

REIGN OF WINTER



GUNS, SPIRITS, AND REVOLUTION

HE GLARED AT US WITH HIS BLACK, BLACK EYES AS THOUGH HE READ OUR MINDS AND WOULD FOOL US... SUDDENLY... SOMEONE SHOT AT HIM... WITH A FRIGHTFUL SCREAM RASPUTIN WHIRLED AND FELL, FACE DOWN, ON THE FLOOR... WE LEFT THE ROOM TO LET HIM DIE ALONE... SUDDENLY WE HEARD A STRANGE AND UNEARTHLY SOUND... AND THERE WAS RASPUTIN... THE BLOODY FROTH GUSHING FROM HIS MOUTH, HIS TERRIBLE EYES BULGING FROM THEIR SOCKETS... PURISHKEVICH... FIRED TWO SHOTS SWIFTLY INTO HIS RETREATING FIGURE... LATER WHEN WE APPROACHED THE BODY HE WAS VERY STILL AND COLD AND-DEAD... RUSSIA HAD BEEN FREED FROM THE VILEST TYRANT IN HER HISTORY; AND THAT IS ALL.

~FROM THE MEMOIR OF STANISLAUS DE ŁAZOVERT, 29 DECEMBER 1916

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At the opening of this volume's adventure, the nation of Russia is in turmoil. The people are hungry and war-weary. Russia has suffered more than a million casualties trying to maintain a 900-mile-long front against the Germans, and the war has led to rationing and inflation. The soldiers complain that their leadership is corrupt and lacks the skill to see them through to the end.

Tsar Nicholas II was the leader of 170 million Russians during his reign, and considered himself the holy tsar and the father of his people. The tsar was in love with his country and proud of his army. He was a family man who adored his children and gave unprecedented power to his wife, Tsarina Alexandra, who helped run the nation while Nicholas was away at the front of the Great War. However, the tsar was so distracted by the war that he let his grip on his nation slip away. Many of Russia's citizens did not see the tsar in such a divine light, and grew tired of his autocratic leadership. The streets of Petrograd, the capital of Russia at the time, filled with protestors who were upset about food shortages, inflation, and the rationing of goods and supplies, and who lacked faith in their leadership. The protestors called on their leaders to help them, but were ignored. The tsar was then at the front of the war leading his army (against the advice of his advisors and wife), but after receiving numerous telegraphs about the state of the capital, he ordered soldiers to fire on the protestors if they didn't disperse. The protestors stood their ground and were shot, but despite this aggression the demonstrations continued. In time, even the soldiers stationed in Petrograd showed sympathy to the protestors, as their families were hungry and tired as well. When the first groups of soldiers mutinied against their officers and joined in the demonstrations, it was clear this "peasant nuisance" wasn't going away.

Amid chants of "Peace, Land, and Bread," Tsar Nicholas abdicated and a provisional government was founded. An amnesty was declared and political prisoners were released. As Russia's people stood up to lead themselves, there were still disagreements as to how to steer the nation. Eventually, the Bolsheviks rose to the top under the leadership of a man named Vladimir Lenin, who began working to stabilize Russia, empower its people, and end hostilities in the Great War. Freed of autocratic rule, the people of Russia hoped to enter a golden age of freedom.

MODERN FIREARM RULES

Modern firearms use the same rules as the advanced firearms found in *Pathfinder RPG Ultimate Combat*, with the following differences. In addition, modern firearms include a new type of firearm—the automatic firearm.

Firearm Proficiency: In this era, guns are everywhere. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are considered simple weapons,

and the gunslinger loses the gunsmith class feature and instead gains the gun training class feature at 1st level.

Capacity: Modern firearms typically have a much greater capacity than earlier firearms, and are frequently easier to load. When making a full-attack action with a single-shot or semi-automatic firearm, you may fire a firearm as many times in a round as you have attacks, up to the number of cartridges in the weapon (or more, if you can reload the weapon as a swift or free action while making a full-attack action).

