

Core & Mysteries

Divine Gift: A Guide to the PF2e Oracle

[Remaster]

9/27/25 Added deities from the rest of the Myth-Speakers adventure path.

7/22/25 Added Battlecry! options.

6/17/25 Added deities from Lost Omens: Shining Kingdoms and Myth-Speakers Player's Guide.

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About the oracle & the guide

This is a guide oriented toward optimization, but you should understand that **optimization is not achieved in a vacuum in Pathfinder 2e**. Your effectiveness will depend on your party, and your party's effectiveness will depend on you. If you care to optimize, your foremost question when building and playing your character should be "How does this choice help my party?" As such, please recognize that I can't possibly capture the nuance of every table. I make a lot of generalizations in this guide and point out where situational options are likely to work well, as well as some recommendations regarding how to make certain options work with certain parties. There are plenty of fun choices that are passable and even effective, but may be such only in the right group and under the right circumstances. Please do not consider this guide a comprehensive be-all, end-all. If you want to play a ~~shisk horizon walker archetype~~ sarangay dual weapon warrior STR gish Battle oracle, by all means, enjoy your build - just know that highly niche builds and options will not be considered here.

The most significant difference between oracles and other casters lies in cursebound feats. Compared to the other divine casters, oracles stand out for the fact that they essentially have two separate focus point pools: one is the standard, run-of-the-mill focus point pool, and the other a pseudo-focus point pool in the cursebound condition and associated cursebound actions. This combination gives you a whole lot of what amounts to relatively resourceless casting, on top of the fact that oracle is a four spell class. As such, you have a very deep well of daily resources. Your mystery partially dictates which cursebound actions you'll be able to build

toward and use. It'll also determine your curse effects, some of which are highly detrimental and others of which are mostly negligible.

For now, I only cover uncommon or rare options for ancestries and Divine Access spells..

This guide is designed such that you can jump to any portion of it and get a full understanding of the available options. For example, there are multiple geniekin versatile heritages which all grant access to the same genie weapon familiarity feat chain and which all contain the same language. If you read this guide from start to finish, be aware that you will see repeated information, though I do cover a few broadly applicable options here in the introduction section.

Regarding attribute modifiers, you're generally going to see the following progression, assuming two free attribute boosts from your ancestry (not including apex item boost):

(1) +4 CHA / +2 / +2 / +1 / 0 / 0
(5) +4↑ CHA / +3 / +3 / +2 / 0 / 0
(10) +5 CHA / +4 / +4 / +3 / 0 / 0
(15) +5↑ CHA / +4↑ / +4↑ / +4 / 0 / 0
(20) +6 CHA / +5 / +5 / +4 / +1 / 0

Or, for a spread more tailored toward a secondary attribute modifier at most levels:

(1) +4 CHA / +3 / +1 / +1 / 0 / 0
(5) +4↑ CHA / +4 / +2 / +2 / 0 / 0
(10) +5 CHA / +4↑ / +3 / +3 / 0 / 0
(15) +5↑ CHA / +5 / +4 / +3 / +1 / 0
(20) +6 CHA / +5 / +4 / +4 / +2 / +1

There are other ways to build your attribute modifiers. Namely, if you choose an ancestry with appealing attribute modifier boosts and flaws, you can drop STR or INT to a -1 in favor of either CHA or a defensive attribute modifier (DEX, CON, or WIS). If you're restricted to only common ancestries, gnomes and halflings both accomplish this well. Starting scores of +4 CHA / +2 / +2 / +2 / 0 / -1, +4 CHA / +3 / +2 / 0 / 0 / 0, or +4 CHA / +3 / +2 / +1 / 0 / -1 are possible with an ancestry that gives a CHA boost and a flaw. If you drop STR to -1, be aware that you're

accepting armor check penalties by doing so, or relying on alternatives to light armor (*mage armor*, unarmored build for less AC, etc.). Generally, the extra survivability is worth a -1 to athletics, acrobatics, stealth, and thievery, especially since you can mitigate the stealth penalty with the Armored Stealth feat. If you drop INT to a -1, be aware that you'll lack skills and may want to consider an ancestry lore feat.

The general attribute modifier priority for oracles is $CHA > DEX > CON = WIS > STR > INT$. There are exceptions depending on mystery and build. Lore wants INT and Battle / Bones may want STR. You want maximum CHA because it's your key attribute modifier and drives your casting. You want DEX to be able to fill out light armor, to beef up your reflex save, and possibly for ranged or finesse melee Strikes. CON is a good idea for priority over WIS if you're going to be doing any kind of midline melee or for a little extra padding against the Life curse's healing penalty. You may prefer WIS over CON for better handling of Debilitating Dichotomy, though in most respects your WIS-related proficiencies are either good enough to not need a ton of WIS or bad enough that extra WIS won't make a huge difference. STR is mostly only necessary to mitigate the armor check penalty. INT is unnecessary unless you're a Lore oracle, and even then, you might feel fine using flexible, specific lore skills without INT for the -5 to Recall Knowledge DCs. If you do prioritize STR or INT, be aware that doing so realistically comes at the cost of a worsened save-related attribute modifier (usually CON or WIS).

If you have comments or recommendations, please feel free to message me on reddit as [u/double_blammit](#).

Class features primer

HP: Pretty well average with 8 HP. Higher-HP ancestries and Toughness will be useful for builds that want to be in or near melee and for Life oracles due to their curse's penalties to magical healing received. If you absolutely need extra HP, you can take an archetype which includes a feat that gives 3 HP per associated archetype feat (champion, for example). Dwarves also offer a mid-level feat-based means of shoring up your HP which isn't tied to ancestry-based physiology.

Perception: Your perception progression sucks, as usual for casters. You don't have a ton of need for WIS unless you're playing a Lore oracle, either. It's a good idea to build for some

alternatives to perception such as deception / stealth for initiative. Building for features that buff or otherwise circumvent your limited perception (Incredible Initiative, imprecise senses, etc.) will help as well. Canny Acumen doesn't hurt either, but you may prefer that on a save.

Saves: Oracles technically have the second best will save progression in the game (barring monks, which can bump oracles to third place). Regardless, your will save is strong, especially because you turn will save successes into critical successes starting at level 7. The tradeoff is that you have the worst reflex save progression in the game, and you are tied for the worst fortitude save progression. Canny Acumen is a good idea if you can fit it in, and you may also be able to fit in an archetype like rogue to be able to bump a save up to master proficiency at level 12+.

Skills: Religion, a skill (nominally) related to your mystery, and 3+INT skills at level one is okay, though you'll never be nor truly need to be a skill monkey. Unfortunately, religion isn't particularly synergistic with most builds, though it does have some decent skill feats. It pushes you toward a secondary or tertiary WIS focus, but most mysteries don't have much use for WIS beyond its basic functions (will saves and perception). With that in mind, you can afford to pick an ancestry with an INT flaw most of the time (except for Lore oracles, though they can still kind of prioritize WIS over INT). The Dubious Knowledge skill feat can help somewhat if you want to get value from religion without further investment.

Attacks: Typical caster proficiency. You get standard trained / expert proficiency in simple weapons. Don't expect weapon usage to be your main shtick, even as a Battle oracle.

- Weapon specialization: Typical gain for casters. Your Strikes deal two extra damage from level 13 on.
- Note that you don't automatically gain critical weapon specialization. If you want it, you'll need to get it from an archetype or your ancestry. That said, your chance of weapon crits isn't great and you'll be just fine without critical weapon specialization.

Armor: Typical caster proficiency progression, though you at least get light armor proficiency for somewhat less of a reliance on DEX. You're going to be hard-pressed to fit in the STR to fill out armor without a check penalty, though.

Spellcasting: Standard spontaneous full caster progression. New spell levels at odd character levels and either 3 (for max-rank spells at odd levels) or 4 spells per day of each spell rank, chosen from your repertoire when you cast them. Since you're CHA-reliant, this also enables innate spells (usually from your ancestry, but not always) and the ever-useful CHA skills. You'll have access to the divine tradition's spells, the spells granted from your mystery, and eventually spells from Divine Access.

Curse: Each mystery has a specific set of hindrances that come with increasing levels of the cursebound condition. You start off with one free feat that grants a cursebound ability. Your cursebound value caps out at 2, increasing to a cap of 3 at level 11 and a cap of 4 at level 17. Each 10 minute period you spend Refocusing will reduce your cursebound value by 1. The gameplay surrounding your curse and cursebound condition involves making decisions as to when and whether the value gained from using a cursebound ability outweighs the penalties your curse imposes. Some curses are much worse than others (Ancestors) and each mystery brings different considerations due to the variety of curse debuffs.

Color/rating guide

Best (*****): Seriously. You want this.

Great (****): You almost certainly want this.

Good (***): Generally worth taking, but not in all cases.

Situational (**): You can make it work, but it mostly applies in limited situations. Also used as a general identifier to denote choices that tend to only work well with certain mysteries. In these cases, the mystery is specified with a more appropriate rating within the text.

Bad (*): Generally, you don't want this. Sometimes worth taking in rare situations, or requires a lot of effort to make it work.

Identifiers

(C): Cursebound.

(F): Prompts a fortitude save.

(L): Legacy content.

(R): Prompts a reflex save.

(SpA): Spell Attack.

(U): Uncommon.

(W): Prompts a will save.

Mysteries

Essentially the oracle's subclass choice, mysteries represent the way the oracle connects to divinity. Each mystery comes with a curse to offset the power of divinity. The curse essentially functions as a secondary focus point pool, giving you a whole lot of day-to-day longevity. Features not solely attributed to the mystery (feats that grant domain spells and the spells themselves, for example) are addressed more in depth in their appropriate sections.

Ancestors

Ancestors oracles have it rough. Their curse is especially dangerous and they don't necessarily get a ton of value in return. The society skill proficiency you get doesn't have a whole lot of synergy with the mystery's kit, especially because you have no use for INT. You should consider Whispers of Weakness an incentive to use spell attacks rather than Strikes since your DEX will be penalized and you have no need for STR.

- Spells
 - (1) *Guidance* (***): Although you already had access to it, *guidance* is a solid buff to one of several meaningful options, though limited in its frequency.
 - (1) *Ill omen* (***): (W) Best used in single target encounters, but it has value in two target encounters as well. The fact that you're trading two actions for a chance to negate one adversary action sounds like bad math, but against a single target, it's actually quite strong, especially for the fact that it's a rank 1 spell that never needs to heighten. On top of all that, it doesn't have the incapacitate trait, so being able to cut off 1/3rd of a single target encounter's actions - and probably a MAP-less attack, at that - is a decent trade. The fact that it targets will is decent, too, since you can debuff will with relative ease via Bon Mot.
 - (3) *Ghostly carrier* (***): If you're using touch spells (say, *ancestral touch*), being able to deliver them out to 120 ft. range so that you have less to worry about from

your clumsy condition will be a meaningful safety feature. That said, the fact that it's a one minute duration means you're going to occupy most of a turn setting up for touch spells. It works okay for a first turn alongside Bon Mot to debuff an enemy's will save prior to using *ancestral touch*.

- (9) *Dreaming potential* (**): You're probably not retraining a whole lot, but on the occasion that you or a party member need to, you'll be able to adventure and retrain in the same day. It also gives you more freedom during downtime. It works very well alongside feats like Otherworldly Acumen, Wandering Heart, and Gnome Obsession that let you (or a party member... you may want to bring this spell up in session 0) swap out picks with a day of downtime. You're probably not going to use it much when you first get it, but if you have a slot left over at the end of an adventuring day and / or when rank 5 slots start becoming less contested, you'll have a little bit of build flexibility.

