# Rite Publishing Presents

# The Secrets of the Oracle

# By David Mallon

BATHFINDER ROLEPLAYING GAME COMPATIBLE



Rite Publishing Presents:

# The Secrets of the Oracle

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The Secrets of the Oracle © 2011 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, 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 <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license. My hopes had not been high upon embarking on my search for others of our kind, but within mere weeks, I had come into contact with the first of many. The barbarian shaman Staja first crossed my path during my brief stay in the town of Barrenhold. At once it was apparent that she was a singular creature. At once beautiful and commanding, her countenance likewise showed a feral aspect I'd never encountered before in a human being. Though I had not broadcast my intent and mission, Staja knew why I had journeyed to the northern lands, and vowed to demonstrate to me the fullness of her spirit-given power. We embarked for the barbarian encampment at first light the next morning.

- Excerpt from The Anointed Ones, by Laucian Natarion

Oracles, wellsprings of the divine, draw their power not from their study of theology and the gods, but instead from a multitude of sources. Whether it be from a pantheon of forgotten gods, one's inner being, or fate itself, the powers brought forth by an oracle are forces to be reckoned with.

## Arcana

The oracle of arcana calls upon the world's forgotten knowledge to gain access to occult secrets and ancient magics.

**Deities:** Our Heavenly Archmage of Secrets, Our Mother of Many Ways

**Class skills:** An oracle with the arcana mystery adds Appraise, Knowledge (arcana), and Linguistics to her list of class skills.

**Bonus Spells:** *comprehend languages* (2nd), *arcane lock* (4th), *explosive runes* (6th), *dimension door* (8th), *permanency* (10th), *guards and wards* (12th), *symbol of stunning* (14th), *discern location* (16th), *mage's disjunction* (18th)

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

Arcane Bond (Su): You gain an arcane bond, as a wizard equal to your oracle level. Your oracle levels stack with any wizard levels you possess when determining the powers of your bonded object or familiar. This ability does not allow you to have both a bonded object and a familiar.

Arcane Talent (Sp): Choose a 1st-level spell from the sorcerer/wizard spell list. You may cast this spell as a spell-like ability a number of times per day equal to your oracle level. You may select this revelation multiple times, but you must select a new spell each time this revelation is taken.

*Confer Knowledge (Ex):* A number of times per day equal to half your oracle level (minimum 1), any creature within ten feet of you may re-try a failed Knowledge skill check once. This skill check uses your skill bonus in place of your ally's. You must have ranks in the Knowledge skill being re-tried in order to use this ability.

*Eldritch Whispers (Su):* Voices whisper forgotten knowledge in your ears, granting you a +4 insight bonus to Knowledge (arcana) and Knowledge (planes). At 7th and 14th level, this bonus increases by 2.



*Insightful Counterspell (Su):* Your insights into the nature of spells grant you the ability to counter another spellcaster's magic as an immediate action. This ability functions as if you were using *greater dispel magic* to counter a spell. You may use this ability a number of times per day equal to half your oracle level. You must be at least 7th level to select this revelation.

*Item Crafting (Ex):* You gain Scribe Scroll as a bonus feat. At 5th level, you gain Craft Wondrous Item as a bonus feat. At 12th level, you gain Craft Rod as a bonus feat.

Reveal the Forgotten (Ex): For a number of minutes per day equal to your oracle level, you may spend a full-round action to call upon the spirits to reveal things lost to the eyes of mortals. This revelation works similar to the spell *detect secret doors*, but the effect applies not only to doors, passages, and compartments, but also to buildings, remains, objects, and places. This ability can penetrate barriers of any kind, and reveals forgotten and hidden things within a 30-foot radius. At 14th level, this increases to a 60-foot radius. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level to select this revelation.

*Spell Rune (Sp):* Once per day, you may store any harmful spell of 3rd level or lower that you know, and place it on an area or object, as per *glyph of warding*. All level-dependent features of the spell are based on your caster level at the time of placing the rune. You gain an additional daily use of this ability at 6th, 12th, and 18th level.

*Spontaneous Symbology (Sp):* As the lore mystery revelation. You must be at least 11th level to select this revelation.

