalid. "She was bitten, I believe?" the oracle asked. A moment later, she found the bite wound on Athera's left shoulder and unwrapped the binding that had been placed around it. The wound was swollen and seemed to still be oozing blood, though it should have scabbed over by now. In addition, Athera's skin was discolored around the wound, black closest to the bite and lightening to a sickly grey around it.

"Y-yes, she was," answered Sir Ardan. "Two days ago, by a terrible creature like nothing we've ever seen. We've done what we can for her, but I'm afraid none of us has the skill to remove whatever sickness the beast inflicted on her. She hasn't awoken since she fell asleep yesterday at noon, and even before then, she had begun to speak nonsense. She has been afflicted by violent convulsions, as well as often breaking out in a cold sweat." He paused and looked down for a moment, then looked into the oracle's eyes and asked, his voice pleading, "Is there anything you can do?"

The oracle smiled. "I believe there is, Sir Ardan." She placed her fingertips over the wound and began chanting in a strange language. Joren watched in wonder as Athera's skin began to lighten, regaining its natural color. The swelling went down, and the wound first scabbed over, and then healed over completely before their eyes. The oracle continued chanting a few more word and touched Athera's forehead, and Athera opened her eyes with a gasp. She pushed herself up on her elbows and seemed lost for a moment, but then her eyes found the oracles, and she sighed in relief.

"You healed me!" she breathed, sinking back down onto her stretcher. "Thank you - thank you!"

Joren felt a huge weight lifted from his chest, and smiled back at his companions. But when he looked back to the oracle, she was also smiling directly at him. "Do you see, Joren? Hope will never completely abandon you, though sometimes it can be hard to find."

Joren was somewhat disconcerted, but again the oracle dismissed the anxiety by taking action. She stood and walked back to her throne, where she seated herself before asking, "Now that we need no longer fear for Athera's life, what is it that has brought you here?"

Sir Ardan answered her, "We have been sent by the king as a last effort to save the kingdom from being entirely overshadowed by a great evil. The wizard, Izlak, has grown so powerful that he is on the brink of overthrowing the king, and destroying much of the land in the process. He has single-handedly wiped out one of our armies, and we fear he is unstoppable. We have tried to take the battle to his own doorstep and pull down his tower, but the building seems immune to even our most advanced siege engines. We know not what to do, and so we have come to you in the desperate hope that the gods will not allow such an evil to take power, and through you will show us the way to defeat Izlak."

The oracle nodded. "I had been warned of your coming, and I have seen what it is that you need to put a stop to the evil wizard, Izlak, before he can wipe out the entire kingdom." She paused before going on. "There is an ancient relic, called the Hand of Peace, that holds power beyond what mortals should be allowed to wield. It was created many ages ago, before the existence of this kingdom, with the intention that it would wipe out evil and ensure a peaceful world for all eternity. And for a time, it did just that. However, it was too powerful, too tempting, for mortals to resist. The king, who had wielded it, died soon after, and the wars to determine who should gain control of the relic began. No one was willing to let another wield it, and those who were able to hold it for a short time abused it, creating devastation throughout the land. Finally, it was determined that it was better that the relic was destroyed, as its power was too great for mortals to control. And it was announced throughout the land that the Hand of Peace had been destroyed."

"But it hadn't been destroyed. In truth, those who tried to destroy the relic found that no amount

of battering could dent it, no furnace could melt it, no magic could do the least bit of damage to the object. So, instead, it was secretly buried deep in the earth. And it remains there today."

Joren and his companions exchanged hopeful looks, murmuring excitedly to each other. The oracle continued, "I will accompany you on your quest to find the relic, and I will wield the Hand of Peace against Izlak. And after that, it will truly be destroyed, with the help of the gods. You must agree to these terms before I will take to where the relic is buried."

"Of course, your worship," Sir Ardan said, "We have no desire to unleash any more devastation on the kingdom. It is only right that you should be the one to wield the relic that will undo the evil of the wizard."

The oracle's eyes gleamed. "Then we leave in the morning."

Table of Contents

New Oracle Curses	6
The True-Cursed Oracle	8
New Oracle Mysteries	9
Dreams	9
Fortune	11
Pestilence	12
Serpent	14
Sun and Moon	16
New Feats	17
Appendix: Oracle of Delphi	20



Want even more content for oracles, and other Pathfinder characters? Want it for free, with new content four days a week? Check out our website at www.necromancers-online.com

Introduction

Oracles, both in fantasy and historical media, are a particularly resonant and flavorful concept that has fascinated humanity since the time of the ancient greeks, and probably long before. While the famous oracle of delphi is perhaps among the most notable of oracles, the idea of mystic seers with an intimate connection with the "powers that be" is a recurring theme, and one that the oracle class gives a great excuse to tap into.

This book aims to expand on the oracle class presented in the *Advanced Player's Guide* and give players and GMs of oracles alike another reason to look at this class and all the potential it possesses. To do this, we first look at oracle curses, presenting a number of new flavorful curses for oracles, and also providing a new archetype, the true-cursed oracle, which reexamines oracle curses and tries to make them feel like a curse, at least as much as a benefit (and, of course, compensates players who take on such burdens).

The book then turns to mysteries, introducing the dreams, fortune, pestilence, serpent, and sun and moon mysteries for oracles of all sorts. Finally, we round the book out with a number of oracle-themed feats, some of which provide help for implementing the options in this book for existing or non-oracle characters.

New Oracle Curses

The following are new curses for oracles, which can be selected instead of the ones provided in the Advanced Players Guide. They are presented in alphabetical order.

Absentminded: Your mind is clouded, often making it hard to remember things in the heat of battle. Whenever you cast a spell in combat, you must succeed on a Concentration check (DC 5 + the spell's level) or fail to cast the spell as your mind wanders. If you fail this check, you do not cast the spell, you do not expend any material components the spell might require, the spell slot is not expended, and you can attempt to cast the spell again next round. Due to your mind's chaotic and disorganized nature, you gain a +4 competence bonus on saves made against spells and effects that alter your memory.

At 5th level, you gain a +2 competence bonus on saves made against all mind-affecting spells and effects (this bonus does stack with the bonus against effects which alter your memory, effectively increasing it to +6 against mind-affecting effects which alter your memory). At 10th level, your bonus to saves against mind-affecting effects increases to +4. At 15th level, your bonus to saves made against mind-affecting spells and effects increases to +6 and you may choose to be unaffected by spells and effects which alter your memory (the creature trying to alter your memory is unaware of the failure of their spell or ability).