- Revelation Spells

- (1) *Ancestral touch* (**): (W) This is basically a stronger, riskier Demoralize. It applies the same frightened levels at the same save outcomes as Demoralize, but as a semi-spammable spell at touch range and with a mental damage component. It's a solid amount of damage for a single action spell, but the fact that you're often going to have the clumsy condition due to your curse means you're putting yourself at potentially very serious risk to be able to deliver this spell. Other means of delivering it at range certainly help, but as mentioned in *ghostly carrier*, doing so comes at the cost of expending other actions and resources. If you are delivering the spell at touch range, your choice of actions will almost always come down to moving away from danger or casting a two-action spell, which is a difficult choice to make.
- (6) *Ancestral defense* (**): As if you weren't already resilient enough against will effects, getting fortune on them will make it very hard for said effects to harm you. You can use this in reaction to Debilitating Dichotomy if you want to expend a focus point alongside a cursebound effect, which is a good idea in encounters you expect to be relatively short due to the rapid encounter resource expenditure.
- (12) *Ancestral form* (**): This spell takes away a whole lot of options for you in exchange for significant defensive effects. It's a decent amount of resistance to

most damage types, plus being hard to target due to the invisible condition. That means you're probably not being targeted, so it's an okay emergency tool if your clumsy condition paints too much of a target on your back. The fact that you won't be able to do a whole lot while Sustaining *ancestral form* means you'll really have to plan your build and turns around it if you want this spell. You can Sustain a Spell more than once in a turn, which means any Sustained spells you cast before casting *ancestral form* are still an option. That said, anything you want to Sustain will require you to spend your entire turn going into *ancestral form* on casting it, plus Sustaining whatever other spell you like. *Spiritual weapon* / *spiritual guardian* are decent choices. You can also use skill actions so long as they don't have the attack or manipulate traits, so actions like Demoralize and Bon Mot are fair game. Cursebound abilities are usable too, so Nudge the Scales, Debilitating Dichotomy, and The Dead Walk are good options if you have their respective feat(s). The resistance from *ancestral form* will apply against the mental damage, if any, from Debilitating Dichotomy, which makes for a rather reliable single target nuke against low-will targets (especially paired with Bon Mot). If you want some additional options while under *ancestral form*, you could also look into archetype feats. Beastmaster and the Command an Animal action are perfectly viable.

- Domains

- Death

- (2) *Death's call* (**): The 20 foot range is going to put you in danger if and when you're clumsy. Hopefully your GM is honorable and makes enemies use Recall Knowledge actions to figure out that you're more vulnerable to Strikes while cursed, because they can likely use a single Stride to get to you, or none at all if they're ranged. At least it's a little temporary HP as a readily available reaction to give you some staying power on the midline. That said, you don't have much of a reason to be anywhere closer to melee than the backline.
 - (12) *Eradicate undead* (**): (F) Situational by nature since it only hits undead, but for a focus spell, it's a solid amount of damage in encounters against multiple undead.

- Duty:

- (2) *Swear oath* (** / ***): Readied actions can be a decent way to disrupt enemy turns, though as a caster you're not exactly well-suited to use martial actions like Strikes or athletics actions. That said, the fact that you can get, for example, shortbow critical specialization from an ancestry feat means you can do things like immobilize enemies mid-Stride from time to time. It also has some application for a melee build if using a brace weapon, but as with any melee build, you don't have much incentive to go that route. The varied rating is based on the fact that you can significantly improve the Ready action economy if you're preparing actions "in line with your personal edicts or the edicts presented by your religion." With edicts like Apsu's "seek and destroy evil," there's an awful lot you can get away with on the action economy front.
- (12) *Dutiful challenge* (**): (W) You don't really want to incentivize enemies to target you while clumsy, but with smart gameplay (most likely from your party) you can penalize enemies for targeting you by using effects like *tangle vine* or *wall of wind*. If that is the case, being able to throw out as much as a -3 penalty to attacks is a solid debuff. Be aware that there isn't a penalty to DCs, so both you and your targeted enemy can still throw out most spells without issue regardless of target. Since your target gets a will save when your allies use hostile actions against it, Bon Mot can help keep the effect in place.

- Family

- (2) *Soothing words* (***): One action for a one minute buff to will saves is quite good. It heightens for a bigger bonus and allows you to try to remove an emotion effect in its entirety, so you can even, say, take off a stack of the frightened condition. Your gunslinger / fighter / swashbuckler / what-have-you with a poor will save will appreciate your support with this spell, and it leaves room for a two action spell alongside it to boot.
- (12) *Unity* (***): Mostly just useful for will-targeting effects since your other two saves aren't likely to be very good, but if you have an archetype feat that improves your fortitude or reflex, or Canny Acumen, you might be able to help out elsewhere. If you have a solid WIS score, this reaction will provide ample defense against nasty effects like *phantasmal calamity*.

- Soul:
 - (2) *Eject soul* (**): (F) Being able to stun a target is good, but dangerous at touch range. Since the spell bears the manipulate trait, if you're using it on a target with Reactive Strike, you'll want to wait until someone else in your party has baited out said reaction before using this. Since it also bears the incapacitation trait, you won't get much mileage from this spell in single target encounters due to the level disparity.
 - (12) *Ectoplasmic interstice* (*): Your allies are better off just keeping a ghostbane fulu on hand.
- Curse of Ancestral Meddling: This is the harshest curse. Most curse penalties go to a -1 at cursebound 2 and a -2 at cursebound 4. Not so for you. With your clumsy value being equal to your cursebound value, you're taking a serious penalty to two defenses that will often lead to you taking a whole lot more damage. On top of that, you shouldn't expect to rely on DEX-based skill actions in encounters: Balance, Tumble Through, Maneuver in Flight, Grab an Edge, Hide, Sneak, Disable a Device, and Pick a Lock will all suffer the clumsy penalty. Ranged Strikes really aren't much of an option for you either. You'll want to stay as far from melee as possible, and almost certainly want to stay near something (or someone, if playing a halfling with Ceaseless Shadows) behind which you can Take Cover.
- Good Divine Access choices:
 - 3 good spells:
 - Acavna, Achaekek, Adanye, Arqueros, Barzakh, Children of the Night, Cihua Coatl, Immaculate Growth, Isis, Izuyaku, Kaldemash, Nalinivati, Nivi Rhombodazzle, Norgorber, Nyarlathotep (The Veiled Voice), Reymenda, The Last Breath, Trudd
 - 2 good spells:
 - Aleth; Andoletta; Ceyannan; Charg; Charon; Dalenydra; Dammerich; Droskar; Elion; Embaral; Erastil; Falayna; Fandarra; Gravelady's Guard; Grundinnar; Iomedae; Jaidi; Kazutal; Keepers of the Hearth; Lorris; Osiris; Ragathiel; Shax; Shizuru; Srikalis, Sritaming, and Sribaril; Suyuddha; Talons of the Godclaw; The Readied Strike; Touch of the Sun; Vavaalrav; Vineshvakhi; Vonymos; Yaezhing

- 1 uniquely good spell:
 - Dachzerul, Minderhal

Ash

There's not a ton of outstanding potential with the Ash mystery, but it offers a decent mix of blasting and debuffing with the odd option for area control. Plus, the curse is pretty friendly, making for a decent general caster. Whispers of Weakness is also one of the best level 1 cursebound feats. Since the Ash curse is significantly less painful than that of the Ancestors and Lore mysteries, Ash is up there with Blight for being one of the better ways to get Whispers of Weakness for free at level 1. Unfortunately, you don't get a level 10 cursebound feat.

- Spells

- (1) *Ignition* (***): (SpA) Barebones spell attack with a chance at persistent damage and a slightly stronger melee version. It's one of few mystery-granted cantrips that weren't already on the divine list, though.
- (1) *Breathe fire* (*** / **): (R) Barebones blasting spell in a 15 foot cone. Its value falls off quickly when you get access to better blasting spells.
- (3) *Mist* (***): Area concealment is a nice control tool, though the three action cast will be frustrating in encounter mode.
- (11) *Disintegrate* (**): (F, SpA) D10s are nice for damage, but it's one of those unfortunate spells that requires both a spell attack and a save. Two chances for your target to not take damage do not make for a good spell. It can at least damage objects, so you may be able to delete hazards with it.

- Revelation spells

- (1) *Ashen wind* (***): (F) Relatively spamable area sickened is pretty good for a first level focus spell. This spell lends itself well to Widen Spell.
- (6) *Incendiary ashes* (***): (F) The baseline damage scaling is a bit behind since the spell also includes a weakness to fire damage. This spell pairs best with effects that impose persistent fire damage in an area, such as firestarter pellets on a cast of *fireball* or a Wand of Smoldering Fireballs. The spell trickster

archetype offers the Lingering Flames feat to achieve a similar outcome for *fireball*. You may also want to encourage an ally or three to use a flaming rune and / or energized cartridges, especially if you have a fighter or gunslinger in the group that can reliably crit for persistent fire damage. The various gunslinger features that give easy access to (persistent) fire damage are an acceptable alternative, as are monks with Stoked Flame Stance. Sparking Spellguns are a consumable option. *Dehydrate* is also a welcome combination, and *divine immolation* can double dip between up-front fire damage and persistent fire damage. *Elemental confluence* provides a renewable source of (small) area persistent fire damage. At higher levels, *summon elemental herald* is a great combination since it doesn't affect allies. A bloodburn censer works for a little while starting at level 13.

- (12) *Ash form* (**): Doesn't really do a whole lot, but unlike its cousins in *ancestral form* and *tempest form*, *ash form* allows you to cast spells. Fast healing, average physical resistance, and some situational immunities make for an okay defensive spell every now and again.

- Domains

- Destruction

- (2) *Cry of destruction* (***): (F) It's a pretty strong blasting tool for a focus spell, especially if you're using a shortbow for relatively easy Strikes to get the d12 damage dice. With only a 15 foot cone, though, you could certainly afford to use a melee weapon.
- (12) *Destructive aura* (*): You probably shouldn't be using damage types that hit resistances, but if you're forced into a situation where that is the case, at least you'll be able to do a bit more damage. The 15 foot aura, like *cry of destruction*, incentivizes you to be near melee, so you may affect allies as well. It'll also reduce your resistances. All in all, it has too many downsides to be worth a twelfth level feat.

- Dust

- (2) *Parch* (****): (F) The debuff this imposes fills a similar niche to that of Demoralize, penalizing basically every numeric value on an enemy even on a successful save, and for longer on a fail or crit fail. Plus, it has a 60

foot range rather than the 30 foot range of Demoralize. Alongside Demoralize, you'll have two options for which save to target for a solid debuff. The fact that it becomes an area effect at rank 4 very much helps keep the spell relevant.

- (12) *Dust storm* (***): Concealment, passive damage, and the potential to render enemies unconscious after a few turns, at long range and in a good-sized area. It's a solid control spell, especially against enemy spellcasters and enemies with low CON. Allies with slashing resistance and Breath Control will be able to get into the spell area and try to crit the breath rounds out of enemies. If your ranged allies have a means of overcoming the concealed condition, they'll be able to do the same, but without having to brave the effects of the spell. Gunslinger crit-machines with the Blood in the Air feat (also level 12) are great allies to have around if you like *dust storm*.
- Fire
 - (2) *Fire ray* (***): (SpA) Standard damage scaling spell attack, but with the ability to occasionally apply passive damage. Just make sure your allies are aware of the positioning requirements you'll create so they don't end their turns in a burning square. Also, don't expect the passive damage to come up much - enemies can avoid it pretty easily. Think of it more as a deterrent unless you're in a tight space and you have a means of stopping enemies from moving past your frontline / a wall spell.
 - (12) *Flame barrier* (**): If you have any level of the cursebound condition, this spell won't function at all for personal use. Consider it a party support tool.
- Nothingness
 - (2) *Empty inside* (**): Emotion effects mostly mean "frightened," but there are a few odd creature abilities this spell can counteract, and there are several dozen spell effects with the emotion trait that you can counteract. Being able to counteract as a single action is a decent choice, especially if your party outnumbered your enemies - a 1 for 1 action trade is good in that case. You may just ignore frightened 1 since it will fall off at the end of your turn, but frightened 2 and above is absolutely a value trade in your favor. All that said, considering how resilient you are against will-targeting

effects, the numbers are on your side to shrug off the effects this spell counters in the first place.

