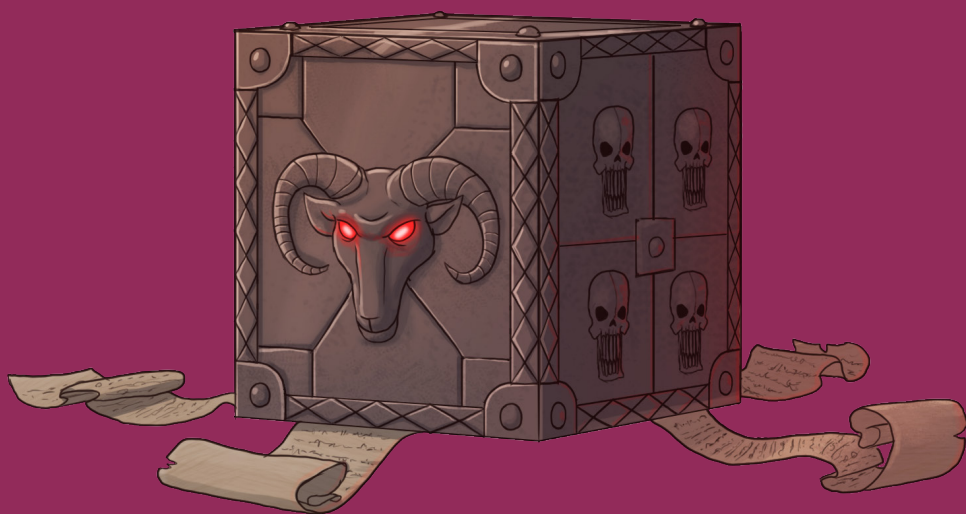




# Oracle Mysteries of Porphyra



Carl Cramer



# Oracle Mysteries of Porphyra

## Visions of the Divine

*“Feet sandaled with dreams tread paths of vision leading to wisdom’s sharp peaks.”*

- Aberjhani, The River of Winged Dreams

*“Let us not dwell into past thoughts, worn out ideas, false beliefs. Let them go so that you can create a new self by emptying your mind and filling it with new thoughts, ideas, and visions.”*

- Debasish Mridha

*“And the Oracle (for she was an oracle, and was named, Oracle), did leave Olthar (or Ulthar, if you prefer) and go unto that which was called the Wall of Sleep (well, it was). And the Mysteries of the Wall were upon her, and Ul’Ul (that’s me) spake unto the Oracle and told her all kinds of things (a priest should probably make up some important stuff here.)*

*- Rambling Fragments of Ul’Ul,  
an informal scripture*

Mysteries are what truly set oracles apart from other divine spellcasters; a deeply personal understanding of the world that colors everything the oracle does. The mysteries in this book focus on divine powers and the outer planes. Most oracles with these mysteries are servants of the divine. A few see their visions of the divine as a way to understand and resist the divine occupation of Porphyra.

## Ascension

Your body changes and grows to become divine as you follow your vision. You become less and less like a normal humanoid, exchanging your earthly aspect for that of an outsider.

**Skills:** An oracle with the ascension mystery adds Climb (Str), Fly (Dex), Intimidate (Cha), and Swim (Str) to her list of class skills.

**Bonus Spells:** *Illusion of calm* (2nd), *align weapon* (4th), *channel vigor* (6th), *divine power* (8th), *righteous might* (10th), *transformation* (12th), *greater teleport* (14th), *divine vessel* (16th), *greater create demiplane* (18th).

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

*Damage Resistance (Su):* You gain DR 5/magic. This damage resistance increases to 10/magic, 10/good, or 10/evil (your choice) at level 14. To select an alignment, you must be of the opposing alignment. You must be at least level 7 to take this revelation.

*Darkvision (Su):* You gain darkvision 60 ft. This does not add to any darkvision range you already have. At level 7, you gain an additional 30 ft. of range for your darkvision that stacks with any type of darkvision you have. At level 14, you gain a benefit depending on your alignment. If you are evil, your darkvision can now see in magical darkness. If you are not evil, you gain low-light vision and scent.