Attuned: You see the world as it really is, but this sight comes at a price. You take a -4 penalty on saving throws versus mind-affecting effects, and cannot become immune to mind-affecting effects by any means. You gain a competence bonus equal to 2 + 1/2 your class level on all Sense Motive skill checks. At 5th level, you gain *see invisibility* as a constant spell-like ability. At 10th level, you gain *arcane sight* as a constant spell-like ability. At 15th level, add *true sight* to your list of spells known.

Cancerous Growths: Your body becomes riddled with cancerous growths. You gain 1 less hit point per hit dice. You gain a +2 competence bonus on



saving throws made to resist the effects of disease and poison. At 5th level, you gain immunity to all poisons. At 10th level, you gain immunity to all diseases. At 15th level, the cancerous growths have become so intertwined with your vital organs that the growths' nearly ageless nature has been passed onto you; you no longer take penalties to your ability scores for aging and cannot be magically aged. Any such penalties that you have already taken, however, remain in place. Age bonuses still accrue, and you still die of old age when your time is up.

Feral: Your behavior is animalistic and feral, and you get along better with animals than you do with people. You take a -4 penalty on Charisma-based skill checks made to interact with all creatures with an Intelligence score of 3 or higher that aren't animals or magical beasts, except for Intimidate (which instead gains a +4 competence bonus). You gain a +4 competence bonus on all skill or ability checks made to influence animals and magical beasts; additionally, you gain a +2 competence bonus on all Survival checks. At 5th level, you can speak with and understand animals, as if you were under the constant effect of the spell *speak with animals.* At 10th level, add *summon nature's ally* V to your list of spells known. At 15th level, add *beast shape IV* to your list of spells known.

Insane: Your mind is a complete wreck and a mental breakdown is always close at hand. Whenever you take damage or fail a saving throw, you must succeed on a Will save (DC 10 + 1/2 your class level + your Charisma modifier) or gain the confused condition for 1 round. Additionally, every 1d6 hours, you automatically have a mental breakdown, and gain the confused condition for 1 minute. As a result of your insanity, whenever a creature tries to read your thoughts, it must succeed on a Will save (DC 10 + 1/2 your class level + your Wisdom modifier) or gain the confused condition for 1d4 rounds. Additionally, add lesser confusion to your list of spells known. At 5th level, you gain a +4 competence bonus on saves made against compulsion spells and effects. At 10th level, add confusion to your list of spells known. At 15th level, you gain immunity to compulsion spells and effects, as well as to the confused condition (this does not render you immune to the effects of this curse).

Insatiable Hunger: You look malnourished and skinny, and no matter how much you eat and drink, you are always hungry for more. You must consume four times the daily amount of food and drink required to sustain a creature of your race and you can't gain the nourishment benefits from items and effects such as the ring of sustenance. At the end of any day in which you do not consume the required amount of food and drink, you become fatigued and sickened. These conditions cannot be cured until you consume the proper amount of nourishment. This is in addition to the normal effects of starvation. As a result of your insatiable hunger, you can eat and digest almost anything, no matter how rotten or decayed; additionally, you

gain a +6 competence bonus on save made against ingested poisons. At 5th level, you become immune to the sickened condition (but not the nauseated condition). You can still be made sickened if you fail to consume enough food. At 10th level, you gain immunity to all poisons. At 15th level, you gain double the duration from effects granted by consumed items such as potions.

Manic Depressive: You suffer from a bipolar disorder, which causes massive mood swings. At the beginning of the day and each time initiative is rolled, the GM rolls a d% on Table 1-1: Manic Depressive, below, to determine whether you are manic, depressed, or neutral. If you are manic or depressed, you gain a number of benefits and penalties, as explained below; if you are neutral, you gain no benefits or penalties.

When you are depressed, you receive the following benefits and penalties. You take a -2 penalty on all attack rolls, skill and ability checks, and saves, and you are unaffected by morale bonuses or penalties. You gain a +6 bonus on saves made against compulsion and fear effects; this bonus is affected by the penalty to saves, however, effectively making it a +4 bonus against compulsion and fear effects. Add *doom* to your list of spells known. At 5th level, add *bestow curse* to your list of spells known. At 10th level, you gain immunity to charm effects. At 15th level, add *crushing despair* and *waves of exhaustion* to your list of spells known.

When you are manic, you instead receive the following benefits and penalties. You receive a -4 penalty to all Bluff and Sense Motive skill checks, as well as a -2 penalty to your AC. You gain a +2 morale bonus on attack rolls and Will saves. Add *bless* to your list of spells known. At 5th level, add *remove curse* to your list of spells known. At 1oth level, you gain immunity to compulsion effects. At 15th level, add *good hope* and *joyful rapture*^{IM} to your list of spells known.

Table 1-1: Manic Depressive

d%	Result	
01 - 40	Depressive	
41 - 60	Neutral	
61 - 100	Manic	
01 100	Wante	

Past Lives: You gain knowledge from your many past lives, but this lingering connection with your past takes a toll on how you interact with others and the world. You have a hard time dealing with worldly conventions, and take a -6 penalty on all Bluff, Diplomacy, Knowledge (local), and Sense Motive skill checks. As part of the action of making a skill check, you can gain a +10 competence bonus to any one skill check. You can use this ability a number of times per day equal to your Wisdom modifier (minimum of 1/day). At 5th level, your class level counts as any other base class for the purposes of qualifying for feats or using magic items (but not for the purposes of what spells appear on your spell list for spell completion items). At 10th level, you can choose either to gain three new armor and weapon proficiencies, or gain a single feat of your choice. At 15th level, you may add any two spells to your list of spells known. These spells must be from the cleric, druid, sorcerer/wizard, or witch spell list, and the spells must be at least 2 levels lower than the highestlevel spell you can cast.

Sickly Frame: Your body is physically weak and sickly, but your inner strength knows no bounds. You take a -2 penalty to all of your physical ability scores and counts as 1 size category smaller for the purposes of determining CMB and CMD. Additionally, your sickly frame makes you more vulnerable to the ravishes of time, and you suffer double the normal penalties associated with aging (you still only accrue the normal benefits of aging). As a result of this, you gain a +1 bonus to all of your mental ability scores. At 5th level, you gain Iron Will as a bonus feat. At 10th level, your bonus to mental ability scores increases to +2, at the cost of increasing your penalty to physical ability scores to -3. At 15th level, you gains spell resistance equal to 10 + your oracle level.

Spellscarred: Your magical defenses are weakened, but your own magical potential is greatly improved. You takes a -2 penalty to all saving throws made against spells and a -2 penalty to your AC against spells. Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat. At 5th level, you gain any one metamagic feat as a bonus feat. You must meet the feat's requirements. At 10th level, whenever you apply a metamagic feat to a spell that inflicts damage, that spell deals +1 point of damage per damage dice rolled. At 15th level, you can apply metamagic feats that you know to spells you cast without increasing the spell's casting time. You must still expend higher-level spell slots.