Loading Modern Firearms: With the exception of antique weapons, almost all modern firearms are chamber-loaded, in that a plastic or brass cartridge is inserted directly into the chamber either by hand or by an ammunition-feeding mechanism such as a magazine or clip. Otherwise, loading follows the rules for advanced firearms. Other rules for loading a firearm depend on the firearm's overall capacity and replaceable magazine capability.

Internal Magazine Firearms: Some firearms, such as modern shotguns, bolt-actions, lever-actions, and older styles such as revolvers, retain their ammunition internally, either through a permanently attached tube-feed magazine, an internal holding chamber, or a revolving cylinder, along with more archaic designs. Unless otherwise stated, it is a move action to load up to 6 rounds of ammunition into a one-handed or two-handed modern firearm of this nature.

Magazines: Reloading devices such as clips, ammo belts, "stripper clips," speedloaders, and detachable magazines allow many modern firearms to be reloaded more quickly than their predecessors, with the entire magazine being replaced relatively swiftly. Such firearms require a swift action to load a one-handed or two-handed advanced firearm to the capacity of the replacement magazine.

MODERN RUSSIAN FIREARMS

The firearms of early modern Earth are more reliable and accurate than early firearms, and produced for war on a much more massive scale than even the advanced firearms listed in *Ultimate Combat*. By this era in their development, firearms use brass cartridges loaded into a chamber rather than shoved down the muzzle. Firearms' capacity for these cartridges—particularly in long guns—has increased significantly, increasing the rate of fire. Another significant development is the invention of automatic fire, which allows belt-fed machine guns the capability to mow down targets with an amazing rain of fire, showering lead on opponents and creating a reliance on trench warfare. Though the firearms presented here were most commonly used by Russian soldiers of the time, these statistics can be used to simulate most other firearms of the same era. The costs listed for the various weapons and gear in this

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MODERN FIREARMS

Firearm	Cost	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearms									
Revolver, Nagant M1895	400 gp	1d8	x4	80 ft.	1	7	4 lbs.	B and P	—
Two-Handed Firearms									
Flamethrower, Lawrence 1917	800 gp	4d6	—	—	—	6	20 lbs.	Fire	—
Fuel tank	50 gp	—	—	—	—	—	40 lbs.	—	—
Light machine gun, Madsen	1,000 gp	2d6	x4	100 ft.	1-2	20, 30, or 40	20 lbs.	B and P	Automatic
Machine gun, Maxim M1910	1,500 gp	2d8	x4	120 ft.	1-2	250	140 lbs.	B and P	Automatic
Rifle, Mosin-Nagant M1891	500 gp	1d10	x4	80 ft.	1	5	9 lbs.	B and P	—

SIEGE FIREARMS

Firearm	Cost	Dmg	Critical	Range	Misfire	Weight	Type	Crew	Aim	Load
Aasen mortar	500 gp	6d6	x3	200 ft. (50 ft. min.)	1	50 lbs.	B, P, and S	1	0	1
Hotchkiss 6 pounder	2,000 gp	8d6	x3	300 ft.	1	Special	B, P, and S	2	0	2

EXPLOSIVES

Explosive	Cost	Dmg (M)	Critical	Range	Misfire	Weight	Type	Special
Gas cylinder	300 gp	See description	—	—	—	50 lbs.	—	See description
M1914 grenade (concussion)	50 gp	3d6	x2	20 ft.	—	1 lb.	B	See description
M1914 grenade (fragmentation)	75 gp	4d6	x2	20 ft.	—	1 lb.	B, P, and S	See description
M1917 chemical grenade	100 gp	See description	—	20 ft.	—	2 lbs.	Acid	See description

article represent the costs associated with a world where guns are everywhere, and thus cost 10% of the amount they would cost in a place where they are rarer.

Automatic Weapon Quality: A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of your space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each

attack roll takes a -2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.

