



Rite Publishing Presents:

# The Secrets of the Oracle

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*My hopes had not been high upon embarking on my search for others of our kind, but within mere weeks, I had come into contact with the first of many. The barbarian shaman Staja first crossed my path during my brief stay in the town of Barrenhold. At once it was apparent that she was a singular creature. At once beautiful and commanding, her countenance likewise showed a feral aspect I'd never encountered before in a human being. Though I had not broadcast my intent and mission, Staja knew why I had journeyed to the northern lands, and vowed to demonstrate to me the fullness of her spirit-given power. We embarked for the barbarian encampment at first light the next morning.*

- Excerpt from *The Anointed Ones*, by Laucian Natarion

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

## Arcana

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

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

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

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

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

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

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

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

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



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

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

**Reveal the Forgotten (Ex):** For a number of minutes per day equal to your oracle level, you may spend a full-round action to call upon the spirits to