New Oracle Archetype

The following is a new oracle archetype, which may be selected instead of the ones provided in *Ultimate Magic*. For more information on oracle archetypes, see *Ultimate Magic*.

True-Cursed Oracle

All oracles are cursed, and some oracles endure multiple curses, but there are a few who bear an even greater curse. Though these greater curses can be more than some can handle, to those oracles who embrace these debilitating curses, the rewards are worth the suffering.

True Oracle's Curse

A true cursed oracle must choose from the following list of true curses at 1st level. True curses are more debilitating versions of an oracle's regular curse, which is noted in parentheses after the curse's name.

Crippled (Lame): Most of your limbs are severely crippled, making it very difficult to move around, let alone walk. Your base land speed is decreased by half (rounded down, minimum 5 feet) and you are incapable of using the run action.

Language of the Dead (Tongues): In times of stress or unease, you speak in an ancient dead language, which increases the amount of time it takes to cast spells. Only creatures under the effects of the *comprehend languages* or *tongues* spells are capable of understanding you. Whenever you are in combat, you can only speak and understand the selected language. Speaking in this language increases the amount of time it takes to cast spells. Spells that normally require an immediate action or a swift action now require a move action, spells that normally require a move action or a standard action now require a full-round action, and spells that normally require a full-round action or longer take twice as long to cast.

Lifesight (Clouded Vision): You are completely blind, but are capable of seeing the life-force of creatures. This ability functions as blindsight with a range of 10 feet, except that you can only see living creatures and undead creatures, and cannot see objects, terrain, obstacles, or nonliving non-undead creatures. This sight also tells you whether a creature is living or undead. The range of this ability increases by 10 feet at 8th level, and by an additional 10 feet for every four levels beyond 12th.

Living Corpse (Wasting): Your appearance is similar to that of a rotting corpse. You takes a -2 penalty to your Constitution score. You also take a -4 penalty on Charisma-based skill checks, except for Intimidate. Additionally, you are always sickened (effects which would cause you to become sickened have no effect on you).

Poltergeist (Haunted): You are haunted by extremely malevolent spirits that follow you wherever you go, causing mishaps and strange occurrences. Because of these distracting spirits, you are always considered flat-footed. Retrieving any stored item from your gear requires a fullround action, unless it would normally take longer. Any item you drop lands 20 feet away from you in a random direction. Additionally, the spirits' interference imposes a -4 penalty on all Perception and Stealth skill checks.

True Deafness (Deaf): You cannot hear and suffer all of the usual penalties for being deafened, except as noted otherwise. The spell failure chance you suffer for being deafened when casting spells with verbal components is reduced to 10%. You also suffer a -4 penalty on opposed Perception checks.

Class Skills

A true cursed oracle gains no additional class skills from her mystery.

Bonus Spells

These bonus spells replace your mystery bonus spells at these levels: *ill omen*[™] (2nd), *oracle's burden*[™] (4th), *bestow curse* (6th).

Revelations

A true cursed oracle gains a new revelation at 5th level, 9th level, 13th level, and 17th level. These are in addition to the normal revelations she normally recieves.

Recommended Mysteries: Any.

New Oracle Mysteries

The following are new mysteries for oracles, which can be selected instead of the ones provided in the *Advanced Players Guide*. They are presented in alphabetical order.

Dreams

You are a dreamer, one of a select few for whom dreams are much more than a miracle of happenstance to occupy the time while one sleeps. Harnessing the power of your own dreams can offer you insight into the future, the ability to learn facts otherwise hidden, and even the power to influence the dreams of others.

Class Skills: An oracle with the dreams mystery adds Knowledge (arcana), Linguistics, and Use Magic Device to her list of class skills.

Bonus Spells: *sleep* (2nd), *detect thoughts* (4th), *deep slumber* (6th), *sending* (8th), *dream* (1oth), *nightmare* (12th), *waves of exhaustion* (14th), *scintillating pattern* (16th), *astral projection* (18th).

Revelations

An oracle with the dreams mystery may choose from any of the following revelations.



Image
Can Stock Photo Inc. / AlgolOnline

Comfort of Night (Su): You can use the power of the moon to heal your wounds. Whenever you rest at night under the open sky, you regain 1d6 hit points per hour instead of 1 hit point per Hit Dice. Additionally, when resting in this fashion you recover ability score damage as though you had had full bed rest.

Disrupt Sleep (Su): You may invade another's dreams and manipulate them into horrid nightmares, making your victim unable to rest. Once per day as a full round action, you may attempt to invade the dreams of any sleeping creature within 30 feet. Unless the target succeeds on a Will save (DC 10 + 1/2 your level + your Charisma modifier), his sleep is disrupted and he gains no benefits of rest for 24 hours.

Dream Eater (Su): You can consume the life energy of any dreaming creature to harm your foe and recover your wounds. Once per day, as a standard action you may choose to use this ability against any sleeping creature within 30 feet. Unless the target succeeds on a Will save (DC 10 +1/2 your level + your Charisma modifier), he suffers 1d4 points of damage for every oracle level you possesses, and you heal a like amount of damage.

Dream Messenger (Sp): You enter a dream state and can communicate with others in their dreams. This revelation functions identically to the spell dream, except that the caster and the target can interact and carry on a discourse. This ability can be used once per day and you must be at least 7th level in order to choose this revelation.

Dreamless Discipline (Su): You are possessed of a strong mental discipline, which makes your mind exceptionally difficult to manipulate. You gain immunity to the following spells: detect thoughts, dream, and nightmare, as well as any attempt to magically discern your alignment. *Expedite Rest (Ex):* Your devotion to the dream allows you to gain the same benefits others get from sleeping all night in a shorter period. As a result, you need only 2 hours of sleep to gain the normal benefits of rest.

Prophetic Dream (Sp): You dream deeply for a full night and gain significant insight into a person, place, or object. In order to use this ability, you must sleep for a full 8 hours undisturbed; this ability functions identically to the spell legend lore, except that you must be in a dream state to receive the information. The information gained from such dreams is nearly always helpful, however, it is usually also vague or cryptic. You must be at least 11 level to choose this revelation.

Somnomancy (Su): You have magic at the ready even while you are gone from the waking world. You can cast spells while sleeping; for this purpose you are treated as having line of sight to any target within 30 feet of you. Spells cast while you sleep are automatically affected as though by the feats Still Spell and Silent Spell. You must still be aware of your surroundings in order to cast spells with targets other than yourself, such as with the waking dream revelation.