*Talisman (Su):* When selecting this revelation, choose an item you possess. Whenever this item is in your possession, you gain a +4 insight bonus to Knowledge (arcana), Knowledge (religion), and Spellcraft checks. If any other person or creature possesses the item, they take a -2 penalty to Knowledge (arcana) and Knowledge (religion) checks, and cast spells at -1 caster level. At 7th level and 14th level, your Knowledge and Spellcraft bonuses increase by 2.

**Final Revelation:** Upon reaching 20th level, your knowledge of the world's eldritch secrets has reached its pinnacle. Spells you cast do not require material components, and are automatically Stilled and Silent. This does not increase the spell's casting time or effective level. In addition, you may add your Intelligence modifier to the DC of spells you cast in addition to your Charisma modifier.

# Darkness

The oracle of darkness calls upon the powers of night and the lightless depths, granting her dominion over the realm of shadow.

**Deities:** Our Father of Star and Sky, Our Laughing Traveler of Passages and Messages, Their Cunning Brother of Tyranny

**Class skills:** An oracle with the darkness mystery adds Bluff, Disguise, Perception, and Stealth to her list of class skills.

**Bonus Spells:** *vanish*\* (2nd), *darkness* (4th), *twilight knife*\* (6th), *shadow projection*\* (8th), *shadow evocation* (10th), *shadow walk* (12th), *sequester* (14th), *greater shadow evocation* (16th), *shades* (18th)

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

*Cloak of Night (Su):* A number of times per day equal to your Charisma modifier, you may cause the shadows around you to grow larger and deeper as a standard action, granting you concealment. At 9th level, you may instead have the shadows grant you total concealment. This effect lasts for ten minutes per oracle level.



Dark Duplicate (Su): You gain the ability to create an illusory double that makes it more difficult for enemies to target you. When this ability is activated (a swift action), one illusory duplicate is created. This image remains in your space and moves with you, mimicking your sounds and actions. Whenever you are targeted by a spell or attack that requires an attack roll, roll percentiles. On a roll of 1-49, the spell or attack targets your duplicate instead of you, and if the spell or attack succeeds in hitting your duplicate, the duplicate is destroyed. An attacker must be able to see your duplicate to be fooled--if you are invisible or the attacker is blind, the ability has no effect. You may only use this ability while not in direct sunlight. This ability is usable a number of times per day equal to your Charisma modifier, and its effect lasts for a number of rounds equal to your oracle level + your Charisma modifier.

*Ebon Soul (Ex):* As a result of your personal connection to shadow and darkness, you gain SR 12 + your oracle level versus spells with the darkness and shadow descriptors. At 13th level, you gain SR 10 + your oracle level to all types of spells unless you are in direct sunlight. You must be at least 7th level to select this revelation.

*Hide in Plain Sight (Su):* You can use the Stealth skill even while being observed (as the shadowdancer ability). As long as you are within ten feet of an area of shadow, you can hide yourself from view without hiding behind anything. You may not hide in your own shadow. You must be at least 7th level to select this revelation.

*Night Runner (Ex):* When not in direct sunlight, you gain a +10 ft. enhancement bonus to your base land speed. At 9th level, this enhancement bonus increases to +20 ft. when not in direct sunlight.

*Night Vision (Su):* You gain low-light vision. If you already have low-light vision, you gain darkvision. At 7th level, you gain darkvision. If you already have darkvision, increase the range of your darkvision by 30 ft. At 14th level, increase the range of your darkvision by an additional 30 ft.

*Ray of Night (Su):* Once per day, you may project a beam of solid darkness at your enemies as a standard action. If you succeed on a ranged touch attack, the beam strikes the target's eyes, or similar sensory organs, and the creature is blinded for a number of minutes equal to your oracle level. At 7th, 11th, and 15th levels, you may project one additional beam. The beams may be sent towards different targets, but all must be aimed at targets within 30 feet of each other and sent simultaneously.

*Shadow Conjuration (Sp):* A number of times per day equal to your Charisma modifier, you may cast *shadow conjuration* as a spell-like ability. At 15th level, you may cast *greater shadow conjuration* as a spell-like ability a number of times per day equal to your Charisma modifier. You must be at least 11th level to select this revelation.

