



LEGENDARY ORACLES

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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

- ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
- ACO = Softcover companion for hybrid-class characters
- AG = *Pathfinder Roleplaying Game Adventurer's Guide*
- AMH = Softcover companion for masters of armor
- AoE = Softcover companion for evil characters
- APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
- ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
- B2 = *Pathfinder Roleplaying Game Bestiary 2*
- B3 = *Pathfinder Roleplaying Game Bestiary 3*
- B4 = *Pathfinder Roleplaying Game Bestiary 4*
- B5 = *Pathfinder Roleplaying Game Bestiary 5*
- B6 = *Pathfinder Roleplaying Game Bestiary 6*
- BM = Softcover companion about underhanded places of commerce
- BoS = Softcover companion for shadowy characters
- CS = *Champions of the Spheres*
- ChoP = Softcover companion for pureheart characters
- EMH = Softcover companion for masters of the elements
- FF = Softcover companion about familiars
- F&Ph = Softcover companion for devoted and philosophical characters
- HA = *Pathfinder Roleplaying Game Horror Adventures*
- HH = Softcover companion for cartomancers and fortunetellers
- HotS = Softcover companion for city-dwelling heroes
- HS = *Letters From the Flaming Crab: Her Story*
- ISG = Campaign setting guide to deities
- ISI = Campaign setting guide to intrigue
- ISM = Campaign setting guide to magic
- ISMC = Campaign setting guide to monsters
- ISWG = Campaign setting guide to the world
- LM = *Legendary Mediums*

- LoD = Softcover companion for characters of draconic descent
- LotFW = Softcover companion for feytouched characters
- MA = *Pathfinder Roleplaying Game Mythic Adventures*
- MC = *Pathfinder Roleplaying Game Monster Codex*
- MTT = Softcover companion for melee tacticians
- OA = *Pathfinder Roleplaying Game Occult Adventures*
- OB = Campaign setting guide to occult creatures
- OM = Campaign setting guide to mysteries of the occult
- PA = *Pathfinder Roleplaying Game Planar Adventures*
- P42SSG = Adventure path book about a snake deity's temple
- P95AoF = Adventure path book about a fiery forge instrument
- P116FoW = Adventure path book about battling teeth
- P139TDR = Adventure path book about defunct streets
- P144MTD = Adventure path book about deathly obstetricians
- PHH = Softcover companion for planar travelers
- PotN = Softcover companion for nordic characters
- PSP = Softcover companion for members of a well-known society
- PU = *Pathfinder Roleplaying Game Pathfinder Unchained*
- Q&C = Softcover companion about game campaigns
- SoM = *Spheres of Might*
- SoP = *Spheres of Power*
- SoP:EO = *Spheres of Power: Expanded Options*
- TGGFM = *The Genius Guide To Feats of Multiclassing*
- UC = *Pathfinder Roleplaying Game Ultimate Combat*
- UE = *Pathfinder Roleplaying Game Ultimate Equipment*
- UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
- UM = *Pathfinder Roleplaying Game Ultimate Magic*
- UW = *Pathfinder Roleplaying Game Ultimate Wilderness*
- Val = *The Valkyrie Hybrid Class*
- VC = *Pathfinder Roleplaying Game Villain Codex*



WELCOME TO LEGENDARY ORACLES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and *Make Your Game Legendary!*

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WHAT YOU WILL FIND INSIDE LEGENDARY ORACLES

Legendary Oracles is the latest volume in our series of player-focused supplements, delivering divine alternatives for everyone's favorite charismatic and cursed spellcaster! Touched by the gods, Oracles are both empowered and cursed in ways that make normal life impossible, and the call to adventure impossible to deny. Already one of the most customizable classes to play, this new supplement offers even more ways to define and refine an oracle's role in your game. Rather than a redesign of an already perfect class, we offer a varied assortment of new options to personalize your character. With inspiration drawn from **Myth, Folklore**, and of course, **Legend**, these new options include: 12 mysteries, 14 archetypes, 12 oracle curses, 9 class bonuses, 21 feats (including 3 mythic feats), 8 spells, as well as new options, such as mystery familiars (each granting unique abilities), oracle burdens (physical hindrances that replace curses), runecasting, and many more selections that will enrich your oracle with divine dynamism! Make the best of your blessing and the worst of your curse with this amazing **46-page** *Pathfinder Roleplaying Game* class supplement by Margherita Tramontano and Aaron Hollingsworth and **Make Your Game Legendary!**

Legendary Games was founded on the principle of delivering first-class products for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





LEGENDARY ORACLE

ALTERNATE CLASS FEATURES



Every oracle is legendary.

Since its creation in the *Pathfinder Roleplaying Game Advanced Player's Guide*, this simple but elegant and versatile class has been many players' favorite. The oracle is a divine caster who's not bound to serve a specific god, can select attack, defense, or utility powers from her mystery to cover different party roles, and suffers from a cool mixed blessing -a curse- that adds a lot of flavor. We don't think that such a perfect mix needs a reworking. Therefore, *Legendary Oracles* will just add more options for a class that's already very good as it is.

MYSTERY FAMILIARS

When a deity chooses a reluctant mortal as an agent, it is not rare for a familiar to be sent to watch over her progress and make sure she doesn't stray from the right path. Just as a sorcerer can gain a *bloodline familiar*^{FF} or a witch a *patron familiar*^{FF}, an oracle has the option to choose a *mystery familiar* at 1st level, treating her class level as her wizard level for the purposes of this ability. A mystery familiar will more often than not take the form of the deity's sacred animal, and possesses a special ability indicated below according to the oracle's mystery.

This replaces the 1st-level revelation; in addition, the character gains bonus spells from her mystery one level later than she normally would. If the master gains a new familiar later or selects the *Improved Familiar* feat, the new familiar retains the previous one's mystery-based ability.

GMs may use the following mystery familiar abilities as written or employ them as guidelines for devising mystery familiar abilities for mysteries not listed below.

Ancestor^{UM}—Beacon of Wisdom (Sp): The familiar speaks with the voice of ancestors and always has the best advice about moral questions. It may cast *preserve grace*^{AG} 1/day (regardless of the oracle's or its own alignment).

Apocalypse^{MC}—Survivor (Ex): The familiar can withstand even the worst catastrophes inflicted by divine wrath. It gains DR 1/—. This increases by 1 point for every 5 levels of the master beyond 1st.

Ascetic^{VC}—Monastic Beast (Su): The familiar gains a ki pool as an unchained monk^{PU} of 1/2 its effective level, and one 4th-level ki power. It can only spend its ki points to use this ki power.

Battle—Combat Form (Su): Once per day, the familiar can grow 2 sizes larger and act as an animal companion for the duration of one combat. If the familiar becomes larger than the oracle thanks to this ability, it can act as a mount. While in this form, the familiar's scores are adjusted as fit for its new size. This is a polymorph effect.





Bones—Death Hound (Sp): The familiar is able to smell the grim scent of death. It gains *deathwatch* as a constant spell-like ability.

Dark Tapestry^{UM}—Maddening Aspect (Ex): The familiar has an unnatural aura that has the effect of *confusion* on other creatures. An adjacent enemy failing a Will save (DC = 10 + ½ the oracle's level + the familiar's Cha modifier) is confused for a number of rounds equal to ½ the oracle's level. An opponent that succeeds on the saving throw is immune to the familiar's aura for 24 hours. The familiar can activate or dismiss its aura as a free action. This is a mind-affecting effect.

Dragon^{LoD}—Draconic Breath (Su): The familiar gains a breath weapon of the same energy type chosen by the oracle, dealing 1d4 points of damage (DC 10 + ½ the oracle's level + the familiar's Con modifier). This can be used thrice per day.

Elemental^{EMH}—Elemental Conversion (Su): As long as the familiar is touching its master, it can convert all or half the damage dealt by the master's spells into its opposite (fire becomes cold, acid becomes electricity, and vice versa), as per the Elemental Spell feat. This doesn't increase the spell level or casting time. The familiar can use this ability a number of times per day equal to ½ its equivalent level.

Folklore—Fairy Teller (Su): The familiar hails from the world of dreams and fairy tales. It gains the alebrije^{P144MTD} template (its alebrije abilities are calculated according to its racial hit dice, not its equivalent hit dice).

Flame—Burning Ember (Su): The familiar gains the fire subtype and can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow it to see normally.

Heavens—Shooting Star (Su): The familiar can use *dancing lights* once per hour. Three times per week, it can also release a shooting star that deals 12 points of fire damage to a creature within 30 feet who fails a DC 13 Reflex save.

Intrigue^{UI}—Infiltrator (Su): The familiar gains the shapechanger subtype and the change shape monster ability. This works as *disguise self*, except the change is real rather than illusory. A disguised familiar even imitates its disguise's alignment aura for the purpose of divination spells and effects.

Juju^{F&Ph}—Reincarnated Advisor (Su): The familiar is actually the reincarnated spirit of a friend or teacher. It is treated as a soulbound familiar (see the spirit binder^{FF} wizard archetype), except it doesn't gain the lost talents ability.

Life—Lifegiver (Su): A number of times per day equal to ½ the oracle's level + her Charisma modifier, the familiar can heal 1d6 hit points to a creature it

touches, as a paladin's lay on hands ability. At 10th level, this increases to 2d6 hp, and at 20th level, to 4d6 hp. If the familiar already has the lay on hands ability (like a silvanshee^{B2}), the effects stack.

Lore—Mystic Librarian (Sp): The familiar is a vessel for knowledge from the world's libraries. A number of times per day equal to ½ the oracle's level + its Charisma modifier, it may cast *page-bound epiphany*^{PSP}, using the oracle's caster level.

Lunar^{BotM}—Ravager (Ex): The familiar suffers the moody influence of the moon. It gains the blood rage special attack (see the badger^{B2} familiar's stats).

Metal^{UM}—Golden Blade (Su): Once per day, the familiar can change shape into a light or one-handed metal weapon. The familiar's master is proficient with this weapon while the familiar is in weapon form. This otherwise works as the raktavarna's^{B3} change shape ability.

Murder—Coup de Grace (Sp): The familiar's touch has the effect of *bleed* on a stabilized dying creature. The familiar can use this ability at will, but not more than once per day on the same target.

Nature—Ferocious Beast (Su): The familiar is a primal being, similar to the first rugged ancestors of its race. Its natural attacks deal damage as those of a creature one size larger.

Occult^{OM}—Paranormal Connection (Su): The familiar is a vessel for occult forces. It can use telepathy in a 60-ft. radius.

Outer Rifts^{ISM}—Weapon of Fate (Ex): The familiar's natural weapons count both as cold iron and chaotic/evil/good/lawful (depending on the master's alignment) for the purpose of bypassing damage resistance. A true neutral master must select one alignment at 1st level for this ability and cannot change it afterwards.

Reaper^{P139TDR}—Omen of Afterlife (Sp): The familiar is able to cast *early judgment*^{ISG} once per day as a spell-like ability.

Self—Self-Awareness (Sp): The familiar can transform into a copy of its master, as the decoy^{FF} familiar's master's guise ability. This power can be used for 1 minute/day per caster level of the master, spent in 1-minute increments.

Shadow^{BoS}—Deepen Darkness (Su): The familiar is surrounded by an aura of shadow at all times. Within 3 feet from the familiar, the light level is lowered by 1 step. Once per day, the familiar can expand its aura as per a *deeper darkness* spell centered on itself.

Solar^{HH}—Ray of Light (Su): The familiar sheds light as a torch at all times. This ability can be suppressed at will. Once per day, the familiar can intensify its light as per a *daylight* spell centered on itself.



Spellscar^{ISM}—Tiny Magic (Sp): The familiar's exposure to arcane forces allows it to cast *prestidigitation* at will.

Stone—Earthrunner (Ex): The familiar gains the Earth subtype and the earth glide ability of an earth elemental.

Streets^{HotS}—Squeezer (Ex): The familiar is able to exploit every nook and cranny he can find in order to hide or spy. It gains the compression universal monster ability.

Succor^{HH}—Keep Death At Bay (Su): Whining and growling, the familiar can protect someone from the reaper's grasp. The familiar automatically stabilizes any dying creature it touches.

Time^{UM}—Anticipating Step (Ex): The familiar is slightly out of sync with normal time. All its speeds increase by 10 feet, and it gains an initiative bonus equal to 1-1/2 its Dexterity.

Valkyrja—Mount of Valhalla (Su): As the battle mystery familiar, but a valkyrja's familiar always takes the form of a Medium/Large unicorn or pegasus.

Vice—Corrupted Magic (Su): Every time the familiar delivers a touch spell from the necromancy school, the spell's caster level increases by one, +1 for every 4 levels of the master beyond 1st.

Virtue—Charitable Magic (Su): Every time the familiar delivers a touch spell from the healing subschool or one with the good descriptor, the spell's caster level increases by one, +1 for every 4 levels of the master beyond 1st.

Volcano^{P95AoF}—Obsidian Attack (Ex): The familiar's bite and claws attacks inflict both piercing and slashing damage, and are considered to be obsidian weapons for all purposes.

Waves—Undersea Rover (Su): The familiar gains the Water subtype. Three times per day, it can teleport from a body of water to another within 1 mile per level of the oracle. Both the starting and the arrival bodies of water must be the same size as the familiar or larger.

Whimsy^{LotFW}—Supreme Stealth (Ex): The familiar cannot be seen unless it wants to. It gains the hide in plain sight ability.

Wind—Airborne (Ex): The familiar gains the Air subtype and a fly speed equal to its base speed + 10 feet, with Perfect maneuverability.

Winter^{PotN}—Snow Child (Su): The familiar gains the cold subtype. It suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through.

Wood^{UM}—Vegetal Friend (Sp): The familiar is at least partly plant and gains the trust of vegetal creatures. It can use *charm plants* as a spell-like ability a number of times per day equal to 1/2 the oracle's level + its Charisma modifier.

RUNIC DIVINATION

Words have power. The written word has even more power.

In our world, the Norse and Finns were among the many peoples who believed that carving a letter from their alphabet—a rune-, singing it aloud, or drawing it from a satchel in a divination could reveal or even influence the future. Magic is “spelling”; enchantment is singing (from the Latin *cantus*, “a song, a chant”, and the Italian *incantare, incantesimo*). Bards, skalds, and of course oracles were experts of runes and entrusted with reading and interpreting them in mysterious rituals.

Like Tarot cards, runes can also be adapted to Pathfinder, providing more flavor and options, whether for specialist or secular characters. Here we give a first, schematic attempt to do this. Runic options already existing in the game can also be easily modified and integrated with this new system.

USING THE RUNES

Runes can be used in different ways.

- Runes form a horoscope, each of them being tied to one different fortnight of the year and hour of the day. Creatures born under the sign of a specific rune are said to be influenced and protected by it during the course of their life.
- Each rune is related to one skill and influences checks associated with that skill.
- A rune can be permanently or temporarily worn by a creature for protection or luck (tattooed or pictured on the skin, stitched or embroidered on clothes, forged in jewels, etc.) or carved on a weapon, armor, or shield to confer it a special ability. This requires the Inscribe Rune feat.
- Unlucky or inverted runes can be invoked to curse an enemy. This requires the *bestow curse* spell line; the caster must also possess the Cast Rune or Inscribe Rune feat.
- Runes can be used singularly or combined to create magic songs: this is equivalent to using the optional rules on words of power and wordcasting from *Ultimate Magic*.
- Lastly, runes can be used for divination. Like with tarots or harrow cards, there are many different spreads that can be used to read the future. While everyone can cast runes for divination, the *runecasting* or *greater runecasting* spell are needed to achieve their magical effects, either good or bad.