Spirit Lash (Su): You can channel harmful energies in your dreams into real electrical energy, which you can discharge to damage your foes. Once per day per revelation you possess, you can make a ranged touch attack with a range of 10 feet that, if successful, deals damage equal to your oracle level to the target. At 7th level, this attack deals damage equal to twice your oracle level, instead. At 11th level, this attack instead deals damage equal to three times your oracle level.

Touch of Sleep (Su): With a touch, you can cause your foes to fall into a deep, dream-filled sleep. Once per day you may attempt a melee touch attack that, if successful, causes the target to fall asleep for 1d4+1 hours unless he succeeds on a Will save (DC 10 + 1/2 your level + your Charisma modifier). At 7th level, and again at 11th level, you gain an additional daily use of this ability.

Waking Dream (Su): You are aware of your

surroundings even while you dream. Whenever you are asleep, you remain perfectly aware of your surroundings as though you were awake. Additionally, you may wake yourself with a standard action at any time.

Final Revelation

Upon reaching 20th level, you are granted some prophetic knowledge whenever you spend a night dreaming. Each day, when you awake, if you spent at least 8 hours sleeping, you are affected as though by the spell *moment of prescience*, except that the duration is 24 hours.

Fortune

You are fortune's favorite, prone to exceptional good fortune. You seek to understand the mysteries of fortune and gain knowledge of the chaotic forces of fate, and then use that understanding to gain an edge in the arena of chance.

Class Skills: An oracle with the fortune mystery adds Knowledge (local), Perception, and Use Magic Device to her list of class skills.

Bonus Spells: true strike (2nd), augury (4th), unravel destiny APG (6th), divination (8th), shadow evocation (10th), greater heroism (12th), greater shadow conjuration (14th), moment of prescience (16th), miracle (18th).

Revelations

An oracle with the fortune mystery can select any of the following revelations.

Bestow Fortune (Su): You can invoke the powers of fortune to intercede on the behalf of a single individual. As an immediate action once per day for every 3 oracle levels you possess, you may invoke the fates to grant a single living creature within 30 feet a +1 bonus on a single attack roll, skill check, or ability check made within the next round. You may target yourself with this ability.

Bestow Misfortune (Su): You can call upon the powers of fortune to look unfavorably upon an individual. Once per day as an immediate action, you may invoke the fates to impose a -1 penalty to all attack rolls, skill checks, and ability checks made within the next round on a single creature within 30 feet. You may target yourself with this ability.

Fate's Rescue (Su): You can trust in the power of fortune to avert major catastrophes in your life. Whenever you would roll a natural 1 on a d20, you may choose to reroll with a -5 penalty on the roll. You must take the second result, even if it is worse. At 11th level, this penalty is lessened to -3.

Fortune Betrays (Su): You know how to influence fortune to dramatically alter the course of events. Once per day as an immediate action, whenever a creature scores a critical threat against you, you may force that creature to reroll the attack. You must choose to use this ability before the critical threat is confirmed.

Fortune's Favor (Su): You can invoke the fates to alter the fortune of an individual, perhaps altering the very course of fate. Once per day as an immediate action, you may force a single living creature within 30 feet to reroll a single d20 roll it just made. The target must take the second result, even if it is lower than the original result. You may target yourself with this ability. This ability may be used after the success or failure of an action has been determined, but must be used before the consequences of that action have been determined. For example, it may be used after the success or failure of an attack has been determined, but must be used before damage is calculated.

Fortune's Fickle Smile (Su): You have learned to tap into the very essence of fortune to influence nearly every aspect of your life. Whenever you make a d20 roll, if the result is even, you gain a +1 luck bonus to that roll. If the result is odd, you instead suffer a -1 penalty to that roll.

Protected by Fate (Ex): You know you are a child of fortune and that your unusual good fortune will see you through many dangerous situations. As a result, you gain a +1 luck bonus to your AC and on each of your saving throws. At 7th level, this bonus increases to +2. At 1th level, the bonus increases to +3. Second Chance (Su): You can call upon fate for the ultimate gift: a second chance, allowing you the ability to change your immediate fortune. Once per day you may choose to immediately reroll one d20 roll you just made, accepting the new roll even if it is lower than the original roll. You must be at least 7th level in order to select this revelation.

Secure in Fortune (Su): You needn't worry about fortune betraying you in key moments, instead knowing you can rely on your own merits. Whenever you roll a natural 1 on a d20, it is not considered a critical failure and resolves as any normal roll would.

Stable Fortune (Su): You are protected by fortune, who steals you time and time again from death's grasping claws. You automatically succeed on any roll you make to stabilize while dying. Additionally, once per day whenever you would be reduced to hit points below your negative Constitution score, you may roll a d2o. If the result + your current hit point total is a positive number, you becomes stable at -1 hit point.

Sure Thing (Su): You can embrace the power of fortune itself in order to ensure that your most important attacks have the maximum impact. Whenever you threaten a critical hit, you may choose to confirm the hit automatically. You may use this ability once per day for every revelation you possesses.

Final Revelation

Upon reaching 20th level, you learn the deepest secrets of fortune and the inner workings of fate, and as such you enjoy incredibly good fortune in all your endeavors. Whenever you would roll an 18 or higher on a d20, you instead treat the result as a natural 20.

Pestilence

You are a spreader of plague and disease; many would call you a blight on the world. Like disease itself, you serve to cull the weak from the mortal herd, and seek the path to enlightenment through the spread of deadly and dangerous contagions, creating desperate and powerful emotions.

Class Skills: An oracle with the pestilence mystery adds Knowledge (dungeoneering), Knowledge (Nature), and Survival to her list of class skills.

Bonus Spells: *diagnose disease** (2nd), *pox pustules* (4th), *contagion* (6th), *blight* (8th), *greater contagion** (10th), *epidemic** (12th), *plague storm** (14th), *horrid wilting* (16th), *cursed earth** (18th)

* From Ultimate Magic; if you prefer, you may substitute the following spells for the ones above marked with an asterisk: ray of enfeeblement (2nd), cloudkill (10th), eyebite (12th), waves of exhaustion (14th), energy drain (18th).

Revelations

An oracle with the pestilence mystery can choose any of the following revelations.

Detect Affliction (Ex): You gain the ability to discern the hidden presence of maladies, both physical and magical, in living creatures. Whenever you observe a living creature for at least 3 rounds, you can determine if that creature is currently being affected by a curse, disease, or poison. However, while you can distinguish between the types of affliction with this ability, you are not granted any special ability to determine the type of disease, poison, or curse currently affecting the creature in question.