MODERN FIREARMS

Lawrence 1917 Flamethrower:

One of the most infamous devices to evolve as a result of trench warfare, the flamethrower is still in its infancy in the early twentieth century. The British military produced the Lawrence 1917, which found its way into the hands of Russia's soldiers. The device consists of a cumbersome backpack of two tanks and a swivel-mounted, handheld projection unit, or "lance." When the device is aimed and a small hand lever



MADSEN LIGHT MACHINE GUN

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depressed, a small gas burner ignites the oil, which is propelled forth in a blazing stream of intense flame. A flamethrower with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect.

When using a flamethrower, the wielder projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil this line attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone.

All affected creatures take 4d6 points of damage, and any creature hit by the flaming stream must also succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a $+2$ bonus on this save.

The device's tanks and backpacks are awkward, and the wielder takes a -4 armor check penalty when wearing the cumbersome device. In addition, the tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the wielder takes 6d6 points of fire damage, and all creatures within a 20-foot radius take 3d6 points of fire damage (Reflex DC 20 for half). Any creatures who take damage must succeed at a DC 20 Reflex save or catch on fire.

Lawrence 1917 Flamethrower Fuel Tank: This pair of tanks—one filled with oil, and the other a propellant—provides enough flammable material to use a flamethrower six times.

Madsen Light Machine Gun:

This imposing machine gun is light enough to be transported and wielded by a single user. Chambered for the Russian military in 7.62x54mmR, this machine gun uses a top-loading, detachable 20-, 30-, or 40-round magazine. Like most machine guns, it is only capable of automatic fire.

Maxim M1910 Machine Gun: This heavy machine gun uses 7.62x54mmR ammunition in 250-round belts. Although a single person can fire a Maxim, it typically has a two-person crew: the gunner, and a loader who assists with feeding the ammunition belt into the weapon. As a full-round action, the loader can use a special aid another action to grant the gunner a $+2$ bonus on his next attack

roll. Because of its size and heavy weight, a Maxim is often either mounted on a wheeled chassis with a gun shield for trench defensive use, or on the back of a horse-drawn wagon called a tachanka (see page 67). Assuming a user can even lift the weapon, firing a Maxim M1910 machine gun that is not mounted imparts a -4 penalty on attack rolls and the recoil knocks the wielder prone. The Maxim M1910 is automatic-fire only. The armored shield provides cover when firing the weapon from the prone position.

Mosin-Nagant M1891 Rifle: This bolt-action rifle is the mainstay of Russian military forces. It is similar to the advanced firearms rifle with the following differences. It uses the same 7.62x54mmR ammunition as the Madsen machine gun, and is fed from a 5-round internal, non-detachable magazine that is typically loaded with 5-round stripper clips (loading it is a move action). Without stripper clips, you may only reload up to 2 rounds of ammunition as a move action. Ammunition is typically sold in groups of 5 rounds. The rifle has a lug for the attachment of a socket bayonet, and can be equipped with a unique side-mount scope system (see below).

Nagant M1895 Revolver: This firearm is identical in operation to the advanced firearms revolver (*Ultimate Combat* 139), though it has a capacity of 7 instead of 6.

SIEGE FIREARMS

Aasen Mortar: The Aasen mortar is an indirect-fire advanced siege firearm,



LAWRENCE 1917
FLAMETHROWER

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consisting of a heavy steel barrel, a loading mechanism, and a folding bipod stand, and is used to launch explosives to penetrate enemy defensive lines. Aiming the mortar is part of the standard action required to fire it. Reloading the mortar is a full-round action, and the user loads a grenade-like projectile into the breech of the weapon's steel barrel, along with a blank rifle round that propels the bomb when triggered. The weapon uses indirect fire to lob bombs in slow-moving, high arcs, and the user targets a specific square. Rules for indirect-fire siege weapons are found on page 160 of *Ultimate Combat*. Mortars can also be fired as direct-fire siege engines. When used for direct fire, they take a -4 penalty on attack rolls and their range increment is halved, but they do not have a minimum range. After the point of impact is determined, the shell explodes and deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot radius (Reflex DC 20 for half). An Aasen mortar has hardness 10 and 35 hit points; it fires special, finned fragmentation bombs that cost 10 gp each and weigh 4 pounds each. These bombs usually arrive on the battlefield in wooden cases containing 6 mortars each.