*Energy Attack (Su):* You can fire a ray of energy. This is a ranged touch attack with a range of 10 ft./level that inflicts 1d10 damage + your Charisma modifier. If you have either the primary or secondary resistance revelation, you can choose to inflict any of the energy types you have resistance against, decided each time you use this ability. If not, you do fire damage. You can use this attack once per day per class level. At level 7, you can use it at will.

*Health (Su):* You gain a +4 bonus on all saving throws against poison and disease. At level 7, this increases to a +8 bonus. At level 14, you become immune to poison and disease.

*Natural Weapons (Su):* You gain 2 primary claw attacks for 1d4 damage and one primary bite attack for 1d6 (d3/d4 for a Small oracle). At 7th level, this damage increases to 1d6 (claw) and 1d8 (bite) (d4/d6 for a Small oracle). At level 14, it increases again to 1d8 (claw) and 2d6 (bite) (d6/d8 for a Small oracle). If used along with weapons, these natural attacks are all secondary attacks. Your hands must be free to use claw attacks. These natural weapons are treated as both manufactured weapons and natural weapons for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

*Physical Revelation (Su):* Your body permanently changes to look more like that of a divine servant. Typical examples is an animal-headed humanoid or a statue-like shape of stone or metal. Any resistances you have affect your shape, making you appear imbued with the elements you are resistant against. The exact details are up to you, but you certainly stand out in a crowd. Your physical revelation grants you a +4 armor bonus. At 5th level, and every two

levels thereafter, this bonus increases by +1. At 13th level, you gain wings and a fly speed of 40 ft. (good) and Fly becomes a class skill for you. This is an effect, not armor, and cannot be affected by armor enhancing effects like *magic vestment*.

**Primary Resistance (Su):** Choose one type of elemental energy (acid, cold, electricity, or fire). You gain energy resistance 5 against this kind of damage. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to the chosen type of elemental energy. If you select a damage type you already have secondary resistance to, primary resistance takes priority and you get to select a new type of energy for your secondary resistance.

**Raptor Vision (Su):** You are immune to blinding light and the dazzled condition. At level 7, reduce the DC increase due to range on visual Perception checks to -1 per 30 ft. At level 14, reduce the DC increase to -1 per 100 ft.

**Secondary Resistance (Su):** Choose two types of energy (acid, cold, electricity, fire, or sonic). If you have primary resistance, you cannot choose the same type of energy again. You gain energy resistance 2 against both the selected types of energy. At level 5, this resistance increased to 5. At level 10, this resistance increases to 10. At level 15, this resistance increases to 15.

**Telepathy (Su):** You can converse with creatures within 30 ft. using non-verbal means, but you must still share a language with them to communicate more than base emotions. At level 7, the range is 100 ft. At level 14 this transcends language barriers, allowing you to communicate with any creature that has a language.

**Wings (Su):** You can grow or remove wings as a swift action and use them to *levitate*, rising or lowering yourself by 20 feet as a move action. At 7th level, you can use the wings to *fly* at a rate of 60 feet (poor), but you can only maintain this flight for 1 minute per day per point of Constitution you possess. The duration does not need to be consecutive, but it must be spent in 1-minute increments. At 14th level, you gain fly 90 ft. (good) with no time limit.

**Final Ascension Revelation (Sp):** You can use *greater teleport* at will as a spell-like ability, but can only teleport yourself, your armor, and up to 50 lbs. of other gear. If you have an animal companion, familiar, eidolon, mount or other ally gained as a class feature, you can bring one such ally you touch along when you teleport. Armor worn and pets brought along do not count against the weight limitation.

# Celestial

You have visions of the higher planes, the homes of the good New Gods, but your attitude to them remains your own to decide.

**Skills:** An oracle with the celestial mystery adds Fly (Dex), Linguistics (Int), Perception (Wis), and Perform (Cha) to her list of class skills.

**Bonus Spells:** *Shield of faith* (2nd), *align weapon* (4th), *heroism* (6th), *tongues* (8th), *dispel evil* (10th), *brilliant inspiration* (12th), *holy sword* (14th), *holy aura* (16th), *gate* (18th).

