

DIVINE FAVOR™



the Oracle

By Stefen Styrsky

OPEN DESIGN™

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

the Oracle

Credits

Designer: Stefen Styrsky

Additional Design: Wolfgang Baur

Cover Artist: Christophe Swal

Graphic Design & Layout: Timothy K. Wickham

Editor: Miranda Horner

Publisher: Wolfgang Baur

©2011 Open Design LLC. All rights reserved.

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

www.koboldquarterly.com

The feats in the “New Feats” section and the new revelations and mystery rules in the “New Mysteries” section are open content. All other material — including commentary, descriptions, proper names, characters, story elements, designer’s notes, setting material, flavor text, and society information — is product identity.

Table of Contents

3 • INTRODUCTION

New Curses: Coward, Drunkard, Echo, Grotesque, Illiterate, Mute, Souless, Unstable Form, Wanderer

5 • NEW MYSTERIES

Clockwork, Moon, Old Gods, Plague, Snakes, Wine

16 • NEW FEATS

The Oracle

Unlike other classes, an oracle's combination of curse and mystery makes each character unique and versatile. To help bolster this versatility, we present several new iconic curses and mysteries inspired by real world myths, legends and stories below. A few new feats can give your oracle more benefits from her patron deity as well as enhance her abilities.

New Curses

An oracle must pick a curse upon taking her first level of oracle. Once made, this choice cannot be changed. The oracle's curse cannot be removed or dispelled without the aid of a deity, and her curse is based upon her oracle level plus 1 for every 2 levels or Hit Dice she has.

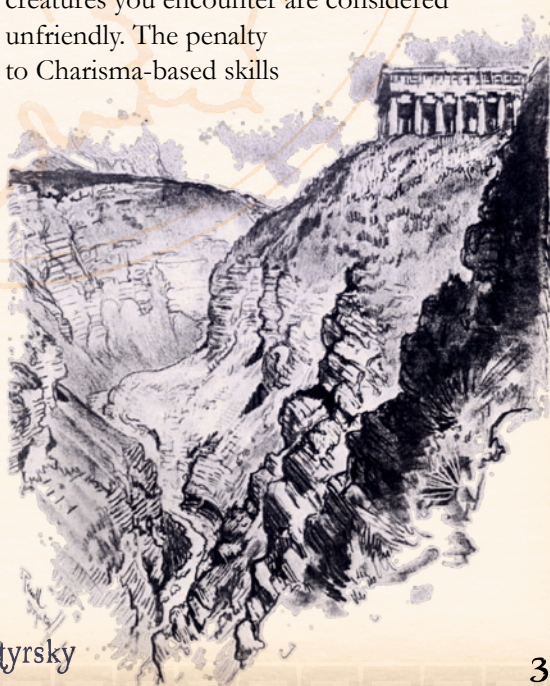
Coward: You are fearful. Fear effects count as one step greater when they affect you, and you take a -2 penalty to saving throws to resist fear effects and spells. If such an effect panics you, its duration lasts 50% longer. You are also more wary than a normal person. You receive a +2 insight bonus to initiative checks and to Perception and Sense Motive skill checks. At 5th level, you gain uncanny dodge (as the barbarian ability of the same name). At 10th level, you gain improved uncanny dodge. At 15th level you gain a +4 insight bonus to initiative checks and can take a move action or a standard action during the surprise round even if you are surprised.

Drunkard: You have a weakness for alcohol in all its forms. At the start of each day, you are staggered until you consume at least one alcoholic drink. If you do not consume at least one drink per hour, you become shaken until you drink again. As long as you are not staggered or shaken, you gain a +2 bonus to saving throws against fear and temporary hit

points equal to your oracle level. You cannot regain temporary hit points that you have lost until 24 hours have passed. Once per day, you can consume an alcoholic drink as a swift action to grant yourself a saving throw against an enchantment or fear effect.

Echo: You cannot speak except to repeat words and sentences spoken to you, and you cast all your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level you can cast a spell that has verbal components another caster has cast in the previous round. You must be able to hear the spellcaster and the spell must be of a level you can cast. You can do this once per day. At 10th level, this spell can be one you heard cast within the past 24 hours. At 15th level, you can do this twice per day. You can cast these spells even if they have other components. However, you cannot cast spells with this ability if the spell requires expensive components or a focus.

Grotesque: You are horribly deformed or just incredibly ugly. The condition worsens as your power grows. All Charisma-based skill checks you make take a -5 penalty, and all creatures you encounter are considered unfriendly. The penalty to Charisma-based skills



increases by 1 for every 5 levels you gain. You gain an equal bonus to Intimidate skill checks, however. At 5th level, you gain Skill Focus (Intimidate) as a bonus feat. At 10th level, opponents you demoralize are shaken for 1 additional round.