There are different runic alphabets featuring in different ages and settings. Here we represent the most ancient series. Other runes can be created or imported by individual GMs to fit their campaign.

Variant Rule: Runic Auspice: An oracle can replace her curse class feature with the ability to draw one rune every morning when she regains her spells, to determine her luck or unluck for the day.



RUNES EFFECTS

Name	Meaning	Skill	Time of Year	Time of Day	Upright (Boon)	Reversed (Curse)	Carving
Fehu	Cattle	Handle Animal	29th Jun - 14th Jul	12:30-01:00 pm	Gain the Wilding ^{UW} feat (if subject already has the feat, it gains another +3 on wild empathy checks)	Suffer the effects of the unnerve beasts ^{UM} hex	Huntsman ^{APG} (weapon)
Uruz	Bull	Intimidate	14th - 29th Jul	01:30-02:30 pm	Rage for a number of rounds/day equal to Con bonus. Subject is fatigued as usual afterwards	Whenever subject drops under 1/2 their maximum hp, they risk suffering the effects of <i>confusion</i> (Will save negates) for a maximum number of rounds/day equal to Con bonus	Furious ^{APG} (weapon)
Thurisaz	Giant/Thorn	Climb	29th Jul - 13th Aug	02:30-03:30 pm	Gain DR 1/—	Suffer +1 damage from piercing weapons	Arrow catching (shield)
Ansuz	God/Mouth	Linguistics, Spellcraft	13th - 29th Aug	03:30-04:30 pm	Gain one 1st-level bardic performance of your choice and a number of performance rounds per day equal to subject's level	Vulnerability to sonic	Singing ^{MTT} (shield)
Raido	Ride	Ride	29th Aug - 13th Sept	04:30-05:30 pm	Subject's land speed increases by 10 ft.	Subject's land speed is reduced by 10 ft.	Terrain-Striding ^{AMH} (armor)
Kaunaz	Torch	Knowledge (any)	13th - 28th Sept	05:30-06:30 pm	Seek the answer to a single question. The answer will come to subject in a cryptic prophetic dream in 1d6 nights, as <i>contact other plane</i>	Contract a random lesser madness	Cunning ^{APG} (weapon)
Gebo	Gift	Appraise	28 Sept - 13th Oct	06:30-07:30 pm	Subject and one ally chosen by the invoker share all positive effects cast on either of them	—	Allying ^{APG} (weapon)
Wunjo	Joy	Heal	13th - 28th Oct	07:30-08:30 pm	All healing spells cast on the subject are maximized	All healing spells cast on subject only heal 1/2 the listed hit points	Merciful (weapon)
Hagalaz	Hail	Fly	28th Oct - 13th Nov	08:30-09:30 pm	—	Intensity and duration of precipitation increase by 2 steps in a 60 ft. radius around subject	Shock (weapon)
Nauthiz	Need	Stealth	13th - 28 Nov	09:30-10:30 pm	—	Halve duration of beneficial spell effects on subject	Miserable ^{AOE} (weapon)
Isa	Ice	Acrobatics	28 Nov - 13th Dec	10:30-11:30 pm	—	Entangled	Frost (weapon)
Jera	Year	Survival	13th - 28th Dec	11:30-12:30 pm	As the witch's bounty ^{ChOP} major hex	—	Benevolent ^{UE} (armor)
Eihwaz	Yew	Disguise	28th Dec - 13th Jan	12:30 - 01:30 am	Assume the form of a natural animal, as <i>beast shape II</i> . The invoker must specify the animal subject will become. Subject's clothing and equipment do not transform with them. The change lasts for 1d6 hours or until the character sleeps or goes unconscious, although the caster can end it earlier if they wish.	—	Growing ^{MTT} (weapon)
Pertho	Dice Cup	Bluff	13th - 28th Jan	01:30-02:30 am	Roll 3d6. Apply higher result as a bonus on one save type chosen by subject	Roll 3d6. Apply lower result as a penalty on one save type chosen by the GM	Fortuitous ^{ACG} (weapon)
Algiz	Elk	Diplomacy	28 Jan - 13th Feb	02:30-03:30 am	+1 on all saving throws	-1 on all saving throws	Guarding ^{ARG} (shield)
Sowelo	Sun	Perception	13th - 27th Feb	03:30-04:30 am	Blindsight	Light sensitivity	Beaming ^{BOS} (weapon)
Teiwaz	Justice	Sleight of Hand	27th Feb - 14th Mar	04:30-05:30 am	+1 on Strength checks and Strength-based skill checks, +1 for every 4 levels of invoker beyond 1st	-1 on Strength checks and Strength-based skill checks, -1 for every 4 levels of invoker beyond 1st	Keen (weapon)
Berkana	Birch	Perform (any)	14th - 30th Mar	05:30-06:30 am	+2 bonus on all Charisma-based ability and Skill checks	Subject is <i>charmed</i> by a creature chosen by the caster (or by the GM if subject is the caster)	Calming ^{ACG} (armor)
Ehwaz	Horse	Escape Artist	30th Mar - 14th Apr	06:30-07:30 am	Gain an animal companion. If subject already has one, the animal companion instead gains two ability score increases (gaining +1 to two different ability scores or +2 to one ability score).	Lose animal companion or familiar. If subject doesn't have one, they don't count anyone as their ally instead.	Benevolent ^{UE} (weapon)
Mannaz	Humanity	Craft (any)	14th - 29th Apr	07:30-08:30 am	Telepathy with one other creature at a time in a 10 ft. radius subject shares a language with	Suffer the effects of the evil eye ^{APG} hex	Courageous ^{UE} (weapon)
Laguz	Lake	Swim	29th Apr - 14th May	08:30-09:30 am	Hold breath for twice as long as normal, gain a swim speed equal to land speed, +2 on saves vs. exposure to icy waters, drowning, and spells/effects with the water descriptor	Hold breath for half the normal time, -4 on Swim checks, -1 on saves vs. exposure to icy waters, drowning, and spells/effects with the water descriptor	Seaborn ^{UE} (weapon)
Inguz	Hearth	Sense Motive	14th - 29th May	09:30-10:30 am	Subject and up to 4 other creatures within 60 ft. use the highest save rolls among all of them	—	Blood-Hunting ^{ACG} (weapon)
Othila	Patrimony	Profession (any)	29th May - 14th Jun	10:30-11:30 am	<i>Speak with dead</i>	-2 on attacks, damage and saves vs. undead and incorporeal beings	Deathless ^{UE} (armor)
Dagaz	Day	Use Magic Device	14th - 29 Jun	11:30-12:30 am	Channel positive energy 1/day + Cha bonus	—	Blinding ^{UE} (shield)
Wyrd	Fate	Disable Device	—	—	Gain a general indication of subject's fate in life, that can be as broad or precise as the GM desires. Once a prediction is made it must come true, unless the character prevents it in some way (usually, the prediction explains what must be done to ensure or avoid its fulfillment).	—	—



NEW INCANTER SPECIALIZATION

This specialization may be chosen by characters with the incanter class from *Spheres of Power*.

ORACULAR VOCATION (3 SPECIALIZATION POINTS)

The incanter gains revelations from an oracle mystery of his choice (but not mystery spells), using his incanter level as his oracle level. If he already gains an oracle mystery from another class, this instead allows levels of that class and his incanter levels to stack when gaining and determining the powers and abilities of his revelations. Use his casting ability modifier in place of his Charisma modifier when determining the powers of his revelations, if it is higher.

NEW MYSTERIES



MURDER

The dispensation of death is no mere natural process but an erudite art form to you, and you have studied every aspect of it to become one with the essence of the kill.

Class Skills: An oracle with the murder mystery adds Intimidate, Sleight of Hand, Survival, and Stealth to her list of class skills.



Bonus Spells: *inflict light wounds* (2nd), *inflict moderate wounds* (4th), *inflict serious wounds* (6th), *inflict critical wounds* (8th), *mass inflict light wounds* (10th), *mass inflict moderate wounds* (12th), *mass inflict serious wounds* (14th), *mass inflict critical wounds* (16th), *soul bind* (18th).

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

Accomplice (Ex): While flanking a target with an ally, you and your ally gain a +1 profane bonus to confirm critical hits against the target. This bonus increases by +1 at 5th level and every 5 levels thereafter.

Crow Familiar (Ex): You gain a crow (use the stats for the raven) for a familiar, using your oracle level as your wizard level. In addition, you gain Appraise as a class skill.

Death Attack (Ex): You gain the death attack ability, as per the assassin prestige class. You must be at least 7th level to select this revelation.

Hidden Weapons (Ex): You add your oracle level to all Sleight of Hand skill checks made to take something without being noticed.

Hide in Plain Sight (Su): You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow. You must be at least 15th level to select this revelation.

Murderous Charge (Ex): You automatically confirm a critical hit when your attack is made as part of a charge.

Rogue Talent: You can select a rogue talent. You treat your oracle level as your rogue level when qualifying for rogue talents. You can select this revelation multiple times. Each time, you gain a different rogue talent.

Solemn Sacrifice (Ex): You add your Charisma bonus to your damage roll when delivering a coup de grace.

Sneak Attack (Ex): You gain the sneak attack ability. Your sneak attack damage is 1d6. You can select this revelation up to 5 times. Each time, your sneak attack damage increases by an additional d6. The number of sneak attack dice you possess cannot exceed half your oracle level.

Track (Ex): You add 1/2 your oracle level (minimum 1) to Survival checks made to follow tracks.

Final Revelation: You become a master of murder. Once per day, when you directly cause the death of a creature with a weapon or a spell, the creature crumbles to dust. This prevents *raise dead* and *resurrection* (although *true resurrection* works as normal).



SELF

You turn your studies inward in deep and transcendent meditation upon the mysteries of the universe that can be divined through perfection of the inner self.

Class Skills: An oracle with the self mystery adds Perform, Perception, Survival, and Use Magic Device to her list of class skills.

Bonus Spells: *true skill*^{LSI} (2nd), *ally across time*^{LoIFW} (4th), *minor reversion*^{PHH} (6th), *paragon surge*^{ARG} (always matches your actual race) (8th), *army across time*^{LoIFW} (10th), *threefold aspect*^{APG} (12th), *twin form*^{APG} (14th), *nine lives*^{ARG} (16th), *akashic form*^{OA} (18th).

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

Child of the Mind (Su): You gain a pool of phrenic points^{OA} equal to 1/2 your oracle level (minimum 1) and one phrenic amplification^{OA}. You don't qualify for the *Expanded Phrenic Pool*^{OA} or *Extra Amplification*^{OA} feats. You can select an additional amplification at 5th, 9th, and 13th level. Your oracle level counts as your psychic level for the purpose of gaining and using these amplifications.

Knowledge Heals (Su): Self-knowledge can transform deadly hits in healing surges. Every weapon you wield gains the *healing* quality as long as it is in your hands. You must be at least 3rd level before selecting this revelation.

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

Meditative Might (Ex): You gain Meditation Master^{F&Ph} as a bonus feat. At 5th and 10th level, you gain another meditation feat of your choice as a bonus feat. You use your Charisma score in place of your Wisdom score for the purpose of qualifying for and using these feats.

Mindful (Su): You gain a +2 insight bonus on saves against divination, mind-affecting, and polymorph effects. At 7th level, this bonus also applies on saves against death effects, disease, and poison. At 11th level, the bonus increases to +4.

Panpsychism (Sp): You gain the psychic magic^{B6} universal monster ability. You can select 1 spell from the psychic's list for every spell level you are capable of casting and can cast these spells as psychic magic. Your number of psychic energy points is equal to your



Charisma bonus, and each spell costs a number of PE equal to its level in the psychic's list. Saving throws against these spells are Charisma-based.

Past Lives' Wisdom (Su): Once per day, you can enter a trance in which you have access to memories from your previous incarnations. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

Self-Centering (Su): You found your center, and attacks from the outside can't harm you anymore. You may add your Charisma modifier, instead of your Dexterity modifier, to your Armor Class and CMD. Any condition that would cause you to lose your Dexterity modifier to your Armor Class instead causes you to lose your Charisma modifier to your Armor Class.

Tat Twam Asi (Su): You learned to recognize the divine spark in yourself, increasing your resistance and strength in battle. As a move action, you can gain a +1 morale bonus on attack rolls, damage rolls, and Fort saves against disease and poison 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.

Transcendental Bond (Su): You can communicate mentally with allies. You may communicate with your allies for a number of rounds per day equal to your oracle level as if using *telepathic bond*. You may designate a

number of creatures as your ally equal to your Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, you may use this bond to cast a touch spell on a designated ally once per day.

Final Revelation: At 20th level, you have fully reached the ultimate unity of self with the cosmos and stop aging. Your type changes to outsider (native), but you retain any other subtypes you previously had. You cannot be magically aged and no longer take penalties to your ability scores for aging. Age bonuses still accrue, and any aging penalties that you have already accrued remain in place. You cannot die of old age, but you can be killed or die through accident, disease, poison, or other external effects. Should you die, you are reborn 3 days later in the form of an ideal version of yourself, who takes birth as normal for your previous type and subtype, and matures over the course of 7 days (treat as the *reincarnate* spell).

VICE

You embody every dreg of debauchery and a total immersion in sinful abandon.

Alignment: An oracle must be of a non-good alignment to gain access to the vice mystery.

Class Skills: An oracle with the vice mystery adds Bluff, Knowledge (local), Sleight of Hand, and Stealth to her list of class skills.

Bonus Spells: *enhance water*^{ISG} (2nd), *enthrall* (4th), *detect desires*^{UI} (6th), *hallucinogenic smoke*^{R&Ph} (8th), *reprobation*^{UM} (10th), *joyful rapture*^{UM} (12th), *waves of ecstasy*^{UM} (14th), *symbol of insanity* (16th), *symbol of strife*^{UM} (18th).

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

Cloak of Darkness (Su): You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak 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.

Charmor (Ex): You are so in tune with your primal nature that your instincts often act to save you from danger that your civilized mind isn't even aware of. You may add your Charisma modifier (instead of your Dexterity modifier) to your CMD.

Desire Sight (Sp): As a standard action, you can learn the desires of any creature you can see within 100 feet, as if you had concentrated until the third round of *detect desires*^{UI}. As usual for *detect desires*^{UI}, the target can attempt a Will save to negate the effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.





Flighty (Ex and Su): You add your Charisma bonus to Reflex saves. This is in addition to your Dexterity bonus. If you choose this revelation a second time, you also become immune to the entangled condition.

Folly (Ex): Once per day, you can avoid the responsibility of your actions. If you roll a natural 1 that causes a negative effect, you can negate the effect. This revelation can be selected multiple times. Each time, it grants an additional use of this ability per day.

Gift of Madness (Su): You tap into your internal reserves of ignorance and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Immoderation (Ex and Su): You add your Charisma bonus to Fortitude saves. This is in addition to your Constitution bonus. If you choose this revelation a second time, you also become immune to the sickened condition. If you choose this revelation a third time, you also become immune to the nauseated condition.