Disease Spell Power (Ex): You are particularly gifted at using magic to inflict diseases on your foes. Whenever you cast a spell with the disease descriptor**, increase the saving throw DC of that spell by +1. This ability stacks with Spell Focus and similar effects.

** The disease descriptor was added in Ultimate Magic; see individual spell descriptions and Ultimate Magic for more information on which spells have the disease descriptor.

Hasten Affliction (Su): You can hasten the progress of any disease already infecting a living

creature. Once per day as a standard action, you may attempt a melee touch attack which, if successful, causes the target to save or be affected by any diseases he is currently suffering from as though time had advanced to the next frequency. At 7th level, the victim suffers a -2 penalty on his saving throw to resist the effects of any diseases he suffers as a result of this revelation. This penalty increases to -4 at 11th level.

Plague Walker (Ex): You can incubate diseases without fear of harmful effects, making you immune to the effects of diseases. Though you may be immune to any harmful effects of diseases, you can still transmit those diseases to others, provided that the disease in question is contagious, as normal.

Potent Diseases (Su): You generate particularly potent diseases to punish the victims of your powers. The saving throw DCs of any diseases originating from you, either as a result of a spell such as *contagion* or another effect such as the sow disease revelation, are increased by +2.

Resist Sickness (Ex): Your extensive spiritual connection to disease gives you a powerful resistance to other bodily illnesses, granting you a +4 bonus on any saving throw to resist becoming sickened or nauseated. At 11th level, this resistance improves further, making you immune to becoming sickened or nauseated.

Sow Disease (Su): You can cause a disease to take root in an unsuspecting victim, possibly leading him to his death without him ever knowing the source. In order to use this ability, you must touch your target, requiring a melee touch attack if the target is unwilling. With a successful touch, you cause the target to contract slimy doom. You may use this ability once per week for every revelation you possess. For more information on slimy doom, see the Pathfinder Roleplaying Game Core Rulebook.

Still Infection (Sp): You are as adept at halting disease in its course as you are at perpetuating its progress. Once per day you may cast *cure disease* as a spell-like ability, with your caster level being equal to your oracle level.

Touch of Fever (Ex): You can infect a living victim with a life-threatening disease with a mere touch. As a standard action you can make a melee touch attack against a single target, which, if successful, causes that target to contract filth fever, except that the onset is considered to be instantaneous. For information on filth fever, see the Pathfinder Roleplaying Game Core Rulebook.

Touch of Rot (Su): You can instill a potent disease in your enemies. As a standard action, you may attempt a melee touch attack, which, if successful, infects your target with bog rot, except that the onset is immediate rather than one day. You may use this ability a number of times per day equal to once per 4 oracle levels you possess. You must be at least 7th level to select this revelation.

Undiscerning Infliction (Su): You can create diseases so powerful that they can affect creatures normally safe from such afflictions. Any disease originating from you, whether the result of a spell such as *contagion* or another ability such as the sow affliction revelation, can affect creatures normally immune to diseases as though they were not immune. Creatures immune to the effects of diseases may still be only partially affected or not at all, depending on the exact nature of the disease; for instance, creatures immune to ability damage or drain would still be immune to diseases which caused ability damage or drain. You must be at least uth level to select this revelation.

Final Revelation

Upon reaching 20th level, you can affect targets with your diseases exceptionally quickly. Any disease originating from you, whether as the result of a spell such as *contagion* or as the result of another ability such as the sow affliction revelation, has a frequency of 1/1d4 rounds, instead of whatever frequency it would normally have.

Serpent

You have elected to devote your life to the

mystery of the serpent, an animal totem which represents strength, cunning, deceit, guardianship, and medicine. You embody one or more of these attributes and seek to obtain perfection through the serpent's example.

Class Skills: An oracle with the serpent mystery adds Bluff, Climb, Stealth, and Swim to her list of class skills.

Bonus Spells: *hypnotism* (2nd), *misdirection* (4th), *sepia snake sigil* (6th), *poison* (8th), *dominate monster* (10th), *eyebite* (12th), *greater scrying* (14th), *screen* (16th), *dominate monster* (18th).

Revelations

An oracle with the serpent mystery can choose from any of the following revelations.

Clothes of the Serpent (Su): You can change your form as the spell disguise self, using your oracle level as your caster level, except that this ability replicates the tactile and audible sensations of the assumed form, and a creature interacting with you under the influence of this revelation does not gain a Will save to recognize the illusion. You may use this ability once per day for every revelation you possess.

Curse of Fangs (Su): By means of this revelation, you can utilize the powerful offensive power of the serpent to inflict great harm on your foes. Once per day for every four levels you possess (minimum 1), you may make a single ranged touch attack against any creature within 30 feet, which, if successful, deals 1d6 + your oracle level points of force damage to the target.

Curse of Poison (Su): By means of this revelation, you can utilize the serpent's medicinal secrets to create deadly poisons. Once per day you can create a single dose of any poison which costs no more than 100 gp per class level you possess. This poison must be used within a 24-hour period, becoming inert and useless one day after creation.

Serpent Blood (Ex): Your very blood is infused with the sacred magic of the serpent, granting you a bonus on all saving throws made to resist



Image © Can Stock Photo Inc. / Catmando

the harmful effects which fall within the serpent's domain. This translates to a +1 bonus on all saving throws made against poisons, and spells and effects of the charm subschool. This bonus increases by an additional +1 for every 5 levels you possess (+2 at 5th level, +3 at 10th level, and so on).

Serpent Companion (Su): You gain a tiny viper as a familiar. This ability functions like the wizard class feature arcane bond, except that you must select the viper as your familiar and you use your oracle level as your wizard level to determine the abilities of that familiar.

Serpent's Cure (Su): You have unlocked the secret medicinal powers governed by the serpent and can heal your allies of poisons of the body. This allows you to use neutralize poison as a spell-like ability at will. Additionally, once per day as a standard action you may heal any living creature within 30 feet a number of hit points equal to your class level. You must be at least 7th level before you can select this revelation.

Serpent Guardian (Su): You are protected by the guardian spirit of the serpent, which defends you against physical harm. Once per day you may choose to have a single successful attack made against you miss. You must choose to use this power after the success or failure of an attack is determined but before damage is calculated. You must be at least 11 level before you can select serpent guardian as a revelation.

Serpent's Resolve (Ex): You can tap into the protective power of the guardian nature of the serpent to shield you in your most desperate

moments. Once per day, when you would fail a saving throw, you may immediately make a second saving throw of the same type and take the better result. Beginning at 11th level, you gain a bonus on this secondary saving throw equal to your Charisma modifier.

Serpent Scales (Su): You grow tough scales that cover your entire body. The scales are extremely fine and match your skin tone, requiring a DC 15 Perception check to notice at all. These scales grant you a natural armor bonus equal to the number of revelations you possess.

