

5E

AB
ABYSSAL BREWS



THE **ORACLE OF** **SEASONS**

Only concerned with maintaining the natural order,
these beings set the wheels of time in motion.

ORACLE OF SEASONS

Oracles of Seasons see to the natural flow of time and the movement of the material planes between their designated seasons regardless of the part of the plane they dwell on. Seeking to impose order, some worship the oracles and their continued presence as timekeepers of the daystar and beings that help to usher the world through its natural cycles. While Oracles are typically reclusive, they will make themselves known when creatures would try to disrupt the natural order of things and bring about unwelcome changes to the flow of time and the changing of one season into the next. Powerful wielders of elemental magics, they will hunt down those who have tampered with the progression of time and stamp them out of existence. It's though that these beings jump planes regularly to make sure that all is moving as it should, but due to how rare these oracles are, it's difficult to verify.

All manner of religions will worship oracles of the seasons ranging from those who would protect natural order themselves, to those who practice chronomancy safely without disrupting the flow of time. Farmers, tradesmen, fishermen, and all those who rely on the movement of the material planes seasons may be known to worship the Oracles. Many temples dedicated to the worship of the sun or other similar day starts may also worship the Oracles as they help to keep the natural progression of the sun through the planes and are additional providers of safety for these temples.

It is thought that the Oracles were constructed by Celestials long ago and given a spark of life in order to see out their purpose. They are made of an oddly resistance metal alloy that seems to be able to change based on what type of damage is being dealt to it, making Oracles extremely

ORACLE OF SEASONS

Medium Elemental, Neutral

Armor Class 18 (natural armor)

Hit Points 232 (31d8+93)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	17 (+3)	20 (+5)	18 (+4)	15 (+2)

Saving Throws INT +10, WIS +9

Skills History +10, Nature +15, Survival +9

Damage Resistances Cold

Senses darkvision 60 ft., Passive Perception 14

Languages Common, celestial, primordial

Challenge 16 (15,000 XP)

Elemental Sustenance. The Oracle does not require air to breath, food to eat, or water to drink. It can sustain itself off of any naturally occurring gas, solids, or liquids.

Legendary Resistance (3/Day). If the Oracle fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Oracle has advantage on saving throws against spells and other magical effects.

Seasonal Sting. The Oracle deals an additional 4d8 damage with its melee attacks of a type that is the same as its current resistance.

Actions

Whip. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 6 (1d8+2) slashing damage. plus Seasonal Sting

Innate Spellcasting. Oracle of Seasons's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Acid Splash, Burning Hands, Cure Wounds, Flame Blade*

3/Day: *Gaseous Form, Gust of Wind, Freezing Sphere*

1/Day: *Chain Lightning, Earthquake, Incendiary Cloud*

Reactions

Seasonal Safety. Trigger: The Oracle would take acid, cold, fire, lightning, or poison damage
Response: The Oracle changes its damage resistance to a type matching the damage that triggered this reaction. Most Oracles start combat with cold resistance.

resistant to those that would rely on one type of damage over all others. While the origin of Oracles is difficult to speak to with any certainty, what is known is that they transition through the planes with relative ease and seek to fulfill their purpose of maintaining the movement of celestial bodies above all other tasks. They are not known for outbursts of emotion and tend to favor logic over all other types of engagement.

Oracles are highly intelligence beings, and are extremely knowledgeable about the passing of seasons and natural order itself. They look kindly on those that have sworn oaths to protect the natural order. There have been powerful druids that have even been able to befriend the Oracles due to their strong conviction in protecting the natural world, but to achieve such a feat takes time and consistent action centered around helping the world progress as it should. Having an Oracle on your side means having a powerful ally that will always see their task through.

TACTICS

Oracles are powerful planar traveling beings and typically should only be tangles with in extreme measures. They are powerful spellcasters and their kit supports their adaptable nature as well.

- Seasonal Safety is the mechanic by which the Oracle saves themselves and dishes out incredible damage. Seasonal Sting is just as important in that role.
- Oracle's spell library is quite robust and should be used early and often in encounters with the Oracle to swing things in their favor.
- Seasonal Sting is based off of Seasonal Safety's resistance so make sure to keep track of that throughout any encounter.
- Oracles are intelligent beings and will seek to turn any fight in their favor before it begins.

SUGGESTED PAIRINGS

Oracles understand when they are up against threats that are beyond their means to handle. They will seek allies in cases like this.

- Powerful druids that can change the world around them and protect the natural order make for a great pairing as they often have similar goals.
- It would not be unusual to see an Oracle traveling with other powerful elemental beings that may be trying to protect their own worlds and the people in them.



SOLSTICE

Wondrous Item, Very Rare (requires attunement)

Bearing the vaunted mark of an Oracle of Seasons, this golden amulet hums with magical energy. It is sometimes cold and sometimes warm to the touch and occasionally emits the scents of grass, rain, flowers, or fallen leaves. The symbol itself resembles an inverted half-moon with a circle representing the day star in the middle.

While attuned, this amulet has four states that can be changed between using a bonus action on your turn. It can only ever have one of the following phases active at a time. You gain the following benefits when the amulet is in each state:

- **Winter's Wind.** Winds whip at your back, propelling you along, granting you a +10 foot bonus to your movement speed.
- **Spring Scents.** You gain the smell of pleasant spring flowers and growing grass. This effect grants you a +2 bonus to Charisma based checks and saves.
- **Summer's Scorch.** Any successful melee or ranged weapon attacks are imbued with the power of the summer sun, granting them an additional damage die, based on the weapon's base damage die, that deals radiant damage.
- **Fall's Foliage.** Your body is wrapped by swirling leaves and hardened bark. You gain a +2 bonus to your AC.

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