

FIRST-WORLD GUIDE (Gnome; Oracle)

The First-World is the lost homeland of Gnomes. Some of them have a particularly strong connection with it, and use it to bring some its primal magic back to the material plane.

CLASS SKILLS

First-World Guides gain Bluff, Knowledge (nature), Perception and Survival as class skills.

This replaces the class skills gained by the chosen Mystery.

BONUS SPELLS

First-World Guides gain these spells in place of the bonus spells granted by their Mystery at the following levels.

2nd - *hideous laughter*

4th - *confusion*

8th - *kiss of the first world*

12th - *euphoric tranquility*

14th - *fairy ring retreat*

16th - *gate*

REVELATIONS

A First-World Guide must take the following revelations at the listed levels.

Original Prankster: At 1st level, a First-World Guide gains Improved Dirty Trick as a bonus feat. She may use her class level rather than her base attack bonus to determine CMB to perform dirty trick combat maneuvers. At 6th level, she also gains Greater Dirty Trick as a bonus feat and whenever the

First-World Guide succeeds on a dirty trick maneuver, she may apply the effects of *oracle's burden* rather than a dirty trick effect.

Effortless Laughter: At 7th level, a First-World Guide can tap into the emotions of most creatures. The First-World Guide may affect animals, magical beasts and monstrous humanoids with mind-affecting and language dependant effects as though they were humanoids who understood her language. At 13th level, she may affect constructs and fey this way too.

Bleaching Survivor: At 14th level, a First-World Guide survives the effects of the *bleaching*, while maintaining all of her faculties. The First-World Guide stops aging and becomes immune to aging effects.