Serpent Venom (Ex): You can utilize the serpent's greatest and most iconic weapon to punish your foes. Once per day as a standard action, you may make a ranged touch attack against a living foe, which, if successful, inflicts 1 point of Strength damage and 1 point of Constitution damage per revelation you possess.

Tongue of the Serpent (Ex): You gain a bonus on all Bluff checks equal to 1/2 your class level. Additionally, any attempt to discern your alignment or discover the veracity of your statements by magical means, such as with the spells detect evil and zone of truth, fail unless the caster succeeds on a caster level check with a DC of 20 + your Charisma modifier.

Final Revelation

At 20th level, your understanding of the mystery of the serpent allows you to embody the serpent's powerful presence. As a standard action, you may look into the eyes of any living creature and force it to do your bidding, as the spell suggestion, unless it succeeds on a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier).

The Sun and Moon

You are a devotee of the twin nature of the sun and moon. You understand the symbiosis and need for balance in life and can wield the mighty powers of the heavens' most beloved jewels to accomplish a wide variety of aims.

The sun and moon, while they maintain a

harmonic balance, are in fact separate entities, however, and many of your powers are tied to a single force. As such, these potent effects only function while under that force's direct influence.

Class Skills: An oracle with the sun and moon mystery adds Disguise, Knowledge (nature), and Survival to her list of class skills.

Bonus Spells: *flare burst* (2nd), *darkness* (4th), *daylight* (6th), *control water* (8th), *flame strike* (10th), *shadow walk* (12th), *sunbeam* (14th), *sun burst* (16th), *tsunami* (18th).

Revelations

An oracle with the sun and moon mystery may choose from any of the following revelations.

Bounty of the Sun and Moon (Su): You have learned to tap the power of both the sun and moon, granting you significant magical protection. During the daylight hours you gain an amount of damage reduction equal to half the number of revelations you possess, rounded down. This damage reduction cannot be overcome by any means. During the moonlight hours, you instead gain an amount of spell resistance equal to 5 times the number of revelations you possesses. You must be at least 7th level before you can choose this revelation.

Comfort of Night (Su): You can use the power of the moon to heal your wounds. Whenever you rest at night under the open sky, you regain 1d6 hit points per hour instead of 1 hit point per Hit Dice. Additionally, when resting in this fashion you recover ability score damage as though you had had full bed rest.

Day of Protection (Su): You can find protection beneath the sun's mighty rays. So long as you remain within direct sunlight, you receive a resistance bonus to your saving throws equal to the number of revelations you possess. During hours when the sun would be visible overhead, but you are not in direct sunlight, you instead receives a +1 resistance bonus to each of your saving throws. At 11th level, you receive a like deflection bonus to your AC. Eyes of the Sun and Moon (Su): Your eyes change, one becoming gold while the other becomes silver. Your new eyes grant you exceptional powers of vision, allowing you to see in magical darkness as though it were not there. This ability does not confer the ability to see in normal darkness, nor to see through magical darkness as though it were light; you only see through such magic as though the illumination level were as it normally would be. Additionally, you are immune to being dazzled. At uth, level you become immune to becoming blind.

Glory of the Sun and Moon (Su): You have embraced fully the glory of both the sun and the moon and can use the power of either with equal effect. Once per day as a swift action, you can create a 20-foot diameter area, centered on you, which counts as both being in direct sunlight and direct moonlight for the purposes of your revelations, as well as for any spells or other abilities. This area moves with you and persists for one hour. You must be at least nth level before you can choose this revelation.

Light in the Dark (Su): You are never without the light of the sun, and much like the moon itself, you gives off its borrowed light. Whenever you are in an area of less than bright light, you begin to glow with a powerful light, radiating bright light to a distance of 30 feet and dim light out to an additional 30 feet beyond that. The color of the light depends on the time of day, being a brilliant gold during the day and a pale silver during evening hours.

Lunar Power (Su): You draw upon the moon's powerful connection to magic to enhance your spell power. So long as you remain in direct moonlight, you receive a +1 bonus to the saving throw DCs of any spell you cast. This effect stacks with Spell Focus and similar effects. Even when not in direct moonlight, so long as the moon would be visible overhead, you receive a +2 bonus to your caster level.

Searing Daylight (Su): You can call upon the blazing power of the sun to smite your foes. Once per day you can make a ranged touch attack with a range of 100 feet, which, if successful, deals 1d6 points of damage per oracle level you possesses. If you are standing in direct sunlight when you use this attack, it instead deals 1d10 points of damage per oracle level you possess. Finally, this attack cannot be used at all during the night hours.

Solar Might (Su): You are in tune with the pure, unmitigated power of the sun. So long as you remain in direct sunlight, you gain a +4 enhancement bonus to your Strength score. Additionally, so long as the sun remains high in sky, you receives a +1 morale bonus to all attack and damage rolls, whether or not you are in direct sunlight.

Strength of the Evenstar (Su): You draw on the might of the moon to enhance your combat prowess. So long as you are within direct moonlight, once per day as a standard action you may gain a +2 bonus on all attack and damage rolls, as well as a +2 bonus on both CMB and CMD for one minute per revelation you possess. While you must be in direct moonlight to use this ability, you need not remain in direct moonlight for the entire duration to continue to gain the benefits of this revelation.

Final Revelation

Upon reaching 20th level, you can slow the progress of time itself, allowing you to act with great alacrity. Once per day you can stop the sun's progress for a short time. This ability functions exactly like the spell *time stop*, except that the duration is equal to 2d4 rounds.

New Feats

The following are new feats designed with oracles in mind, which can be selected whenever a character would gain a new feat. They are presented in alphabetical order.

Banish Ghosts

Claiming power over the spectral undead, you can readily defeat these incorporeal monstrosities.

Prerequisites: Oracle.

Benefit: Any spell you cast has full effect against an incorporeal creature, dealing normal damage and not suffering the 50% chance of failing to affect the creature.

Curse of the Oracle

Whether by the hand of fate or by the intercession of some other outside force, you bear one of the dreadful curses of the oracle. **Prerequisites:** Character level 3rd **Benefit:** You gain one oracle curse (see New Oracle Curses in this book and the oracle class in the Advanced Player's Guide for more details on curses). You gain all the drawbacks of the curse, though only its initial benefit.

Devotee of Disease

Your particularly fierce devotion to the disease mystery allows you to spread contagions even more effectively than your counterparts. **Prerequisites:** Pestilence mystery, oracle level nth

Benefit: All creatures within 30 ft. of you suffer a -4 penalty on all saving throws made to resist the effects of diseases.