- (12) *Door to beyond* (**): (F) It's hard to use, but if you have the party synergy for it, you can get some decent area control value from this spell. Wasting enemy actions for them to Stride out of the pulling effect is powerful if you and your party can pull off the positioning. That generally means you'll need someone, or multiple characters, in your party who's good about Shoving and / or Repositioning, or other caster allies who will use spell effects to move enemies into the burst. It can also be used to block hallways and, as a 20 foot burst, can cover quite a wide choke point. Widen Spell can help a bit too if you have it. Be aware that using Widen Spell can be quite risky here, though, since the spell only has a range of 5 feet. Ideally, you'll cast the spell, then Stride away from it for your own safety, especially if you're setting up for a party blaster to land an area spell on tightly grouped enemies.
- Curse of Creeping Ash: Just don't hit yourself with fire effects and you'll mostly be fine. The fire weakness at cursebound 3 can be problematic since fire is such a common damage type, but you should be fairly able to predict when fire damage will be coming your way and choose not to go to high cursebound levels accordingly. This is especially true if someone in your party is willing to check for enemy fire damage abilities with Recall Knowledge. The cursebound 2 penalty is negligible so long as you don't build for ranged Strikes, and the speed penalty at cursebound 4 shouldn't be too bad unless you really want to try to make a gish with the Ash kit.
- Good Divine Access choices:
 - 3 good spells:
 - Abraxas, Adanye, Dramindyr, Nethys, The Last Breath, The Tides of Chaos
 - 2 good spells:
 - Ahriman, Apep, Azathoth, Cixyron, Doloras, Droskar, Eiseth, Gorum, Groetus, Hastur, Hei Feng, Imot, Kostchtchie, Lubaiko, Nhimbalo, Onos, Ptah, Qi Zhong, Ragathiel, Rhan-Tegoth, Ristrentho, Scal, Telvrys, Treerazer, Umarik, Valani, Vonymos, Vulot, Zevgavizeb

- 1 uniquely good spell:
 - Kerkamoth, Ragadahh

Battle

Though the name might suggest otherwise, Battle oracles aren't well-suited to be frontline gish skirmishers. They can sort of pull that role off with a secondary DEX focus, but if you plan to play a Battle oracle, you should be fully aware that their main role is the same as that of any other mystery: casting. The athletics skill makes it seem like you should focus on STR, but your lack of medium or heavy armor proficiency means that you'll require additional feat investment in order to make STR an even somewhat meaningful priority. If you want to lean into your athletics skill and put STR to use, you'll also want the Armor Proficiency general feat and / or the Champion or Sentinel Dedication feat. Oracular Warning is among the strongest level 1 cursebound feats, providing a solid initiative buff and a small temp HP buffer for your allies (but not you) when encounters break out.

● Spells

- (1) *Shield* (***): You already had access to *shield*, but it's nice having a decent defensive cantrip. Even as a mid- or backliner, ranged attacks and spell attacks will happen often enough that you'll get use out of it.
- (1) *Sure strike* (***): This is a great spell to get for free, especially since it opens up wand and scroll usage. You'll be able to use spell attacks well, and between *divine lance* and *needle darts*, you'll have plenty of occasions to do so right from level 1. It also gives you some justification to use weapons with the deadly or fatal trait. Just be aware of its once-per-encounter nature due to the 10 minute cooldown period.
- (3) *Telekinetic maneuver* (**): (SpA) A decent candidate for *sure strike* if you have a priority target that absolutely needs to be on the receiving end of an athletics skill action. Note that this is accomplished through a spell attack rather than your athletics skill, which is further incentive to ignore your STR and athletics proficiency. Also, there's nothing in the spell about your spell attack having to target AC - you still perform the athletics skill action against the

appropriate save DC, which means you get a bit of flexibility in targeting fortitude or reflex. At least you won't need to heighten it for it to remain relevant.

- (7) *Weapon storm* (**): (R) The damage on this spell isn't great compared to other staple blasting spells like *fireball* or *chain lightning*, even if you are wielding a d12 weapon in both hands for maximum damage. Its point of balance is that it can apply weapon critical specialization effects on a crit fail save, but you really shouldn't expect crit fails to be a frequent result. Valuable weapons are very limited since none of the weapon traits apply, only their damage die size and crit specialization effects. The best option you realistically have for a d12 weapon's crit specialization is the greatsword for off-guard, which isn't saying much. Greatpicks will do a bit more damage on critical failures due to the extra damage die from fatal d12, but on average do less damage than d12 weapons due to the rarity of crit fails on spells. Axes don't even apply their crit spec effect due to the fact that no attack roll is involved and targets probably aren't in reach (unless your GM is willing to give you a very friendly ruling / house rule, in which case the greataxe is your best choice, assuming tightly-grouped enemies). Mauls require a save against your poor class DC. You could use a weapon with the two-hand d12 trait instead, which will give you some flexibility for athletics skill actions or a buckler due to the free hand alongside normal melee usage. Unlike normal two-handed weapons, though, you'll actually need to be holding a weapon with the two-hand trait in both hands to make this spell function at max damage. Bastard sword and greatsword are essentially the same, as are dwarven waraxe and greataxe. The gada is your only real different option, but using it outside of *weapon storm* is cumbersome due to the fact that it's an advanced weapon. Its crit spec will allow you to apply 10 feet of forced movement on crit fail saves. Your best bet damage- and efficiency-wise is to hope your GM will let you have access to a backpack ballista (U) for the bleed damage and 1+ hand wielding functionality. Luckily, this spell doesn't require you to be proficient in the weapon you're wielding, only that you're wielding one. If you can get your hands on a retrieval belt (which is uncommon, sadly), you won't need to waste an action drawing a weapon, or a hand (or two) holding a weapon. You can also accomplish this effect with an archetype that offers the Quick Draw feat, but that will take up two class feat slots to do so.

- Niche uses include bombs against targets with weakness for a chance at multiple applications of splash damage, arbalest for a chance at the highest possible bleed damage (assuming you can't use a backpack ballista), or guisarme for a chance at applying clumsy plus the reach+trip usage outside of *weapon storm*.

- Revelation Spells

- (1) *Weapon trance* (*): Don't bother. If you want to use a weapon, get the Weapon Proficiency general feat or an ancestry weapon. Wasting actions Sustaining this spell to maintain martial weapon proficiency when you have caster weapon proficiency progression is a fool's errand. Relying on your Strikes to hit for a free Sustain suffers the same proficiency progression issue. Striking shouldn't be your priority, casting spells should. The only value here is that it gives you a focus point to use on better focus spells. A first turn of *weapon trance* + *sure strike* + Bespell Strikes + a Strike can make for a pretty impactful first turn, though having proficiency outside of *weapon trance* usage cleans up the action economy. If you do have proficiency already, that turn can look something more like *weapon surge* + *sure strike* + Bespell Strikes + a Strike. There is some fringe value in being able to use advanced ancestry weapons with an appropriate ancestry weapon familiarity feat, but you're essentially trading out the damage from *weapon surge* in favor of advanced weapon usage - so you're losing out on 1d6-3d6 worth of spirit damage (potentially sanctified if you get a champion or cleric archetype) to get an extra trait or two on the weapon itself.

- Advanced ancestry weapons

- Catfolk: DEX / CHA with WIS penalty is workable.
 - Whip claw: Finesse for a less taxing attribute spread, reach + hampering for melee control. It's a two-handed d6 weapon, though.
- Hobgoblin: CON / INT are terrible boosts for this type of build and you should do two free boosts instead.
 - Capturing spetum: Reach + trip + hampering for some melee control. A martial will be better at this, but it'll give you some single target control beyond your spellcasting if

you're built for STR. Combine with a constricting whip tail graft when you can.

- Orc:

- Barricade buster: Needs STR for kickback and DEX for attacks, which makes for a hard attribute spread, especially since orc isn't a three boost ancestry. You might be able to evade the STR need with silver tripod consumables, which the talisman dabbler archetype can produce consistently (though the cost will become a non-issue quickly and you may not want the talisman dabbler archetype for long). Silver tripods do require an initial action to set up, though. If you're comfortable with the action and feat investment to make it work, barricade busters can do a lot of ranged damage and have no appreciable reload.
- (6) *Battlefield persistence* (***): A bonus to saves is nice, but its numerical value is mostly in countering your curse's save penalty, especially at higher levels. Beyond that, the extra protection against incapacitation effects is quite good, especially against solo boss encounters or two-creature encounters where one or both of them may be of an equal or higher level to you. Additionally, the fact that this spell is a reaction helps maximize your turns.
- (12) *Revel in retribution* (***): This is the only feature you get that truly incentivizes weapon usage. It's best used with a reach weapon, but finesse reach weapons are few and far between. Gaining a consistent source of temp HP is great, but you still have to contend with caster weapon proficiency since you only gain the temp HP on a successful Reactive Strike. Being able to make two Reactive Strikes per turn will help your odds somewhat, especially with a reach weapon and proper positioning.

- Domains

- Destruction

- (2) *Cry of destruction* (***): (F) It's a pretty strong blasting tool for a focus spell, especially if you're using a shortbow for relatively easy Strikes to

get the d12 damage dice. With only a 15 foot cone, though, you could certainly afford to use a melee weapon.

- (12) *Destructive aura* (*): You probably shouldn't be using damage types that hit resistances, but if you're forced into a situation where that is the case, at least you'll be able to do a bit more damage. The 15 foot aura, like *cry of destruction*, incentivizes you to be near melee, so you may affect allies as well. It'll also reduce your resistances. All in all, it has too many downsides to be worth a twelfth level feat.
- Might
 - (2) *Athletic rush* (**): This is a decent spell to up your chances at landing an important athletics skill action, but since it takes quite a bit of feat investment to make STR and athletics worthwhile, you'll need a specific build to put paid to this spell. It's more valuable for the buffed Stride, but by level 6 you can get that from a 2nd rank *tailwind* for very little investment.
 - (12) *Enduring might* (***): This spell provides a pretty solid amount of resistance, though only against a single effect per focus point and at the use of your reaction (which you probably want for *revel in retribution*). STR helps, but isn't necessary. That said, since you need *athletic rush* in order to take the feat that grants this spell, you probably will have some STR to help prop this spell up.
- Protection
 - (2) *Protector's sacrifice* (**): Lets you redirect some damage to yourself as a reaction. It'll compete with *revel in retribution* at later levels, but since you don't get much in the way of reactions before then, it's an okay way to spread damage where and when it's less impactful to the party as a whole. Since you don't penalize your own healing received, it's not a bad way to soak up some damage for a priority party member (say, your champion who's taking most of the hits, or a squishy backliner caught in a bad position) and throw down a max rank *heal* on yourself if and when needed.
 - (12) *Protector's sphere* (**): Party-wide resistance will be okay against area effects, but it's not much resistance. The fact that it's a 15 foot emanation means you'll often only be mitigating damage for your frontline

or your backline, not the whole party at once. It's also Sustained, so you'll have to keep spending actions to keep it up.

- Zeal

- (2) *Weapon surge* (***): If you're building to use a weapon, getting a buff to one attack and a bit of extra spirit damage is solid for a single action. Just be sure to have an idea of what your third action will be. Though only possible at level 2 as a human or anadi (and level 4 otherwise), this spell complements Whispers of Weakness somewhat well since you can get up to four rounds off at early levels where you'll have a status bonus to an attack roll. Less useful if you have a bard in the party running *courageous anthem*, but it will still give you the extra spirit damage and the sanctified trait for even more damage against creatures with an appropriate weakness.
- (12) *Zeal for battle* (***): Essentially fortune on initiative for you and one other party member within ten feet. It should compete with Oracular Warning, though, since you're almost certainly going to be hard pressed to find a GM who doesn't think that their triggers are "effectively the same thing" (Player Core p. 415, Limitations on Triggers). That said, this spell will allow you to essentially move your initiative buff utility onto your focus point pool rather than cursebound condition, which will free up a cursebound ability usage in each encounter for something like, say, one more Debilitating Dichotomy.

- Curse of the Mortal Warrior: Your curse will be entirely negligible in encounters that don't involve casters. If you are facing casters, hopefully your GM is the honorable sort rather than the metagame-y sort and your enemies will have to spend actions to Recall Knowledge about why you might be an appropriate target for spell saves. The weakness at cursebound 1 really isn't too bad, but once you start getting penalties to your saves against spells, you're in more danger of losing out to nasty incapacitation effects or spells that can otherwise debilitate your character. Cursebound 3's weakness can be pretty rough too, especially against spell-based persistent damage. Maintain a sense of caution around spellcasters and prioritize using focus spells rather than cursebound abilities. If you're fighting a bunch of martials, though, go wild.