Life Leech (Su): You can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 7th level, plus one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

Pleasure is the Only Good (Su): Once per day as an immediate action, whenever you fail a saving throw against a disease, drug, or poison, you may ignore its effects for 1 hour per level. At 7th and 15th level, you can use this ability one additional time per day.

Revenge (Su): You may smite a creature 1/day as a swift action (as a paladin's smite evil ability, but regardless of the target's alignment). Your paladin level for this ability is equal to your oracle level.

Final Revelation: Upon reaching 20th level, the path of your excesses have led you to a palace of wisdom. You can use *mage's magnificent mansion* once per day as a spell-like ability. The caster level of this spell-like ability is always 20th. Once you decide on a floor plan for your mansion, it cannot be changed in future usages of this spell-like ability.

VIRTUE

You tap into the immortal essence of goodness and service to others.

Alignment: An oracle must be of a good alignment to gain access to the virtue mystery.

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

Bonus Spells: *protection from evil* (2nd), *delay pain*^{UM} (4th), *magic circle against evil* (6th), *discern lies* (8th), *mark of justice* (10th), *joyful rapture*^{UM} (12th), *circle of clarity*^{UM} (14th), *euphoric tranquility*^{APG} (16th), *spell immunity*, *greater communal spell immunity*^{UC} (18th).

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

Amor Fati (Su): You can conjure an invisible personal barrier spun by the fates that grants you a +2 deflection bonus on your armor class. At 7th level, and every four levels thereafter, the bonus increases by +1. At 13th level, this barrier grants you DR 2/—. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Fortitude (Ex and Su): You add your Charisma bonus to Fortitude saves. This is in addition to your Constitution bonus. If you choose this revelation a second time, you also become immune to all diseases, including supernatural and magical diseases, including mummy rot. If you choose this revelation a third time, you also become immune to all poisons.

Justice (Su): You may smite evil 1/day as a swift action; your paladin level is equal to your oracle level for this ability. This revelation can be selected up to three times. Each time, it grants an additional use of smite evil per day.

Memento Mori (Ex): You gain a +2 morale bonus on Knowledge, Perception, Sense Motive, and Survival checks against undead creatures. Likewise, you get a +2 morale bonus on attack and damage rolls against undead creatures. These bonuses increase by 1 for every 6 additional oracle levels you possess.

Premeditatio Malorum (Ex): You gain a +2 morale bonus on Knowledge, Perception, Sense Motive, and Survival checks against evil outsiders. Likewise, you get a +2 morale bonus on attack and damage rolls against evil outsiders. At 10th level, this revelation can be selected a second time to double these bonuses. These bonuses increase by 1 for every 6 additional oracle levels you possess.

Prudence (Ex): Choose one Wisdom or Intelligence-based skill. You add your Charisma bonus in addition to the normal modifiers of this skill. This revelation can be selected multiple times. Each time, it applies to a different skill.



Summum Bonum (Sp): You add all oracle spells with the good descriptor to your list of spells known.

Sympatheia (Sp): When you cast a “communal” spell (a spell with “communal” in its name) on an ally, the duration of the spell is doubled. An ally cannot benefit from this revelation more than once per day.

Temperance (Ex and Su): You add your Charisma bonus to Will saves. This is in addition to your Wisdom bonus. If you choose this revelation a second time, you also become immune to fear effects. If you choose this revelation a third time, you also become immune to charm spells and spell-like abilities.

The Obstacle is the Way (Ex): Choose one of the following skills: Acrobatics, Climb, Disable Device, Fly, Linguistics, Ride, or Stealth. You gain this skill as a class skill. If you have at least 5 ranks in this skill, you automatically gain the skill unlockPU for this skill. This revelation can be selected multiple times. Each time, it applies to a different skill.

Final Revelation: Upon reaching 20th level you enter a state of unshakable inner peace. You become immune to all mind-influencing effects and your mental ability scores can never be negatively affected by transmutation effects. Lastly, you can speak with any living creature, as per the monk’s Tongue of the Sun and Moon ability.

FOLKLORE MYSTERIES

Legend can be its own form of divinity.

The exploits of the gods are well documented in religious texts and scriptures stored in church libraries. Yet, among more rustic and tribal folk, the deeds of divine beings are remembered in the form of folk tales. Often, these tales feature animal characters who perform god-like feats that shaped the world. Many might dismiss these stories as tall tales meant for children, but nonetheless, the tales live on to mold and inspire generation after generation.

Did sublime animal spirits manifest from these tales, or did animals actually awaken on their own and ascend to a state of divinity?

What is for certain is that these stories continue through the oracles of folklore mysteries. Empowered by these peculiar forces, folklore oracles are cast in the role of these characters of legend, gaining the same talents and trials.

Intrinsic Curses: Unlike other mysteries, folklore mysteries come with predetermined curses that are associated with the stories and characters they came from. When a folklore mystery is selected, its intrinsic curse must also be taken with it.

THE BEAR TRINITY

Intrinsic Curse: Haunted

Long ago, a group of bears mastered the ways of civilization. They built houses to dwell in, beds to sleep in, and developed the art of cooking food. Humans, perhaps curious or jealous of the bears’ accomplishments, crept into their dwellings as uninvited guests. When they discovered the humans squatting in their homes, sleeping in their beds, and eating all their food, the bears flew into a rage and tore the humans apart with their teeth and claws. Horrified





by what they had done, the family of bears abandoned their homesteads and returned to live as animals in the forest. Although the spirits of the Bear Trinity still long for civilization, the ghosts of the humans they slew still plague them with guilt.

Class Skills: An oracle with the bear trinity mystery adds Perception, Intimidate, Survival, and Swim to his list of class skills.

Bonus Spells: *cause fear* (2nd), *bear's endurance* (4th), *create food and water* (6th), *aura of doom*^{UM} (8th), *righteous might* (10th), *mass bear's endurance* (12th), *inflict serious wounds* (14th), *frightful aspect*^{UC} (16th), *massacre*^{HA} (18th).

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

Bear Brother (Ex): You gain a bear as an animal companion, treating your oracle level as your druid level.

Bear Care Stare (Su): You can channel positive energy like a cleric, using your oracle level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Bear-Handed (Su): Your hands grow claws, like those of a bear. You gain two claw attacks that deal damage according to your size (1d3 for small, 1d4 for medium). At 7th and 15th level, your claw damage increases by one step.

Bear It All (Su): Your kinship with the Bear Trinity allows you to take on the form of a dire bear as a standard action, as per *beast shape II*. While in this form, you gain a 40 foot base speed, low-light vision, scent, and a gore attack (1d8 damage) with powerful charge (+1d8 on your gore attack). At 8th level, you gain trample, as per the universal monster rule (dealing gore damage plus 1-1/2 times your Strength modifier). At 15th level, your gore damage increases to 2d8 and you gain the Awesome Blow feat.

Ghost Touch (Su): Your weapons gain the *ghost touch* special ability when you wield them. You must be at least 7th level to select this revelation.

Grin and Bear It (Su): As a standard action, you can gain the effects of *delay pain*^{UM} on yourself for a number of hours per day equal to your oracle level. These levels need not be consecutive.

Hibernation (Sp): You gain the benefits of the *dream feast*^{ISG} spell for every 8 hours of rest you gain in a 24 hour period. By getting 24 hours of rest, you do not need to physically eat or drink to survive.

In the Woods? (Ex): You gain Rhetorical Flourish^{UC} as a bonus feat, even if you do not meet the requirements.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature

to become shaken. This ability lasts for a number of rounds equal to 1/2 your oracle level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Storm of Ghosts (Su): You can summon the spirits that haunt you to attack in a ghostly barrage- their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d8 hit points of damage for every two oracle levels you possess. Undead creatures in the area take 1d8 points of damage for every oracle level you possess. A successful Fortitude save reduces the damage to half. 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.

Final Revelation: Upon reaching 20th level, you no longer need to eat or sleep. You can use *jungle mind*^{F&Ph} and *symbol of sleep* each once per day as a spell-like ability. Lastly, you become immune to fear.

THE BLINDED BAT

Intrinsic Curse: Clouded Vision

Long ago, a family of mice befriended a lion by pulling thorns from its paws. The lion, being the king of the savannah, asked a powerful fairy to grant the mice a wish. The family of mice wished for the ability to fly like birds, and so were granted wings, becoming the first bats. So excited were they by this new ability, they flew up higher and higher; so high that the Sun took notice. The Sun, being proud of his position as the highest thing in the heavens, glared at these tiny interlopers. When the bats caught sight of the Sun's bright glare, their eyes became dim and pained. Downward the family of bats flew, out of the Sun's sight, into the darkness of a narrow chasm. Alas, they could not see the mysterious predator in that dark and narrow passage. The mother and father bat were murdered, but their only child heard their screams and managed to hide in the shadows. Now, the Blinded Bat is a nocturnal spirit of justice, a stalker of stalkers.

Class Skills: An oracle with the blinded bat mystery adds Intimidate, Perception, Sense Motive, and Stealth to her list of class skills.

Bonus Spells: *bane* (2nd), *darkness* (4th), *deeper darkness* (6th), *discern lies* (8th), *wall of blindness/deafness*^{ACG} (10th), *symbol of fear* (12th), *vision of doom*^{ISWG} (14th), *discern location* (16th), *winds of vengeance*^{APG} (18th).

Bat Companion (Ex): You gain a dire bat animal companion, treating your oracle level as your druid level.

Blind Spot (Ex): You are so skilled at stealth that you can use the Stealth skill to hide from creatures with unusual senses that normally automatically detect creatures.



This includes senses such as blindsense, blindsight, lifesense, scent, or tremorsense. For each such ability that the creature possesses, if you are not bypassing the sense in another way (such as the *negate aroma* spell for scent or flying for tremorsense), the creature gains a stacking +20 circumstance bonus on all Perception checks to notice you, rather than automatically noticing you. You must be at least 7th level to select this revelation.

Evasive (Ex): You are hard to catch with area attacks. You gain the evasion ability. At 12th level, you gain the improved evasion ability.

Form of the Bat (Sp): As a standard action, you can assume the form of a dire bat, as per *beast shape II*. You gain a bite attack (1d8 damage), a fly speed of 40 feet (clumsy) and blindsense with a range of 10 feet. At 8th level, the fly speed increases to 60 feet (good), the range of your blindsense increases to 20 feet, and you gain the Flyby Attack feat. At 15th level, your fly speed increases to 80 feet (good) and you gain the Hover feat. You can use this ability once per day, but the duration is 10 minutes per oracle level. You must be at least 3rd level to select this revelation.

Frightful Presence (Ex): Your very presence is unsettling to foes. Activating this ability is a free action that can be part of an attack or charge. Opponents within 30 ft. who witness the action may become shaken or panicked for 1d6 rounds (+ an additional 1d6 rounds per every 4 oracle levels you possess). This ability affects only opponents with fewer Hit Dice than you have. An opponent can resist the effects with a successful Will save (DC 10 + ½ your oracle level + your Cha bonus). An opponent that succeeds on the saving throw is immune to your frightful

presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer.

Improved Senses (Ex): The range of your darkvision increases by 30 feet. At 8th level, your darkvision increases by another 30 feet (90 feet with the clouded vision curse included). At 15th level, your blindsense increases by 10 feet.

Recurring Nightmares (Sp): Foes who continue to escape your wrath are plagued with unsettling visions of you when they sleep. You can use *nightmare* once per day as a spell-like ability. You must select the same target each day until the target is dead or sufficiently punished by you or an ally. You must be at least 11th level to select this revelation.

Returning Weapon (Ex): You have a signature type of thrown weapon that returns to you. Choose one thrown weapon, such as throwing axes. Whenever you throw such a weapon, it automatically returns as if it had the *returning* property. At 14th level, if you chose a thrown weapon that is treated as ammunition, such as shuriken, and buy a set of 50 magic ammunition of that type, you automatically replenish them at no cost and never run out. If you chose a non-ammunition thrown weapon instead, you can apply the magical properties of the first weapon you throw in a round to any non-magical thrown weapons of that type you throw that round. This allows you to make a full attack with the benefits of his magical thrown weapon, even though it only returns next round.

Stalker Sense (Ex): You have a sense for danger. You always act on the surprise round. At 6th level, you gain uncanny dodge, and at 12th level, you gain improved uncanny dodge.



Winged Night (Su): As a swift action, you can manifest a pair of leathery wings that grant you a fly speed of 60 feet with average maneuverability for 1 minute/day per oracle level you possess. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you can see in total darkness at the same range as your darkvision (even magical darkness), and you cannot be magically blinded or deafened. You gain constant *true seeing* and *echolocation*^{UM}. Lastly, you add your Charisma bonus to all saves against illusion spells.

THE BOARFOLK TRIUMVIRATE

Intrinsic Curse: Hunger^{ISM}

Long ago, three boarfolk brothers attempted to build and govern a city-state of boarfolk. One brother lived in a house of straw, and he governed the farmers. The second brother lived in a wooden house. He governed the craftsmen and merchants. The last boarfolk brother lived in a brick fortress, and he commanded the military legions. When a colossal canine kaiju came, he consumed the crops of the farms and most of the citizens, but ultimately lost against the boarfolk's rallied defenses. Now, the spirits of the Boarfolk Triumvirate live on through "boaracles", divine representatives of their past glory. But the hunger pangs of the boar's enemy, the Great Grim Hound, still afflict them.

Bonus Spells: *sanctuary* (2nd), *web shelter*^{UM} (4th), *wind wall* (6th), *hunger for flesh*^{HA} (8th), *wall of stone* (10th), *word of recall* (12th), *repulsion* (14th), *antimagic field* (16th), *winds of vengeance*^{APG} (18th).

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

Bacon Brothers (Ex): You gain a boar as an animal companion, treating your oracle level as your druid level.

Citizen Soldier (Ex): You gain proficiency in all martial weapons and heavy armor.

Form of the Boar (Su): Your kinship with the Boarfolk Triumvirate allows you to take on the form of a dire boar as a standard action, as per *beast shape II*. While in this form, you gain low-light vision, scent (30 feet), ferocity, and a gore attack (1d8 + 1-1/2 your Strength modifier damage). At 8th level, you gain a +2 bonus to your Strength and Constitution while in this form. At 15th level, these bonuses increase to +4. You can use this ability once per day, but the duration is 10 minutes per oracle level. You must be at least 4th level to select this revelation.

Spider Friend (Su): You can speak with any living spider or spider-like creature. Additionally, you gain a +2 bonus to Diplomacy checks made with such creatures.

Stone Stability (Ex): You receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats.

Tusks (Su): Your bottom teeth become long and sharp, like those of a boar. You gain a gore attack that deals damage according to your size (1d4 for small, 1d6 for medium). At 7th and 15th level, your gore damage increases by one step.

Weapon Mastery (Ex): Select one weapon with which you are proficient. You gain Weapon Focus with that weapon. At 8th level, you gain Improved Critical with that weapon. At 12th level, you gain Greater Weapon Focus with that weapon. You do not need to meet the prerequisites to receive these feats.

Wind Sight (Ex): You ignore penalties on Perception checks based on wind and the first 100 feet of distance. At 7th level, as a standard action, you can see and hear into any area (as if using *clairaudience/clairvoyance*) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wings of Air (Su): As a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

Wood Armor (Su): You can conjure wooden armor around yourself, which grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. The armor vanishes if you remove it.

Final Revelation: Upon reaching 20th level, whenever you cast *wall of stone*, you can instead gain the effects of *wall of iron*. You gain the ferocity extraordinary ability and a +2 inherent bonus to your Constitution score. Lastly, you become immune to non-lethal damage.