*Shadow Jump (Su):* You gain the ability to travel between shadows as if by means of a *dimension door* spell (as the shadowdancer ability). The magical transport must begin and end in an area with at least some dim light. You can jump up to a total of forty feet each day in this way. You must be at least 7th level to select this revelation. At 12th level, you can jump up to a total of 80 feet per day, and at 17th level, you can jump up to a total of 160 feet per day.

Shadow Sight (Su): You gain a +4 competence bonus to Perception checks when not in direct sunlight. At 14th level, you can see perfectly in areas of magical darkness, including that created by *deeper darkness*. At 19th level, for a number of rounds per day equal to your oracle level, you may gain the effects of *true seeing* if you are not in direct sunlight.

**Final Revelation:** At 20th level, you have achieved mastery over shadows and darkness. The shadows collect around you, obscuring your true location and giving all attacks against you a 50% miss chance. You can never be flanked. In addition, all evocation spells you cast gain the darkness descriptor and spells you cast that have the darkness descriptor are cast at +4 caster level.

# Juck

The oracle of luck draws deep from the well of fate, bringing weal to her and her allies, and woe to her enemies.

**Deities:** Our Laughing Traveler of Passages and Messages, Our Mother of Many Ways, Their Cunning Brother of Tyranny

**Class skills:** An oracle with the luck mystery adds Bluff, Disable Device, Escape Artist, and Sleight of Hand to her list of class skills.



Oracle of Luck reading a palm

**Bonus Spells:** *true strike* (2nd), *cat's grace* (4th), *displacement* (6th), *crushing despair* (8th), *death ward* (10th), *greater heroism* (12th), *limited wish* (14th), *moment of prescience* (16th), *foresight* (18th)

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

*Cut the Thread (Su):* Once per day as an immediate action, you may make a ranged touch attack against a helpless opponent. This attack deals damage equal to 1d4 + your oracle level. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die.

*Divine Intervention (Su):* For a number of times per day equal to half your oracle level (rounded down), you may call upon the powers of fate as an immediate action and re-roll any die roll, taking the higher result. You must be at least 11th level to select this revelation.

*Evil Eye (Su):* You gain a gaze attack usable a number of times per day equal to your Charisma modifier. An opponent within 30 feet looking into your eyes is afflicted with the evil eye, taking a -2 penalty to attack rolls and all saving throws. This effect lasts for a number of rounds equal to your oracle level, and may be negated with a successful Will save (DC 10 + half your oracle level + your Charisma modifier).

*Fatespinner (Su):* Your command of the powers of fate affects your allies as well as yourself. A number of creatures within 30 feet equal to 3 + your Charisma modifier (or less) are granted an insight bonus to attack rolls, initiative, and all saves equal to half your oracle level. This ability may be used for a total number of rounds per day equal to your oracle level, and may be triggered as an immediate action. You must be at least 7th level to select this revelation.

Good Luck Charm (Su): When selecting this revelation, choose an item you possess. Whenever this item is on your person you gain a +1 luck bonus to Fortitude, Reflex, and Will saves. If any other person or creature possesses the item, they take a -1 penalty to Fortitude, Reflex, and Will saves. At 7th level, the bonus to saves increases to +2, and at 14th level, the bonus increases to +3.

*Ill Will (Su):* By making a touch attack, you may bestow a minor curse on an enemy. If the touch attack is

successful, the target receives a permanent -2 decrease to an ability score or a permanent -1 penalty to all saves. This effect may be removed by *remove curse* or more powerful spells such as *wish* or *miracle*. You may use this ability twice per day, with one additional use granted at 7th and 14th levels.

*Inviolability (Su):* Your divine luck grants you immunity to all poisons. At 11th level, you are also immune to all diseases (including magical diseases such as mummy rot). At 15th level, you gain immunity to all magical curses, including the effects of *bestow curse*. You must be at least 7th level to select this revelation.

Touch of Fate (Su): By touching a willing creature (a move action), you may bestow a temporary blessing in the form of either a +2 increase to an ability score or a +1 bonus to all saves. This effect lasts for a number of rounds equal to half your oracle level, and is usable a number of times per day equal to 3 + your Charisma modifier. At every third level beyond level 3, an ability score bonus conferred increases by +2, and a save bonus conferred increases by +1.