- Good Divine Access choices:
 - 3 good spells:
 - Abraxas, Acavna, Adanye, Arqueros, Dramindyr, Dranngvit, Izuyaku, Jaidz, Nameless, Nethys, Nyarlathotep (The Veiled Voice), Obari, Reymenda, The Last Breath, The Tides of Chaos, Trudd
 - 2 good spells:
 - Achaekek; Ahriman; Aleth; Alseta; Andoletta; Apep; Arazni; Azathoth; Balumbdar; Baphomet; Belech; Ceyannan; Chaldira; Charg; Cihua Coatl; Cixyron; Dalenydra; Grask Uldeth; Green Man; Groetus; Grundinnar; Hei Feng; Imot; Irori; Jaidi; Kaldemash; Keepers of the Hearth; Korada; Kostchtchie; Kurgess; Kzininn; Lorriss; Lubaiko; Ma'at; Marishi; Qi Zhong; Ristrentho; Rokoga Gin; Scal; Soralyon; Srikalis, Sritaming, and Sribaril; Suyuddha; Telvrys; The Divine Dare; The Readied Strike; Touch of the Sun; Treasures of the Eternal Delve; Treerazer; Umarik; Urban Prosperity; Urgathoa; Ussharassim; Valani; Vavaalrav; Venkelvore; Vineshvakhi; Vonymos; Wards of the Pharaoh; Ydersius; Zevgavizeb
 - 1 uniquely good spell:
 - Apsu, Iapholi, Kerkamoth, Minderhal, Ragadahn

Blight

Blight oracles have lots of debuff options and a little bit of support capability. The nature skill doesn't really offer them anything useful, but it does at least synergize with WIS investment, which you may want as a secondary priority for the eventual Break Curse feat if you're going for total condition removal coverage (meaning blessed one archetype and *purging toxins*). Since the Blight curse is significantly less painful than that of the Ancestors and Lore mysteries, Blight is up there with Ash for being one of the better ways to get Whispers of Weakness for free at level 1. Unfortunately, you don't get a level 10 cursebound feat.

- Spells
 - (1) *Caustic blast* (***/**): (R) The damage isn't great, but it is at least an area damage cantrip that targets reflex, which is a welcome improvement to the divine list for the first few levels.

- (1) *Noxious vapors* (**): (F) Mostly useful as a defensive tool to give yourself concealment and get away from danger. The fact that the damage is dealt in an emanation means you don't have a lot of incentive to use the spell for its damage.
 - (3) *Fungal infestation* (**): (F) This is one of those weird spells where the range and area interaction don't make a ton of sense. The best interpretation I, and others I've seen discuss the spell, can come up with is that the cone still starts from your square as normal, but that you must be able to touch an enemy in the first square of the cone in order to use the spell. It does have very high damage potential due to the area persistent damage, even with the heightened +2 scaling. The area weakness also sets up all sorts of combination potential for other persistent damage and for your allies with slashing weapons. There are quite a few creatures against which poison damage is useless, though.
 - (9) *Toxic cloud* (***): (F) Concealment and ongoing damage. Positioning is key with this spell since it moves away from you. Allies with a focus on manipulating enemy positioning, such as Shove or Reposition, will help you keep the damage going, but they'll need to plan around the fact that the *toxic cloud* will continue to move.
- Revelation spells
 - (1) *Ulcerous canker* (* / **): (F) Weak single target damage and nothing else. Its only advantage over a cantrip is the persistent bleed damage, but the persistent damage doesn't become valuable until the mid-levels. If someone in your party is using exsanguinating ammunition, this spell becomes worth using, but otherwise, your focus points are better spent elsewhere in most situations. It does also have some synergy with *advanced scurvy*.
 - (6) *Purging toxins* (***): Diseases are nasty enough that having a renewable tool to counteract them is valuable. Cutting out the 8 hour time required for the medicine skill to remove diseases is even better. The fact that you have on-demand poison removal can really take the wind out of an enemy's sails when their main shtick is a disease or poison effect. Combined with the blessed one archetype and proper feat investment, you become even more effective than a

cleric at removing conditions and afflictions, though curses are still the odd man out.

- (12) *Accelerated decomposition* (****): (F) Relatively spamable drained alone is enough for it to be a good spell. The fact that you can land damage, a choice of debuff on a successful save, and multiple debuffs on a failed save makes for quite a strong single target spell.

- Domains

- Death

- (2) *Death's call* (**): Though the 20 foot range isn't ideal, getting temp HP as a reaction to a common trigger is a nice way to generate some staying power for yourself. You may find that you don't really need this spell's temp HP often, but especially into the higher levels, it can provide quite a lot of temp HP.
 - (12) *Eradicate undeath* (**): (F) Situational by nature since it only hits undead, but for a focus spell, it's a solid amount of damage in encounters against multiple undead. For the Blight mystery, this spell is at least a little more meaningful since so much of Blight's kit does little to nothing against undead.

- Decay

- (2) *Withering grasp* (***): (SpA) It's a strong amount of single target damage for a low-level focus spell, but the fact that it's melee will put you in some danger. Using this spell on enemies with shields can quickly break said shields, but their first use of Shield Block, and possibly further uses, will fully negate *withering grasp's* damage to the creature. You may also be able to destroy traps with this spell assuming your GM considers them "unattended objects" (Pathfinder Society clarification). If your GM doesn't care to enforce this clarification and you can target any objects, you can break all sorts of objects, including worn armor for long-lasting AC debuffs.
 - (12) *Fallow field* (*): (W) This lets you debuff enemy healing, but usually the bigger issue with enemy healing lies in regeneration: the fact that you can't kill a creature with active regeneration. This spell doesn't deactivate

regeneration, just reduces its value (as well as any other healing effect). Also, it has no enemy filter, so wherever you're Sustaining the effect, your allies are also at risk of receiving less healing.

- Disorientation

- (2) *Clouded focus* (**): (W) This spell can be used as a buff or debuff. If your party has ranged options and the ability to debuff an enemy's speed, you can do a whole lot to shut down a single target since said target can't perceive anything outside of a 20 foot range (or 10, if you're lucky). As a buff, if your allies have, say, ancestry-granted imprecise senses, you can help them get around sensory limitations (usually vision and invisibility / stealth effects) within the same limited 20 foot range. Your allies will have to be highly aware of the tools in their kit that let them take advantage of this spell, and ideally your party will build for specific synergy if you plan to use it. At higher levels, it becomes an area tool, which can be a very helpful party buff in small rooms and a helpful area debuff if your party has area control tools to lock enemies in place.
- (12) *Ephemeral hazards* (***): (W) It's not a lot of damage, but it is continuous. It also offers a ton of damage type flexibility in selectable areas that will help you avoid harming allies. Additionally, it gives a lot of room to create difficult terrain, which combines nicely with *clouded focus* and provides decent area control. Especially useful if you and / or allies have some means of debuffing enemy speed.

- Plague

- (2) *Divine plagues* (***): (F) Flexible single-target debuff that eventually becomes very hard for the target to overcome once it's virulent, on top of action denial at stage 2 with the slowed condition. Especially useful against enemy spellcasters with low fortitude since the stupefied condition can stop their casting. 7th rank *summon fiend* can help quite a bit here by summoning a leukodaemon, though you'll be well into the middle levels by the time that option is available.
- (12) *Foul miasma* (**): (W) Turn single target disease effects (*divine plagues*) into area effects. Just be wary of landing diseases on your allies. Unfortunately, you don't have access to a ton of diseases. Fortunately, it's best used on an ally's disease effect due to action economy limitations.

Advanced scurvy and *abyssal plague* are the only common spells you have access to by default that imposes a disease, though *abyssal plague* will need some attention from your GM due to its legacy traits and effects. *Goblin pox* is an option from Divine Access via Apollyon, Ghlauder, Isph-Aun-Vuln, Urgathoa, or Xsistaid (though Apollyon and Isph-Aun-Vuln aren't great choices due to spell redundancy). Allies might be able to use *blightburn blast* or *mycological malady*. As with *divine plagues*, a summoned leukodaemon can help amplify disease effectiveness quite a bit, being able to force up to two targets to save against a disease interval with Quicken Pestilence.

- Curse of Inevitable Rot: This curse isn't too terrible, but it does bring weaknesses to two damage types as opposed to the usual one. The penalty to Treat Disease, Poison, or Wounds on you isn't the worst, though you should let your allies know about the Treat Wounds penalty in particular. Fortunately, refocusing removes the penalty, though you may not always have time to refocus before having your wounds treated. As with the *purging toxins* spell, the blessed one archetype can do you a world of good here. *Purging toxins* basically negates the penalty to Treat Disease or Poison, and *lay on hands* bypasses the penalty to Treat Wounds.
- Good Divine Access choices:
 - 3 good spells:
 - Achaekek, Barzakh, Fortune's Fate, Nethys, Norgorber, The Tides of Chaos, The Lantern King
 - 2 good spells:
 - Ahriman, Azathoth, Baphomet, Chamioholom, Charg, Charon, Dammerich, Fandarra, Groetus, Imot, Narriseminek, Rhan-Tegoth, Shadow Cabinet, Shapes of the Fading Luster, Shax, The Pandemonia, Treerazer, Tresmalvos, Urgathoa, Vonymos, Vulot, Weight of the World, Yaezhing, Zyphus
 - 1 uniquely good spell:
 - Anubis, Dachzerul

Bones

Though it wouldn't seem like it from the flavor description, Bones oracles have somewhat of a focus on healing. Between the Nudge the Scales feat and the medicine skill, you can be a passable party healer if you so choose. Bones also brings a nice mixture of utility, debuffs, and blasting that make for a well-rounded caster that doesn't necessarily have to dip into spell slots to be continuously effective. Though you can put a higher WIS to good use with the medicine skill, you'll be safer prioritizing CON in order to best survive your curse.

- Spells

- (1) *Void warp* (***): (F) You already had access to it, but this is one of the better offensive options on the divine list. Although a lot of your kit targets fortitude, the fact that you can use this cantrip alongside *soul siphon* in the same turn means you're uniquely able to consistently punish enemies with a low fortitude save.
- (1) *Grim tendrils* (***): (F) Although not a ton of damage, the persistent bleed damage at least helps a little, and it does provide early blasting capability. The fact that it's a line will make it somewhat hard to target multiple enemies, but if enemies do arrange themselves nicely for you (or your party martial's Shove enemies into position), you can slap *soul siphon* on one in the same turn for a better chance at a crit fail.
- (3) *False vitality* (****): Even if you don't want to use a spell slot on this spell every day, the fact that it's on your spell list means you can put wands and scrolls of *false vitality* to good use. This spell has long been regarded as one of the best candidates for consumables. It's also not a bad way to use lower rank spell slots once they become less contested. 10 temp HP is nothing to sneeze at.
- (5) *Ghostly weapon* (**): Situational by nature, but since you're a spontaneous caster, it'll be available if and when you need it. The 5 minute duration helps as well since you can pre-buff to an extent. All that said, your allies could just keep a ghostbane fulu on hand instead.

- Revelation Spells

- (1) *Soul siphon* (****): (F) Across the board, it's rare to be able to apply the drained condition at level 1. As you can see from the granted spells, Bones oracles have plenty of occasion to put the drained condition to good use. The 30 foot range, temp HP, one action cast, and little bit of extra damage all make for one fantastic focus spell. Use this often.
- (6) *Armor of bones* (**): Ideally, you're not going to be in a position often where you'll need resistances. It is a wide array of resistances, but not a very large number for any of them. Oddly, alongside the Vigil domain's initial domain spell, you can kind of set yourself up as a passable midline melee gish with *armor of bones*, though. Its single action cast makes it a much more readily available buff than most buff spells.
- (12) *Claim undead* (**): (W) Though situational since it only targets undead, they're a common enough creature type that you'll almost certainly get value from this spell. Additionally, the fact that it stuns and confuses even on a success is quite strong. Despite the incapacitation trait, even boss enemies have a noticeable chance to suffer punishing penalties, and those are the encounters where action taxes like stun are highly effective. Failures and worse are even better, allowing you to rip control of a lieutenant or outright remove a mook.

- Domains

- Death
 - (2) *Death's call* (**): Though the 20 foot range isn't ideal, getting temp HP as a reaction to a common trigger is a nice way to generate some staying power for yourself. You may find that you don't really need this spell's temp HP often, but if you're going for a midline melee gish build, they'll tend to be helpful.
 - (12) *Eradicate undead* (**): (F) Situational by nature since it only hits undead, but for a focus spell, it's a solid amount of damage in encounters against multiple undead. You can debuff fortitude for one target with *soul siphon* in the same turn before casting *eradicate undead*.
- Decay
 - (2) *Withering grasp* (***): (SpA) It's a strong amount of single target damage for a low-level focus spell, but the fact that it's melee will put you

in some danger. Using this spell on enemies with shields can quickly break said shields, but their first use of Shield Block, and possibly further uses, will fully negate *withering grasp*'s damage to the creature. You may also be able to destroy traps with this spell assuming your GM considers them "unattended objects" (Pathfinder Society clarification). If your GM doesn't care to enforce this clarification and you can target any objects, you can break all sorts of objects, including worn armor for long-lasting AC debuffs.