THE FROG PRINCEPS

Intrinsic Curse: Tongues

Legend has it, there was once a clever and ambitious frog who learned the speech of elves. Through charm and deceit, he convinced an elf princess that he was really an elf princeps trapped in a frog's form. With the help of a wizard, the frog was transformed into his desired form and promptly married the princess. But his lies and ambition did not stop there. With a rich kingdom at his command, he emptied the treasury on expensive magic items that made him more charming and intelligent. At his highest state of greatness, it is said that the Princeps seduced and married a goddess, setting his first wife and his mortal life aside for a more divine state of royalty.

Class Skills: An oracle with the frog princeps mystery adds Bluff, Diplomacy, Linguistics, and Swim to his list of class skills.

Bonus Spells: *unnatural lust*^{UM} (2nd), *hidden presence*^{UI} (4th), *rain of frogs*^{UM} (6th), *touch of slime*^{UM} (8th), *baleful polymorph* (10th), *repulsion* (12th), *limited wish* (14th), *greater shout* (16th), *shapechange* (18th).

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

Adapted Traits (Ex): You gain two race traits from one race, even if you are not of the requisite race. Once this race is selected, it cannot be changed. This revelation can be selected up to three times. Each time, different race traits must be selected, but they must all be from the same race.

Assumed Form (Sp): You can change your appearance at will, as *disguise self*, with a caster level equal to your oracle level.

At 7th level, you can choose to actually transform, which works the same way but counts as a polymorph effect instead of an illusion and doesn't allow a Will save to disbelieve.

At 11th level, the ability lasts until you dismiss it or use it again, allowing you to even keep it active while you sleep.

At 15th level, when you use this ability as a polymorph effect, you can gain the size bonus to your ability scores and additional racial abilities as if using *alter self*.

Crown of Majesty (Sp): You gain a crown or tiara which functions identically to a wizard's bonded object, except it can be used to cast oracle spells (instead of wizard spells) and you can grant your bonded crown only magic abilities appropriate for a headband slot item. As per a wizard's bonded item, you can add additional magic abilities to your bonded crown as if you had the required item creation feat (typically Craft Wondrous Item), provided you meet the feat's level prerequisites. The magic properties of a bonded crown, including any magic abilities you added to the object, only function for you. If you die or the item is replaced, it loses all enhancements you added using this ability.

Form of the Frog (Sp): As a standard action, you can assume the form of a Large frog, as per *beast shape II*. You gain a swim speed of 30 feet, low-light vision, scent (30 feet), a bite attack (1d6 damage) with the grab ability, and the ability to treat all jumps as if you had a running start. At 8th level, you gain a tongue attack with a 15 foot reach that deals the same amount of damage as your bite (bludgeoning). At 15th level, your swim speed increases to 60 feet. In addition, the reach of your tongue attack increases to 30 feet and the tongue attack gains the grab special ability. You can use this ability once per day, but the duration is 10 minutes per oracle level. You must be at least 4th level to select this revelation.





Frog Call (Sp): You can cast *message* at will as a spell-like ability. Creatures that hear the message that you did not choose to receive the message will hear it only as the mundane calling of a frog. A *Speak with Animals* or *Tongues* spell can allow listeners-in to interpret the message. Lastly, the range of this spell-like ability increases by 50 feet per level instead of 10 feet per level.

Frog Companion (Ex): You gain a frog animal companion, treating your oracle level as your druid level.

Frog Legs (Sp): You can use *Jump* on yourself as a spell-like ability for a number of minutes per day equal to your oracle level. These minutes need not be consecutive, but they must be spent in one minute increments.

Hidden Magic (Su): You gain the Conceal Spell^{UI} feat as a bonus feat without needing to meet the prerequisites.

At 7th level, you can also hide your use of spell trigger items using the Conceal Spell^{UI} feat, though onlookers receive a +2 bonus on their skill checks to pierce your subterfuge.

At 11th level, you can even hide the use of spell completion items using the Conceal Spell^{UI} feat, though in this case, onlookers receive a +5 bonus on their skill checks to pierce your subterfuge.

Lethal Croak (Su): You gain a sonic breath weapon. This breath weapon deals 1d4 points of sonic damage per 2 oracle levels you have (minimum 1d4; Reflex half). The shape of the breath weapon is a 30-foot cone. You can use this ability once per day at 1st level, plus one additional time at 5th level and one additional time per day for every 5 levels beyond 5th.

Robes of Royalty (Su): You conjure an outfit worthy of royalty that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this outfit for 1 hour per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

Final Revelation: Upon reaching 20th level, you can speak with any creature that has an Intelligence score. Your darting tongue can even pierce the planar veil, allowing you to communicate with the outside worlds. You can use *Commune* once per day as a spell-like ability. Lastly, you gain immunity to mind-influencing effects.

THE KNOWING SERPENT

Intrinsic Curse: Deaf

Long ago, the Serpent overheard the gods whispering secrets to one another. Settling into a sneaky silence, the Serpent gained much in secret divine knowledge. When the gods learned of this espionage, they punished the Serpent with deafness. Now, as a slithering spirit, the Serpent shares his knowledge and his curse with the mortals he favors.



Class Skills: An oracle with the knowing serpent mystery adds all Knowledge skills, Perception, and Stealth to her list of class skills.

Bonus Spells: *Identify* (2nd), *Invisibility* (4th), *Locate Object* (6th), *Screaming* (8th), *Sending* (10th), *Legend Lore* (12th), *Ethereal Jaunt* (14th), *Moment of Prescience* (16th), *Astral Projection* (18th).

Revelations

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

Form of the Snake (Sp): As a standard action, you can assume the form of an emperor cobra, as per *Beast Shape II*. You gain a bite attack (2d6 damage), a climb speed of 30 feet, a swim speed of 30 feet, low-light vision, scent (30 feet), and the Combat Reflexes feat. If you already have Combat Reflexes or your Dexterity score is not high enough to gain more attacks of opportunity from Combat Reflexes, you can instead make one additional attack of opportunity each round. At 8th level, you gain a +4 racial bonus on Acrobatics and Stealth checks. At 15th level, when you make an attack of opportunity with your bite attack, that attack also applies the following poison. You can use this ability once per day, but the duration is 10 minutes per oracle level. You must be at least 4th level to select this revelation.

Poison (Ex) Bite—injury; *save* Fort DC = 10 + half your shifter level + your Constitution modifier; *frequency* 1/round for 6 rounds; effect 1d3 Con damage; *cure* 2 consecutive saves.

Insightful Defense (Su): When wearing no armor, you can focus on your surroundings to grant yourself a +4 insight bonus to your Armor Class. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you a +2 insight bonus to saving throws. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Lying In Wait (Ex): When making an attack of opportunity, you can add your Charisma bonus to the attack roll. You can use this ability a number of times per day equal to your Charisma bonus.

Monster Lore (Ex): You add your Charisma modifier on Knowledge skill checks in addition to your Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Silent Activation (Su): You can apply your Silent Spell feat when activating spell-trigger items, as if you were casting a spell.

Snake Companion (Ex): You gain a snake animal companion, treating your oracle level as your druid level.

Sonic Resistance (Su): Your curse of deafness protects you against sonic energy damage. At 1st level, you gain sonic resistance 5. This resistance increases by 5 at 10th and 15th level. At 20th level, you become immune to sonic energy damage.

Thundering Spell (Ex): You gain Thundering Spell^{APG} as a bonus feat. The level increase of this metamagic feat for you is decreased by 1 (+1 instead of +2).

Unchained Knowledge (Ex): You gain Signature Skill^{PU} (Knowledge) as a bonus feat. You must still have the requisite skill ranks in order to use this skill unlock. You must be at least 5th level to select this revelation.

Unchained Stealth (Ex): You gain Signature Skill^{PU} (Stealth) as a bonus feat. You must still have the requisite skill ranks in order to use this skill unlock. You must be at least 5th level to select this revelation.

Final Revelation: Upon reaching 20th level, you can take 20 on any Knowledge check and may make all Knowledge skill checks untrained. You can use *constricting coils*^{P42SSG} once per day as a spell-like ability. Lastly, you can use *scrying* as a spell-like ability for a number of minutes per day equal to your oracle level. These minutes need not be consecutive. You still need a reflective surface (such as a mirror or pool of water) to scry on a subject.

THE PERSISTENT TORTOISE

Intrinsic Curse: *Lame*

Long ago, a boastful hare declared himself the swiftest of all animals. None disputed him, save the slow-footed Tortoise. A race was held between the two. Although the rabbit was fast, the vices of pride and sloth prevented him from winning the race, for he had stopped to take a nap midway through the contest. The Tortoise won by virtue of his fortitude and persistence, and so became memorialized in legend. Those who host the spirit of the Persistent Tortoise must also bear the curse of slow steps.

Class Skills: An oracle with the persistent tortoise mystery adds *Escape Artist*, *Perception*, *Survival*, and *Swim* to their list of class skills.

Bonus Spells: *abjuring step*^{UC} (2nd), *escaping ward*^{JARG} (4th), *tiny hut* (6th), *dimension door* (8th), *teleport* (10th), *greater heroism* (12th), *ethereal jaunt* (14th), *temporal stasis* (16th), *time stop* (18th).

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

Boon of Bravery (Su): As a move action, you can call upon your deities to grant you courage. You gain a +1 morale bonus on attack rolls, damage rolls, and Will saving throws against fear effects 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 5 levels thereafter.





Form of the Turtle (Su): Your kinship with the Persistent Tortoise allows you to take on the form of a large giant snapping turtle as a standard action, as per *beast shape II*. While in this form, you gain low-light vision, scent (30 feet), a swim speed of 20 feet, and a bite attack (1d8 + 1-1/2 your Strength modifier damage). At 8th level, you gain an insight bonus equal to your Wisdom modifier to your CMD against bull rush, drag, overrun, reposition, and trip attempts. At 15th level, you gain DR 5/silver. You can use this ability once per day, but the duration is 10 minutes per oracle level. You must be at least 3rd level to select this revelation.

Friend to the Animals (Ex): Add all *summon nature's ally* spells to your spell list. You must still select these spells using your allotment of spells known. Animals within 30 feet of you receive a bonus on all saving throws equal to your Charisma modifier.

Resiliency (Ex): You are not disabled and you do not gain the staggered condition if you are reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while disabled. You do not need to meet the prerequisite to receive the Diehard feat.

Shell Armor (Su): You can conjure armor likened to a turtle's shell that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Shell of Steel (Ex): You are proficient with heavy armor and shields, including tower shields. You gain Improved Shield Bash as a bonus feat.

Snapper (Ex): Your mouth becomes hard and sharp, like that of a snapping turtle. You gain a bite attack that deals damage according to your size (1d4 for small, 1d6 for medium). At 7th and 15th level, your bite damage increases by one step.

Speed or Slow Time (Sp): As a standard action, you can speed up or slow down time, as either the *haste* or *slow* spell. You can use this ability once per day, plus one additional time per day at 12th level and 17th level. You must be at least 7th level before selecting this revelation.

Time Hop (Su): As a move action, you can teleport up to 10 feet per oracle level that you possess per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought. You must be at least 7th level to select this revelation.

Turtle Companion (Ex): You gain a giant snapping turtle as an animal companion, treating your oracle level as your druid level.

Final Revelation: Upon reaching 20th level, you become unstoppable. You are under the constant effects of *freedom of movement*. In addition, you no longer need to sleep. You become immune to sleep spells and effects. Lastly, you no longer take ability score penalties for aging and cannot be magically aged. Any penalties you may have already incurred, however, remain in place. Bonuses still accrue, and you still die of old age when your time is up.

THE PRINCESS IN REPOSE

Intrinsic Curse: Wasting



In the days of yore, a beautiful princess fell ill of a deadly disease. As she lay upon her deathbed, it was prophesied that the only thing that could cure her was a kiss from her soul mate. Many suitors came to try their luck, kissing her in hopes of not only curing her, but also winning her and marrying into royalty. A hundred suitors tried and failed, only to catch the same disease that was killing the princess. After this, the princess reasoned that it was better to die alone than to be the cause of any more needless death. And so, she locked her door, refused to admit any more suitors, and eventually passed away. Although her people were saddened by her death, they canonized the princess for her selfless sacrifice. Though her spirit endures, so too does her affliction.

Class Skills: An oracle with the princess in repose mystery adds Handle Animal, Knowledge (nobility), Ride, and Use Magic Device to their list of class skills.

Bonus Spells: *decompose corpse*^{UM} (2nd), *lesser angelic aspect*^{ChOP} (4th), *bestow curse* (6th), *plague carrier*^{UM} (8th), *angelic aspect*^{ChOP} (10th), *epidemic*^{UM} (12th), *cure serious wounds* (14th), *divine vessel*^{APG} (16th), *overwhelming presence*^{UM} (18th).

Revelations: An oracle with the princess in repose mystery can choose from any of the following revelations.



Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as inflict light wounds or the death's touch revelation), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Blood of Heroes (Su): As a move action, you can call upon your ancestors to grant you 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.

Cursed Charisma (Su): Your charm and beauty are ill things to destroy. Any creature that directly deals Charisma damage or Charisma drain to you must make a Fortitude save (DC 10 + 1/2 your oracle level + your Charisma bonus). If the save fails, the creature takes the same amount of damage or drain to their Constitution score.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Delay Affliction (Su): Once per day as an immediate action, whenever you fail a saving throw against a disease or poison, you may ignore its effects for 1 hour per level. At 7th and 15th level, you can use this ability one additional time per day.

Enhanced Cures (Su): Whenever you cast a cure spell, the maximum number of hit points healed is based on your oracle level, not the limit based on the spell. For example, an 11th-level oracle of the princess in repose mystery with this revelation may cast *cure light wounds* to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

Life Link (Su): As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per oracle level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

Near Death (Su): You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At 7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, the bonus increases to +4.

Pitiful Foe (Su): You can temporarily curse one target within 30 feet as a standard action, making it pitiful and ineffective in battle. While this ability is in effect, the target is never considered to be threatening you or your allies, even if it is armed and you or your allies are standing in a square into which it can make a melee attack. If the target rolls a natural 20 on an attack roll or saving throw, the attack or saving throw is not an automatic success (as would be normal) and whether it is successful is instead determined normally. Additionally, the target automatically fails all rolls to confirm critical hits. This curse lasts for 1 round per 2 oracle levels you have (minimum 1). A successful Will saving throw negates this effect. This is a mind-affecting curse effect. You can use this revelation once per day, plus one additional time at 7th and 15th levels.

Safe Curing (Su): Whenever you cast a spell that cures the target of hit point damage, you do not provoke attacks of opportunity for spellcasting.

Final Revelation: Upon reaching 20th level, you can help others die gracefully. You gain the calm emotions aura, compel condemned, and kiss of death abilities of a catrina psychopomp^{B4}.

NEW ARCHETYPES



COSMIC CHAMPION (ORACLE)

It is believed that only one cosmic champion exists in every plane in the multiverse, and that all cosmic champions are facets of the same being, coexisting in defiance of the apparent limits of time and space. Like knights on a multidimensional chessboard, the gods move the cosmic champions to fates strange and often tragic.

Weapon and Armor Proficiencies: A cosmic champion is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

This alters the oracle's weapon and armor proficiencies.