Illiterate: You cannot read, not because you lack the intelligence, but because words and letters dance in front of your eyes like insects on paper. You cannot consult books or cast spells from written sources such as scrolls. To offset these drawbacks, you have a prodigious memory and gain a +4 bonus to all Knowledge skill checks and can make such checks untrained.

Mute: You cannot speak. You take a –8 penalty to Bluff, Diplomacy, and Intimidate checks, and you cast all of your spells as if they were modified by the Silent Spell feat. This does not increase the spell's level or casting time. At 5th level, you can use *detect thoughts* as an at-will spell-like ability. At 10th level, *detect thoughts* becomes a constant spell-like ability. At 15th level, you gain telepathy 100 ft.

Soulless: You possess no soul. A god has taken it as punishment for a misdeed you committed or as payment for a service the deity rendered. You cannot be raised from the dead or resurrected. You gain a +4 bonus to saving throws against necromancy spells and are immune to spells that affect the soul such as *magic jar* or *soul bind*.



Unstable Form: The gods have cursed you with a mutating shape. You take a –4 penalty against all transmutation effects and spells. At the beginning of each day you must roll on the *reincarnation* spell table to determine how you have changed overnight. You retain all your memories, class abilities, feats, skill ranks, base attack bonus, base bonuses, and hit points (except for Constitution modifiers) in your new form but must recalculate your Strength, Constitution, and Dexterity. Nothing,

not even *wish* or *miracle*, can change this effect. At 5th level, you gain some modicum of control over your form and can cast *alter self* as a spell-like ability three times per day. At 10th level, this spell-like ability becomes *polymorph* instead. At 15th level this spell-like ability becomes *greater polymorph*.

Wanderer: You never stay in the same place for long. After a week in a general area, you must travel at least 50 miles. You can never return to any place you have visited before. If you do so, you immediately lose all oracle spells and class abilities. Also, Knowledge (local) can never be a class skill for you, and you take a –10 penalty on all such checks. Such wandering has made you skilled at understanding and influencing strangers. Add *perceive cues* and *share language* to your list of known spells. At 5th level, add *enthrall* to your list of spells known. At 10th level, add *charm monster* to your list of spells known. At 15th level, add *mass suggestion* to your list of spells known.

NEW MYSTERIES

Oracles can add the following new mysteries to their options. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Unless otherwise noted, the DC to saving throws against these revelations is equal to $10 + 1/2$ the oracle's class level + the oracle's Charisma modifier. Effects that duplicate spells use the oracle's class level as her caster level. Spells marked with (UM) are from Ultimate Magic.



CLOCKWORK

As clockwork discoveries enter the world, the gods who oversee invention and artifice grow in power. An oracle of clockwork can alter the workings of machines and construct items out of thin air.

Class Skills: An oracle with the clockwork mystery adds Craft, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

Bonus Spells: *crafters' fortune* (2nd), *make whole* (4th), *enter image* (6th), *malfunction* (UM) (8th), *fabricate* (10th), *wall of iron* (12th), *control construct* (UM) (14th), *iron body* (16th), *time stop* (18th)

Spells: At 1st level, an oracle with the clockwork mystery gains access to spells with the word "cure" or "inflict" in their title as usual. However, these spells heal or harm only constructs.

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

Automatic Control (Su): At 1st level, you gain a +4 bonus to Diplomacy and Intimidate checks made against intelligent constructs. Enchantment and mind-affecting spells you cast also affect constructs. At 7th level, you can cast *dominate monster* on a construct once per day. This effect lasts 1 round per oracle level. You can use this twice per day at 13th level and three times per day at 17th level.

Binding Chains (Su): As a standard action you can cause a 20-ft. radius of iron chains to burst from the floor and wrap around any creature in the area. This acts as *black tentacles* except the chains are made of iron and have a hardness of 10, 10 hit points, and a break DC equal to $10 +$ the chain's CMB. You can use this ability once per day at 7th level and an additional time per day

for every 4 levels thereafter. You must be at least 7th level to select this revelation.

Clockwork Engine (Su): Once per day at 11th level, you can imbue inanimate objects with life as *animate objects* for a number of rounds equal to your oracle level. These animated objects gain 1 additional CP. You can do this twice per day at 15th level. At 15th level, these animated objects gain 2 additional CPs. You must be 11th level to select this revelation.