- (12) *Fallow field* (*): (W) This lets you debuff enemy healing, but usually the bigger issue with enemy healing lies in regeneration: the fact that you can't kill a creature with active regeneration. This spell doesn't deactivate regeneration, just reduces its value (as well as any other healing effect). Also, it has no enemy filter, so wherever you're Sustaining the effect, your allies are also at risk of receiving less healing.
- Undeath
 - (2) *Touch of undeath* (***): (F) It's a decent amount of damage for a single action, especially once it starts heightening. Coupled with *soul siphon*, you can have a debuffed target primed to receive a fortitude-targeting spell and still have an action left over. The touch range will be limiting, but with a spare action you'll have a few ways to deal with that issue.
 - (12) *Malignant sustenance* (**): You'll be able to provide a little more longevity for, say, a minion summoned with *animate dead*. Summoned creatures don't tend to be able to stand up to much punishment, though, so the fast healing may not do you good for very long. If you and / or your party are allowed to take undead archetypes or the skeleton ancestry, it's a strong single target healing spell.
- Vigil:
 - (2) *Object memory* (**): This is sort of a better version of the Battle oracle's *weapon trance*. If you really want to step on Battle oracle's gish "niche," you can choose Cihua Coatl for Divine access to get *sure strike*, *mountain resilience*, and *true target*. You'll be able to wield even advanced weapons with *object memory* up, which makes the chain sword (U) a somewhat attractive option for a DEX-based midline melee gish. If you prefer to invest in STR and armor proficiency feats, gill hook and

guisarme are good two-handed options. Of these, guisarme is the only common option. If you want a finesse weapon and can't access uncommon weapons, your only other choices for reach are a whip or a dancer's spear, respectively one- and two-handed weapons. The one minute duration and two action cast mean that you'll generally want to use this spell on the first round of an encounter, so you're probably also going to want to rely on *soul siphon* to be able to do something offensive on round 1. *Armor of bones* is another good single action option if you have the time to spend the first round self-buffing. Both of these choices have the added benefit of maintaining your midline position while your party martial gets ahead of you. Aside from the previously listed options, you could instead use an advanced ancestry weapon. None of them are especially great, but they're workable to some extent.

- Advanced ancestry weapons
 - Catfolk: DEX / CHA with WIS penalty is workable.
 - Whip claw: Finesse for a less taxing attribute spread, reach + hampering for melee control. It's a two-handed d6 weapon, though.
 - Hobgoblin: CON / INT are terrible boosts for this type of build and you should do two free boosts instead.
 - Capturing spetum: Reach + trip + hampering for some melee control. A martial will be better at this, but it'll give you some single target control beyond your spellcasting if you're built for STR. Combine with a constricting whip tail graft when you can.
 - Orc:
 - Barricade buster: Needs STR for kickback and DEX for attacks, which makes for a hard attribute spread. You might be able to evade the STR need with silver tripod consumables, especially with the talisman dabbler archetype. That does require an initial action to set up, though since you're already using your first turn to activate *object memory*, you can fit that single action in for a full setup round. If

you're comfortable with the action and feat investment to make it work, barricade busters can do a lot of ranged damage and have no appreciable reload.

- (12) *Remember the lost* (****): (W) This is quite a strong blasting effect for a focus spell, especially if your GM is willing to let you put the roleplay work in for the higher damage dice. If you have the Goblin Song ancestry feat, you can set up an area will debuff with the action prior to casting *remember the lost*.
- Curse of Living Death: The slight weakness to vitality and void damage at cursebound 1 is pretty manageable, especially because you can often predict which enemies will be able to deal said damage types (healers and undead, mostly). The cursebound 1 effect may help you decide, at higher levels, whether it's worth going to cursebound 3: if enemies can deal void or vitality damage, you should stick to cursebound 2 or lower. Cursebound 2 and 4 will make you more vulnerable to Grapple, Shove, Reposition, diseases, poisons, and quite a few other more situational effects like the deafened condition and some blasting effects. You'll want to stay away from enemies that can Grab you. Ancestries with a circumstance bonus to resist poisons, diseases, or being grabbed will be a helpful way to balance out those portions of the curse.
- Good Divine Access choices:
 - 3 good spells:
 - Acavna, Achaekek, Barzakh, Children of the Night, Cihua Coatl, Dranngvit, Norgorber, The Tides of Chaos
 - 2 good spells:
 - Ahriman, Alseta, Azathoth, Chamiaholom, Charg, Charon, Dalenydra, Dammerich, Embaral, Fandarra, Gravelady's Guard, Groetus, Imot, Irori, Kazutal, Lorris, Rhan-Tegoth, Shax, Sicva, Sithhud, Soralyon, Treerazer, Vavaalrav, Vonymos, Vorasha, Weight of the World, Zyphus
 - 1 uniquely good spell:
 - Anubis, Dachzerul, Kerkamoth, Ragadah

Cosmos

The Cosmos mystery has quite a few great focus spells on offer, and the curse is almost completely negligible. The nature skill doesn't really do anything for you, but if you want to invest heavily in WIS and lean into the free skill, you certainly have the room to do so. Oracular Warning is among the strongest level 1 cursebound feats, providing a solid initiative buff and a small temp HP buffer for your allies (but not you) when encounters break out.

- Spells

- (1) *Light* (***): You already had access to *light*, but the fact that it's an all day effect with a huge range gives you a useful tool that negates the need for torches to occupy hands if your party members don't all have darkvision (and they probably don't). You can also use it to try to counteract magical darkness effects.
- (1) *Dizzying colors* (***): (W) It's an incapacitation effect, but the fact that it affects a cone means you're going to want to use this against groups of enemies. As such, you're probably not going to have to worry too much about it affecting higher level enemies. The debuffs are great for a rank 1 spell, though you will be putting yourself in a risky position if you deliberately move within 15 feet of enemies to use it.
- (3) *Darkness* (***): Staple area control tool. Until you get the heightened version, enemies with darkvision won't have a problem with the spell, so make sure someone in your party is doing Recall Knowledge if you want to be absolutely sure this spell will have an effect.
- (9) *Moon frenzy* (*): It's a party buff that your party may or may not want. The temp HP and speed buff are okay. The unarmed attacks are unlikely to be useful except in the case where a martial that uses Handwraps of Mighty Blows needs damage type versatility, and the limitation on concentrate actions will be annoying to at least your fellow casters. Silver weakness probably won't matter often, but have someone Recall Knowledge if you want to be sure. On rare occasions your martials might also appreciate the large size, but you shouldn't consider that a regular feature of the spell.

- Revelation spells

- (1) *Spray of stars* (***): (R) Very similar to *dizzying colors*, but with less emphasis on control and more on blasting.
- (6) *Interstellar void* (****): (F) It's not a ton of damage, but the fatigued condition you impose is impossible to resist. All you have to do is keep sustaining the spell and your target has a -1 status penalty to AC and saves, plus the occasional fringe benefit of stopping a target from Raging. After the initial cast, 3d6+ damage for a single Sustain action is quite good. Note that constructs are immune to the fatigued condition.
- (12) *Moonlight bridge* (** / ***): Don't be fooled: this is a pseudo-wall spell. You can use it as a bridge to overcome vertical challenges and open pits, but since it's immune to a whole lot of damage types and blocks movement, you can use it to some extent to wall off enemies. It isn't immune to critical hits, so if your enemies can deal force or spirit damage, or have ghost touch, it'll get destroyed quickly. The 10 foot width and the fact that it must "start at the ground on a point within range" mean that you can't turn it on its side to fully act as a wall, but smart movement and positioning will enable you and your party to force enemies to spend actions on movement. In a 10 foot wide space, it will be, for all intents and purposes, a wall provided you angle it upward. As it heightens, the increasing width will make it more and more wall-like.

- Domains

- Darkness

- (2) *Cloak of shadow* (***): Party members who use stealth often (which may include you) will appreciate being able to Hide anywhere. Sniper gunslingers and rogues especially will place high value on your use of this spell. Against creatures without at least low-light vision, you'll also cause anyone inside the dim light radius to be Concealed for a decent defensive buff.
- (12) *Darkened sight* (**): The 1 minute duration means you're mostly using this buff in encounters, so it will have to be used in response to magical darkness. It only targets one creature, so whoever is going into the magical darkness is going to do so alone unless you plan to burn

three focus points across three turns rather than doing anything else in that encounter. If you do run into exploration events that feature magical darkness, it's an easy counter. All that said, by this level, a rank 4 *darkness* spell will cause problems without greater darkvision.

- Moon

- (2) *Moonbeam* (**): (SpA) It's a pretty barebones spell attack, though the 120 ft range will keep you well away from the frontline. The silver will occasionally be helpful against certain creature types. Fiends and some undead have interactions with silver, and, of course, werecreatures. The dazzled effect will provide an occasional defensive benefit, though short-lived most of the time.

- (12) *Touch of the moon* (***): It's a decent buff, though you should make sure your party knows exactly what buff they're getting and when so that they can plan their turns accordingly. Most importantly, it's a single action cast, which will give you turn flexibility when you want to use it.

- Nothingness

- (2) *Empty inside* (**): Emotion effects mostly mean "frightened," but there are a few odd creature abilities this spell can counteract, and there are several dozen spell effects with the emotion trait that you can counteract. Being able to counteract as a single action is a decent choice, especially if your party outnumbers your enemies - a 1 for 1 action trade is good in that case. You may just ignore frightened 1 since it will fall off at the end of your turn, but frightened 2 and above is absolutely a value trade in your favor. All that said, considering how resilient you are against will-targeting effects, the numbers are on your side to shrug off the effects this spell counters in the first place.

- (12) *Door to beyond* (**): (F) It's hard to use, but if you have the party synergy for it, you can get some decent area control value from this spell. Wasting enemy actions for them to Stride out of the pulling effect is powerful if you and your party can pull off the positioning. That generally means you'll need someone, or multiple characters, in your party who's good about Shoving and / or Repositioning, or other caster allies who will use spell effects to move enemies into the burst. It can also be used to block hallways and, as a 20 foot burst, can cover quite a wide choke

point. Widen Spell can help a bit too if you have it. Be aware that using Widen Spell can be quite risky here, though, since the spell only has a range of 5 feet. Ideally, you'll cast the spell, then Stride away from it for your own safety, especially if you're setting up for a party blaster to land an area spell on tightly grouped enemies.

- Star:
 - (2) *Zenith star* (* / **): (F) Dazzled for one round on one creature and nothing else is not worth two actions, and you shouldn't expect to consistently get critical failures for the blinded condition. The value of this spell is in campaigns that feature heavily on survival, hexploration, and / or tracking creatures. The spell gets a little better at rank 4 when you can overcome the concealed condition, but it's only for you and remains a single target effect.
 - (12) *Asterism* (***): (R) With smart movement, you and your party can throw down a consistent amount of passive damage. Dungeon crawls with small rooms will make it very easy to accomplish this. Despite not being much damage per effect, 6d6+ passive damage potentially against every enemy creature every round at the cost of a Stride is great, especially from a renewable focus spell.
- Curse of the Sky's Call: The only reason you even kind of care about STR is to have enough to wear armor without the armor check penalty. Since the enfeebled condition has no bearing on armor, it's a negligible effect. Forced movement is unlikely to be a problem for you unless you're near something off of which you can fall. Considering that you can mitigate fall damage in quite a few ways, and you can usually just stay more than 10 feet away from open edges, forced movement really isn't a concern. This is far and away the most manageable curse for Oracles.
- Good Divine Access choices:
 - 3 good spells:
 - Acavna, Children of the Night, Dramindyr, Kaldemash, The Tides of Chaos
 - 2 good spells:

- Ahriman, Aleth, Apep, Azathoth, Charg, Cixyron, Cosmic Caravan, Groetus, Hastur, Ma'at, Nhimbalo, Pulura, Rhan-Tegoth, Shadow Cabinet, The Path of the Heavens, Tote Coat, Tresmalvos, Vavaalrav, Vulot, Yaezhing
- 1 uniquely good spell:
 - Dachzerul, Kerkamoth, The Devourer

Flames

It shouldn't come as a surprise that this mystery is heavily oriented toward blasting. The curse isn't too bad, and right from level 1 you've got access to a free action cursebound ability to add some damage. It's a good idea to get access to a wide array of damage types so that you can best take advantage of weaknesses. Acrobatics doesn't really do anything for you, but you'll almost certainly have enough DEX that Escape, Balance, Grab an Edge, etc. won't often be issues for you.