Weapon Burden: A cosmic champion gains a weapon burden (see below) instead of an oracle's curse.



Limited Spellcasting: A cosmic champion treats her Charisma bonus as 4 points lower when determining her bonus spells per day (by spell level). Whenever she casts a *summon monster* spell, she treats her oracle level as 4 levels higher when determining the spell's duration.

This alters spellcasting.

Battle Mystery: A cosmic champion must select the battle mystery with the following alterations:

A cosmic champion does not gain the bonus spells granted by the battle mystery. Instead, she gains a bonus combat feat at every even level. She must meet the requirements to select these feats.

The revelation Skill at Arms is replaced with the following revelation:

Fighter's Formidability (Ex): You treat your oracle levels as fighter levels for the purpose of qualifying for combat feats.

Tragic End: Upon reaching 20th level, the cosmic champion has fulfilled her predetermined destiny; the fates have no more need of her. The cosmic champion is able to call upon three favors from the gods, as per the *miracle* spell. But with each miracle comes the consequential effect of a different 9th level spell (decided by the GM). This consequential effect is always negative, and the third one invariably kills her.

This replaces the final revelation.

DEVOTED ORACLE (ORACLE)

A devoted oracle dedicates to one god only (though this could be not the same one who granted her mystery). She often didn't have a formal religious education but is anyway recognized as part of the church- though some can see her as troublesome or heretic. A devoted oracle could fill the niche of a medieval European friar or nun.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *ceremony*^{Q&C} (1st)*, *touch of mercy*^{ChoP} (4th), *hymn of mercy*^{ChoP} (10th), *invoke deity*^{PA} (12th).

Alignment: Any good.

Aura: A devoted oracle gains an aura depending on her own and her deity's alignment, as a cleric of her same level.

Monastic Vows: A devoted oracle gains the Virtuous Creed^{ChoP} feat at 1st level as a bonus feat. She gains it again at 5th, 10th, and 15th level. This replaces oracle curse.

Revelations: A devoted oracle gains access to the following revelations.

Divinity Channel (Su): You gain a channeling feat granted by your patron deity as a bonus feat. This must be a feat that modifies the channel energy ability, like *Turn Undead* or *Clarifying Channel*^{ISG}. You can

channel positive energy as a cleric of your oracle level for a number of times per day equal to 1 + your Charisma bonus, but only using your bonus channeling feat. You can select feats that add to the channel energy ability, as Extra Channel, but not other feats that modify it.

Obedient Servant (Ex): You gain the appropriate obedience feat for your deity as a bonus feat, even if you don't meet its prerequisites. At 5th level, you gain access to the first boon granted by your deity. At 11th level, you gain access to the second boon. At 14th level, you gain access to the third boon.

* A devoted oracle always grants sacred bonuses with her boons from *ceremony*. She can also select one special domain ceremony that's in theme with her deity and mystery (GM's discretion).

ENTRANCED WARRIOR (CHAMPION ORACLE)

An entranced warrior is not cursed by her contact with the divine but was chosen as the strong arm of her god, delivering omens to the faithful and guiding them in battle against the infidels. She is able to use martial techniques and enter a battle trance that augments both her attacks and magic abilities.

The entranced warrior archetype uses the rules from *Spheres of Power*, *Spheres of Might* and *Champions of the Spheres*. This archetype requires sphere oracle^{SoP:EO}.





Proficiencies: Entranced warriors are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Blended Training: An entranced warrior gains a combat or magic talent every time she gains a class level. Entranced warriors use their casting ability modifier as their practitioner modifier.

This replaces magic talents.

Inherent Talents: At 1st level, the entranced warrior receives a talent from one sphere associated with her mystery as a bonus talent. She gains additional talents from the same sphere at 5th, 9th, 13th, and 17th level. This replaces mystery spells.

The spheres associated to each mystery are as follows:

Inspired Trance (Ex): At 1st level, an entranced warrior can enter a state of trance, leaving control of her actions and speech to her god's will. An entranced warrior can maintain her trance for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Charisma, such as those gained from spells like *eagle's splendor*, do not increase the total number of rounds that the entranced warrior can maintain an inspired trance per day. The entranced warrior can enter a trance as a free action. The total number of rounds of inspired trance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in a trance, the entranced warrior gains a +2 dodge bonus to AC, a +1 on her magic powers' save DC, as well as a +2 morale bonus on Fortitude saves. An entranced oracle can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than using magic talents, using revelations, or attempting to return to normal.

The entranced warrior can end her trance as a free action; after ending the trance, she is fatigued for a number of rounds equal to 2 times the number of rounds spent in the trance. In addition, when exiting her trance she has a 5% chance per level to deliver a prophecy as per the Read Omens Divination talent, even if she doesn't possess it. An entranced warrior cannot enter a new inspired trance while fatigued or exhausted but can otherwise enter a trance multiple times during a single encounter or combat. If an entranced warrior falls unconscious, her trance immediately ends. This ability replaces oracle curse.

MYSTERY SPHERES

Mystery	Associated Sphere(s)
Ancestor	Death or Divination
Apocalypse	Destruction
Ascetic	Open Hand
Battle	War or Warleader
Bones	Death
Dark Tapestry	Dark or Warp
Dragon	Alteration, Destruction, or Enhancement
Elemental	Nature
Flame	Nature (fire)
Folklore	Fallen Fey
Godclaw	Fate
Heavens	Light
Intrigue	Illusion, Scout, or Scoundrel
Juju	Death or Life
Life	Life
Lore	Divination
Lunar	Alteration, Dark, or Light
Metal	Nature (metal)
Murder	Blood or Duelist
Nature	Nature (spirit)
Occult	Death, Divination, or Mind
Outer Rifts	Destruction or Warp
Reaper	Death
Self	Enhancement
Shadow	Dark
Solar	Light
Spellscar	Mana
Stone	Nature (earth)
Streets	Scout or Scoundrel
Succor	Life or Protection
Time	Time
Vice	Fate
Virtue	Fate
Volcano	Destruction or Nature (fire)
Valkyrja	War or Warleader
Waves	Nature (water)
Whimsy	Fallen Fey
Wind	Nature or Weather
Winter	Destruction or Weather
Wood	Nature (plant)



PALE RIDER (DUSKWALKER ORACLE)

An agent of Death himself, a pale rider gallops through the world like a shadow, granting the gift of repose to those whose time has come- and without leaving a lasting impression on anyone she meets.

Oracle's Curse: A pale rider must choose the haunted, powerless prophecy^{ISM}, pranked^{LoTFW}, or reclusive^{LoTFW} curse at 1st level.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *memory lapse*^{APG} (2nd), *invisibility* (4th), *phantom steed* (8th), *fleeting memory*^{BM} (10th), *ethereal jaunt* (14th), *mass fleeting memory*^{BM} (16th).

Revelations: A pale rider must take the following revelations at the listed levels.

Flicker (Sp): As the whimsy^{LoTFW} mystery revelation. You must take this revelation at 1st level.

Forgotten Presence (Sp): As the *intrigue*^{UI} mystery revelation. You must take this revelation at 7th level.

Spirit Walk (Sp): As the bones mystery revelation. You must take this revelation at 11th level.

Recommended Mysteries: ancestor, bones, intrigue, occult, reaper, time.

PANTHEIST ORACLE (ORACLE)

Oracles usually receive their powers by many different deities at once, and they can choose to openly worship all these deities as well.

Revelations: A pantheist oracle must take the following revelation at 1st level.

High Devotion (Su): You gain Deific Obedience as a bonus feat, even if you don't meet its prerequisites. When you gain the feat, choose one deity from your pantheon; you can perform that deity's daily obedience to gain its benefits. Whenever you would gain one of your deity's boons, you can instead gain the benefits of another deity's obedience. You can choose to gain the benefits of a maximum of four deities' obediences if you choose to forgo all three of your god's boons. You never need to spend more than 1 hour per day to perform your obedience.

RAGE PROPHET (BLOODRAGER)

Some ragers are divine in their inspiration. Chiefs and healers, their holy wrath comes from the gods and spirits they revere and is the most fearful thing to behold for their enemies in battle.

This archetype is a rewriting of the *Rage Prophet*^{APG} prestige class and replaces it.

Class Skills: A rage prophet adds Heal and Knowledge (religion) to his list of class skills and removes Knowledge (arcana).

This modifies class skills.

Mystery: At 1st level, a rage prophet selects an oracle mystery. Once made, this choice cannot be changed. This represents the favor granted him by the gods and spirits and influences the revelations and mystery spells she gains.

At 1st, 4th, 8th, 12th, and 16th level, a rage prophet selects a revelation from his chosen mystery. He qualifies for and uses these revelations as an oracle of his bloodrager level but can invoke their powers only when raging. A rage prophet never qualifies for the Extra Revelation^{APG} feat, neither can benefit from effects or magic items that grant extra revelations.

At 6th, 9th, 12th, and 15th level, a rage prophet is granted a mystery spell. These spells are in addition to the number of spells available to a bloodrager at each level. They cannot be exchanged for different spells at higher levels.

This replaces the 1st-, 4th-, 8th-, 12th-, and 16th- level bloodline powers and bloodline spells.





Oracle Curse: At 1st level, a rage prophet selects one oracle curse. This progresses using his bloodrager level as his equivalent oracle level. If a curse grants access to spells, 4th- and 5th-level oracle spells are added to the rage prophet's spell list as 3rd-level spells, and 6th- and 7th-level spells are added to the rage prophet's spell list as 4th-level spells. This replaces the 6th- and 18th-level bloodline feats.

Divine Caster: At 4th level, a rage prophet's bloodrager spells are treated as divine magic. He uses his weapon or shield as his divine focus. This ability alters the bloodrager's spellcasting.

Raging Healer: At 4th level, a rage prophet automatically adds all cure spells or inflict spells (his choice) of any level he can cast to his list of spells known. This replaces eschew materials.

Indomitable Caster (Ex): At 10th level, a rage prophet adds his Constitution bonus (if any) on concentration checks. This replaces the 9th-level bloodline feat.

Ragecaster (Su): Starting at 13th level, when casting in a bloodrage, either with blood casting or the [Mad Magic](#)^{ACO} feat, the rage prophet adds his Constitution bonus to the save DC of his spells, in addition to his Charisma bonus. This replaces the 12th-level bloodline feat.

Enduring Rage (Su): At 16th level, as a free action, a rage prophet can extend the duration of his bloodrage by sacrificing a spell slot; this prolongs the duration of his bloodrage for a number of rounds equal to the level of the spell slot used. This replaces the 15th-level bloodline feat.

Final Revelation: At 20th level, a rage prophet becomes a perfect vessel of divine wrath. He is granted a bonus on all saving throws equal to his Charisma modifier and can receive the benefits of his revelations even when he is not raging. This replaces the 20th-level bloodline power.

REVELATOR (ORACLE)

Secrets divine are revealed to those who possess understanding. Those who understand are worthy of learning the secrets divine. Those who share their knowledge of the secrets divine will know when and where and how to reveal that which had been revealed to them.

Diminished Class Skills: A revelator does not gain the normal class skills granted by her mystery. Instead, she gains one additional skill of choice as a class skill.

Bonus Spells: A revelator does not gain the normal bonus spells granted by her mystery. Instead, she learns one spell of choice from the divination school for every spell level she can cast. These spells can be from either the cleric/oracle or psychic spell list. The spell level of each of these spells must be equal to or lower than half the revelator's oracle level.

This alters bonus spells.

Revelation: A revelator must take the following revelation at 1st level.

Expanded Awareness (Su): As a move action, you can focus on your senses and gain one of the following sensory abilities: blindsense (10 feet), darkvision (30 feet), low-light vision, or scent. This new sense lasts for 1 round per oracle level.

You can use this ability a number of times per day equal to your Charisma modifier. At 11th level, you can use expanded awareness to gain see in darkness or thoughtsense^{OB} (20 feet). At 15th level, you can use it to gain lifesense.

RUNIST (ORACLE)

A seer from a warrior culture, the runist relies on the power of runes to draw auspices and guide her people. She often uses the variant runic auspice rule instead of an oracle curse.

Class Skills: The runist doesn't gain any bonus class skills from her mystery.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *runecasting* (3rd), *greater runecasting* (6th).

Runic Caster (Sp): The runist adds all spells with "rune" or "runes" in their name to her spell list. She still must know these spells in order to cast them.

Auspicious Spread (Ex): Every time the runist would gain a revelation from her mystery, she can choose to gain the Cast Rune feat instead. A revelation already replaced through an archetype cannot be further replaced this way.

Recommended Mysteries: lore, nature, occult.

SACRED KNIGHT (ELDRITCH KNIGHT)

As devoted as any warpriest, sacred knights are often personally chosen by their deity rather than enlisted in the official church hierarchy and answer only to the deity itself.

Requirements: To qualify to become a sacred knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level divine spells.

This alters requirements.

Class Skills: The sacred knight's class skills are Climb (Str), Heal (Wis), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), and Swim (Str).

This alters class skills.



Religious Training: A sacred knight adds his level to any levels of fighter he might have for the purpose of meeting the prerequisites for feats (if he has no fighter levels, treat his eldritch knight levels as levels of fighter). He also adds his level to any levels in a divine spellcasting class for the purpose of meeting the prerequisites for feats.

This alters diverse training.

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

This alters spells per day.

Holy Critical (Su): At 10th level, whenever a sacred knight successfully confirms a critical hit, he can deliver a blessing, domain power, revelation, shaman hex, or shaman spirit power through his weapon. The delivered effect must include the target of the attack as one of its targets or in its area of effect. Doing so does not provoke an attack of opportunity. The effect's targets are still entitled to a saving throw if allowed. This replaces spell critical.

SORTILEGA (ORACLE)

A sortilega (male: sortilegus) is a folk oracle who often lives predicting the future for the commoners. Her responses are as nebulous as a charlatan's, but much more truthful.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *prognostication*^{UI} (6th), *true prognostication*^{UI} (8th)

Curse: A sortilega must take the cryptic curse at 1st level.

Revelations: A sortilega must select the following revelation at 1st level.

Divine the Fates (Ex): You can employ a traditional method of divination (tarot reading, runes, weather interpretation, watching the behavior of sacred animals, and so on) to make short- or long- term predictions for an individual or a group. You gain the Prognostication^{OA} occult skill unlock, even if you don't meet the prerequisites for it. If you already can use occult skill unlocks or learn them later, you gain Psychic Maestro^{OA} as a bonus feat instead, with Prognostication as one of your two skill unlocks to use an additional time. You add ½ your oracle level (minimum 1) to Sense Motive checks made to use Prognostication.

Recommended Mysteries: ancestor, dark tapestry, folklore, heavens, lore, occult, streets.

SPIRITIST (ORACLE)

A spiritist is not only granted spells and revelations but calls spirits to dwell into her body in order to gain power.

Spirit Receptacle (Su): At 1st level, a spiritist can perform a seance every day to attract spirits related to her mystery (GM's discretion). She gains the ability to channel one kind of spirit chosen among those available to a medium^{OA} (base spirits, legendary spirits, or spirits from the *Legendary Mediums* book). The spiritist gains the spirit, spirit bonus, spirit surge, and taboo abilities as a medium of her oracle level. The oracle's allies cannot participate in this seance. A spiritist gains his spirit's lesser power at 1st level, its intermediate power at 7th level, its greater power at 15th level, and its supreme power at 20th level.