Uncanny Dodge (Ex): You gain Uncanny Dodge (as the rogue ability). You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to your AC if immobilized or the target of a successful feint action. At fifth level, you gain Evasion (as the rogue ability--successful Reflex saves resulting in half damage instead deal no damage). At 13th level, you gain Improved Uncanny Dodge (as the rogue ability--you can no longer be flanked).

Uncanny Reaction (Su): You gain a bonus to initiative checks equal to half your oracle level rounded down.

**Final Revelation:** Upon reaching 20th level, your understanding of the workings of fate has reached its apex. Once per day, you can cast *wish* as a spell-like ability. The *wish* cannot be used to replicate spells with expensive material components. Additionally, whenever you roll a natural 1, as a free action, you may re-roll and take the results of the second roll.

# Primeval

The primeval oracle's power comes from within and without, granting her the power and strength of the creatures of the ancient world.

**Deities:** Our Grandfather of Water and Wave, Our Grandmother Earth, Our Mother of Madness, Their Savage Brother of Destruction

**Class skills:** An oracle with the primeval mystery adds Climb, Intimidate, Perception, and Survival to her list of class skills.

**Bonus Spells:** *longstrider* (2nd), *natural rhythm*\* (4th), *haste* (6th), *stoneskin* (8th), *commune with nature* (10th), *transformation* (12th), *giant form I* (14th), *summon monster VIII* (16th) (cleric spell), *dominate monster* (18th)

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

*Natural Armor (Ex):* Your skin thickens, granting you a +4 natural armor bonus. At 15th level, this bonus increases to +6. You must be 7th level or higher to select this revelation.



*Night Vision (Su):* You gain low-light vision. If you already have low-light vision, you gain darkvision. At 7th level, you gain darkvision. If you already have darkvision, increase the range of your darkvision by 30 ft. At 14th level, increase the range of your darkvision by an additional 30 ft.

*Quick (Ex)*: Your movements become faster and more efficient. You gain a +2 inherent bonus to Initiative and Reflex saves. At 7th level, this bonus increases to +4. At 14th level, this bonus increases to +6.

*Primal Resistance (Ex):* You gain a +5 bonus to saves versus cold (including exposure and extreme cold) and hot (including exposure and extreme heat) environmental conditions. At 7th level, you gain energy resistance (cold and fire) equal to your Charisma modifier. At 11th level, you gain energy resistance (acid and electricity) equal to your Charisma modifier.

*Racial Memory (Su):* Once per day, as an immediate action, you may gain a competence bonus equal to your oracle level to any Survival, Knowledge (nature), or Knowledge (history) check. At 10th level, you may use this ability twice per day.



Savage Claws (Ex): You grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d6 points of slashing damage each (1d4 if Small) plus your Strength modifier. At 14th level, these attacks deal 1d8 points of damage each (1d6 if Small) plus your Strength modifier. You must be at least 7th level to select this revelation.

*Scent (Ex):* You can detect creatures within 30 feet using your sense of smell (60 feet if the creature is upwind, 15 feet if the creature is downwind). You also gain the ability to follow tracks by smell, making a Survival check to find or follow the track. You must be 11th level or higher to select this revelation.

Uncanny Dodge (Ex): You gain Uncanny Dodge (as the rogue ability). You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to your AC if immobilized or the target of a successful feint action. At 10th level, you gain Improved Uncanny Dodge (as the rogue ability--you can no longer be flanked).

**Final Revelation:** Upon 20th level, you become a force of nature akin to your primeval ancestors. Your skin and muscles grow tougher, granting you DR 10/-. In addition, you gain a +30 ft. enhancement bonus to your base land speed and your speed is never reduced by encumbrance.

# Rot

The oracle of rot is a paragon of decay and a bringer of pestilence, delivering death wherever she may wander. **Deities:** Our Mother of Madness, Our Reaper of Life and Death, Their Savage Brother of Destruction

**Class skills:** An oracle with the rot mystery adds Intimidate, Knowledge (nature), and Perception to her list of class skills.

**Bonus Spells:** *break*\* (2nd), *fester*\* (4th), *contagion* (6th), *enervation* (8th), *blight* (10th), *mass fester*\* (12th), *waves of exhaustion* (14th), *horrid wilting* (16th), *power word kill* (18th)

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

*Blighted Soul (Su):* You cast spells from the necromancy school at +1 caster level. You gain a +2 bonus to saves versus spells from the necromancy school. At 7th level, this bonus increases to +4. At 14th level, this bonus increases to +6.

