



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 resistant to those that would rely on one type of damage over

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CREATURE 16

MEDIUM **ELEMENTAL** **HUMANOID**

Perception +30; darkvision

Languages Common, Petran, Pyric, Sussaran, Thalassic

Skills Diplomacy +35, Medicine +32, Nature +35, Survival +32

Str +2, **Dex** +6, **Con** +9, **Int** +10, **Wis** +9, **Cha** +6

AC 38; **Fort** +28, **Ref** +25, **Will** +33

HP 291; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 15 see Seasonal Safety

Seasonal Safety ➤ **Trigger** The oracle would take acid, cold, electricity, fire, or poison damage; **Effect** The oracle gains resistance 15 to the triggering damage, replacing any other resistance gained from this ability. Most oracles begin combat with resistance 15 to cold.

Speed 25 feet, fly 30 feet

Melee ♦ vine whip +30 (agile, finesse), **Damage** 1d10+15 slashing plus Seasonal Sting

Arcane Spontaneous Spells DC 37, attack +33 ; **8th** falling sky, prismatic wall, summon irii (3 slots); **7th** interplanar teleport, planar palace, prismatic spray (3 slots); **6th** awaken entropy, teleport, vibrant pattern (3 slots); **5th** flame dancer, flames of ego, rewinding step (3 slots); **4th** chromatic armor, chromatic ray, planar tether (3 slots); **3rd** enthrall, hypnotize, slow (3 slots); **2nd** darkness, fear the sun, revealing light (3 slots); **1st** dizzying colors, mystic armor, thoughtful gift (3 slots); **cantrips** (8th) daze, eat fire, phase bolt, shield

Seasonal Sting (arcane) The oracle's melee Strikes deal an additional 4d10 damage of the type resisted by its Seasonal Safety

Shift Seasons ♦ (arcane); **Frequency** Once per round; **Effect** The oracle shifts its Seasonal Safety to a different element of its choosing.

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 tangled 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

ITEM 16

RARE INVESTED MAGICAL

Price 8,600 gp

Usage worn amulet; Bulk L

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.

This amulet has four states that can be swapped between once invested. Only one state can be active at any time. It is in a random state when it is first invested.

Activate ♦ envision; **Frequency** Once per round; **Effect** You picture a season and change the state of the amulet into that season gaining the following benefits:

- **Winter's Wind.** Winds whip at your back, propelling you along, granting you a +10 foot item bonus to your speed.
- **Spring Scents.** You gain the smell of pleasant spring flowers and growing grass. This effect grants you a +2 item bonus to Diplomacy checks made against non-hostile targets.
- **Summer's Scorch.** Your melee and ranged weapon strikes are imbued with the power of the sun granting them an additional 2d8 fire damage.
- **Fall's Foliage.** You gain the effects of a 4th-Rank Oaken Resilience spell. This lasts until you change the state of the amulet.

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