This replaces oracle's curse, the oracle's mystery's class skills, the revelations gained at 1st-, 7th-, and 15th-level, and final revelation.

VALA (VALKYRIE)

Warrior-prophets of the celestial hosts, vala teach heroes the secrets of magic and use powerful incantations as their swords and shields.

This archetype requires *The Valkyrie Hybrid Class*.





Revelation: At 1st level, a vala gains one revelation from a mystery granted by her deity. She uses her valkyrie level as her effective oracle level to determine the revelation's prerequisites and effects, and she never qualifies for the Extra Revelation^{APG} feat. The vala gains a second revelation from her chosen mystery at 8th level. A vala can select the Valkyrja Mystery (see below) as her mystery. This replaces deathwatcher.

Spells: Starting at 4th level, a vala is able to cast a limited number of spells. The vala uses the paladin spell list (if she or her deity are good) or the antipaladin's spell list (if she or her deity are evil) and uses Charisma as her casting stat, but she is a spontaneous caster and uses the bloodrager's spells per day and spells known. A neutral vala serving a neutral deity must select one of these lists and cannot change it afterwards. A vala's caster level for these spells is equal to her valkyrie level -3, and the paladin/antipaladin class spell list is considered to be her class spell list for the purposes of meeting prerequisites and using magic items. The GM can allow the valkyrie to replace spells with the lawful or chaotic descriptor if her alignment would prevent her from casting them.

This replaces aid, lasting death, death bearer, tongues, and call lightning storm.

Rage Powers: A vala gains a rage power at 4th level and every 4 levels thereafter. This modifies the normal rage powers progression.

VALKYRJA (ORACLE)

When the gods of war and death harvest the souls of their fallen faithful from the bloody battlefield, valkyries are sent forth to do the reaping. Recruited among the ranks of these psychopompic outsiders are the valkyrja, mortal warriors endowed with divine powers. Valkyrja are tasked to decide which warriors are best suited for service in the afterlife, pruning the tree of life and watering it with the blood of heroes. The brave are deserving of a glorious and honorable death, especially among enemies. Valkyrja themselves grow fearless in the face of peril, for they know that one day a valkyrie will come for them, as well.

Weapon and Armor Proficiencies: A valkyrja is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

This alter's the oracle's weapon and armor proficiencies.

Class Skills: A valkyrja does not gain Diplomacy or Heal as class skills. Instead, she gains Intimidate and Ride as class skills.

This alters the oracle's class skills.

Unique Curse: A valkyrja must select the following as her oracle curse:

Foreboding: Your mere presence stirs feelings of impending conflict and death, but the unease you exude can be used to steer the course of war. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 morale bonus on saves made against fear.

At 5th level, you are immune to the shaken condition.

At 10th level, you gain immunity to fear (magical or otherwise).

At 15th level, you gain the paladin's aura of courage class feature.

VALKYRJA MYSTERY

Instead of choosing a standard mystery, a valkyrja gains the Valkyrja Mystery.

Class Skills: The Valkyrja Mystery does not grant any additional class skills.

Bonus Spells: *doom* (2nd), *death knell* (4th), *magic vestment* (6th), *battle trance*^{ARG} (8th), *righteous might* (10th), *mass bull's strength* (12th), *planar ally* (14th), *symbol of death* (16th), *soul bind* (18th).

Revelations: A valkyrja with the Valkyrja Mystery can choose from any of the following revelations.

Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or the death's touch revelation), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet who hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Battlefield Clarity (Ex): Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blinded, deafened, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Death's Embrace (Su): You gain Improved Grapple as a bonus feat, even if you do not meet its prerequisites. Once per round when you succeed at a grapple combat



maneuver check, you can deal 1d6 points of negative energy damage to the target of your grapple. This damage increases by 1d6 at 5th level and every 5 levels thereafter, to a maximum of 5d6 at 20th level.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Soul Siphon (Su): As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level to select this revelation.

Terminal Aura (Su): You gain an aura with a 10-foot radius; any creature within that has fewer than 0 hit points but is stable must succeed at a Will save or be affected by the *bleed* spell. A dying creature within range of this aura does not receive a Constitution check to stabilize unless it succeeds at a Will save, but it can still be healed as normal. A creature with fast healing or regeneration must also succeed at a Will save every round or that ability does not function for 1 round. You can suppress and resume this aura as a free action. You must be at least 11th level to select this revelation.

True Death (Su): Those slain by your spells or by one of your attacks that deal negative energy becomes more difficult to bring back from the dead. Spellcasters attempting to bring such a creature back from the dead using *raise dead* or similar magic must succeed at a caster level check with a DC equal to 15 + your oracle level or the spell fails and the material component is wasted. A successful casting of *remove curse* (DC = 10 + your oracle level) before attempting to bring the creature back from the dead suppresses this effect for 1 minute.

War Sight (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Winged Death (Su): As a swift action, you can manifest a pair of feathery wings that grant you a fly speed of 60 feet with average maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you gain a deflection bonus to your armor class equal to your Charisma modifier. In addition, you can use *slay living* once per day as a spell-like ability.

VATES (CHRONICLER)

Prophet and poet, a vates evokes fortune, guides revolutions, and soothes heroic spirits with her performances.

Requirements: To qualify to become a vates, a character must fulfill all the following criteria.





Skills: Knowledge (religion) 3 ranks, Perform (any) 5 ranks, Sense Motive 5 ranks.

Feats: Spellson^{UM}.

Spells: Able to spontaneously cast 1st-level divine spells.

Special: Revelation class feature.

This alters requirements.

Class Skills: The vates' class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Survival (Wis), and Use Magic Device (Cha).

This alters class skills.

Spells: At every even-numbered level, a vates gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a vates, she must decide to which class she adds the new level for purposes of determining spells per day. This replaces deep pockets, master scribe, live to tell the tale, pathfinding, and improved aid.

Holy Narrator: A vates' class level counts as (and stack with) her oracle level when determining the effects of her revelations. This does not grant additional abilities. In addition, the vates can use Spellson^{UM} to cast oracle spells as if they were bard spells.

The Way to Follow (Ex): At 5th level, whenever the vates uses the Spellson feat to cast one of her mystery spells, she considers her character level as her caster level to determine the spell's duration and effects. This replaces whispering campaign.

NEW CURSES



AMORAL (CORRUPTION CURSE)

Evils that you or your ancestors committed in the past haunt you, but remorse also gives a way to atone your sins. You gain an aura of evil as an evil cleric of your curse level, and spells and effects based on alignment affect you as if you were evil, regardless of your true alignment. You may take levels in any class ignoring its alignment prerequisites.

At 5th level, you may cast spells with the chaotic, evil, good, or lawful descriptor freely without risking to shift your alignment.

At 10th level, you add *atonement* to your list of known spells.

At 15th level, you can alter or suppress your aura, appearing to be of any alignment you wish and being affected by spells and effects as if you had that alignment for a number of rounds per day equal to your curse level. These rounds need not be consecutive.

BLOATED

Your body is disproportionately swollen and bloated. If your size is Small, you lose your size bonus to AC and attack rolls. If your size is Medium, you take a -1 penalty to attack rolls and to your AC. You may cast all of your oracle spells as if they were modified by the Enlarge Spell feat. This does not increase their level or casting time.

At 5th level, and again at 10th level, you gain a +1 ability increase to your Strength score.

At 15th level, you add *giant form I* to your list of spells known.

CRYPTIC

Whether you are forced to speak in rhyme or in riddles, or you are compelled not to speak aloud anyone's name, your friends find it difficult to understand you in times of stress. In combat, or when you have to report important information, either your allies need to make a successful Sense Motive check or you need to make a successful Linguistics check in order to make yourself understood. You gain a +3 bonus on all checks to solve puzzles and riddles.

At 5th level, add *hidden speech*^{APG} and *investigative mind*^{ACG} to your list of spells known as 2nd-level spells.

At 10th level, targets of your language-dependent spells must roll twice for their saves and use the worst result.

At 15th level, once per day you can ask a riddle to a number of creatures equal to your Charisma bonus. An opposed Intelligence check against your Charisma score is required to find the answer. Creatures that can't find the answer are confused for a number of rounds equal to your oracle level.

ELEMENTAL IMBALANCE (VARIANT)

An oracle can select metal or wood as her favored elements with the elemental imbalance curse. The effects of the curse vary in the following ways.

Metal- You gain vulnerability to fire, cannot benefit from any fire resistance or immunity, and cannot cast spells with the fire descriptor that don't belong to the metal arcane school.



At 1st level, add *fool's gold*^{VC} to your list of spells known.

At 5th level, add *glitterdust* to your list of spells known.

At 10th level, add *golden guise*^{AOE} and *heart of the metal*^{ACG} to your list of spells known.

At 15th level, add *wall of iron* to your list of spells known.

Wood- You gain vulnerability to cold iron, cannot benefit from any cold iron resistance or immunity, and cannot cast spells that affect or create metal.

At 1st level, add *thorn javelin*^{ACG} to your spells known.

At 5th level, add *wood shape* to your list of spells known.

At 10th level, add *command plants* to your list of spells known.

At 15th level, add *ironwood* to your list of spells known.

MUTE

You cannot speak, use verbal spell components, or use racial or class abilities depending on speaking or singing. All your oracle spells are cast as if using the Silent Spell metamagic feat, without modifying their actual level.

At 5th level, you can speak telepathically with any creature you are in physical contact with. This is a one-way communication. You can also maintain a *telepathic bond* with one specific creature at a time by taking a full-round action to link your mind to that creature during telepathic communication.

At 10th level, your telepathy radius extends to 30 ft. and it becomes a two-way communication.

At 15th level, your telepathy radius extends to 60 ft.

PARALYTIC

One of your arms is partially paralyzed. You take a -2 penalty to Climb checks and combat maneuvers to grapple. You can hold items with this arm, but not wield or use items to make attack rolls or skill checks. Additionally, you cannot use two-handed weapons, such as bows or greatswords. You may cast all of your oracle spells as if they were modified by the Still Spell feat. This does not increase their level or casting time.

At 5th level, you no longer suffer a penalty to Climb checks and combat maneuvers to grapple.

At 10th level, you may choose to wield a two-handed melee weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for you, and it is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like.

At 15th level, you no longer suffer a penalty for wielding a two-handed melee weapon in one hand.

PSYCHOMETABOLIC (CORRUPTION CURSE)

Your mind was awakened to its real psychic potential, but this gift also brought a burden. You are affected by a lesser madness (see *Horror Adventures*) that can't be cured by any means. The spells you cast are considered occult spells rather than divine, and you use emotion and thought components instead of verbal and somatic.

At 5th level, add *detect thoughts* and *mindlink*^{OA} to your list of spells known.

At 10th level, add *thought shield IV*^{OA} to your list of spells known.

At 15th level, add *tower of iron will III*^{OA} to your list of spells known.

SULLIED ANCESTRY

You bear the social stigma of being related to an infamous and unforgivable villain (real or perceived). Your name, bodily markings, looks or some combination of these makes it easy for others to discern this relation. While most people will not outright attack you for your sullied ancestry, you are exceedingly difficult to trust. You cannot gain the benefit of the aid another action in combat, nor can you use this action to aid an ally. You cannot aid another to help someone succeed in a skill check, nor can you be helped in this way. You cannot gain the benefits of any teamwork feat. If you gain levels in a class that grants a teamwork feat, you can choose a different feat that you qualify for in place of it.

At 5th, 10th, and 15th level, you gain one additional class skill of choice and 6 bonus skill points.

STUTTER

You have a speech impediment and cannot correctly pronounce the words' sounds. However, your grave and reflective behavior gives you great authority. All the spells you cast with a verbal component have a minimum casting time of 1 round, but you gain a +4 bonus on all concentration checks to cast spells.

At 5th level, you may apply the Extend Spell feat to spells you cast without increasing their casting time.

At 10th level, you gain a +1 bonus to your caster level when using charm and compulsion spells and effects.

At 15th level, you are immune to language-dependent spells and effects.

TORPID

Your reactions in combat are slow and sluggish. You take a -2 penalty to Reflex saves and cannot make attacks of opportunity. You may cast any of your oracle spells as if they were modified by the Delayed Spell^{P116FoW} feat. This does not increase their level or casting time.



At 5th level, once per round, when you choose to delay your initiative by 5 or more, you gain a +1 insight bonus on your next attack roll. This attack roll must be made in the same round you are choosing to delay.

At 10th level, your penalty to Reflex saves is reduced to -1.

At 15th level, your bonus insight on delayed attacks increases to +2.

WIZENED

Your body is prematurely aged and you appear two age categories older than you actually are (maximum Venerable). You take a -1 penalty to all Strength- and Dexterity-based checks, and your lifespan is reduced by 25%. With this loss of mundane longevity comes a boost to your magical longevity. You can cast all of your oracle spells as if they were modified by the Extend Spell feat. This does not increase their level or casting time.

At 5th level, with age comes wisdom. If your Charisma score is ever reduced to lower than your Wisdom score, you can use your Wisdom score in place of your Charisma score to continue to cast your oracle spells, but not any other class ability that is based on Charisma.

At 10th level, you gain a +1 bonus to all Intelligence-based and Wisdom-based checks.

At 15th level, this bonus increases to +2.

WRATH

In critical moments, your fury explodes, endangering whoever is near. Whenever you drop under 50% of your hit points, you must succeed at a Will save each round (DC = 15 + your curse level) or fly into an enraged state, gaining all the benefits of a barbarian's rage, but always attacking the nearest living being. This state lasts until you lose consciousness, there are no more living

creatures nearby, or you succeed at a new Will save (you can attempt to save once per round); you are fatigued afterwards as per a normal barbarian's rage. You have a measure of control on your inner fury, though. You can rage voluntarily for a number of rounds per day equal to your curse level, and gain rage powers through the Extra Rage Power feat.

At 5th level, add *rage* to your list of spells known as a 2nd-level spell.

At 10th level, you may cast oracle spells and use revelations even while in a rage, whether it is induced by this curse or not.

At 15th level, you gain the greater rage barbarian ability.

ORACLE BURDENS

Oracle burdens are oracle curses in the form of an item that an oracle must bear, similar to a cursed magic item. Like an oracle's curse, an oracle burden has both drawbacks and benefits.

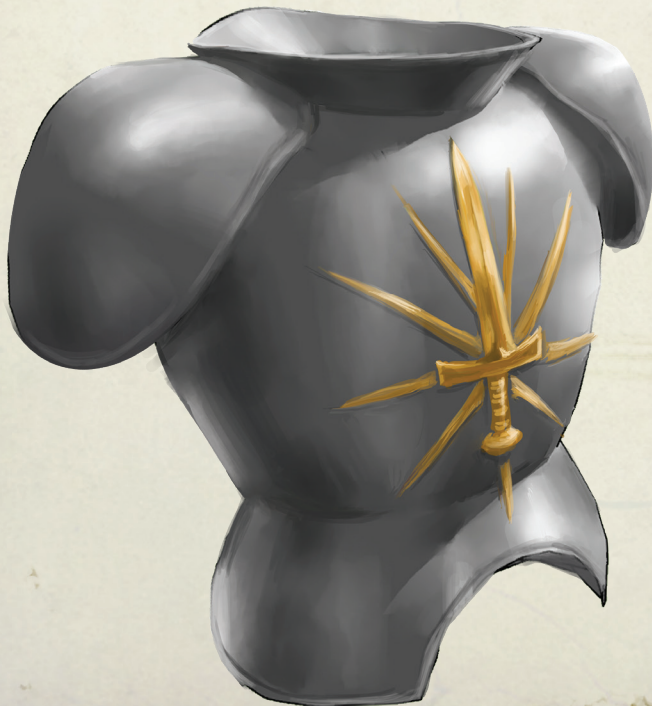
An oracle burden only functions for the oracle it is assigned to. It cannot be sold, given away, lent to an ally, or discarded. If it is lost, it reappears instantly on the oracle's person. An oracle burden cannot be fully destroyed; it retains a minimum of 1 hit point no matter how much damage it is dealt. A damaged burden is fully restored after the oracle gets 8 hours of rest. If an oracle dies, their burden disappears or can be passed to another oracle as a legacy. An oracle can add additional magic abilities to his burden as if she has the required item creation feats, if he meets the level prerequisites of the feat. Burdens otherwise function as and replace the oracle curse class feature.