*Corrosive Touch (Su):* A number of times per day equal to your Charisma modifier, you may make a touch attack at your full attack bonus. If successful, this attack deals 1d6 + half your oracle level points of acid damage. This damage increases by an additional 1d6 every five levels.

*Deadened Nerves (Ex):* The nerves close to your skin begin to die away, granting you an unusual



resistance to pain. Add your oracle level to your effective hit point total when determining the negative effects of nonlethal damage. At 7th level, you gain the benefits of the Diehard feat (you do not need to meet the feat's prerequisites). At 12th level, you cease to feel pain, granting you immunity to all pain effects (such as those caused by *symbol of pain*).

*Decaying Form (Ex):* Your internal organs begin to shift and rot away, granting you a constant Moderate Fortification effect (as the magic armor property). At 14th level, you are considered to be affected by Heavy Fortification. You must be at least 7th level to select this revelation.

*Leprous Armor (Ex):* You gain a +3 natural armor bonus to AC, and take a -3 penalty to all Diplomacy and Disguise checks. At 10th level, this bonus increases to +5, and the penalty to Diplomacy and Disguise becomes -5.

*Resist Life (Su):* (As the bones mystery revelation.) You are treated as an undead creature when you are targeted by positive or negative energy. You are not subject to Turn Undead or Command Undead (or any other effect that specifically targets undead), unless you are actually an undead creature. At 7th level, you receive channel resistance +2. This bonus increases by +2 at 11th and 15th level.

Sickening Touch (Su): You can cause a creature to become sickened as a melee touch attack. This ability lasts for a number of rounds equal to half your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, the creature touched becomes exhausted in addition to being sickened.

*Sow Blight (Su):* As a standard action, you can cause living things to wither and rot. Each round, any living creature within a 30-foot cone takes 1d6 points of damage and are sickened for as long as they remain in the area of the effect. Plants within this area wither and die in a number of rounds equal to your Charisma score. At 14th level, living creatures within the area of the effect take 2d6 damage, and are exposed to leprosy (DC 12 Fortitude save negates) in addition to being sickened. You must be at least 7th level to select this revelation.

*Touch of Death (Su):* Once per day, you may make a touch attack against any creature. If successful, this attack deals 1d6 points of Constitution damage. At 17th level, this ability may be used twice per day. You must be at least 11th level to select this revelation.

Unnatural Kinship (Su): You can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly. You may also use this ability to influence an aberration with an Intelligence score of 1 or 2, but you take a -4 penalty on the check. At 7th level, you gain blindsense out to 20 feet for a number of rounds equal to your oracle level. This ability only allows you to detect creatures with the vermin or aberration types. At 11th level, you gain a +5 competence bonus to Bluff, Diplomacy, and Sense Motive checks made against aberrations.

**Final Revelation:** You become a living embodiment of corrosion and decay. You are immune to all diseases, even magical and supernatural diseases, as well as critical hits. In addition, you gain the ability to make a diseased touch attack. This attack functions as a supernatural ability (usable at will). Any living creature you hit with your touch attack takes 2d10 + Cha acid damage and must make a Fortitude save (DC 10 + your oracle level + your Charisma modifier) or contract demon fever.

# Sound

The oracle of sound draws power from the natural vibrations within all things, gaining the ability to create silence or deafen her enemies.

**Deities:** Our Fairest Lady of Love and Song, Our War Marshal In Heaven

**Class skills:** An oracle with the sound mystery adds Linguistics, Perception, Perform, and Stealth to her list of class skills.

**Bonus Spells:** *comprehend languages* (2nd), *silence* (4th), *sculpt sound* (6th), *discordant blast* (8th), *song of discord* (10th), *sympathetic vibration* (12th), *power word blind* (14th), *greater shout* (16th), *power word kill* (18th)

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

*Aura of Silence (Su):* Once per day, you may dampen the level of sound around you as a standard action. You and all creatures within a 20-foot radius of you gain a +10 competence bonus to Stealth checks. The Perception DC to notice sounds made by other sources within the 20-foot radius increases by 10. At 14th level,



you may use this ability twice per day. This effect lasts for a number of minutes equal to your oracle level. You must be at least 7th level to select this revelation.