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

*Celestial Infusion (Su):* As a standard action once per day, you can cause a 20-foot-spread to gain the mildly good-aligned planar trait for a number of rounds equal to your oracle level. Evil creatures in a good-aligned area take a -2 circumstance penalty on all Charisma-based checks. At 11th level, the infusion makes the area strongly aligned, which causes a -2 circumstance penalty to apply on all Intelligence-, Wisdom-, and Charisma-based checks made by any creature that is not good (these penalties stack with those from the lower-level effect). You must be of good alignment to select this revelation.

*Celestial Secrets (Su):* Your spells gain a +4 bonus on caster level checks made to overcome the spell resistance of outsiders of the good and evil subtypes.

*Celestial Weapon (Su):* Your understanding of the powers that move through the celestial planes allows you to imbue weapons with the ability to penetrate damage reduction. Once per day as a standard action, you can touch one weapon (or a group of up to 50 similar pieces of ammunition) and give it the ability to penetrate DR/cold iron and DR/silver for 1 minute per caster level. At 9th level, you can also grant the additional ability to bypass DR/evil and DR/good. You can use this ability an additional time per day for every 5 oracle levels you possess.

*Celestial Resistance (Su):* You gain resistance 2 to acid, cold, electricity, fire, and sonic. This resistance increases to 5 at 5th level, 10 at 11th level, and 20 at 17th level.

*Heavenly Meadows (Su):* You soothe the jagged shapes of the material world into the gentle curves of the heavens. As a standard action, you can turn one 20-foot square of difficult ground within 60 ft. into normal ground for 1 round per level. The DC of any Acrobatics, Climb, Escape Artist, or Swim checks required by terrain in the area is reduced by 10. At 7th level,

the affected area increases to a 30 ft. square. At 14th level it becomes a 40 ft. square. Solid walls, closed doors, and other impassible terrain is not affected. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

*Overcome Alignment (Su):* You are freed of any ethical repercussions of your divine powers. You can cast spells with any alignment descriptor, and it has no effect on your alignment. At level 7, you are constantly protected by *undetectable alignment*. At 14th level, you can use *atonement* as a spell-like ability once per day, this does not require a material component or focus. The subject must be willing, but need not “be truly repentant and desirous of setting right its misdeeds”.

*Shining Aura (Su):* You surround yourself with a celestial aura that grants you a +4 armor bonus. At 5th level, and every two levels thereafter, this bonus increases by +1. At 13th level, this armor also grants you DR 5/evil. You can use this revelation for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments. This is an effect, not armor, and cannot be affected by armor enhancing effects like *magic vestment*.

*Shooting Stars (Su):* As a standard action, you can unleash a ball lightning that explodes in a 5-foot radius burst dealing 1d4 points of electric damage per caster level. A successful Reflex save halves this damage. This attack has a range of 60 feet. You can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. You can fire more than one ball at a time to increase the area, creatures caught inside more than one simultaneous explosions only save and take damage once.

*Spell Resistance (Ex):* You gain SR equal to your oracle level + 5. You must be at least 11th level before selecting this revelation.

*Touch of Benevolence (Sp):* You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your oracle level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Wings of Heaven (Su):* You can manifest a pair of angel wings that grant you a fly speed of 60 feet with average maneuverability and a +4 bonus on Intimidate checks. At 10th level, your speed increases to 90 feet, your maneuverability increases to good, and the bonus on Intimidate increases to +8. 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 Celestial Revelation (Sp):** You can invoke the power of the higher

planes to judge a creature once per day. This takes the form of either *freedom* or *imprisonment* at your option.

## Infernal

You have visions of the Seven Circles, sometimes called Hell, and the powers therein, granting you the power and understanding of devils. How you use this understanding is up to you.

**Skills:** An oracle with the infernal mystery adds Fly (Dex), Intimidate (Cha), Knowledge (nobility) (Int), and Survival (Wis) to her list of class skills.

**Bonus Spells:** *Command* (2nd), *resist energy* (4th), *suggestion* (6th), *fear* (8th), *lesser planar binding* (10th), *planar binding* (12th), *repulsion* (14th), *greater planar binding* (16th), *freedom* (18th).