Clockwork Incorporation (Ex): Your knowledge of steam and brass allows you to replace body parts with mechanical devices. Choose one of the following options whenever you can select a new revelation. You can select each option only once, but you can select a different option each time you are able to choose a new revelation. *Mechanical Legs:* You increase your base speed by 10 ft., and you are always considered to have had a running start when making jump checks. At 11th level, your speed is never reduced by armor. Oracles with the lame oracle curse cannot select this revelation. *Mechanical Arms:* You gain a +2 inherent bonus

to Strength and a +4 racial bonus to all skills and checks based on Strength as well as your CMB. At 11th level, your inherent bonus to Strength increases to +4. *Steel Skin:* You gain a +2 natural armor bonus and resist fire and cold 5. This increases to a +4 natural armor bonus and resist fire and cold 10 at 11th level. *Mechanical Eyes:* You gain a +4 bonus to Perception checks and darkvision 60 ft. If you already have darkvision, the range increases by 30 ft. At 11th level you gain a +2 bonus to saving throws against blindness. Oracles with the clouded vision oracle curse cannot select this revelation.

Clockwork Messenger (Su): You gain a clockwork familiar as per the wizard's arcane bond class ability. Your effective wizard level is equal to your oracle level. The familiar possesses all the abilities of the animal it mimics but is considered a construct instead of an animal. Your oracle levels stack with any wizard levels you possess when determining the powers of your familiar. This ability does not allow you to have two familiars at one time.

Construct Expert (Ex): You gain a +4 bonus to monster knowledge checks regarding constructs. As long as you are of the requisite caster level, you can build a construct even if you do not meet the other prerequisites or can cast the spells necessary to create a construct. You must possess the necessary material components and still must succeed on the Craft DC to successfully build a construct.

Instant Fortress (Su): You can conjure a structure of iron and steel as a full-round action for a number of hours per day equal to one-half your oracle level. This ability otherwise acts as an *instant fortress*. You must be at least 13th level to choose this revelation.

Soul of the Machine (Su): Once per day at 11th level, you may move your soul from your



body into a construct or mechanical object as the spell *magic jar*. Intelligent constructs receive a Will saving throw to resist this effect. Since constructs and machines have no soul to replace, you do not need a receptacle to house the displaced soul. Once in the machine, you may control it as if it were your own body. You may use any special, supernatural, or spell-like ability the machine or construct possesses. You must be at least 11th level to select this revelation.

Steam Jet (Su): As a standard action, you can breathe a 15-foot cone of steam. This cone deals 1d4 points of fire damage per oracle level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Final Revelation: Upon reaching 20th level, you become a clockwork creature. You gain immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. You are also immune to fatigue, exhaustion and nonlethal damage. Once per day, you can cast *resurrection* but only to return a construct to life.

MOON

The night-time orb has always possessed a link to the powers of magic and transformation. Many gods take the moon as their symbol and through it work their will upon the world. As a bringer of light to the darkness and an occasional dark body in the heavens, the moon's power shines with a terrible luminescence to addle the wits of those who glimpse it, or it obscures vision and produces powerful illusions and dreams.

Class Skills: An oracle with the moon mystery adds Bluff, Knowledge (arcana), Perception, and Stealth to her list of class skills.

Bonus Spells: *sleep* (2nd), *mad hallucination* (UM) (4th), *twilight knife* (6th), *moonstruck* (8th), *dream* (10th), *cloak of dreams* (UM) (12th), *lunar veil*

(UM) (14th), *orb of the void* (UM), *discern location* (16th), *polar midnight* (UM), *ethereality* (18th)

Baleful Orb (Su): The maddening glow of the nocturnal orb is yours to control. You call down a 10-ft. burst of moonlight within 60 feet. Creatures caught in the burst take 1d6 cold and electricity damage per two oracle levels. A successful Reflex save halves the damage.

At 10th level, the light is so bright that creatures in the burst are confused for 1 round. At 15th level, creatures that fail their saving throw are stunned for 1 round. You may use this ability once per day plus one additional time per day at 10th level.

Dark Side of the Moon (Su): You can afflict other creatures with the darkness that is the moon's other aspect. You call down a 10-ft. burst of darkness within 60 ft. Creatures caught in the burst take 1d6 negative energy and cold damage per two oracle levels. A successful Reflex save halves the damage.

At 10th level, the darkness is so palpable that creatures that fail their saving throws are entangled for 1 round. At 15th level, the burst area also comes under the effect of a *deeper darkness* spell. The *deeper darkness* effect persists for a number of rounds equal to your Charisma modifier. You may use this ability