● Spells

- (1) *Ignition* (***): (SpA) Barebones spell attack with a chance at persistent damage and a slightly stronger melee version. It's one of few mystery-granted cantrips that weren't already on the divine list, though.
- (1) *Breathe fire* (*** / **): (R) Barebones blasting spell in a 15 foot cone. Its value falls off quickly when you get access to better blasting spells.
- (3) *Blazing bolt* (****): (SpA) Good single action damage, a nice safe 60 foot range, action flexibility, and a damage boost when you use two or three actions. This is a solid spell to have in your kit.
- (5) *Fireball* (****): It's the same two action damage as *blazing bolt*, but in a fairly large burst and against reflex instead. It's a staple blasting spell for a reason, and with a 500 foot range, you shouldn't have any trouble finding a spot to place the burst.

● Revelation Spells

- (1) *Incendiary aura* (**): It's a good amount of free persistent damage once cast, but it has some drawbacks. The 10 foot emanation will put you in danger if you're trying to actively use this spell rather than punish enemies for getting close to you. It can also harm allies if your enemies can deal fire damage.
- (6) *Whirling flames* (**** / ***): (R) Since the damage heightens every 2 spell ranks, its damage will be great for a little while and then lackluster for a little while until it heightens again. It is very similar to *fireball* in how much damage it can do and how much area it can affect, though, which is nice to have in order to avoid expending spell slots.
- (12) *Flaming fusillade* (***): Though you won't want to use *ignition* more than once per turn due to the MAP, getting to cast it as a single action gives you a great tool to squeeze as much damage into a turn as possible. Though you'll have to wait until rounds 2 and 3, you can nova pretty hard with a single action *ignition*, a two-action damage spell, and two uses of Foretell Harm.

- Domains

- Dust
 - (2) *Parch* (****): (F) The debuff this imposes fills a similar niche to that of Demoralize, penalizing basically every numeric value on an enemy even on a successful save, and for longer on a fail or crit fail. Plus, it has a 60 foot range rather than the 30 foot range of Demoralize. Alongside Demoralize, you'll have two options for which save to target for a solid debuff. The fact that it becomes an area effect at rank 4 very much helps keep the spell relevant.
 - (12) *Dust storm* (***): Concealment, passive damage, and the potential to render enemies unconscious after a few turns, at long range and in a good-sized area. It's a solid control spell, especially against enemy spellcasters and enemies with low CON. Allies with slashing resistance and Breath Control will be able to get into the spell area and try to crit the breath rounds out of enemies. If your ranged allies have a means of overcoming the concealed condition, they'll be able to do the same, but without having to brave the effects of the spell. Gunslinger crit-machines

with the Blood in the Air feat (also level 12) are great allies to have around if you like *dust storm*.

- Fire

- (2) *Fire ray* (***): (SpA) Standard damage scaling spell attack, but with the ability to occasionally apply passive damage. Just make sure your allies are aware of the positioning requirements you'll create so they don't end their turns in a burning square. Also, don't expect the passive damage to come up much - enemies can avoid it pretty easily. Think of it more as a deterrent unless you're in a tight space and you have a means of stopping enemies from moving past your frontline / a wall spell.
- (12) *Flame barrier* (***): It's situational, but fire damage comes up often enough that you'll find use for this spell. It's nice to have it as a reaction with good range, too.

- Star:

- (2) *Zenith star* (* / **): (F) Dazzled for one round on one creature and nothing else is not worth two actions, and you shouldn't expect to consistently get critical failures for the blinded condition. The value of this spell is in campaigns that feature heavily on survival, hexploration, and / or tracking creatures. The spell gets a little better at rank 4 when you can overcome the concealed condition, but it's only for you and remains a single target effect.
- (12) *Asterism* (***): (R) With smart movement, you and your party can throw down a consistent amount of passive damage. Dungeon crawls with small rooms will make it very easy to accomplish this. Despite not being much damage per effect, 6d6+ passive damage potentially against every enemy creature every round at the cost of a Stride is great, especially from a renewable focus spell.

- Sun

- (2) *Dazzling flash* (**): (F) You'll need a religious symbol, though nothing says you actually have to worship a deity in order to use said symbol. Area dazzled is okay, but area blinded and action wastage is much better if you're lucky and / or able to land the cone on low-fortitude enemies. The 15 foot cone will put you at risk being near melee.

- (12) *Vital luminance* (**): It's a decent way to spend a third action on round 1, giving you passive damage against undead that want to attack you or decent single action healing (or damage, against undead) if and when you want to Dismiss the effect. The 60 foot range on the Dismiss effect is solid, too.
- Curse of Engulfing Flames: Good CON and a high-HP ancestry will help you survive the earlier levels when this curse is a little more dangerous, but even with only 14 HP, 1-2 damage per round isn't likely to make a huge difference. Beyond that, the curse is on the weaker end as compared to the other mysteries. If you've got access to any kind of fast healing, the curse is negligible. Pine leshies have some ability to auto-heal after taking persistent fire damage. Just be wary of anything that can give you fire weakness (*oaken resilience*).
- Good Divine Access choices:
 - 3 good spells:
 - Adanye, Kaldemash
 - 2 good spells:
 - Droskar, Eiseth, Jaidi, Lubaiko, Ma'at, Onos, Ptah, Pulura, Qi Zhong, Ragathiel, Rhan-Tegoth, Shizuru, The Path of the Heavens, Tolte Coatl, Touch of the Sun
 - 1 uniquely good spell:
 - Haborym, Thalaphyrr, The Devourer

Life

Though Life oracles are clearly intended to be healers, their curse is anti-synergistic with some components of their kit (namely, *life link*) and they don't quite have a niche as compared to other healer builds. Hopefully, someone in your party (maybe you, but not necessarily) invests in medicine to complement your lack of longevity in healing. The fact that you get medicine as a trained skill is a good incentive to invest in WIS and shore up your somewhat weak magical healing kit with skill usage. With Nudge the Scales, you'll have a bit of efficient single action healing, plus the ability to choose whether you're healed by vitality or void, which will allow you to ignore void damage if you know you're going into a lot of encounters that feature it.

- Spells

- (1) *Vitality lash* (**): (F) Situational due to the fact that you can only target undead with it, but they're common enough that *vitality lash* will almost certainly see use. You already had access to it, though.
- (1) *Soothe* (*): In almost all cases, this is a lesser version of *heal*. It's only useful if you're healing constructs often (not likely) or if you know an enemy is about to use a nasty mental effect (hard to predict).
- (3) *False vitality* (****): Even if you don't want to use a spell slot on this spell every day, the fact that it's on your spell list means you can put wands and scrolls of *false vitality* to good use. This spell has long been regarded as one of the best candidates for consumables. It's also not a bad way to use lower rank spell slots once they become less contested. 10 temp HP is nothing to sneeze at, especially since you can use that temp HP as a buffer for *life link*.
- (9) *Grisly growths* (***): (F, W) Good single target damage and potential for an area debuff.

- Revelation Spells

- (1) *Life link* (**): A little bit of single target (and, when heightened, multi-target) healing, plus you siphon damage off of enemies and onto yourself. While that would normally mean that you can be an action-efficient HP battery and use your *heal* spells on yourself, your curse makes it hard to do so. If you're using *life link*, be very wary of your cursebound condition. *Life link* is fine when you're not suffering healing penalties, but it quickly becomes dangerous and inefficient as your cursebound condition increases. If and when your cursebound condition does go up while you have *life link* in place, plan to have an action available to Dismiss it.
- (6) *Delay affliction* (***): The equivalent of an equal-rank one action *heal's* healing, plus the ability to cause afflictions (curses, diseases, poisons) to become a "future you" problem rather than an immediate issue in an encounter. Afflictions tend to be pretty harsh, so pushing the problem outside of encounter rounds gives you a whole lot more breathing room to handle them.

- (12) *Life-giving form* (****): Not only does it offer solid single action healing, it allows your allies to heal themselves rather than draining your actions. You essentially become a passive on-demand healer for a minute, which frees up your actions for other uses like debuffs and blasting. It also gives you very efficient encounter mode healing. The offensive capabilities against creatures with void healing won't come up often, but it does at least give you some deterrence against said creatures.

- Domains

- Death
 - (2) *Death's call* (***): Though the 20 foot range isn't ideal, getting temp HP as a reaction to a common trigger is quite a nice way to generate some staying power for yourself, especially when you're using *life link*.
 - (12) *Eradicate undead* (**): (F) Situational by nature since it only hits undead, but for a focus spell, it's a solid amount of damage in encounters against multiple undead.
- Healing
 - (2) *Healer's blessing* (**): If you've got a strong likelihood of only ever having to heal one target, encounters consistently last a long time, and someone else can help out with magical healing (all very unlikely), this becomes an efficient one action healing spell. Otherwise, there are better ways to pump out a single action's worth of HP - even *life link*. It's only rated yellow because you can use it on yourself, but if you've got cursebound 2 or higher it's nowhere near enough to overcome your curse.
 - (12) *Rebuke death* (****): Although it doesn't offer a ton of healing, the fact that you can bring your allies up from dying without increasing their wounded condition is fantastic. Being able to do so with a single action is even better, even if the 20 foot emanation is somewhat limiting.
- Pain
 - (2) *Savor the sting* (**): (W) Touch range is dangerous and the status bonus to attacks shouldn't matter much to you, though you can put it to use on the occasional third action if you have shortbow proficiency from

an ancestry feat. The most value you're likely to get here is from the status bonus to skill checks, which will help with the likes of Demoralize and Bon Mot.

- (12) *Retributive pain* (***): (F) Dealing damage as a reaction is a decent punishment, though enemies in melee with Reactive Strike should give you pause due to the manipulate trait.

- Soul:

- (2) *Eject soul* (**): (F) Being able to stun a target is good, but dangerous at touch range. Since the spell bears the manipulate trait, if you're using it on a target with Reactive Strike, you'll want to wait until someone else in your party has baited out said reaction before using this. Since it also bears the incapacitation trait, you won't get much mileage from this spell in single target encounters due to the level disparity.
- (12) *Ectoplasmic interstice* (*): Your allies are better off just keeping a ghostbane fulu on hand.

- Curse of Outpouring Life: Battle Medicine helps quite a bit with this curse, so hopefully you have it and either the Medic Dedication or Robust Health. If you're relying on magical healing to keep yourself up, though, you're in for disappointment. Incoming magical healing penalties are in the table below with average two action max rank *heal* output for comparison. The percentages are the percent reduction of an average max rank *heal*'s output that your curse would cause. Nudge the Scales and *life link* show healing output values for other targets I've left out cursebound 1 because its value is equal to your level and percent healing reduction is half that of cursebound 2. These values serve a couple purposes. They should illustrate to you how dangerous *life link* is with multiple targets considering that even cursebound 2 reduces your self-healing by about a third (using *heal* as the standard). By cursebound 3, you essentially have to use two *heal* spells on yourself for every *heal* spell you'd have otherwise used on an ally assuming you absorb damage for them. These comparisons should also give you an idea of the output value you're providing for your party in exchange for your own healing reduction (Nudge the Scales) and in exchange for damage absorption (*life link*). If you have Battle Medicine, it's best used at your highest possible cursebound value. In a similar vein, you don't suffer the penalty to healing from alchemical items. The herbalist archetype isn't a bad idea either, nor is it a bad idea to just keep elixirs of life on hand.