ARMOR BURDEN

Your burden is a masterwork suit of light, medium, or heavy armor, or a shield. You are considered proficient with this armor or shield. You take a -2 penalty to AC if you wear any other suit of armor (if you choose armor) or use any other shield (if you choose shield). Even when you are not wearing your armor burden, you are always affected by its maximum Dex bonus, armor check penalty, arcane spell failure chance, speed adjustment, weight, and encumbrment.

At 5th, 10th, and 15th level, you can select one of the following benefits. Benefits marked with an * can be selected multiple times.

- The Maximum Dex Bonus of your armor burden increases by 1.
- The Armor Check Penalty of your armor burden decreases by 1.
- The Arcane Spell failure chance of your armor burden decreases by 5%.





- The cost of adding magical enhancements to your armor burden decreases by 10%.
- The time it takes to don your armor burden is decreased by 25%.
- You gain a bonus combat feat that applies to your armor burden.

Your speed is never reduced by your armor burden. You must be at least 10th level to select this benefit.

GLORIOUS PURPOSE BURDEN

Your burden is a wondrous item. This wondrous item must not be a body slot item or a single-use item. Having this item takes a toll on your mortal being, but strengthens your resolve. Your Constitution score is reduced by 2. You add your Wisdom bonus in place of your Constitution bonus when making concentration checks. You cannot add additional magic abilities to your glorious purpose burden as with other burden items.

At 5th level, choose one wondrous item worth 6,000 gold or less. Your glorious purpose burden functions like this wondrous item.

At 10th level, your glorious purpose burden functions now as one wondrous item worth 12,000 gp or less.

At 15th level, your glorious purpose burden functions now as one wondrous item worth 24,000 gp or less.

LIVING BURDEN

Your burden is a special child with a mysterious destiny. Although the child is as resilient as other cursed burdens, they still rely on you to help them. Due to your compelled devotion to the child, you cannot have a familiar, animal companion, eidolon, or phantom. A living burden weighs about 20 lbs. Although the child's destiny is uncertain, it still brings out the best in you. Once per day, you can reroll any d20 roll or check. You can do this an additional time per day at levels 5, 10, and 15.

LIVING BURDEN

N Tiny humanoid
Init -2; Senses Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10 (-2 Dex, +2 size)

hp 10

Fort +1, Ref +0, Will +1

OFFENSE

Speed 5 ft.

Melee —

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 6, Con 10, Int 2, Wis 12, Cha 3

Base Atk +0; CMB -4; CMD -4

Feats Skill Focus (Perception)

Skills Perception +4

REGALIA BURDEN

Your burden is a magic piece of regalia, such as a ring, amulet, headband, or any other worn item that is not armor. This burden takes up one of your body slots, as appropriate, even when you are not wearing it. The regalia feels unnaturally heavy and torments you with horrific visions, but it makes you jumpy and quick to avoid danger. You take a -2 penalty to Fortitude and Will saves and gain a +2 bonus to Reflex saves.

At 5th level, choose one spell from any spell list that is 2nd level or lower. You can use this spell as a spell-like ability once per day while wearing your regalia burden.

At 10th level, choose one spell from any spell list that is 4th level or lower. You can use this spell as a spell-like ability once per day while wearing your regalia burden.

At 15th level, choose one spell from any spell list that is 6th level or lower. You can use this spell as a spell-like ability once per day while wearing your regalia burden.

Spell-like abilities gained by a regalia burden are cumulative.

WEAPON BURDEN

Your burden is a masterwork melee or ranged weapon. You are considered proficient with this weapon. You take a -2 penalty to attack and damage rolls if you wield any other weapon. Whenever you lose control of your weapon (roll a natural 1) you must reroll your attack (as a free action) and direct your attack at your nearest ally. If there are no allies that your weapon can reach, this attack fails as normal.

If the weapon burden is a light mace or club, it can be crafted into a rod with the Craft Rod feat. If the weapon burden is a quarterstaff, it can be crafted into a staff using the Craft Staff feat.

At 5th, 10th, and 15th level, you can select one of the following benefits. Benefits marked with an * can be selected multiple times.

- The cost of adding magical enhancements to your weapon burden decreases by 10%.
- You gain a bonus combat feat that applies to your weapon burden.
- Once per day, you can choose to automatically confirm a crit made with your weapon burden.

When wielding your weapon burden, add your Charisma bonus to your Combat Maneuver Defense whenever an opponent attempts to disarm you or attempts to sunder your weapon burden.

Your weapon burden is treated as magic for the purpose of overcoming damage reduction.

Your weapon burden is treated as cold iron and silver for the purpose of overcoming damage reduction.



Choose one of the following alignment components: chaotic, good, evil or lawful, your weapon burden also counts as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the oracle's actual alignment, such as a good oracle choosing evil.) You must be 15th level to select this benefit.

NEW FAVORED CLASS BONUSES



Android: Add +½ to the oracle's level for the purpose of determining the effects of the oracle's promethean or shattered psyche curse.

Aphorite: Add one spell known of the abjuration school from the cleric or wizard spell list. This spell must be at least 1 level below the highest spell level the oracle can cast.

Duskwalker: Add one spell from the psychic spell list that isn't on the cleric spell list to the list of spells the oracle knows. This spell must be at least 1 level below the highest spell level the oracle can cast.

Ghoran: Add one spell known from the druid's spell list that affects specifically plants. This spell must be at least 1 level below the highest spell level the oracle can cast. The spell is treated as 1 spell level higher, unless it is also on the oracle spell list.

Naiad: An oracle with the waves mystery adds one spell with the water descriptor from the wizard spell list that isn't on the cleric spell list to the oracle's spell list; she still must select this spell as one of her spells known in order to cast it. This spell must be at least 1 level lower than the highest spell level the oracle can cast.

Oread: Add +¼ to the oracle's level for the purpose of determining the effects of one revelation.

Skinwalker: An oracle with the lunar mystery adds one spell from the shaman's spell list that isn't on the cleric spell list to the oracle's spell list; she still must select this spell as one of her spells known in order to cast it. This spell must be at least 1 level lower than the highest spell level the oracle can cast.

Tiefling: Add +¼ to the oracle's level for the purpose of determining the effects of one revelation.

Undine: Add +¼ to the oracle's level for the purpose of determining the effects of one revelation.

NEW RACIAL TRAIT



Afterlife Affinity (Duskwalker^{PA}): Duskwalker oracles with either the ancestor or bones mystery who have this trait treat their Charisma score as 2 points higher for all mystery spells and class abilities. Duskwalker necromancers use their school powers and spells at +1 caster level. This racial trait replaces ghost hunter.

NEW AND REVISED MYTHIC PATH ABILITIES



1ST-TIER ABILITIES

Coupled Graces (Su) (Hierophant): Whenever you spend a standard action, move action, or swift action to activate a domain power, revelation, warpriest blessing, shaman spirit power, or shaman hex, you can also activate an ability that uses mythic power as a free action. The mythic ability you activate must require the same action type as the other ability you activated or faster (a swift action is faster than a move action, and a move action is faster than a standard action).

3RD-TIER ABILITIES

Divine Inception (Su) (Universal): Select any number of druidic domains, oracle mysteries/shaman Spirits, or witch patrons matching your quasi-divine portfolio upon taking this ability. You grant access to these as if you were a deity. Creatures that gain spells from you don't receive any spells per day of levels higher than your tier; they lose those spell slots. In addition, you add spells from one of the domains, mysteries/spirits, or patrons you grant to those you can cast as spell-like abilities from Divine Source. If you have access to druidic domains, mysteries/spirits, or witch patrons, you may change them to those you grant others. By expending one use of mythic power when regaining your spell-like abilities, you can change the spells you gain from this ability with those belonging to another druidic domain, mystery, or patron you can grant. You



can select this path ability up to three times. Each time you take it, you must choose a different option. You must have selected the Divine Source path ability at least once before selecting this ability.

Divine Versatility (Ex) (Hierophant): Choose a number of spells equal to your tier from a divine spell list different from yours. These must be spells of a level you are able to cast. You add those spells to your list (and to your spells known, if you are a spontaneous spellcaster). Every time you gain a new tier, you can select an additional spell from the same list. You can take this ability more than once. Each time you take it, you can select an additional number of spells equal to your tier from the same list or another, and you gain one additional spell whenever you gain a tier.

6TH-TIER ABILITIES

Conduit of Divine Will (Su) (Hierophant): Your mythic nature is directly connected to the divine. As a standard action, you can expend one use of mythic power to use channel energy, lay on hands, or cast any one spell from your domain, mystery, or spirit magic spell lists (as long as you can normally cast a spell of that level). Whenever you use this ability, you also gain spell resistance equal to 10 + your tier and a +4 sacred bonus (or profane bonus if you're evil) to your AC for a number of rounds equal to your tier.

NEW FEATS



CAST RUNE

Even if you are not a practitioner of rune magic, you are protected by a specific rune present in your name or influencing your day of birth.

Benefit: Select one rune as per the Patron Rune trait. You may invoke your patron rune once per day to gain its benefits, as listed under "Runic Divination". The rune's effects last for 1 hour, or until you use its granted power once (whatever happens first).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it grants a new rune you can invoke.

EXTRA INSPIRED TRANCE

Your trance lasts longer than usual.

Prerequisite: Inspired trance class feature.

Benefit: Your inspired trance lasts for 6 additional rounds per day.

Special: You can gain Extra Inspired Trance multiple times. Its effects stack.

FAVORED WANDERING SPIRIT

One of the spirits you can bond with resonates more strongly with you.

Prerequisite: Wandering spirit or bonded spirit class feature.

Benefit: Select one wandering spirit or bonded spirit. You can use powers granted by this spirit as if your shaman level were 1 higher.

GODSTOUCHE

Gods gave you a sign of their favor, and at the same time a trial.

Benefit: Select an oracle's curse you don't already possess. You gain all effects of the curse, treating your effective oracle level as equal to 1/2 your character level. If the curse grants spells to add to the oracle's known spells list, you instead gain these spells as spell-like abilities usable once per day.

GODSTOUCHE FOCUS

Your cursed blessing becomes stronger.

Prerequisites: Cha 16, Godstouched character level 11th.

You add 5 to your effective oracle level for the purposes of determining the effects of the curse you gained with the Godstouched feat.

GOOD SHEPHERD

When you can no longer spare the rod, the rod can at least spare you.

Requirements: Weapon Focus with any bludgeoning weapon, Craft Rod or Craft Staff.

Benefit: You gain a +1 shield bonus when wielding a rod or staff that you have created. This bonus stacks with other shield bonuses.

GUIDE'S ADVISOR

The spirits sent you a counselor to guide you on the path of wisdom.

Prerequisite: Bonded spirit oracle class feature, Favored Wandering Spirit.

Benefit: You gain a spirit animal as per the shaman's class feature, using your character level as your shaman level. Your familiar gains a spirit animal's special ability fit for your mystery or your favored wandering spirit (your choice).

IMPROVED CAST RUNE

You can invoke the power of your chosen runes more often.

Prerequisite: Cast Rune.

Benefit: Choose one rune you selected with the Cast Rune feat. You can now invoke this rune's power three times per day.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to another of your selected runes.



INSCRIBE RUNE (ITEM CREATION)

You can inscribe or carve arcane runes upon your flesh, the flesh of others, or unliving items.

Prerequisite: Either the ability to cast *runecasting* or Cast Rune, Profession (scribe) 2 ranks.

Benefit: You can create temporary runes, drawing them on a surface with any coloring substance. Inscribing a rune on an object or a creature in this way grants the wearer a bonus on the rune's associated skill equal to 1/2 your rank in Profession (scribe). A temporary rune's effects last for 1 hour.

You can also carve permanent runes. Carving a rune on an object or a weapon, or tattooing or scarring it on a creature's flesh, requires components worth 1d4x10,000 gp and 1d8 days of work. Once completed, the rune grants the wearer or wielder of the carved item the bonus or penalty (your choice) for that rune listed under "Runic Divination". Non-permanent effects can be used once per day. An item, tattoo, or scar created this way has a magic aura depending from the specific rune depicted. Negative or reversed runes are considered to be cursed items.

LESSER PROPHECY

The gods chose you as the bearer of their will.

Prerequisites: Cha 12, Knowledge (religion) 5 ranks.

Benefit: Choose one mystery (it has not to be a mystery associated with a deity you worship). The chosen mystery can be one you already have access to, or a different one. Twice per day, by presenting a holy symbol of your deity and calling out in supplication, you can cast the 1st-level spell associated with the chosen mystery. Your caster level for this effect is equal to your total Hit Dice, and the saving throw DC, if any, is Charisma-based.

MYSTERIOUSLY CHOSEN

The gods granted you a fraction of power.

Prerequisites: Cha 13, Godstouched, character level 3rd.

Benefit: Select one oracle mystery. This cannot be a mystery you already have. You gain one revelation from the chosen mystery that is available to a 1st-level oracle. For purposes of using that revelation, treat your oracle level as equal to your character level - 2, even if you have levels in oracle.

MYSTERIOUSLY ELECTED

Your divine power is growing.

Prerequisites: Cha 15, Godstouched, Mysteriously Chosen, character level 9th.

Benefit: You gain a new revelation from the mystery you selected with the Mysteriously Chosen feat. This revelation must be available to a 7th-level oracle. For purposes of using that revelation, treat your oracle level as equal to your character level - 2, even if you have levels in oracle.

MYSTERIOUSLY SANCTIONED

Your divine revelations are stronger than ever.

Prerequisites: Cha 17, Godstouched, Godstouched Focus, Mysteriously Chosen, Mysteriously Elected, character level 15th.

Benefit: You gain an additional revelation from the mystery you selected with the Mysteriously Chosen feat. This revelation must be available to an 11th-level oracle. For purposes of using that revelation, treat your character level as your oracle level for all your revelations granted by this feat, Mysteriously Chosen, and Mysteriously Elected.

SACRAMENTAL BREW

You can give your potions a holy zing.

Requirements: Brew Potion, able to cast *bless water* and *enhance water*.

Benefit: You can imbue a potion with positive energy as if it were water, creating it as both holy water and the potion it was made from. The cost of creating a sacramental brew is equal to 25 gp + the cost of the potion.



SEAL BREAKER

When you open a scroll to bring judgment upon your enemies, none can stop you.

Requirements: Scribe Scroll, revelations class feature, Use Magic Device 5 ranks.

Benefit: You do not provoke attacks of opportunity when activating scrolls that you have created.