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

*Devil Skin (Su):* You alter your flesh to be as tough as a devil's hide, granting you a +4 armor bonus. At 5th level, and every two levels thereafter, this bonus increases by +1. At 13th level, this armor also grants you DR 5/silver. This revelation is constant, and changes your skin to look more and more like that of a devil as you advance in level. This is an effect, not armor, and cannot be affected by armor enhancing effects like *magic vestment*.

*Devil's Dark (Sp):* You gain darkvision 30 ft. If you already have darkvision, the range increases by 30 ft. At 3rd level you can use *darkness* as a spell-like ability once per day. At 7th level, you can use *deeper darkness* instead. At 10th level, your darkvision can see even in supernatural darkness. You gain an additional daily use of *deeper darkness* at level 13 and 16.

*Dread Resilience (Ex):* You have been hardened by exposure to the energies of Hell, and you just keep getting tougher. You gain a +1 inherent bonus to Constitution at level 9 and another for every four oracle levels gained thereafter. You must be at least 9th level to select this revelation.

*Fires of Hell (Su):* You call upon the searing fires of Hell to burn your foes. As a standard action, one target within 30 feet is wreathed flames and takes 1d6 points of fire damage per level. A successful Reflex save halves this damage. At 7th level, the fire's searing pain forces any creatures that fails it reflex save to make a Fortitude save (same DC) or be staggered for 1 round. At 14th level, creatures who fail both their saves against the hellfire are staggered for 1d4 rounds and stunned for 1 round. You can use this ability once per day



plus one additional time per day at 10th level.

*Hell-forged Weapons (Su)*: Your understanding of The Seven Circles allows you to imbue weapons with the ability to penetrate the defenses of creatures native to other planes. Once per day as a standard action, you can touch one weapon (or a group of up to 50 similar pieces of ammunition) and give it the ability to penetrate DR/silver for 1 minute per caster level. At 9th level, you can also grant the additional ability to bypass DR/good and DR/chaotic. You can use this ability an additional time per day for every 5 oracle levels you possess.

*Miasma (Sp)*: You can use *obscuring mist* as a spell-like ability once per day. At 5th level, you can use *fog cloud* instead. At 10th level, you can expand the radius of *obscuring mist* up to 10 ft./level. At 15th level, you can expand *fog cloud* the same way. You gain an additional use of the ability for every 5 oracle levels.

*Pits of Hell (Su)*: As a standard action, you can change an area 30 ft. long and 10 ft. wide into the pits and barriers of Hell. Some point of this area must be adjacent to you. Creatures on the ground in the area become flat-footed (uncanny dodge negates this ability) and it takes an Acrobatics or Climb check to move (DC: Your oracle level + your Charisma modifier). Note the reduced speed when using Acrobatics and Climb to move. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

*Planar Infusion (Su)*: As a standard action once per day, you can cause a 20-foot-spread to gain either the mildly law-aligned or mildly evil-aligned planar trait for a number of rounds equal to your oracle level. Chaotic creatures in a law-aligned area take a –2 circumstance penalty on all Charisma-based checks, as do good creatures in an evil-aligned area. At 11th level, the infusion makes the area strongly aligned, which causes a –2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks made by any creature that lacks the matching alignment component (these penalties stack with those from the lower-level effect). You must be lawful and/or evil to select this revelation, and you can only infuse an area with an alignment that matches a component of your own alignment.

*Spells of the Seven Circles (Su)*: Your spells gain a +4 bonus on caster level checks made to overcome the spell resistance of lawful outsiders and evil outsiders.

*Telepathy (Su)*: You can mentally communicate with any other creature within 100 feet that has a language, as per the telepathy power of devils. You must be at least 11th level before selecting this revelation.