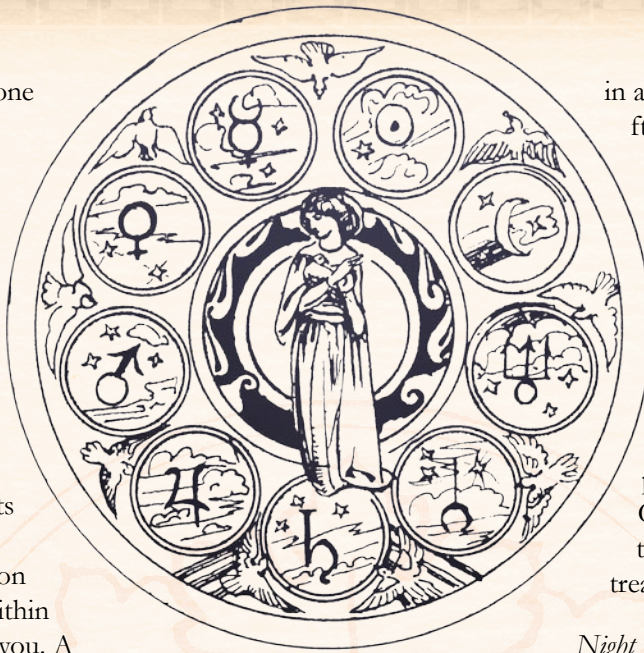
once per day, plus one additional time per day at 10th level.

Ill Met by Moonlight (Su):

You radiate the maddening aura of the midnight orb. As a standard action, you can inflict 1d4+1 points of Wisdom and Charisma damage on a single creature within 30 ft. who can see you. A Will save halves the ability damage. A creature reduced to 0 Wisdom or Charisma goes insane and acts as if affected by the *insanity* and *rage* spells. At 11th level, the ability damage increases to 1d6+1. You may use this ability once per day at 7th level and 1 additional time per day every 4 levels thereafter. You must be at least 7th level to select this revelation.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must retain for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonlight Bridge (Su): You summon a bridge of shimmering moonlight. The 10-ft.-wide span touches the ground at a point adjacent to your position. From this point it can extend



in any direction for 10 ft. per oracle level.

The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. If the bridge is attacked, treat it as a *wall of force*.

Night Vision (Ex): Your

eyes grow more sensitive in darkness. You gain low-light vision. If you possess low-light vision, you instead gain darkvision 60 ft.

Somnolent Light (Su): Your connection to the night allows you to force other creatures into a magical slumber. You can cast *sleep* on a number of creatures with Hit Dice equal to your oracle level. At 7th level, a creature that saves against this effect is confused for 1 round. You may use this ability once per day, plus 1 additional time per day for every 7 oracle levels you possess.

World Between Worlds (Su): You can achieve a state that exists between worlds, when the barriers separating realities grows thin, as represented by the new moon. As a standard action, you can become hard to see as per the *blur* spell. You can remain in this state 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. Starting at 7th level, each time you activate this ability you can treat it as *blink*, though each round spent this way counts as 1 minute of your normal *blur* duration. At 11th level, any weapon you wield is treated as a *ghost touch* weapon.

Final Revelation: Upon reaching 20th level, you become the moon's handmaiden. You become immune to confusion, fear, insanity, and sleep. You can become incorporeal at will as a free action for a number of minutes equal to your oracle level. Once per day you can cast *insanity* on all opponents within 60 ft. of you who can see you.

OLD GODS

You worship the world's forgotten deities, who are creatures slumbering in temples beneath the ocean or atop frigid peaks in the world's remote mountain ranges. These looming beings are said to be unlike the more palatable, anthropomorphic gods now reigning above the world. Some say the Old Gods are not even truly of this universe and possess bizarre anatomies and horribly alien intellects.

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

Bonus Spells: *bane* (2nd), *darkness* (4th), *bestow curse* (6th), *lesser planar ally* (8th), *contact other plane* (10th), *planar ally* (12th), *destruction* (14th), *summon monster VIII* (16th), *gate* (18th)

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

Aberrant Lord (Su): You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to affect aberrations as if they were undead and you possessed the Command Undead feat. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

By My Name You Shall Call Me (Su): As a creature attuned to the eldritch corridors of power, you can hear your name spoken aloud,



even over great distances. If another creature speaks your name, you may observe it as if you had cast *screaming*. At 15th level you may also choose to move to the speaker's location as if through *greater teleport*. You can detect creatures speaking your name to a range of 100 miles per oracle level. You must be at least 7th level to select this revelation.

Dimensional Shift (Su): You can open a doorway that traverses the home of the Old Gods, forcing a creature to experience horrible vistas and strange dimensions. As a standard action you may target one creature within 30 feet of you that you can see. If the creature fails a Will saving throw, it is teleported 1d3 squares in a random direction and takes 1d6 damage per two oracle levels from the warping it must endure to travel through non-Euclidean space. A Fortitude save halves the damage.

At 10th level the target is also shaken for 1 round if it fails the Fortitude saving throw. At 15th level the target is both shaken and sickened if it fails its Fortitude saving throw. You may use this ability once per day plus one additional time per day at 10th level.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Eldritch Knowledge (Su): The Old Gods possess magical knowledge that extends beyond the division between the divine and the arcane. At 7th level and every three levels thereafter, you may add one spell to your list of known spells from the sorcerer/wizard spell list, provided you can cast a spell of that level. This is in addition to the spells you would gain from normal level advancement. Once chosen, these spells cannot be changed. You must be at least 7th level to take this revelation.