*Concussive Touch (Su):* As a standard action, you can perform a melee touch attack that deals 1d6 points of sonic damage for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any attacks you make with a melee weapon deal an extra 1d6 sonic damage for every two oracle levels you possess.

Deafening Burst (Su): As a standard action, you can create a massive blast of sound. The blast has a range of 60 feet, as well as a 30-foot radius that increases by 5 feet for every 4 oracle levels after 7th. Creatures in the area take 1d6 points of sonic damage per oracle level, and are deafened for 1 hour. A successful Fortitude save (DC equal to 10 + half your oracle level + your Charisma modifier) results in half damage, and creatures are instead shaken for 1d6 rounds. You must be at least 7th level to select this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

*Enthralling Song (Su):* As a full-round action, you can cause one or more creatures to become fascinated, as with the bard's *Fascinate* ability\*. Each creature fascinated must be within 60 feet, able to see and hear you, and capable of paying attention. You must also be able to see the creatures affected. Any major distraction prevents this ability from working. You can cause one additional creature to be fascinated at 7th level and every four levels thereafter.

*Golden Voice (Ex):* You gain a +2 competence bonus to Bluff, Diplomacy, Intimidate, and Perform checks. This bonus increases to +4 at 7th level, and +6 at 14th level.

*Keen Hearing (Ex):* You gain a bonus to Perception checks made to notice sounds equal to half your oracle level.

*Silent Spellcaster (Ex):* You gain Silent Spell as a bonus feat. All spells you cast may gain the benefit of Silent Spell without increasing the spell's effective level or casting time.

*Sonic Adept (Ex):* You cast spells with the sonic descriptor at +1 caster level. At 4th, 9th, 13th, and 17th level, you gain one additional spell known. This spell must have the sonic descriptor.

*Sonic Boom (Su):* Once per day, as a swift action you may gain a +50 ft. enhancement bonus to your base land speed for a number of rounds equal to your Charisma modifier. In addition, this sudden movement creates a burst of sound centered on your starting position. Every creature within 5 feet of your position at the beginning of your move action must make a Fortitude save (DC equal to 10 + half your oracle level + your Charisma modifier), with a failed save resulting in 1d6 sonic damage for every three levels of oracle you possess (successful saves result in no damage). You may only use this ability when taking a move action. At 10th level, you may use this ability twice per day.

Speed of Sound (Ex): You gain a +10 ft. enhancement bonus to your base land speed. At 5th level, you gain Run as a bonus feat. At 10th level, you gain Lunge as a bonus feat.

**Final Revelation:** Upon reaching 20th level, you become a master of sound. All spells you cast with the sonic descriptor are automatically Empowered and Maximized. This does not increase the spell's casting time or effective level. In addition, you become attuned to your body's natural vibration, granting you SR 12 + your oracle class level.

# Oracle's Curses

*Bad Luck*: Bad things always seem to happen to you. Any time you roll a natural 20, roll again and take the lower of the two rolls. A number of times per day equal to 2 + your Charisma modifier, you may add half your oracle level (rounded up) to any one skill check. At 5th level, a number of times per day equal to 2 + your Charisma modifier, you may add half your oracle level (rounded up) to any one attack roll. At 10th level, whenever you roll for initiative, roll twice and take the higher of the two rolls. At 15th level, whenever you roll a natural 1, roll again and take the higher of the two rolls.

*Emotionless:* You have a difficult time feeling emotions and understanding the emotions and motives of others. You take a -5 penalty to Bluff, Diplomacy, Intimidate, and Sense Motive, and these skills are never class skills for you. You gain a +4 competence bonus on saves made against mind-affecting effects. At 5th level, you can no longer become Shaken. At 10th level, you are immune to



the effects of spells from the enchantment (charm) school. At 15th level, you gain a competence bonus equal to half your oracle level on Will saves versus fear.