*Wings of Terror (Su)*: You can manifest a pair of enormous, bat-like devil wings that grant you a fly speed of 60 feet with average maneuverability and a



+4 bonus on Intimidate checks. At 14th level, your speed increases to 90 feet, your maneuverability increases to good, and the Intimidate bonus increases to +8. 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 Infernal Revelation (Sp):** At 20th level, you gain the ability to call creatures from other planes. This allows you to use *gate* as a spell-like ability once per day, but only to call creatures—not for planar travel. If you use this to call a devil, you do not need to provide 10,000 gp in components, but you must still bargain for its services if you want a long-lasting service. You must pay the 10,000 gp to call creatures other than devils.

## Nimbus

You are surrounded by a nimbus of light (or darkness), marking you as a champion of your faith and a visible symbol of your alignment. This grants you the ability to create force effects. This revelation is alignment-dependent and less rewarding for oracles of neutral alignment.

All force effects created by a nimbus oracle are visible, with an appearance depending on alignment. A lawful oracle has stable force effects, a chaotic oracle has ones that constantly shift and flicker. A good oracle has shining effects, an evil oracle has dark ones. Neutral oracles fall somewhere in between; their auras often have a gentle pulse or swaying wave motion.

**Skills:** An oracle with the nimbus mystery adds Intimidate (Cha), Perception (Wis), Perform (Cha), and Use Magic Device (Cha), to her list of class skills.

**Bonus Spells:** *Mage armor* (2nd), *levitate* (4th), *phantom steed* (6th), *forceful strike* (8th), *telekinetic charge* (10th), *wall of force* (12th), *mage's sword* (14th), *forceful hand* (16th), *crushing hand* (18th).

**Nimbus Revelations:** An oracle with the nimbus mystery can choose from any of the following revelations.

**Aura Weapon (Su):** You make a weapon into a part of your aura. One weapon you hold is transformed into pure force. It gains the *ghost touch* quality and becomes indestructible by normal means. It is destroyed if it fails a save against *disintegrate*. You can make this weapon appear or disappear as a free action. You can change which weapon this applies to as a 1-hour ritual, in which case the previous weapon is restored to how it was before you applied

aura weapon. If you die, all your aura weapons return to being material. At level 4, and every four levels thereafter, you can apply this effect to an additional weapon. Shields count as weapons for this ability.

*Blast Infidel (Sp):* You blast the enemies of your alignment. This has full effect on those who have an alignment opposed to yours, on either the law-chaos or good-evil axis. Creatures of your exact alignment are not affected at all. Creatures of other alignments automatically pass their saving throw. Blast infidel inflicts 1d8 force damage at level 1 and an additional die of damage for every two levels after level 1. At level 6, targets are also blinded for one round. At level 12, targets are dazed for one round. At first level, you can affect a single creature, by touch, at will. Later you learn to use this as an area effect, beginning with one use per day per six oracle levels. At level 6, you can create an emanation of 30 ft. radius, centered on you. At level 12, you can create a 20 ft. emanation at a range of 100 ft. Targets get a Will save for half damage and to negate any side effects, with a DC of 10 +  $\frac{1}{2}$  your oracle level + your Charisma modifier.

*Bright Aura (Sp):* You gain a number of spell-like effects. You can use each effect once per day when you learn to use it. For every 4 levels after you gain each effect, you can use that effect an additional time per day. Level 1: *light*, Level 4: *discovery torch*, Level 8: *daylight*, Level 12: *sunbeam*, Level 16: *sunburst*. Evil oracles cannot select this revelation.

**Example:** Albrecht is an 8th level oracle with the bright aura revelation. He can use *light* and *discovery torch* each 2/day and *daylight* once per day. At level 9, he'll be able to use *light* 3/day since it is now 8 levels since he gained that ability.

*Dark Aura (Sp):* You gain a number of spell-like effects. You can use each effect once per day when you learn to use it. For every 4 levels after you gain each effect, you can use that effect an additional time per day. Level 1: *darkvision*, Level 4: *darkness*, Level 8: *deeper darkness*, Level 12: *shadow walk*, Level 16: *power word: blind*. Good oracles cannot select this revelation. See bright aura above for an example of uses per day.