Festival of Servants (Sp): The servitors of the Old Gods are always nearby, watching. Once per day at 7th level, you may cast *lesser planar ally* as a full-round action. You do not need to bargain for the creature's service. At 11th level, the ability mimics *planar ally*, and at 15th level this ability mimics *greater planar ally*. You must be at least 7th level to select this revelation.

From Beyond (Ex): Your internal organs are not where they should be in a creature of your type. This may result from frequent extra-dimensional travel or long association with the bizarre Old Gods. You have a 25% chance of negating a critical hit scored against you. This increase to 50% at 10th level and 75% at 15th level. You must be at least 3rd level to take this revelation.

Through Ancient Doorways (Su): You can move through the use of *dimensional step*, as the spell, for a number of rounds per day equal to your

oracle level. These rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level you become a full servitor of the Old Gods. Your type changes to outsider (native) and you become immune to critical hits, poison, disease, stunning, sleep, and fear. You emanate a fear aura of 30 ft. As an outsider you cannot be resurrected.





PLAGUE

Random and devastating—striking down young and old, poor and rich—disease is the providence of the divine. Pestilence courses through your flesh, and the living wither at your touch. Through suffering and pain, you pierce the veils of mundane reality to reveal the transcendental truth: all creatures die.

Class Skills: An oracle with the plague mystery adds Fly, Intimidate, Knowledge (nature), and Stealth to her list of class skills.

Bonus Spells: *ray of sickness* (UM) (2nd), *pox pustules* (4th), *fungal infestation* (UM) (6th), *fleshworm infestation* (UM) (8th), *insect plague* (10th), *greater contagion* (UM) (12th), *plague storm* (UM) (14th), *finger of death* (16th), *cursed earth* (UM) (18th)

Black Winds (Su): Once per day, you can spew forth the foul air of pestilence in a 30-ft. cone. This acts as *gust of wind*. Creatures in the area must also save against disease or contract red ache with an immediate onset rather than 1d3 days. The save DC of the disease equals 10 + 1/2 your oracle level + your Charisma modifier. You may use this ability twice per day at 9th level and three times per day at 15th level.

Boils and Pustules (Sp): As a standard action, you can make a melee touch attack that causes a creature's flesh to erupt with painful, oozing sores. This deals 1d6 damage + 1 damage

for every 2 oracle levels you possess. Half of this damage is acid damage. You can use *boils and pustules* a number of times per day equal to 3 + your Charisma modifier. At 11th level, the creature is also sickened for a number of rounds equal to your Charisma modifier.

Carrier (Ex): By making a successful melee touch attack, you can infect a creature with filth fever. You may do this a number of times per day equal to 3 + your Charisma modifier. The onset of this disease is immediate rather than 1d3 days. Whenever you save against a disease, you may replace filth fever with that disease and infect targets with melee touch attacks.

Corrupt Food and Water (Su): With a touch you can infect a day's rations or a flask of liquid with filth fever. Creatures consuming the food or drink must save or contract the disease. If you carry a disease other than filth fever, the material instead becomes infected with that disease. You may do this once per day for every 4 oracle levels you possess (minimum 1). At 5th level, a creature infected this way also spreads the disease as per the *epidemic* spell.

Living Infection (Su): Once per day you can assume the substance of a disease, turning into vapor as per the *gaseous form* spell. This condition lasts for a number of rounds equal to your oracle level.

While in this form, you may move into the square of another creature and attempt to infect it with filth fever with an immediate onset rather than 1d3 days. The DC to resist this disease is equal to 10 + 1/2 your oracle level + your Charisma modifier. At 11th level, you may attempt to inhabit the body of a creature instead of giving it filth fever. To do so you must enter the target's square as a gaseous living infection. On a failed Fortitude saving throw, you infect the victim. On your turn, the target takes 1d6+1 Constitution damage each round you are in its body. It can make a Fortitude saving throw each round to attempt to expel you.

While inside the victim, you cannot be attacked or affected by special abilities or spells, but *cure disease* forces you to make a Will saving throw. A failed saving throw expels you from the victim. When expelled from the target, you enter an empty square adjacent to the victim or the nearest empty square, whichever is closer.

Master of Plagues (Sp): You gain a +4 bonus to Heal checks to treat disease. At 5th level you may cast *cure disease* once per day for every 5 oracle levels you possess. When you cure a creature of disease either through the Heal skill or *cure disease*, the target immediately regains 1d3 ability damage that the infection caused.