Hotchkiss 6 pounder: The Hotchkiss 6 pounder gun is a shortened version of the Hotchkiss 6 pounder naval gun, designed for use in the sponsons of World War I-era tanks such as the Mark IV. The Hotchkiss 6 pounder is a direct-fire advanced siege firearm that must be mounted in place on a vehicle to be used. It fires high explosive (HE) shells that deal 8d6 points of bludgeoning, piercing, and slashing damage in a 30-foot radius around the point of impact (Reflex DC 20 for

half). A Hotchkiss 6 pounder is a Medium weapon and has hardness 10 and 70 hit points. Hotchkiss HE shells cost 25 gp each and weigh 6 pounds each.

EXPLOSIVES

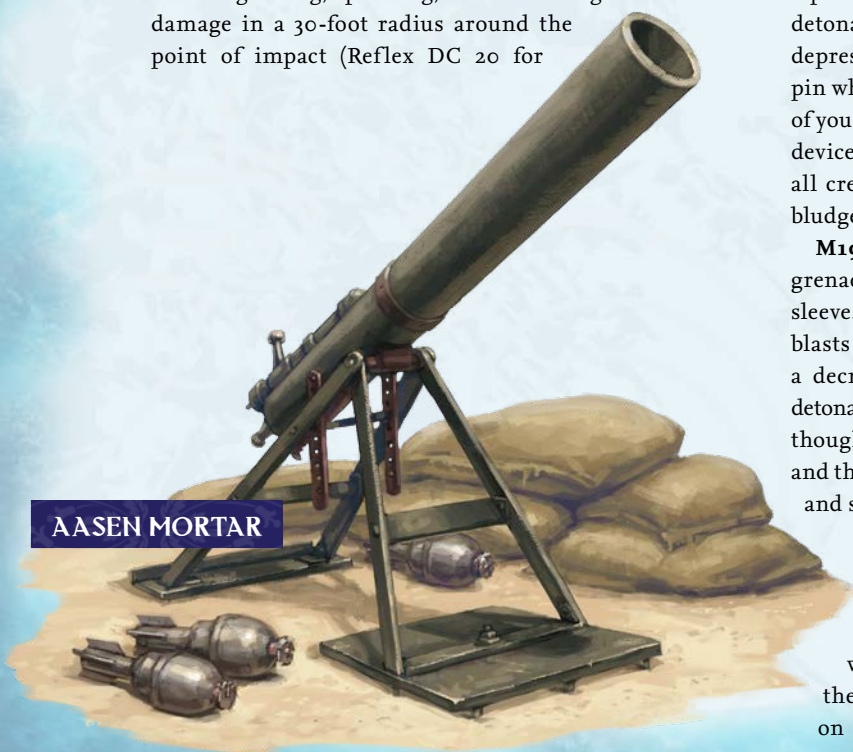
The following explosives shook the battlefields of the Great War. Making an attack with a grenade is similar to throwing a splash weapon (*Pathfinder RPG Core Rulebook* 202). Specific details for the explosives are listed in their descriptions.

Gas Cylinder (Mustard Gas): This large metal canister releases a cloud of toxic gas. It is usually placed on the ground and triggered so that the wind blows the gas toward enemy positions. Normally, multiple gas cylinders are placed in line and triggered together to cover a wider area of the battlefield. First, determine what direction the wind is blowing by rolling 1d4 (1 is north, 2 is east, 3 is south, and 4 is west). When triggered, a gas cylinder releases a cloud of mustard gas (see the sidebar on page 67) in a 15-foot cone. On the following 2 rounds, the cloud extends by an additional 15-foot square away from the canister, forming a 15-foot-wide, 45-foot-long cloud at the end of 3 rounds. The cloud moves with the wind, rolling along the surface of the ground, and disperses after 10 rounds. A strong wind (21+ mph) disperses the cloud in 4 rounds, and a severe wind (31+ mph) disperses it in 1 round.