Level	Cursebound 2	Cursebound 3	Cursebound 4	Heal avg.	Nudge the Scales	Life link healing by # of targets
1	2 (16%)			12.5	4	2.5
2	4 (32%)			12.5	6	2.5
3	6 (24%)			25	8	2.5
4	8 (32%)			25	10	2.5
5	10 (26.7%)			37.5	12	7.5 / 15
6	12 (32%)			37.5	14	7.5 / 15
7	14 (28%)			50	16	7.5 / 15
8	16 (32%)			50	18	7.5 / 15
9	18 (26.7%)			67.5	20	7.5 / 15
10	20 (29.6%)			67.5	22	7.5 / 15
11	22 (29.3%)	33 (44%)		75	24	15 / 30 / 45
12	24 (32%)	36 (48%)		75	26	15 / 30 / 45
13	26 (29.7%)	39 (44.6%)		87.5	28	15 / 30 / 45
14	28 (32%)	42 (48%)		87.5	30	15 / 30 / 45
15	30 (30%)	45 (45%)		100	32	15 / 30 / 45
16	32 (32%)	48 (48%)		100	34	15 / 30 / 45
17	34 (30.2%)	51 (45.3%)	68 (60.4%)	112.5	36	22.5 / 45 / 67.5 / 90
18	36 (32%)	54 (48%)	72 (64%)	112.5	38	22.5 / 45 / 67.5 / 90
19	38 (30.4%)	57 (45.6%)	76 (60.8%)	125	40	22.5 / 45 / 67.5 / 90

20	40 (32%)	60 (48%)	80 (64%)	125	42	22.5 / 45 / 67.5 / 90
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- Good Divine Access choices:
 - 3 good spells:
 - Achaek, Barzakh, Cihua Coat, Immaculate Growth, Isis, Izuyaku, Kaldemash, Norgorber, Sifkesh, The Last Breath
 - 2 good spells:
 - Ahriman; Arazni; Ceyannan; Chamiaholom; Charon; Dalenydra; Dammerich; Doloras; Fandarra; Gravelady's Guard; Green Man; Imot; Korada; Kzininn; Mephistopheles; Mestama; Shax; Srikalis, Sritaming, and Sribaril; Urban Prosperity; Venkelvore; Vineshvakhi; Vonymos; Vorasha; Wards of the Pharaoh; Zyphus
 - 1 uniquely good spell:
 - Anubis, Dachzerul

Lore

The Lore oracle is heavily geared toward the Recall Knowledge (RK) action. If you're playing a Lore oracle, you should expect to be the party librarian. You're more MAD than most oracles with a need for both WIS and INT to fuel RK, and a curse that eventually penalizes will saves. INT will be more reliable for RK purposes since you have so much lore flexibility, but WIS is much more necessary for defensive purposes. Even with outstanding will save proficiency progression, the curse's debuff is painful. If you do focus on INT, you'll see a lot of value from the occultism proficiency. You don't have much use for Strikes unless you've got shortbow proficiency from your ancestry, so Whispers of Weakness should be used for spell attacks. The other component of Whispers of Weakness, that you automatically learn a creature's weaknesses and lowest save, does at least give you some flexibility when it comes to RK: if your WIS or INT is poor, you can use Whispers of Weakness to learn about creatures instead of the skills tied to a weak attribute modifier.

- Spells

- (1) *Read aura* (***): You already have access to it, but it helps with identifying items and magical traps. If there are skills in which you don't have a great score due to a poor attribute modifier, you can instead grant the bonus to an ally.
- (1) *Mindlink* (*): Useful for giving information to, but not receiving information from, friendly or indifferent NPCs that don't speak your language, and that's about it. It seems like it would be useful for silently communicating information to your allies, but since it doesn't have the subtle trait, you still have to speak aloud in order to cast the spell. Its only other real use is if you're under time pressure and need to impart a large amount of information quickly, which is a rare situation.
- (5) *Hypercognition* (**): One action for 6 RKs is pretty good, but you'll be hard-pressed to actually use them all since it's very easy to hit the point where you're unable to RK again on a subject / creature.
- (11) *Never mind* (**): (W) Single target incapacitation stupefied. It doesn't really take enemies out of the fight, unlike most incapacitation effects, but it can set up a nasty will penalty for effects that do neutralize a target.

- Revelation Spells

- (1) *Brain drain* (*): (W) The damage isn't spectacular and you're basically taking a shot in the dark as to whether or not your target even has the skill you want to use for RK. If not, you're almost certainly getting bad info from a crit fail RK.
- (6) *Access lore* (***): Basically an on-demand -5 to RK DC at the cost of an action since you can choose a highly specific lore for the situation at hand. Very useful in exploration mode, especially if you find yourself Investigating often. You'll want good INT to get the most out of this spell, but it'll still work fairly well even with a 0 in INT.
- (12) *Dread secret* (***): Area frightened at good range and with the ability to trigger weaknesses (or temporarily remove resistances) in the same area. It's not going to be a ton of damage, but since it's a focus spell you'll be able to at least throw down an area frightened a couple times per encounter. The resistance removal will be best against creatures that resist all with some exception or resist physical. If you're fighting constructs, undead, oozes, or other frequently

mindless creatures, be sure to do a RK (or Demoralize) to check if they're mindless before trying to use *dread secret* to remove resistances.

- Domains

- Knowledge

- (2) *Scholarly recollection* (**): Not a bad reaction for priority RK uses. Don't bother using it for perception while under the cursebound condition.
 - (12) *Know the enemy* (***): RK with fortune as a reaction at the start of an encounter or on some common outcomes of combat. It's a nice action compression spell that is essentially just a better version of *scholarly recollection*.

- Magic

- (2) *Magic's vessel* (***): Solid one action single target defensive buff, especially in encounters where you expect to use a spell slot every round.
 - (12) *Mystic beacon* (****): One action to heighten a damaging or healing spell, which technically expands your maximum spell rank slots (since all your second highest damaging and healing spells can be cast as though they were max rank), and allows you to cast max rank spells as though they were one rank higher. That's outstanding. If you choose Angradd for Divine Access and use firestarter pellets, your *fireball* spells will hit really hard. Otherwise, you can pump out massive healing with a *heal* spell one rank higher than you could normally cast, among many other numeric improvements to spells.

- Secrecy

- (2) *Whispering quiet* (**): It allows for subtlety in communication, which can work well with *mindlink*. Sharing plans quietly is important at times, but it's a pretty situational spell.
 - (12) *Safeguard secret* (**): Roleplay spell. If your game's plot requires you and / or NPC allies to keep information under wraps, you'll like this spell. If not, it's useless.

- Truth

- (2) *Word of truth* (***): Great for Make an Impression and Bon Mot. Both of these come up often enough (assuming you have Bon Mot) that you'll

appreciate being able to get the relatively large status bonus with a single action. You won't be able to use it to Gather Information, unfortunately, since Refocusing would interrupt said activity. You might also see some value for Requests. If you have Legendary Negotiator and can wait to use it until round 2, the status bonus from *word of truth* will help offset the penalty there and can help end encounters outright without combat (though you won't be able to Sustain *word of truth* after using Legendary Negotiator... which hopefully won't matter). If you fancy the idea of playing a diplomancer-type character who solves problems without violence, you'll almost certainly love *word of truth*.

- (12) *Glimpse the truth* (**): Broadly speaking, it's situational, but illusions can cause an awful lot of problems, especially if you're in a game where, say, fey are common. One fairly common illusion, though, is the *invisibility* spell. Not all invisible creatures will be invisible due to the spell, but it's still a good tool to have on hand. Unfortunately, it only lasts a round, but that will hopefully be enough time for you to land something like *revealing light*. Handing out the effect to your whole party once it heightens at level 13 is a solid improvement.
- Curse of Torrential Knowledge: The penalty to perception checks shouldn't be much of a problem since you aren't likely to run around without Refocusing and so won't suffer the penalty to initiative. The will save portion, however, is painful. Your will proficiency progression offsets that somewhat, but you may want an ancestry feat to give you a circumstance bonus to saves against fear or emotion effects, especially before level 7. The stupefied 1 condition at cursebound 4 will also give you a chance to lose spells, which is pretty punishing. It'll penalize actions like Demoralize and RK. Demoralize will only be feasible with Intimidating Glare at cursebound 4. RK actions are pretty pointless by then anyway since you probably did all the RK you needed prior to using that many cursebound actions and can't communicate the information you gain to the rest of your party.
- Good Divine Access choices:
 - 3 good spells:

- Abraxas, Acavna, Barzakh, Children of the Night, Cormion, Drannngvit, Isis, **Jaidz**, Kaldemash, Nalinivati, Nethys, Norgorber, Nyarlathotep (The Crawling Chaos), Nyarlathotep (The Faceless Sphinx), Nyarlathotep (The Veiled Voice), Ssila'meshnik, The Tides of Chaos, Yuelral
- 2 good spells:
 - Aleth, Alseta, Andoletta, Areshkagal, Baphomet, Casandalee, Chamiaholom, Charon, Cixyron, Dammerich, Erecura, Fandarra, Hastur, Iomedae, Irori, Korada, Lorthact, Ma'at, Mephistopheles, Mestama, Narriseminek, Otolmens, Ptah, Qi Zhong, Raumya, Shadow Cabinet, Shapes of the Fading Luster, Skrymir, Soralyon, The Deliberate Journey, The Readied Strike, Tolt Coatl, Urban Prosperity, Urgathoa, Vineshvakhi, Vorasha, Vulot, Wards of the Pharaoh, Ydajisk
- 1 uniquely good spell:
 - Anubis, Dachzerul, Eritrice

Tempest

Tempest is a blasting mystery. It's also the only mystery that can't really get away with using a shortbow for an occasional useful third action Strike due to its cursebound 2 effect. Nature won't do you much good, but you can afford to invest in WIS if you want to lean into the free proficiency. Foretell Harm gives you a free action right from level 1 that will add a little extra damage on subsequent turns. It's a good idea to get access to a wide array of damage types so that you can best take advantage of weaknesses since Foretell Harm will repeat its triggering damage type.

● Spells

- (1) *Electric arc* (****): (R) Among the best offensive cantrips in the game, and it isn't on the divine list to boot.
- (1) *Thunderstrike* (****): (R) This is an outstanding rank 1 single target spell, providing good damage, applying clumsy 1 even on a successful save, and with a built-in priority targeting system to penalize saves for creatures wearing metal armor or made of metal.

- (7) *Hydraulic torrent* (***):(F) Standard area damage. Lines are harder to use than bursts or cones, but it can at least apply forced movement, which can be very useful if you can chuck enemies off of something high up.
- (11) *Chain lightning* (****): (R) One of the best blasting spells, essentially allowing you to hit any and every creature you like within 500 feet. It doesn't do anything but damage, but it doesn't need to.

- Revelation Spells

- (1) *Tempest touch* (***): (F) The touch range is dangerous for you, but the speed penalty (even on a success) can help you keep an enemy in place. Oozes, for example, are an enemy type that you can usually Stride up to, *tempest touch*, and Stride away. The damage is decent for a single action, too, and can trigger more than one weakness (or resistance).
- (6) *Thunderburst* (**** / ***): Since the damage heightens every 2 spell ranks, its damage will be great for a little while and then lackluster for a little while until it heightens again. It is very similar to *fireball* in how much damage it can do and how much area it can affect, though, which is nice to have in order to avoid expending spell slots. The deafened condition doesn't often do much, unfortunately.
- *Tempest form* (*): This spell looks like it has a lot to offer, but it's a trap. If you do want to use it for some reason, there are some tips below for how to put it to use. I'd say good use, but you're so much better off doing basically anything else. Its primary value is in the fly speed, but there are much better ways to get a fly speed.
 - If nothing else, you can use cursebound effects while under the polymorph effect, but a level 12 feat and the actions to make *tempest form* happen are a relatively large investment for very little gain. You can use skill actions while polymorphed as long as they don't have the attack or manipulate traits. Demoralize and Bon Mot, for example, are on the table. You can also use actions like Sustain a Spell or Command an Animal. Consider having access to an animal companion through an archetype or focusing on sustained spells if you really like *tempest form*. If

you do plan to Sustain a Spell while in *tempest form*, be aware that all three actions on the turn you cast *tempest form* will be spoken for.

- The physical damage resistance is nice, although the immunity to precision damage is situational. Despite the fact that *tempest form* significantly reduces your AC, for a build with maximum DEX at every possible level, the damage reduction will outweigh the value of higher AC on average (specifically for physical damage types). Spell attacks will be more dangerous for you unless they deal physical damage. In some cases, attacks with condition-imposing effects such as Grab or Knockdown will be more likely to hit you, but that'll be more true against enemies at or below your level which need to roll higher than a 2 to hit your reduced AC. Also be aware that Strikes which load their damage more on to non-physical damage types will be more dangerous for you assuming that their physical component has the potential to do less damage than your resistance. For example, the snow oni has an ice dart attack that deals 3d10+4 cold plus 1d6 spirit. All of that damage ignores your resistances and the attack has a much higher chance of being a crit against you. Some enemies will be "budgeted" to ignore some or all of your physical damage resistance, which can fully remove the value of this spell.
- Not needing to breathe and being able to slip through cracks can be useful, but other spells can accomplish these things. Also note the maximum 1 minute duration and sustained requirement when choosing where to deliberately apply these effects. Still, loading that spell utility onto a relatively renewable focus spell makes these effects much more readily available as compared to a spontaneous caster's spell repertoire.
- Air form does provide some ready battlefield control with the at-will *gust of wind* effect to knock targets prone, but you still have to spend two actions to cast it on top of the one action requirement to Sustain *tempest form*. It also provides invisibility, which is a strong defensive tool - so much so that you're unlikely to actually benefit from the damage resistance. In the case of enemies with the ability to evade your resistances, the invisibility can help negate their capability to threaten you.