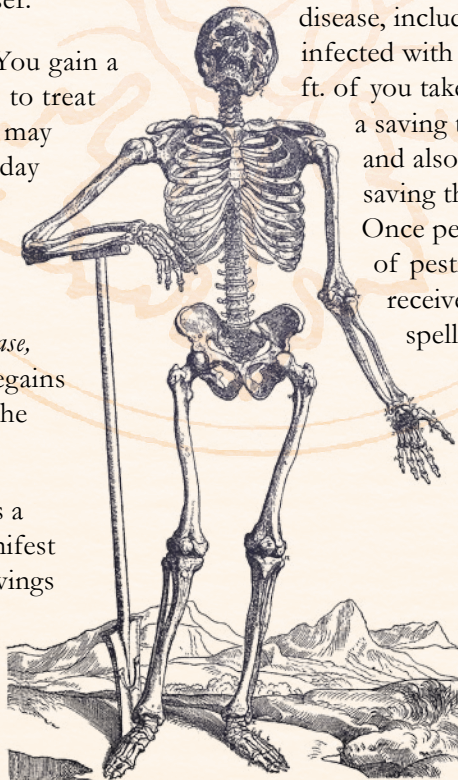
On Dark Wings (Su): As a swift action, you can manifest a pair of black feathery wings that smell of carrion. The wings grant you a fly speed of 60 feet with average maneuverability.

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.

Plague Bearers (Su): When you summon a vermin creature with a summoning spell you summon one extra creature of that type. In the case of *summon swarm*, you summon one additional swarm. These creatures carry filth fever and infect other creatures they damage. The save DC for the disease is 10 + 1/2 your oracle level + your Charisma modifier.

Smite Living (Sp): As a standard action once per day, you can bring down sudden death upon a single creature within 60 ft. of you. The ability otherwise acts as *finger of death*. You must be at least 11th level to select this revelation. This is a disease effect.

Final Revelation: You become the bearer of plague and sickness. You are immune to disease, including magical disease. Creatures infected with disease that come within 30 ft. of you take damage as if they had failed a saving throw against that disease and also automatically fail their next saving throw against the infection. Once per day you may exude an aura of pestilence to 100 ft. This area receives all effects of a *cursed earth* spell.



SNAKES

Legends say the first oracles were priestesses of snake gods. The serpent, with its unblinking eyes and penetrating stare, was said to possess knowledge of the universe hidden from most other creatures.

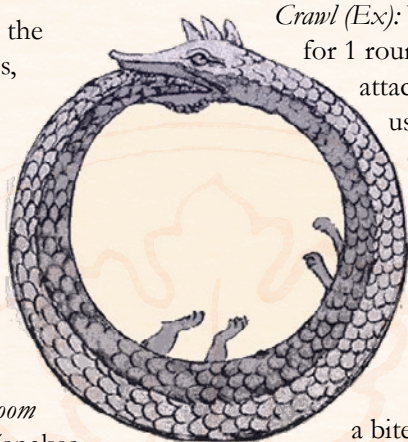
Class Skills: An oracle with the snakes mystery adds Acrobatics, Escape Artist, Knowledge (nature), and Stealth to her list of class skills.

Bonus Spells: *pass without trace* (2nd), *skin send* (UM) (4th), *poison* (6th), *spit venom* (UM) (8th), *snake staff* (10th), *beast shape IV* (snakes and reptiles) (12th), *creeping doom* (snakes) (14th), *animal shapes* (snakes and reptiles) (16th), *summon elder worm* (UM) (18th)

Armor of Scales (Su): You can conjure armor made from scales, and it 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.

Coils (Ex): You gain Improved Unarmed Strike as a bonus feat. Whenever you hit with an unarmed melee attack, you can make a grapple check without provoking an attack of opportunity, and you gain a +4 racial bonus to such checks. When making grapple checks, you use your oracle level as your base attack bonus plus your Charisma modifier to calculate your CMB. On a successful grapple, you can constrict an opponent and deal 1d8 + 1/2 oracle level + Charisma modifier damage each round you maintain the grapple.

Command Snakes (Su): You can command snakes at-will as per *command animals*. Creatures with the reptilian subtype are also susceptible to this ability. You must choose speak with snakes (below) before choosing command snakes.



Crawl (Ex): You can crawl at your speed for 1 round without provoking an attack of opportunity. You may use this revelation a number of rounds per day equal to 3 + your Charisma modifier. When standing up from crawling after using this ability, you do not provoke an attack of opportunity.

Fangs (Ex): You can make a bite attack as a standard action. This bite is considered a natural weapon, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. This attack deals 1d6 damage plus your Strength-modifier (1d4 if you are Small).

At 5th level, this bite is considered a magic weapon for the purposes of overcoming DR, and any creature you hit with the attack must make a saving throw against black adder venom. The save DC equals 10 + 1/2 your oracle level + your Charisma modifier. At 11th level, the damage increases to 1d8 (or 1d6 if you are Small).