Devotee of Fortune

Your devotion to the fortune mystery is particularly intense, granting you additional power over fate.

Prerequisites: Fortune mystery, oracle level 1st **Benefit:** Once per day when you would make a d20 roll, you may instead roll 2d20 and choose to keep the higher result.

Devotee of the Dream

Your strong connection to the power of dreams offers you a tangible protection for your physical body while you remain within the dream.

Prerequisites: Dream mystery, oracle level 7th **Benefit:** You gain a deflection bonus to your AC equal to the number of revelations from the dream mystery you possess. This bonus applies only when you are unconscious.

Devotee of the Serpent

Your strong connection to the serpent allows you to confer a powerful protection against its most powerful abilities to a close circle of trusted allies. **Prerequisites:** Serpent mystery, oracle level 7th **Benefit:** You may designate up to 6 creatures, including yourself. As long as they are within 30 feet of you, they gain a +4 morale bonus to saves versus spells of the charm subschool and gain a +2 competence bonus on Sense Motive checks.

Devotee of the Sun and Moon

Through intense meditation, you have developed a particularly strong connection to either the sun or moon.

Prerequisites: Sun and moon mystery, oracle level 7th

Benefit: When you select this feat, choose either sunlight or moonlight. So long as you remain within direct light of the chosen type, you gain a +1 bonus on all attack rolls, saving throws, skill checks, and ability checks.

Dual Study

As a result of careful study, you have learned of one of the great secrets of the oracle. **Prerequisites:** Oracle level 11th **Benefit:** Choose one mystery other than the one you currently possess. You may now also select revelations from that mystery whenever you would gain a revelation, except that you may not choose to select any revelation which requires you have obtained a certain level as a prerequisite, unless it is from the mystery you originally chose.

Ghost Bane

Through intense discipline you have mastered the art of fighting ghosts. **Prerequisites**: Oracle level 1st **Benefit:** Any incorporeal touch attack made against you is made against your regular AC instead of your touch AC.

Ghost Sight

Your eyes have become accustomed to seeing the unseen.

Prerequisites: Oracle level 1st, or Perception 5 ranks and Spellcraft 5 ranks

Benefit: You gain a +10 competence bonus to Perception checks made to locate invisible creatures, though even once spotted those creatures still have concealment against a target that cannot see them. At 10th level, this bonus improves to +20.

Master Fortune Teller

When you beseech otherworldly forces for advice, you are particularly adept at getting the correct answers.

Prerequisites: Oracle level 1st

Benefit: Whenever you cast a divination spell which has a percent chance of giving inaccurate or no information, such as augury, decrease the chances of those results by 5% each.

Mystery of the Oracle

You have devoted a significant part of your life to the study of greater mysteries. **Prerequisites:** Character level 5th, and either Knowledge (arcana) 5 ranks, or Knowledge (planes) 5 ranks, or Knowledge (religion) 5 ranks.

Benefit: You may choose to learn a single mystery (see New Oracle Mysteries in this book and the oracle class in the *Advanced Player's Guide* for more information on mysteries). This feat does not allow you to gain any revelations or other benefits out of the mystery, but does allow you to make use of other abilities which require you have a mystery, such as the Extra Revelation or Devotee of Fortune feats. Your effective oracle level for these purposes is equal to 1/2 your character level.

Special: This feat functions somewhat differently for an oracle. An oracle with this feat does not gain a second mystery, but rather replaces her original mystery with the chosen mystery, losing all her previous revelations and gaining revelations from the second mystery in their place. As she levels up, she may continue to choose revelations from her new mystery as normal.

See into the Soul

When you gaze into the eyes of another individual, you can peer directly into their soul, revealing important facts about that individual. **Prerequisites:** Oracle or Sense Motive 5 ranks. **Benefit:** Whenever you use the Sense Motive skill to get a hunch about an individual, if your result exceeds the DC by at least 5 (the normal



Image © Can Stock Photo Inc. / AlgolOnline

DC to receive a hunch is 20), you learn a single important fact about that person relating to the core of that person's identity, such as that they have killed before, or that they would do anything for love. A creature which is immune to the effects of detect thoughts, or who is subject to the glibness spell, is immune to this effect.

Uncover Revelation

You have been granted a rare gift, and recieved a revelation normally reserved for another. **Prerequisite:** Oracle level 7th **Benefit:** Choose a single revelation from a mystery other than your own. You gain that revelation. You must meet all other prerequisites of the revelation, and cannot select a revelation that requires you be 7th level or higher.

Appendix: The Oracle of Delphi

The following oracle mystery first appeared in *Ancient Warriors: Sons of Sparta*, because the oracle of Delphi was an iconic piece of Spartan history and culture. The oracle of Delphi is also an iconic piece of the sort of myth and lore that the oracle class is based on, however, and it seemed like this book would not be complete without it. As a result, it has been included here, as an appendix.

Mystery of Delphi

You are one of the pythia, the famed oracles of Delphi who so profoundly shaped the Greek world, or, at the very least, you are one who follows in the footsteps of their order, pronouncing the future in prose and verse, through the grace of your god and your own personal purity, carefully maintained.

Class Skills: An oracle with the mystery of Delphi adds Knowledge (geography), Knowledge (local), Perception, and Survival to her list of class skills.

Bonus Spells: sanctuary (2nd), augury (4th), bestow curse (6th), divination (8th), commune (10th), geas/quest (12th), vision (14th), discern location (16th), miracle (18th).

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

Call Quake (Su): As a standard action, you can create a minor earthquake. This is a 10-ft. radius burst that deals 1d6 points of damage per oracle level to each creature within the burst that is in contact with the ground. A successful Reflex save (DC 10 + 1/2 your class level + your Charisma modifier) halves the damage. Creatures which are burrowing, buried, or in similar positions take a -4 penalty on their saves. The radius of the burst increases to 20 feet at 6th level, and increases by another 10 feet for every six levels thereafter (30 feet at 12th and 40 feet at 18th). You can use this ability once per day. Pronounce Doom (Su): As a standard action, you pronounce a terrible misfortune in the future of a single creature within 60 feet of you. You may then force that creature to take a -1 penalty on any one d20 roll it makes in the next 24 hours. You must declare that the penalty is being applied before success or failure is announced. This penalty increases to -2 at 5th level, and continues to increase by -1 for every 5 levels thereafter (-3 at 10th level, -4 at 15th level, and -5 at 20th level). You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1), but may use it only once on any given creature in the same 24-hour period.