M1914 Grenade (Concussion): This time-delayed concussion grenade is a mainstay of trench warfare. The device appears to be little more than a metal cylinder tapering to a handle containing a spring-loaded lever. To detonate the device, you disengage the safety pin while depressing the handle's lever, which releases the firing pin when thrown. The device detonates at the beginning of your next turn, hopefully in the area you targeted. The device relies on a concussive blast to deal damage, and all creatures within a 20-foot radius take 3d6 points of bludgeoning damage (Reflex DC 15 for half).

M1914 Grenade (Fragmentation): Standard M1914 grenades can be fitted with an optional fragmentation sleeve. This sleeve converts the normal concussive blasts into a cloud of deadly shrapnel at the expense of a decreased damage radius. The device is armed and detonated in the same manner as a regular M1914 grenade, though the explosion radius is reduced to a 15-foot radius and the grenade instead deals 4d6 bludgeoning, piercing, and slashing damage (Reflex DC 15 for half).

M1917 Chemical Grenade: The M1917 is a modified M1914 grenade specially modified and enlarged to release a cloud of toxic gas upon detonation. Resembling an overlarge metal can with a small lever and handle protruding from the bottom, the grenade is armed by pulling back on a metal firing pin held in place by the handle's



AASEN MORTAR

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depressed lever, which is released when thrown. At the beginning of your next turn, the grenade spews forth a cloud of mustard gas (see the sidebar on this page) in a 20-foot radius. The cloud disperses naturally after 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

OTHER MODERN MILITARY GEAR

The following items were also used by the military units of this time period.

Item	Cost	Weight
Bayonet, socket	5 gp	1 lb.
Gas mask	25 gp	1 lb.
Gas mask canister	5 gp	1 lb.
Scope	25 gp	1 lb.
Tachanka	1,550 gp	750 lbs.

Bayonet, Socket: A socket bayonet fits onto a lug mounted on the barrel of some modern firearms. It has the same statistics as a bayonet (*Ultimate Equipment* 24), but a firearm fitted with a bayonet lug can be fired while the bayonet is in place, albeit with a –2 penalty on attack rolls. Each bayonet is designed for a specific model of firearm. The bayonets in this adventure are M1891 bayonets designed for use with the Russian Mosin-Nagant M1891 rifle.

Gas Mask: Russia's Zelinsky-Kummant gas masks are rubberized-cloth masks fitted with thick glass eyepieces and a charcoal-dust filter in a rectangular canister that screws in near the mouthpiece. A gas mask is worn tightly around the head and face, allowing the user to breathe in hazardous environments. A gas mask grants immunity to inhaled poisons and other nonmagical airborne attacks that require you to breathe them, and a +2 bonus on saving throws against magical cloud or magical gas attacks. Using a gas mask imposes a –2 penalty on hearing- and sight-based Perception checks. A gas mask's filter canister can be used for 8 hours before needing to be replaced.

Scope: Scopes are telescopic sights mounted on rifles to increase accuracy at range by magnifying the target. Scopes reduce the penalty for ranged attacks by 1 for each range increment.

Tachanka: This vehicle consists of an agile wagon with a machine gun mounted in the back. The driver sits at the front of the tachanka while the machine gun crew sits at the rear. Though only one horse is required to pull the tachanka, sometimes two or more were used. The price and weight listed in the table above include the wagon and the mounted machine gun but not the horse. This vehicle uses the same statistics as the light wagon found on page 183 of *Pathfinder RPG Ultimate Combat*, but with the addition of a Maxim M1910 machine gun.

MUSTARD GAS

Used in warfare during the Great War, mustard gas (along with other gases such as chlorine and phosgene) were responsible for the grisly and painful deaths of nearly 90,000 people, and permanently scarred more than a million.