*Divine Radiance: (Sp)* A divine radiance surrounds you, protecting you from attacks. At level 1 this protects from possession and mental influence, just as *protection from evil* does, but against all alignments. At level 4, you gain a +1 deflection bonus to AC and a +1 resistance bonus on saves. This bonus increases by one for every 5 levels thereafter. At level 9, if an creature whose alignment is opposed to yours on either the law-chaos or good-evil axis succeeds on a melee attack against you, the offending attacker is blinded, as-

*blindness/deafness*, except that the save DC is  $10 + \frac{1}{2}$  your oracle level + your Charisma modifier. At level 14, you gain spell resistance  $11 + \text{level}$  against opposed-alignment spells and spells cast by opposed-alignment creatures. Activating divine radiance is a free action and it can be used one minute per class level per day. This time need not be continuous, but must be spent in 1-minute intervals.

*Ectoplasmic Spell*: You gain Ectoplasmic Spell as a bonus feat and you can apply this to any oracle spell you cast with no change in casting time or spell slot, as long as the level of the spell modified is one-third of your oracle level or less.

*Heroic Shine (Su)*: As a move action, you can call upon extra bravery in battle. You gain a +1 morale bonus on attack rolls, damage rolls, and Will saves against fear for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once per day, plus one additional time per day at 5th level, and every five levels thereafter.

*Mandorla (Su)*: You conjure an aura that grants you a +4 armor bonus but inflicts a -4 penalty on Stealth checks. At 5th level, and every two levels thereafter, the armor bonus increases by +1. You can use this aura continuously or turn it on or off as a free action. This is force armor and protects from incorporeal touch attacks. This is an effect, not armor, and cannot be affected by armor enhancing effects like *magic vestment*.

*Vision (Sp)*: You can scry by gazing into the distance, as if using *scrying*. At 15th level, this functions as *greater scrying*. You can scry for a number of rounds per day equal to your oracle level; these rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

**Final Nimbus Revelation (Su)**: You can fade from the world around you. You can become incorporeal for 1 minute per oracle level. The duration need not be continuous, but it must be used in 1-minute increments. You gain the incorporeal subtype, with no change in Armor Class. A summary of the combat effects of being incorporeal; you take no damage from non-magical attacks and only half damage from corporeal magical attacks. Ghost touch items, force effects, and spells affected by Ectoplasmic Spell still function normally against you.

## Pontifex

Influence by the great Calling, you are a planar bridge-builder, an opener of the way to other planes. Unlike certain other oracles, the pontifex is not

related to any one plane, opening the way for all kinds of outsiders.

**Skills:** An oracle with the pontifex mystery adds Intimidate (Cha), Knowledge (arcana) (Int), Linguistics (Int), and Use Magic Device (Cha) to her list of class skills.

**Bonus Spells:** *Summon monster I* (1st), *see invisibility* (4th), *summon monster III* (6th), *lesser planar binding* (8th), *plane shift* (10th), *planar binding* (12th), *summon monster VII* (14th), *greater planar binding* (16th), *gate* (18th).

**Pontifex Revelations:** An oracle with the pontifex mystery can choose from any of the following revelations.

*Abyssal Terrain (Su):* You can twist the material world into the harsh, jagged edges and uneven angles of the abyss. As a standard action, you can turn one 20-foot square within 30 ft. into difficult terrain for 1 round per level. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

*Defy Elements (Ex):* Choose one energy type (acid, cold, fire, electricity, or sonic). You gain resistance 5 to the selected energy type. At 5th level and every 5 levels thereafter, you can choose an additional energy type for which to gain resistance 5, or you can choose a previously chosen energy type and increase that resistance by 5 (to a maximum resistance of 20 for any one energy type).