*Hated:* Something about you deeply unsettles people. NPCs are always treated as unfriendly towards you, and the Diplomacy DC to change the starting attitude of NPCs increases by 5. At 5th level, you gain a bonus to Intimidate equal to half your oracle level. At 10th level, choose a favored enemy from the ranger's list of favored enemies. You gain a +2 competence bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type, and you get a +2 bonus to attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures. At 15th level you may choose an additional favored enemy and your bonuses against any one favored enemy increase by +2.

*Simpleminded*: You are particularly slow-witted for a member of your race. You must have an Intelligence score of 8 or lower to select this curse. Your Intelligence score cannot be raised above 10, even by magical means. You may use your Wisdom modifier instead of your Intelligence modifier when determining your bonus to Spellcraft checks. Starting at 5th level, you may add your Wisdom modifier to the number of skill points you receive when you gain a level. At 10th level, you may add your Wisdom modifier to the save DC of all of your

spells in addition to your Charisma modifier. At 15th level, you are immune to the effects of the enchantment (compulsion) school.

*Technical Ineptitude:* You have a singular inability to use anything more complicated than simple tools, much less complex magic devices. You gain a permanent -6 penalty to all Craft skills, and Disable Device and Use Magic Device are never class skills for you. You gain a +3 bonus to Spellcraft checks and concentration checks. At 5th level, you gain a +3 bonus to Will saves versus magical traps. At 10th level, the bonus to Spellcraft and concentration checks increases to +6. At 15th level, the bonus to Will saves versus magical traps increases to +6.

*Voices*: Words in strange and obscure tongues whisper constantly in the back of your mind. This constant susurrus causes you to take a -4 penalty to Perception checks and spellcasting concentration checks. You gain a +3 competence bonus to Will saves versus mind-affecting effects. At 5th level, this bonus increases to +6. At 10th level, the voices grow clearer, granting a +4 bonus to any one Knowledge skill. At 15th level, all Knowledge skills are class skills for you.

# Oracle Archetypes

# Ascetic

The ascetic seeks to perfect her inner self through meditation and self-denial. In living a life of the mind, free from earthly distractions, the ascetic gains purity of body and clarity of thought.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: *magic aura* (2nd), *detect thoughts* (4th), *seek thoughts*\* (6th), *mage's private sanctum* (10th), *true seeing* (12th), *vision* (14th), *protection from spells* (16th), *astral projection* (18th)

**Revelations:** An ascetic must take the following revelation at 1st level.

*Mental Acuity (Ex):* As the lore mystery revelation.

**Final Revelation:** At 20th level, you have mastered your inner self and achieved perfection of mind and body. You gain spell resistance equal to your oracle level + 10, as well as immunity to all diseases (including supernatural and magical afflictions). This replaces the final revelation of the oracle's mystery.

Recommended mysteries: arcana, heavens, lore, nature

# Entheogenecist

The entheogenecist seeks deeper communion with the divine through the use of hallucinogenic plants.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: *keen senses*\* (2nd), *displacement* (6th), *dragon's breath*\* (8th), *elemental body II* (10th), *true seeing* (12th), *ethereal jaunt* (14th), *euphoric tranquility*\* (16th), *foresight* (18th)



#### Enthengenecist

**Revelations:** An entheogenecist must take the following revelations at the listed levels.

*Lotus Eater (Ex):* Once per day as a standard action, you may ingest an admixture of psychoactive plants to gain one of the following benefits:

- A temporary bonus to one ability score equal to your Charisma modifier.
- A temporary bonus to all saves equal to your Charisma modifier.
- A temporary bonus to a single skill check equal to 5 + half your oracle level (minimum 1)
- A temporary bonus to a single attack or damage roll equal to your Charisma modifier.

These bonuses are sacred bonuses that last for a number of minutes equal to your oracle level. Using this ability consumes 10 gp worth of material components. You gain one additional daily use of this ability at 3rd, 6th, 9th, 12th, 15th, and 18th levels. You must select this revelation at 1st level.

*Transcendental Bond (Su):* As the nature mystery revelation. You must take this revelation at 3rd level. **Recommended Mysteries:** arcana, bones, nature, primeval

#### Crone

The crone traffics with dark forces in order to gain personal power... for a price.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: *ill omen*\* (2nd), *pox pustules*\* (4th), *blood biography*\* (6th), *bestow* 

*curse* (8th), *magic jar* (10th), *unwilling shield*\* (12th), *greater polymorph* (14th), *trap the soul* (16th), *dominate monster* (18th)

**Special:** In keeping with their haglike nature, only females may take this archetype.

**Revelations:** A crone must take the following revelation at 1st level.

*Ill Will (Su):* As the luck mystery revelation.