Mustard gas is normally deployed via gas cylinders or chemical grenades. A cloud of mustard gas obscures vision like *fog cloud* and looks like a bank of fog, except that its vapors are yellowish-brown.

Living creatures within a cloud of mustard gas take 3d6 points of acid damage when first exposed to the gas and must succeed at a DC 18 Fortitude save each round or become nauseated and blinded for as long as they are in the cloud and for 1d4+1 rounds after leaving the cloud. Creatures that succeed at their save but remain in the cloud must continue to save each round on their turn. This is a poison effect. Because mustard gas is heavier than air, its vapors sink to the lowest level of the land, pouring down into holes and trenches. A gas mask (see below) completely protects the wearer from the nausea and blindness effects of mustard gas, though holding one's breath does not.

TRENCH FIGHTER (FIGHTER ARCHETYPE)

Advances in technology have made archaic armors obsolete by the twentieth century, and modern soldiers concentrate training on firearms and swift feet.

Trench Warfare (Ex): Starting at 3rd level, a trench fighter can select one specific type of firearm (such as a machine gun, revolver, or rifle). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Every 4 levels thereafter (7th, 11th, and 15th), the trench fighter picks up another type of firearm, gaining these bonuses for those types as well. Furthermore, when behind partial, normal, or improved cover, a trench fighter gains an additional +2 AC bonus from the cover. This ability replaces armor training 1, 2, 3, and 4.

MYSTERIES OF MOTHER RUSSIA

By the time Western spiritualism entered into Russian culture in the early 1850s, belief in a great variety of spirits was already common. The theology of the Russian Orthodox Church not only promoted belief in miracles, but also taught that a person's soul lingered for 40 days before its final passing into Heaven. Common superstition already recognized a staggering array of ghosts and haunts that plagued the Russian countryside, from the drowned *rusalkas* to the spirits of unbaptized children, and regional folklore had long held that *banniks*, *domovoi*, *kikimoras*, and *vodyanois* inhabited the domiciles and natural spaces of Russia. So when Spiritualists introduced the idea that the souls of the dead could communicate with the living,

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spirit mediums, mystics, and psychic healers found easy entrance into every level of Russian society—including the courts of the tsars.

These mediums, like their Western counterparts, were responsible for fanning the flames of spiritualistic fervor with all manner of haunting manifestations, from simple rapping haunts to the appearance of partial and full-form ghostly apparitions, as well as sensational communications received by tipping tables, writing planchettes, and the whispered prophecies of spirit trumpets. Such tools allowed sitters to communicate with the spirits of the dead in a direct way never experienced in their culture, and exerted tremendous influence on their followers by introducing revolutionary notions into the minds of the common Russians. The irony was apparently lost on the ruling nobility, who had for generations persecuted such freethinking radicals, and the sudden command these esoterics exerted over the proletariat soon proved dangerous to the established order.

By the time of the Great War, spiritualism was deeply entrenched in the Russian psyche, and seances were commonplace—and nowhere accepted more enthusiastically than in the high courts of the tsars. The entire household of Tsar Nicholas II's grandfather, Alexander II, was said to have converted to the belief, and the tsar even patronized the famous medium D. D. Home. Tsar Nicholas himself engaged all manner of occultists—most famously Rasputin, of course—but also Dr. Gerard Encausse, a university-trained doctor known esoterically as Papus. Papus was a mesmerist, revered esoteric, and member of the Golden Dawn, who served Nicholas II both as a physician and as a spirit medium. Famously, in a 1905 seance, Papus is said to have conjured the spirit of Alexander III, the tsar's father, who prophesied Nicholas II's death by revolutionaries. The doctor assured his patron that he would work to magically ward him from this fate as long as he lived. How effective these wards were in shielding the tsar from this prophesy is unknown, but the fact that the tsar and his family were executed by revolutionaries less than 5 months after Papus' death may be telling.