*Heavenly Meadows (Su):* You soothe the jagged shapes of the material world into the gentle curves of the heavens. As a standard action, you can turn one 20-foot square of difficult ground within 60 ft. into normal ground for 1 round per level. The DC of any Acrobatics, Climb, Escape Artist, or Swim checks required by terrain in the area is reduced by 10. At 7th level, the affected area increases to a 30 ft. square. At 14th level it becomes a 40 ft. square. Solid walls, closed doors, and other impassible terrain is not affected. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

*Pits of Hell (Su):* As a standard action, you can change an area 30 ft. long and 10 ft. wide into the pits and barriers of Hell. Some point of this area must be adjacent to you. Creatures on the ground in the area become flat-footed (negated by the uncanny dodge ability) and it takes an Acrobatics or Climb check to move (DC: Your oracle level + your Charisma modifier). Note the reduced speed when using Acrobatics and Climb to move. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

*Planar Adaptation (Sp):* You gain *planar adaptation* as a constant spell-like

ability. At level 8 you can use *mass planar adaptation* as a spell-like ability once per day, and you gain an additional daily use for every 4 levels after level 8. Targets can use the benefits of this ability in parts of your home plane that have become influenced by another plane, such as by the abyssal terrain, heavenly meadows, pits of hell, or planar infusion revelations. You must be level 4 to choose this revelation.

*Planar Alliance (Ex)*: Select one outsider subtype from the following list; each has an alignment prerequisite you must possess: aeon (N), agathion (NG), angel (any good), archon (LG), asura (LE), azata (CG), daemon (any evil), demodand (CE), demon (CE), devil (LE), div (NE), earth (any), elemental (N), fire (any), inevitable (LN), kyton (LE), manasaputra (LG), protean (CN), psychopomp (N), qliploth (CE), sahkil (NE), or water (any). When you use a *summon* spell to summon a creature with this subtype, the spell has a casting time of 1 standard action.

*Planar Animal Mastery (Ex)*: When you use a *summon* spell to summon an animal, the spell has a casting time of 1 standard action.

*Planar Form (Su)*: Your body permanently changes to look more like that of an outsider. Typical examples is an animal-headed humanoid or a statue-like shape. Any resistances you have tend to affect your shape, making you appear imbued with the elements you are resistant against. The exact details are up to you, but you certainly stand out in a crowd. Your planar form grants you a +4 armor bonus. At 5th level, and every two levels thereafter, this bonus increases by +1. At 13th level, you gain wings and a fly speed of 40 ft. (good) and Fly becomes a class skill for you. This is an effect, not armor, and cannot be affected by armor enhancing effects like [i]magic vestment.

*Planar Infusion (Su)*: As a standard action once per day, you can cause a 20-foot-spread to gain a mild infusion of any alignment of your choice for a number of rounds equal to your oracle level. Creatures on an opposed alignment take a –2 circumstance penalty on all Charisma-based checks. At 11th level, the infusion makes the area strongly aligned, which causes the –2 circumstance penalty to apply on all Intelligence-, Wisdom-, and Charisma-based checks made by any creature that lacks the matching alignment component (these penalties stack with those from the lower-level effect).

*Primal Energy Channel (Su)*: Whenever you cast a spell that deals damage of any type, you may change it to deal acid, cold, electricity, or fire damage instead. The spell loses any energy descriptor it had and gains the energy descriptor for the new type of damage instead. You may use this ability once per day, plus one additional time for every 5 levels. At 15th level, you can change a spell to deal positive or negative energy damage. You must be at least 7th level to select this revelation.

*Outsider Possession (Su):* You can summon an outsider spirit as a swift action and allow it to possess you, enhancing your powers. You gain a +4 sacred (or profane if the creature is evil) bonus to Strength, Dexterity, Constitution, and natural armor. Your base attack bonus while possessed equals your oracle level (which may give you additional attacks), and your hands each gain a primary natural claw attack that inflicts 1d8 damage (1d6 if Small). These natural weapons are treated as both manufactured weapons and natural weapons for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. You can use this ability for 1 round for every 2 oracle levels. This duration does not need to be consecutive, but it must be spent in 1-round increments. You must be at least 11th level to select this revelation.

**Final Revelation (Sp):** At 20th level, you gain the ability to open rifts between planes. One per day you can use *gate* with a duration of 1 day/level (D), with no concentration required. This requires a gem of 10,000 gp value that becomes the magical keystone of the gate. This gem is reduced to dust at the end of the spell, and if destroyed beforehand the [i]gate is dispelled. The gem is a fine object with AC 13, SR 31, hardness 20, 1 hit point, and a save bonus of +11 on all saving throws.

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