Serpent Companion (Ex): You gain an animal companion as a druid equal to your level. The animal companion must either be a constrictor snake or a venomous snake. Your oracle levels stack with any druid levels you possess when determining the powers of your animal companion. This ability does not allow you to have two animal companions at one time.

Snake Body (Ex): Your senses become more acute, and your form becomes lithe and sinewy.

You gain +2 bonus to Acrobatics, Escape Artist, and Perception checks. This bonus increases to +4 at 11th level. At 7th level you also gain tremorsense 30 ft. This increases to 60 ft. at 11th level.

Snake Summoner (Su): You add all *summon monster* and *summon nature's ally* spells to your list of known spells but may use these spells only to summon a snake or a reptilian creature. If you cast a *summon monster* or *summon nature's ally* spell gained through this revelation to summon a snake or reptilian creature, you summon one extra monster of that type, and the creatures gain the benefit of the Augment Summoning feat.

Speak with Snakes (Su): You can speak with snakes as per *speak with animals* as an at-will spell-like ability. You gain a +4 bonus to Diplomacy and Intimidate checks made to influence snakes or creatures with the reptilian subtype.

Final Revelation: Upon reaching 20th level, the serpent infuses your body and soul. You count as reptilian and your original race for effects related to race. You can crawl at your speed without provoking attacks of opportunity, and you can squeeze into areas two sizes smaller than you without suffering any penalties for squeezing. You can escape a grapple or pin without making a combat maneuver check.



WINE

The great mysteries are revealed through altered states. Your special connection to the inebriated gods comes through the view of reality perceived through the haze and stupor of wine.

Class Skills: An oracle with the wine mystery adds Acrobatics, Bluff, Perform, and Sleight of Hand to her list of class skills.

Bonus Spells: *remove fear* (2nd), *bear's endurance* (4th), *glibness* (6th), *restoration* (8th), *raise dead* (10th), *joyful rapture* (UM) (12th), *waves of ecstasy* (UM) (14th), *euphoric tranquility* (16th), *freedom* (18th)

Courage in a Flask (Ex): A drink calms your nerves and imbues you with a steely demeanor. As a swift action you may imbibe an alcoholic drink to gain a morale bonus on Bluff checks and saving throws against fear effects equal to your Charisma bonus. If under the effects of fear, you may instead gain a new saving throw to negate the effect if the effect originally allowed a saving throw. You may use this ability once per day at 1st level, and one additional time per day for every 4 levels you possess.

Good for What Ails You (Su): You may touch a creature as a swift action to grant it a new saving throw against one of the following conditions that may be affecting it: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If the saving throw succeeds, the effect is suppressed for a number of rounds equal to your Charisma modifier. You may also grant the creature a new saving throw if it is poisoned; a successful save

counts against those required for a cure, but a failed saving throw has no ill effect. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Inebriate's Wisdom (Ex): You gain a +2 bonus to saving throws against charm and illusion spells and a +2 bonus to Diplomacy, Perception, and Sense Motive checks. These bonuses increase to +4 at 11th level.

Insensate (Ex): Frequent drunkenness and the mystery of wine have rendered you unfeeling to physical harm. You gain the Dichard feat and DR 2/—. This increases to DR 5/— at 11th level. You must be at least 7th level to select this revelation. Once per day you may also ignore the first 10 damage from acid, cold, electricity, or fire.

Immigrating Spirits (Su): You can imbue an alcoholic beverage with life-enhancing properties. Once per day, you may turn a single alcoholic drink into a curative tonic that heals 1d6 damage for every 2 oracle levels you possess. At 7th level, the drink also confers the benefit of a *restoration* spell. At 11th level, you may create two such drinks a day. This number increases to three at 15th level and also confers the qualities of *greater restoration*.

Lucky Drunk (Ex): Once per day as a free action, you may gain a +8 bonus to a Strength- or Dexterity-based check or your CMB. You may use this ability one extra time per day for every 3 oracle levels you possess.

The Next Day (Su): You possess the ability to make a creature suffer the after-effects of a serious hangover. As a standard action, you may target one creature within 30 ft. of you. It takes 1d6 nonlethal damage per level and is also sickened. A Fortitude save halves the damage and negates the sickened condition. You also change its memory of past events as *modify memory* except you cannot make it recall

an event with perfect clarity and the memory modification is instantaneous. A Will save negates this effect. At 10th level, creatures that fail their Fortitude saving throw are fatigued and sickened. At 15th level, creatures that fail their Fortitude saving throw are exhausted and sickened. You can use this ability once per day plus one additional time per day at 10th level.