Pronounce Victory (Su): As a standard action, you pronounce a glorious triumph in the future of a single creature within 60 feet of you. That creature gains a +1 luck bonus to a single d20 roll it makes in the next 24 hours. The target may choose to apply the bonus after seeing the result of the die roll. This bonus increases to +2 at 5th level, and continues to increase by +1 for every 5 levels thereafter (+3 at 10th level, +4 at 15th level, and +5 at 20th level). You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1), but may not use the ability on yourself, and may use it only once on any given creature in the same 24-hour period.

Prophetic Dictation (Sp): As a standard action, you proclaim the immediate future of a single creature within 60 feet, bending probability to your side. This functions as the spell command, except that, if the command is particularly reasonable (for example, commanding a creature to flee if it is frightened of you or something else in the area, or is naturally cowardly), the target suffers a -4 penalty on is saving throw. At 5th level, this functions as the spell *suggestion*, instead, and at nth level you may choose to have it function as the spell *lesser geas*, except that the casting time remains one standard action. In all cases the penalty to saving throws on reasonable commands remains, and the save DC is always equal to 10 + 1/2 your class level + your Charisma modifier. You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

Prophetic Euphoria (Su): As a full-round action, you can enter a state of euphoria, during which divine magic flows through you of its own accord. While in this state, you are stunned, and each round, including the round you enter the euphoric state, you must make a Fortitude save (DC 15 + 2 per previous save). If you succeed, you may cast any spell you know and are currently able to cast, without expending a spell slot to do so. If you fail, the euphoric state immediately ends, and you are nauseated for a number of rounds equal to twice the number of spells you cast while in the euphoric state. You may use this ability once per day at uth level, and gain one additional use per day at 15th and 19th levels. You must be at least 11th level to select this revelation.

Pythian Prophecy (Su): Whenever you cast a divination spell with a percentage chance of revealing no information or incorrect information (such as *augury*), increase the chance of a useful answer by 20%. If the spell has a maximum percentage chance of receiving a useful answer (such as *augury*), ignore that maximum.

Pythian Purity (Su): As long as you ritually bathe yourself in holy waters at least once each month (a process which requires one hour and a body of water which is magically pure, or 100 gp worth of holy water, if no suitable water source is to be found), you are shielded by your own purity. You gain a bonus equal to your Wisdom modifier to saving throws versus curses, diseases, and poisons. You must be at least 7th level to select this revelation.

Pythian Reputation (Ex): Your status as an oracle of the mystery of Delphi grants you the status of a minor celebrity. You gain a bonus on all Diplomacy and Intimidate checks equal to 1/2 your class level, and gain a bonus to your leadership score equal to your Wisdom modifier. Seer's Initiative (Su): You gain Improved Initiative as a bonus feat. At 7th level, you add your Wisdom modifier to your initiative checks, in addition to your Dexterity modifier. At 13th level, you are no longer considered flat-footed on the first round of combat.

Stunning Proclamation (Su): As a standard action, you can issue a prophetic proclamation at a single creature within 30 feet. These proclamations reveal some secret about the creature's relatively near future, and have a strong tendency to come true, but are usually too vague to be of much use before the event. The proclamations are almost always beautifully and cryptically worded, however, and often leave the target off-guard: he must succeed on a Will save (DC 10 + 1/2 your class level + your Charisma modifier) or be stunned for 1 round. You can use this ability once per day, plus an additional time per day per four class levels you possess.

Final Revelation: Upon reaching 20th level, your sanctity as oracle of Delphi becomes a palpable force in the air around you. No creature may make a melee attack against you without succeeding on a Will save (DC 20 + your Charisma modifier). Additionally, you may cast foresight on yourself as a swift action three times per day as a spell-like ability.



Want More?

Necromancers of the Northwest has free articles with brand-new gaming content five days a week, completely free.

Animate Your Game Today!

You might also enjoy these products by Necromancers of the Northwest.







Pennission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Plaver's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark). Forgotten Realms, Faerun, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyse, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Geherina, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Biessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar ri, baatezu, displacer beast, githyanki, githzenai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)*Contributors* means the copyright and/or trademark owners who have contributed Open Game Content; (b)*Derivative Material* means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) *Distribute* means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)*Open Game Content* means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantarrown, syncous, using a superior and particles, instruments, concepts, using and special additions, environments, personalities, team of the visual or autor representations, instruments, isometers, special additions, environments, creatures, equipment, magical or supernatural additions, environments, readures, and any other trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Patzo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Bease, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Liber Vampyr Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment Copyright 2010, Necromancers of the Northwest, LLC: Authors: Alex Riggs, Joshua Zaback, Justin Holloway The Book of Beginnings Copyright 2010 Necromancers of the Northwest, LLC: Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The War of the Gobin King Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway Advanced Arcana Volume I Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: The Book of Purifying Flames Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Marchen der Deemonwulf Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Secrets of the Staff Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway Ancient Warriors: Way of the Ninja Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Necromancers of the Northwest Presents: The Blackshire Mercenary Company Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway The Ebon Vault: Orbs of Power Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: The Book of Faith Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Spirit Warriors Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway Ancient Warriors: Sone of Spirita Copyright 2011 Necromancers of the Northwest, LLC; Authors: Joshua Zaback, Alex Riggs, Justin Holloway A Necromancer's Grimoire: The Fabricant Copyright 2011 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback

A Necromancer's Grimoire: The Fabricant Copyright 2011 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons The Ebon Vault: Swords of Legend Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Secrets of the Witch Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Secrets of the Witch Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Faces of the Rakshasa Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway The Ebon Vault: Adamant Armors Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Faces of the Drud Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway The Ebon Vault: Adamant Armors Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Paths of the Drud Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Bates of the Drud Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Bates of the Date Date Date Date Date The Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Steeds and Stallions Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Steeds and Stallions Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Steeds and Stallions Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

Unlock the Mystery

Oracles are more than just spontaneous divine casters who use Charisma instead of Wisdom. The oracle class taps into a cultural phenomenon that has fascinated mankind for thousands of years. From the ancient Greek oracles of Delphi to gypsy fortune tellers to modern-day psychics, humanity has long been enraptured by the idea of a mystic who receives insights directly from "the powers that be."

A Necromancer's Grimoire: Mysteries of the Oracle endeavors to breathe new life into the oracle class, an oftenoverlooked class made available in the Pathfinder Advanced Player's Guide. To do so, the book expands on the options an oracle's player has, from new oracle curses (including a new approach at some older curses, in order to make them feel more curse-like), to five new oracle mysteries, and a number of new feats, several of which are designed to help make the new content in this book more easily available to existing characters.

From the mystery of dreams to the mystery of the serpent or that of the sun and moon, whether you want an oracle who's cursed with a wasting sickness, or just wish that curses like blind and haunted really felt like a curse (and wanted a benefit to go along with that more real drawback), if you have any interest in oracles, this is the book for you.