SHARED CURSE

The curse you bear also afflicts your pet.

Requirements: Oracle's curse, must have an animal companion, familiar, or eidolon.

Benefit: Your animal companion, familiar, or eidolon gains your oracle curse, suffering all the same effects as you from your curse.



SPIRIT CALL

Your familiarity with spirits grants you the limited use of a hex.

Prerequisites: Mystery or domain class feature.

Benefit: Choose one shaman hex when you take this feat. This must belong to a spirit matching your oracle mystery or related to your domain (like the Life spirit for the Healing domain). You can use this hex twice per day. Your effective shaman level is the highest level that you have in the class that grants the mystery or domain class feature.

WRATH BEARER

When you can no longer spare the rod, you can at least spare the lives of your enemies.

Requirements: Battle mystery, Craft Magic Weapons and Armor

Benefit: You gain a +1 bonus to attack and damage rolls when wielding a magic weapon that you have created.

NEW MYTHIC FEATS



DIVINE EXPRESSION (MYTHIC)

Divine power and artistic expression complement each other.

Prerequisites: Divine Expression^{ISG}, 3rd mythic tier.

Benefit: Your bard level stacks with your cleric or oracle level for the purpose of gaining new types of bardic performance.

TOUCH OF FATE (MYTHIC)

Gods and spirits increased their influence on your life when you gained mythic power.

Prerequisite: Touch of Fate^{TGGFM}.

Benefit: You gain one additional revelation from the mystery tied to Touch of Fate for every five levels you have beyond 5th. For the first revelation you selected with the non-mythic version of this feat, use your full character level to determine its effect; you can select and use your other revelations as if you were an oracle of your character level -2.

MYTHIC VIRTUOUS CREED (MYTHIC)

Your chosen path of virtue brought you close to sainthood.

Prerequisites: Virtuous Creed^{ChoP}, must be good.

Benefits: You gain an aura of good as a paladin of your character level. In addition, when selecting this mythic feat, choose one of the creeds you selected with the Virtuous Creed feat. You gain a special ability related to that creed.

Abstinence^{HS}: You gain the mythic sustenance^{MA} mythic universal ability.

Courage: You gain the resurgent words^{MA} mythic marshal ability, whatever your chosen mythic path is.

Chastity^{HS}: You gain the irrepressible soul^{MA} mythic guardian ability, whatever your chosen mythic path is. This ability only works against charm and compulsion effects, domination effects, and any effects that control your mind and behavior.

Freedom: You can apply your result on a rerolled Will save against a charm or compulsion effect to all allies within a 5 ft. radius. Spending one mythic power use, the area of effect extends to a 30 ft. radius.

Humility: You gain the divine countenance^{MA} mythic hierophant ability, whatever your chosen mythic path is.

Mercy: When using a weapon that deals lethal damage to instead deal nonlethal damage, you inflict a number of bonus damage points equal to your mythic tier. This bonus damage stacks with other bonuses granted by different fonts, like a *merciful* weapon.

Obedience^{HS}: As a standard action, once per day you may spend one use of mythic power to issue a *command* on a member of your same faith who has an aura of faintest intensity than yours (or no aura) as a supernatural ability.

Peace^{HS}: As a standard action, you may expend one use of mythic power to surround yourself with a 5 ft. radius aura of *calm emotions* as a supernatural ability. This aura lasts a number of rounds equal to your mythic tier.

Poverty^{HS}: As a standard action, as long as you don't wear any armor, you may expend one use of mythic power to gain a bonus on your AC as a monk of your character level for 1 minute.

Purity: You gain the affliction resistance^{MA} mythic guardian ability, whatever your chosen mythic path is.

Protection: As a standard action, you may spend one use of mythic power to cast *sanctuary* on all creatures within a 5 ft. radius of yourself as a supernatural ability. This effect lasts a number of rounds equal to your mythic tier.

Special: You can gain this feat once for each creed you selected with the Virtuous Creed^{ChoP} feat.



NEW CHARACTER TRAITS



PATRON RUNE (COSMIC)

You identify a particular rune as your protecting symbol, whether because of your name, your day or time of birth, or because it is associated with your patron deity. You gain a +2 bonus on checks related to your patron rune's associated skill, and that skill is always a class skill for you.

Special: In a campaign set in a culture where runes are an important element, this trait could be given for free to all characters.

SIGN OF PROPHECY (MYTHIC)

Your birth was accompanied by strange signs in the earth or sky. Maybe an earthquake shook your native region, or a falling star crossed the sky, or simply a flower bloomed out of season or a predator stared for a while at your parents without attacking them. The elders or the priests deemed that you were marked by a deity or a fiend, and actually, you began to hear strange voices while growing up. Choose one mystery associated with your birth omens. You gain the use of that mystery's 1st-level spell as a spell-like ability usable once per day (CL equals your character level). *Associated Mythic Path:* Hierophant. *Multiple Characters:* If other characters in your party choose this trait, your powers all derive from the same deity or pantheon, even if your mysteries could be different- you could work together to discover the purpose you were chosen for, or battle each other to find which is the "true" chosen one.

NEW SPELLS



CHARM PLANT

School enchantment (charm) [mind-affecting]; **Level** druid 1, ranger 1, shaman 1

Target one plant creature

This spell functions like *charm person*, except that it affects a creature of the plant type.

CLEANSE OTHER

School evocation; **Level** cleric/oracle/warrior 6

Casting

Casting Time 1 standard action

Components S, DF

Range touch

Target creature touched

Duration instantaneous

This spell functions as *cleanse*, except you can cleanse either yourself or another creature. When cleansing another creature, you can choose to make the spell function as *atonement* rather than *break enchantment*. You make this choice at the time of casting.

If used on undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.

PROXY ASPECT

School transmutation; **Level** antipaladin 3, arcanist/sorcerer/wizard 5, cleric/oracle/warrior 5, paladin 3

This spell functions as *lesser proxy aspect*, except as follows. If the form you assume has any of the following abilities, you gain the listed ability: low-light vision; darkvision 60 ft.; resistance 10 or +4 bonus on saving throws against up to any two effects the chosen creature is immune or resistant to; DR 5/adamantine, chaotic, cold iron, evil, good, lawful, magic, piercing, or silver; flight (30 ft., average maneuverability). In addition, your natural weapons and any weapons you wield are considered chaotic, evil, good, or lawful (if the shape you assume has the corresponding subtypes) or magic (if you assume the shape of a true neutral creature) for the purpose of overcoming damage reduction. Some proxy subtypes also grant unique abilities:

Agathion: a natural attack (bite or claws) inflicting 1d6 damage.

Asura: elusive aura (15 ft. plus your caster level).

Azata: bardic knowledge ability as a bard of a level equal to 1/2 your hit dice and all Knowledge skills as class skills.

Demodand: spell resistance equal to 6 + your caster level.

Manasaputra: positive energy affinity.

Protean: amorphous anatomy, granting a 25% chance to ignore additional damage caused by critical hits and sneak attacks.

Rakshasa: alter self at will.

Sahkil: your natural weapons, as well as any weapon you wield, are treated as though they had the *ghost touch* weapon special ability.



PROXY ASPECT, GREATER

School transmutation; **Level** antipaladin 4, arcanist/sorcerer/wizard 8, cleric/oracle 8, paladin 4

This spell functions as *lesser proxy aspect*, except as follows. If the form you assume has any of the following abilities, you gain the listed ability: low-light vision; darkvision 60 ft.; see in darkness; blindsense; DR 5/adamantine, chaotic, cold iron, evil, good, lawful, magic, piercing, or silver; all immunities, resistances, and racial bonuses of the chosen form; emotional focus; fast healing; master of deception; positive energy affinity; regeneration; soul armor; and flight 60 ft. (good maneuverability).

You also gain the following supernatural abilities for the duration of the spell if the form you assume possesses them: adaptive resistance, amorphous anatomy, aura of menace, change shape, detect thoughts, elusive aura, envisaging, faith-stealing strike, formless, freedom of movement, horrific appearance, lay on hands (as a paladin of your caster level, no mercies gained; if you already have the lay on hands ability, your caster level and class level stack), look of fear, protective aura, spiritsense, telepathy, teleport (at will), truespeech, unnerving gaze, and void form.

Some proxy subtypes also grant unique abilities:

Asura, daemon, demodand, demon, devil, or div: Once within the spell's duration you can try to summon some monsters with the same subtype as with *summon monster VI* (3 adhukait, 3 erinyes, 3 pairaka, 3 succubi, 3 suspiridaemons, or 1-2 tarry demodands) as a spell-like ability. The chance of a successful summoning is 35%. The summoned creatures only stay for 1 minute, and disappear anyway when the spell expires.

Azata: You gain bardic knowledge and bardic performance as a bard of your caster level for the duration of the spell.

Protean: you gain constrict and grab as special attacks.

Psychopomp or sahkil: your natural weapons and any weapons you wield are considered to have the *ghost touch* quality.

PROXY ASPECT, LESSER

School transmutation; **Level** antipaladin 2, arcanist/sorcerer/wizard 2, cleric/oracle/warpriest 2, paladin 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no



You assume the aspect of an outsider of a specific subtype, including some of its characteristics. You gain the following abilities:

-Low-light vision.

-Resistance to up to any two effects the chosen creature is immune or resistant to (either resist 5 to a form of energy or a +2 racial bonus on saving throws against an effect).

-One constant (unless specified) spell-like or supernatural ability depending on the form assumed, as follows.

Aeon: a racial bonus equal to 1/2 your caster level on all Knowledge skill checks.

Agathion: speak with animals.

Angel: protection from evil.

Archon: lessened *archon's aura* once (imposing half the penalties).



Asura: lesser nondetection.

Azata/Protean: sanctuary.

Daemon/Demon/Devil/Div: detect thoughts.

Demodand: lessened thanatotic fury once (the effects only last for 1 round).

Inevitable: bonus hit points as a construct of your size.

Kami/Oni: fast healing 1.

Kyton: cause fear once.

Manasaputra: bonus on your AC and CMD equal to your Wisdom bonus.

Psychopomp: detect undead.

Qlippoth: lesser confusion once.

Rakshasa: a +2 racial bonus on Bluff checks and a +4 racial bonus on Disguise checks.

Sahkil: +1 on the save DC of spells with the emotion or fear descriptor.

The spell gains descriptors matching the alignment of the chosen creature. A divine caster can only assume the form of a creature if its alignment is within one step from her own and/or her deity grants the subdomain of the same name.

RUNECASTING

School divination; **Level** arcanist/sorcerer/wizard 3, bard/skald 3, bloodrager 2, cleric/oracle/warpriest 3, magus 3, occultist 3, shaman 3, witch 3

Casting Time 10 minutes

Components V, S, F (a rune satchel)

Range touch

Target one creature

Duration 1 day

You are able to draw runic stones to tell a fortune for yourself or someone else. If you cast *runecasting* on another creature you must remain within close range from the target for the duration of the casting time. A runecasting only gives vague advice or warning about the situation at hand.

Draw runes from a satchel, from a minimum of three to a maximum of nine (if you don't have access to runic stones, you can use leaflets or pieces of cardboard). Each of these will grant a +2 bonus to all checks in the associated skill for the next 24 hours, or a -1 penalty if a rune is reversed. Runes that are positive only always grant bonuses, and runes that are negative only always grant penalties, unless the subject possess the Patron Rune trait or the Cast Rune feat: such a character always gains a skill bonus from its patron rune. The subject can also forfeit some of their bonuses to cancel an equal number of penalties if they wish.

A single creature can only be under the effects of one *harrowing*^{ISWG} or *runecasting* spell at a time. If it is subjected to a second such spell while a previous one is still in effect, the new spell automatically fails. Divine casters, witches, and wizards don't usually employ both harrowing and runecasting for their predictions.

RUNECASTING, GREATER

School divination; **Level** arcanist/sorcerer/wizard 6, bard/skald 5, cleric/oracle/warpriest 6, magus 6, occultist 5, shaman 6, witch 6

Casting Time 10 minutes

Components V, S, F (a rune satchel)

Range touch

Target one creature, plus one additional creature for every 3 caster levels

Duration 1 day/level

This spell functions as *runecasting*, except it can affect an entire group of creatures. Draw one rune for each participant. The subject gains the bonus or penalty from that rune as listed above under "Runic Divination" for all the spell's duration. A subject with the Patron Rune trait or the Cast Rune feat always treats its patron rune as positive (see above). If its patron rune has not a positive meaning, the subject gains instead the ability to use it as a curse once in the spell's duration: the curse ends when the spell expires.

A single creature can be under the effects of only one *harrowing*^{ISWG}, *runecasting*, *greater harrowing*^{HH}, or *greater runecasting* at a time. If the subject is targeted with a second such spell while a previous one is still affecting him, the new spell automatically fails for that subject. Divine casters, witches, and wizards don't usually employ both harrowing and runecasting for their predictions.

WATER TO BLOOD

School transmutation; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 3, cleric/oracle/warpriest 3, inquisitor 3, witch 3

Casting Time 1 round

Components V, S, M (a drop of blood, powdered red gems worth at least 50 gp)

Range touch

Target 1 pint of water/level

Duration instantaneous

Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless, object)

You transform water into blood, sufficient for a creature with the blood drain ability to feed upon as if it came from a Medium creature with 1 Hit Die. The blood is of the same type of the creature from which the drop of blood used as material component came. If you are using the optional hunger rules, this blood satiates an undead creature's hunger, negating any withdrawal effects, but only grants a



feeding bonus if the blood came from a creature with an Intelligence score of 5 or higher. The blood coagulates and spoils at the normal rate.

NEW MAGIC ITEMS



HEALING (MAGIC WEAPON QUALITY) PRICE +2 BONUS

Aura moderate conjuration; **CL** 3rd

Slot none; **Weight** --

A *healing* weapon can deliver restorative energy. When hitting an opponent, the wielder can decide to heal the target instead of harming it. The weapon cures a number of hit points equal to the damage it would have normally inflicted. Constructs and objects are unaffected by this ability; against undead, a *healing* weapon actually inflicts 1-1/2 times the usual damage. A critical hit with a *healing* weapon doesn't increase the healing or have a critical hit effect.

CONSTRUCTION REQUIREMENTS PRICE --

Craft Magic Arms and Armor, *cure moderate wounds*; creator must be good

ROSARY OF INTERCESSIONS

PRICE 60,000 GP

Aura moderate varied; **CL** 11th

Slot none; **Weight** 1/2 lb.

This strand of wooden prayer beads looks simple and unassuming unless in the hands of an oracle, when it flashes in five different colors. Each *rosary of intercessions* is connected to five different oracle mysteries, which may vary depending on the deity or philosophy it is related to, and contains one revelation from each of these mysteries. Once per day, if it is used by the oracle in an 1-hour prayer ritual in the morning or when she regains her spells, the rosary grants one of its revelations for the next 24 hours. The oracle can use the revelation as if she had it as a normal class feature, even if she doesn't possess the appropriate mystery, but must meet the level requirements (if any) of the revelation itself. If the oracle already has that revelation and the revelation gives an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. The rosary has no effect if worn by a non-oracle, and Use Magic Device doesn't allow a character to gain a revelation from it.

CONSTRUCTION REQUIREMENTS COST 30,000 GP

Craft Wondrous Item; creator must be an oracle with at least one of the related mysteries and assisted by helpers with the appropriate revelations



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