Wild Nights (Su): You call upon the ecstatic revelries of the gods of wine to affect you and your allies. You gain a +1 dodge bonus to AC, a +1 morale bonus to attack rolls and damage rolls with melee weapons, and a +4 bonus to Constitution. The bonuses to AC, attack rolls and damage rolls increase by +1 for every 5 levels you possess. Allies within 60 feet of you who can hear or see you may spend a move action to gain the same bonuses to AC and attack and damage rolls. At 7th level, allies need only spend a swift action to gain these bonuses. The bonuses last for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 1st level and one additional time per day for every 5 levels you possess. This is a mind-affecting effect.

Final Revelation: Upon reaching 20th level, you become a master of wine, revelry, and dissipation. You are immune to poison, fatigue, exhaustion, ability damage, and nonlethal damage. You can consume any drug or narcotic without ill effect or the possibility of addiction.



NEW FEATS

Divine Intervention

You can call on your patron to intervene on your behalf.

Prerequisites: Oracle.

Benefit: As a swift action, you may expend the use of one spell to gain a bonus to a saving throw equal to the level of the spell used. You may do this after you have rolled the saving throw but before the result of the roll is known.

Empowered Mystery

Your mystery spells are harder to resist.

Prerequisites: Oracle mystery.

Benefit: The save DC of the bonus spells granted by your mystery increases by +2. This feat stacks with the Spell Focus feat.

Forbidden Knowledge

You are allowed to employ forbidden knowledge in the service of your deity.

Prerequisites: Oracle.

Benefit: Once per day you may choose to cast a cure or inflict spell even if the spell is not on your list of known spells. You must have an unused spell slot available and be a high enough level to cast the spell.

Mystery's Alignment

Your mystery spells take on your alignment.

Prerequisites: Oracle.

Benefit: If a bonus spell you know through your mystery has an alignment descriptor, that descriptor changes to match your alignment.

Summon Avatar

Servants you conjure arrive directly from the god you worship.

Prerequisites: Oracle mystery.

Benefit: When you summon a creature with a *summon monster* spell, it gains a benefit based on your mystery.

Battle: Choose one type of attack of your summoned creature. The critical threat range of this attack increases by 1.

Bones: Your summoned creatures arrive wrapped in a thick carapace of bone. They gain a +1 bonus to natural AC. This bonus increases by +1 for every 4 oracle levels you possess.

Clockwork: Your summoned creatures are immune to charm spells and effects.

Flame: Your summoned creature inflicts +1d6 fire damage with each successful melee attack.

Heaven: Your summoned creature inflicts +1d6 cold damage with each successful melee attack.

Life: Your summoned creatures possess temporary hit points equal to your oracle level plus your Charisma modifier.

Lore: Your summoned creatures gain a +1 dodge bonus to AC and Reflex saving throws. These bonuses increase by +1 for every 5 oracle levels.



Moon: Your summoned creatures gain a +2 bonus to Will saving throws, and you gain a +2 bonus to caster level checks to prevent your summoned creatures from being dispelled.

Nature: Your summoned creatures gain fast healing 2.

Old Gods: You gain a +4 bonus to caster level checks to prevent your summoned creatures from being dispelled.

Plague: Creatures you summon gain a +2 bonus to Fortitude saving throws and are immune to disease.

Snakes: Your summoned creatures arrive covered in serpent scales. They gain a +1 bonus to natural AC. This bonus increases by +1 for every 4 oracle levels you possess.

Stone: Your summoned creature inflicts +1d6 acid damage with each successful melee attack.

Waves: Your summoned creature inflicts +1d6 cold damage with each successful melee attack.

Wind: Your summoned creature inflicts +1d6 electricity damage with each successful melee attack.

Wine: Creatures you summon arrive with temporary hit points equal to 1/4 your oracle level (minimum 1) plus your Charisma modifier.

Swift Mystery

You can cast spells from your mystery more quickly than normal.

Prerequisites: Oracle, 7th level.

Benefit: You may cast a bonus mystery spell as a swift action without increasing the spell's level. You cannot cast any other spell on the round you cast a spell using swift mystery.

The Complete Advanced Feats

KoboldQuarterly.com has the entire Advanced Feats series: 6 more PDFs covering all the Advanced Players Guide classes: Alchemist, Cavalier, Inquisitor, Oracle, Summoner, and Witch.

The Complete Advanced Feats combines them into a single master volume with 180 feats, 18 builds, and more.

Available in print and PDF versions for \$18.95.



Available now at KoboldQuarterly.com



Advanced Feats is a trademark of Open Design LLC.

OPEN GAME LICENSE

Version 1.0a

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

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

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

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

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

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

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPY-

RIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copy-right holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. Advanced Player's Guide.

Copyright 2011 Paizo Publishing, LLC; Author: Jason Bulmahn.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Divine Favor: the Oracle. Author: Stefen Styrsky Copyright 2011, Open Design LLC, www.koboldquarterly.com.