**Final Revelation:** Upon reaching 20th level, your dealings with fell powers have effectively transformed you into a hag. Your creature type changes to monstrous humanoid (this change does not alter your Hit Dice, hit points, saving throws, class skills, or proficiencies). You are constantly under the effects of *pass without trace* and *tongues* as spell-like abilities. In addition, you are able to cast *alter self* and *invisibility* at will as spell-like abilities. The caster level for your spell-like abilities is equal to your oracle level.

Recommended mysteries: bones, darkness, luck, rot

# Mad Prophet

The mad prophet sacrifices her sanity to gain insight into the mysteries of existence and seeks to spread the influence of her insane enlightenment.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: *touch of idiocy* (4th), *arcane sight* (6th), *moonstruck*\* (8th), *false vision* (10th), *legend lore* (12th), *expend*\* (14th), *mind blank* (16th), *mage's disjunction* (18th)

**Revelations:** A mad prophet must take the following revelations at the listed levels.

*Eldritch Whispers (Su):* As the arcana mystery revelation. You must take this revelation at 1st level.

*Gift of Madness (Su):* Once per day, you may make a melee touch attack against any creature. If the touch attack hits, the creature takes 1d6 Wisdom damage, and you gain a bonus to your Wisdom equal to the amount of damage dealt. This bonus lasts for a number of minutes equal to your oracle level. At 12th level, you may use this ability twice per day, and the bonus lasts for a number of minutes equal to twice your oracle level. At 17th level, you may use this ability three times per day, and the bonus lasts for a number of hours equal to half your oracle level rounded down. You must take this revelation at 7th level.

Recommended mysteries: battle, rot, sound, wind

# Tribal Shaman

Hailing from areas far from the reach of civilization, tribal shamans use their otherworldly abilities to control the elements, protect their tribe, and bring ruin to their enemies.

**Class Skills:** A tribal shaman adds Knowledge (nature) and Survival to her list of class skills. These replace the additional class skills from her mystery.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: *alter winds*\* (2nd), *whispering wind* (4th) *campfire wall*\* (6th), *stoneskin* (8th), *life bubble*\* (1oth), *move earth* (12th), *control weather* (14th), *moment of prescience* (16th), *shapechange* (18th)

**Revelations:** A tribal shaman must take the following revelations at the listed levels.

*Talisman (Su):* As the arcana mystery revelation. You must take this revelation at 3rd level.

Walkabout (Su): Once per day, you may tap into the knowledge of the spirits to discern the most direct route to a specified destination. This action requires thirty minutes of concentration and preparation before the most direct route is found. The location in question need not be prominent or wellknown, but you must know the location's name in order to discern its location. This ability enables you to sense the correct direction that will eventually lead you to your destination, indicating at appropriate times the exact path to follow or physical actions to take (as per the spell find the path). You must take this revelation at 11th level.

**Recommended mysteries:** bones, heavens, nature, primeval

## Wanderer

Whether due to a troubled past or a lust for adventure, a wanderer devotes her life to the road and the journey.

**Class Skills:** These bonus spells replace the oracle's mystery bonus spells at these levels: A wanderer adds Knowledge (geography), Knowledge (local), and Survival to her list of class skills. These replace the additional class skills from her mystery.

**Bonus Spells:** *ant haul*\* (2nd), *bear's endurance* (4th), *shifting sand*\* (6th), *overland flight* (10th), *getaway*\* (12th), *phase door* (14th), *gate* (18th)

**Revelations:** A wanderer must take the following revelations at the listed levels.

*Resiliency (Ex):* As the battle mystery revelation. You must take this revelation at 1st level.

*Traveler's Endurance (Ex)*: For a number of hours per day equal to half your oracle level, you may ignore the effects of the fatigued condition. At 7th level, you only need to spend a number of hours equal to 8 - half your oracle level to remove the fatigued condition. At 11th level, you are immune to the exhausted condition. You must take this revelation at 3rd level.

Recommended mysteries: luck, nature, waves, wind

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