The Motherland gave birth to many great occultists able to exert significant influence over the minds of their followers. The powerful seer and founder of the Theosophical Society, Helena Blavatsky, hailed from Russia. Rasputin's rival—an Orthodox monk known as Iliodor—provided the model for aspiring Russian spiritualists: a rogue, common-born monk well versed in traditional theology, possessed of sufficient charisma to inspire a cult of prostitute disciples, one of whom very nearly assassinated Rasputin himself, giving rise to the famous saying that “the soul of this cursed *muzhik* was sewn on his body.”

The ideas of these occultists were dangerous to the same established order that sought to embrace their

strange devotions and theologies. These dissident mystics often promoted the same ideals as their radical socialist counterparts who would soon control the country, helping to ignite the sparks of revolution by calling for a new age of peace while promoting free love, worker's rights, and equality for women, as well as the classic Gnostic ideal of communal living and contempt for material wealth—all of which was in direct contradiction to the oppressive regimes of the old social and religious orders. These contradictions in thought and belief finally gave rise to open rebellion, as the followers of these new philosophies promoted their ideas while gaining popular support and a firm political foothold that led directly to the overthrow of the reigning monarchy.

NEW ORACLE MYSTERY

The following is a new mystery for oracles. An oracle chooses one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Further rules on oracles can be found in the *Pathfinder RPG Advanced Player's Guide*.

OCCULT

Deities: Magdh, Nethys, Pharasma, Tsukiyo

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

Bonus Spells: *unseen servant* (2nd), *spectral hand* (4th), *clairaudience/clairvoyance* (6th), *screaming* (8th), *contact other plane* (10th), *project image* (12th), *vision* (14th), *moment of prescience* (16th), *astral projection* (18th).

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

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* spell with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per oracle level you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat

the knowledge gained as if you had used *detect thoughts*. This is a mind-affecting 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.

Ectoplasmic Armor (Su): You can conjure armor made of ectoplasmic force that grants you a +4 armor bonus. In addition, this armor functions as if it had the *ghost touch* special ability. At 7th level and every 4 levels thereafter, the armor bonus increases by 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.

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. At 5th level, the target instead becomes frightened, and at 7th level the target becomes panicked.

Project Psyche (Su): You can project your psyche into another vessel. Once per day, you can possess another creature as if using the *magic jar* spell, though this does not require a receptacle. You must be adjacent to the target creature, which receives a Will save against the effect. You must be at least 11th level to choose this revelation.

Shroud of Retribution (Su): As an immediate action, you can summon a shroud of spirits that reflects your attackers' damage back onto them. Any creature that strikes you deals normal damage to you, but at the same time the attacker takes 1d8 points of force damage + 1 point per 2 caster levels you possess (maximum +10). This effect lasts until the end of your next turn. You can use this ability once per day, plus one additional time per day at 11th level and every 4 levels thereafter. You must be at least 7th level to select this revelation.

Spectral Spells (Su): You gain Ectoplasmic Spell (*Pathfinder RPG Advanced Player's Guide* 158) as a bonus feat. In addition, once per day, you can cast a spell with the Ectoplasmic Spell feat as a standard action that does not increase the level of the spell. You can use this ability one additional time per day at 7th level and every 4 levels thereafter.

Spirit Walk (Su): You can become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects. You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely as a standard action. You can use this ability once per day at 11th level and twice per day at 15th level. You must be at least 11th level to select this revelation.

Sure Soul (Su): Because of your experience with possessing spirits, you gain a +2 insight bonus on saving

throws against possession effects such as *magic jar*, a ghost's malevolence ability, or domination effects. At 7th level, this bonus also applies against death effects and mind-affecting effects. At 11th level, the bonus increases to +4.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level and every 5 levels thereafter, the dead creature takes a cumulative -2 penalty on its Will save to resist this effect.

Final Revelation: Upon reaching 20th level, you become one with the spirits. You become immune to death effects, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. You can cast *astral projection* and *true seeing* once per day as spell-like abilities without requiring material components. Should you die, you rise again 2d4 days later as a ghost (*Pathfinder RPG Bestiary* 144).