- Mist form provides a minor defensive benefit by being able to interpose yourself between an enemy and an ally. It'll at least give you some tactical positioning decisions to give an ally concealment, although that's difficult to pull off between enemies being able to move and the fact that you're already down to 2 actions per turn. You also get a fly speed for either Air or Mist form, though this is more for escaping and encounter mode utility since you have very little in the way of offensive options.
- Water form has some benefits beyond the air and mist forms, but as with most water-oriented selections in Pathfinder, this is highly situational and will mostly only function in an aquatic campaign. The real benefit here is that, if you are in an aquatic campaign, *tempest form* is a flexible tool that will give you some features when you inevitably aren't in or on water.
- *Tempest form* takes away a lot of your capabilities for gains that are difficult to employ. Air form is generally your best personal choice, especially because of that enemy 50% miss chance (plus being undetected), but you still have to Sustain a Spell for one action every round. Using Air form's *gust of wind* on top of the Sustain will eat your whole turn. Plus, if you're Sustaining another spell on top of *tempest form* or otherwise need to take any other action, *gust of wind* comes into direct competition with the Sustained spell. If you expect primarily physical damage and for you to be the target of that damage, you might get some value from *tempest form*. Besides the fly speed, the benefits it gives are just too difficult to put to good use.

- Domains

- Air

- (2) *Pushing gust* (***): (F) Slightly weaker than *gust of wind* (which you'll only have through Divine Access, if at all), but as a renewable resource that can chuck enemies off of high places or into pits even on a successful save, you'll almost certainly find uses for it.
- (12) *Disperse into air* (***): It's an emergency reaction to get out of trouble. Being able to reform 15 feet away from where you took damage as part of the reaction is great for battlefield positioning. It can also counteract unwanted polymorph effects. Be careful of enemies with

Reactive Strike since it can disrupt this reaction due to the manipulate trait.

- Cold

- (2) *Winter bolt* (***): (SpA) The baseline damage is nothing special, but forcing an enemy to choose between action expenditure or taking damage (plus dealing area damage) is a great effect. Just be aware that the explosion can hurt your allies, and a smart enemy might do just that. With a 60 foot range, it's best to use this on ranged enemies so that your frontline isn't in danger from your own effects.
- (12) *Diamond dust* (***): (F) Passive damage and deterrence against enemies approaching you, plus the rare ability to temporarily disable the emanation for a single action (or re-enable) if you need to make room for allies. The bonus against light effects isn't likely to come up often.

- Lightning:

- (2) *Charged javelin* (***): (SpA) The wording on this one is weird. You can't actually target more than one creature with the spell attack. The "more creatures" bit is supposed to refer to the fact that other creatures can benefit from the bonus to attacks against the creature around which the charged field exists. It's not a ton of damage, but it is a nice buff for your party martial since most weapons involve metal. You're not going to find many electricity attacks that benefit from the bonus, though - it's just this spell, *bottle the storm*, and non-metal weapons buffed with *draw the lightning*.
- (12) *Bottle the storm* (*): (SpA) Situational and not a lot of damage, even though you get up to two single action spell attacks. At least at level 13 you can attack as part of the reaction. Unfortunately, as soon as you hit cursebound 1, you can't use the spell since you can no longer prevent electricity damage with the spell's resistance.

- Water

- (2) *Tidal surge* (***): (F) Party movement utility and offensive forced movement for a single action.
- (12) *Downpour* (*): Fire resistance and concealment, but the concealment cuts both ways. If you're trying to buff your allies with fire resistance, they have to contend with the concealed condition. It can be used offensively

against the odd creature with water weakness, but those are few and far between. If you're using the spell offensively or to debuff enemies by using the concealed condition, you'll be granted enemies fire resistance and your allies will still have to contend with the concealed condition.

- Curse of Inclement Headwinds: The weakness at cursebound 1 isn't too bad. The cursebound 1 effect may help you decide, at higher levels, whether it's worth going to cursebound 3: if enemies can deal electricity damage, you should stick to cursebound 2 or lower. Cursebound 2 is fully negligible since it only matters for ranged weapon Strikes. Cursebound 4 isn't too bad either, especially if you get a wand of *tailwind* and / or speed increasing feats. For the most part, you're totally safe using your cursebound abilities.
- Good Divine Access choices:
 - 3 good spells:
 - Izuyaku, Nyarlathotep (The Faceless Sphinx)
 - 2 good spells:
 - Areshkagal, Casandalee, Charon, Embaral, Kostchtchie, Lubaiko, Obari, Onos, Pulura, Qi Zhong, Ristrentho, Shapes of the Fading Luster, Sithhud, Umarik
 - 1 uniquely good spell:
 - Ragadahh

Time

The Time mystery offers a healthy mix of debuffs, control, and support, on top of having a nearly negligible curse. Oracular Warning is also one of the best level 1 cursebound feats. The occultism skill proficiency you get doesn't have a whole lot of synergy with the mystery's kit since you have no use for INT, but occultism does at least get rolled frequently for Recall Knowledge. Unfortunately, you don't get access to a level 10 cursebound feat.

- Spells
 - (1) *Time sense* (** / ***): The value of this spell depends on how strict your GM is with the "requires extremely precise timing" line. If they treat this spell like an

additional *guidance*, it's a welcome addition to your cantrip kit. If they're very strict about when and why you get the bonus, it's much harder to use.

- (1) *Déjà vu* (**): Minor single target control capability. Works well with a champion ally since they can do so much to blunt an enemy offense.
- (5) *Time pocket* (**): This spell gains in value as you get more spell slots. It basically lets you use your own actions to free up ally actions, allowing you to place items like consumables or ranged weapons in their hands as needed.
- (13) *Time beacon* (**): The best use is to fish for better spell effect outcomes, but it's awfully heavy on resource expenditure to do so. You don't get spells back, you just rewind their effects. That said, if there's a priority target where you absolutely need to land an effect, this spell is sort of like an offensive hero point.

- Revelation spells

- (1) *Temporal distortion* (**): You can get quite a lot of mileage out of the debuff since it'll last 4 rounds on a failed save, and at the cost of only a single action. The problem is that you have a significant chance of landing a meaningless debuff.
- (6) *Time skip* (***) / (****): One-to-one action trades with an ally who needs the breathing room to Step, Stride, or Strike. Especially meaningful for allies like flurry rangers who can get a lot of value out of an extra Strike. Once it heightens, it's an outstanding spell that significantly improves party action economy.
- (12) *Manifold lives* (****): While the stupefied condition would normally be most potent for spellcasters, the fact that it leads to action wastage with this spell and the slowed condition is quite strong regardless of target.

- Domains

- Change

- (2) *Adapt self* (**): Though situational, the fact that this spell offers flexibility in the situations it covers generally makes it worth taking. Swimming tends to ruin a caster's day when it comes up, so if nothing else, that's an okay tool to have in your back pocket. The darkvision can

be handy too if your ancestry doesn't grant it. The environmental protection is very campaign-dependent, though.

- (12) *Adaptive ablation* (****): Reaction spells are a very welcome addition to maximize action economy. This one is especially valuable because it offers an on-demand defensive tool against quite a few damage types. Since it lasts a minute, you're likely to get repeated applications of the same damage type, which means it'll keep on being valuable even after the reaction.
- Fate
 - (2) *Read fate* (*): Roleplay spell.
 - (12) *Tempt fate* (*): It's a very risky spell since it'll turn failures into crit failures. If you take this spell, you won't want to use it on allies' best saves since they'll almost certainly upgrade successes into critical successes anyway. That means the numbers aren't on your side to help you or your allies avoid negative effects, even if the spell includes a status bonus. Since it's a fortune effect, you can't even use a hero point to reroll a crit fail.
- Nothingness
 - (2) *Empty inside* (**): Emotion effects mostly mean "frightened," but there are a few odd creature abilities this spell can counteract, and there are several dozen spell effects with the emotion trait that you can counteract. Being able to counteract as a single action is a decent choice, especially if your party outnumbers your enemies - a 1 for 1 action trade is good in that case. You may just ignore frightened 1 since it will fall off at the end of your turn, but frightened 2 and above is absolutely a value trade in your favor. All that said, considering how resilient you are against will-targeting effects, the numbers are on your side to shrug off the effects this spell counters in the first place.
 - (12) *Door to beyond* (**): (F) It's hard to use, but if you have the party synergy for it, you can get some decent area control value from this spell. Wasting enemy actions for them to Stride out of the pulling effect is powerful if you and your party can pull off the positioning. That generally means you'll need someone, or multiple characters, in your party who's good about Shoving and / or Repositioning, or other caster allies who will

use spell effects to move enemies into the burst. It can also be used to block hallways and, as a 20 foot burst, can cover quite a wide choke point. Widen Spell can help a bit too if you have it. Be aware that using Widen Spell can be quite risky here, though, since the spell only has a range of 5 feet. Ideally, you'll cast the spell, then Stride away from it for your own safety, especially if you're setting up for a party blaster to land an area spell on tightly grouped enemies.

- Time
 - (2) *Delay consequence* (**): Less valuable for the damage delay and more for the fact that it delays additional effects. Push off a curse, disease, condition, or what have you so that your ally gets an extra round without a negative effect. More valuable if you have a champion in your party to help mitigate damage, though you'll have to mess with initiative order to maximize value.
 - (12) *Stasis* (**): Though it has the incapacitation trait, stunned 1 on a successful save is pretty meaningful. Otherwise, it has the potential to take a target out entirely for a round or more. If someone in your party is built to disarm, you can almost completely lock an enemy out of using a weapon.
- Curse of Turbulent Moments: The only really meaningful effect from this curse is the penalty to saves against effects that would make you slowed. Otherwise, fatigued is such a rare condition that you shouldn't have to worry about it, and you should avoid ever being in a position to where you'd trigger a reaction attack. As such, this curse is pretty much painless.
- Good Divine Access choices:
 - 3 good spells:
 - Achaekek, Dramindyr, Dranngvit, Fortune's Fate, Nameless, Nyarlathotep (The Veiled Voice), Ssila'meshnik, The Lantern King, The Pandemonia
 - 2 good spells:
 - Ahriman, Alseta, Azathoth, Bifrons, Charg, Cosmic Caravan, Doloras, Gravelady's Guard, Groetus, Hastur, Imot, Irori, Korada, Lorthact,

Lubaiko, Nhimbalo, Osiris, Otolmens, Rhan-Tegoth, Ristrentho, Shapes
of the Fading Luster, The Divine Dare, Vineshvakhi, Vulot, Ydajisk

- 1 uniquely good spell:
 - The Devourer

Class Feats

Class feats

Level 1

One of four level 1 cursebound feats is available to you depending on your mystery. Otherwise, you need the human ancestry's Natural Ambition feat to get any of these feats right off the bat.

- **Foretell Harm** (***): Naturally, the blasting mysteries, Flames and Tempest, get this cursebound feat for free. It's not a lot of damage and takes a round to apply, but you get it as a free action. Free action damage is hard to come by, so you can really squeeze damage into a turn with this effect. Since cantrips and focus spells are automatically heightened to your maximum spell rank, you'll always get maximum damage from Foretell Harm alongside those spells. Otherwise, you'll mostly want to use it with your highest-ranked spell slots. Useful for triggering weaknesses and avoiding resistances.
- **Glean Lore** (*): Basically a catch-all religion check to Recall Knowledge, but with some drawbacks. It's not actually a RK check, so nothing that helps out with RK will apply to this feat. You're also very likely to get bad info. The best you can realistically hope for is in long-term value: using this feat on lower-level checks once you have a relatively high religion modifier will be less likely to give you false info. You're generally better off just taking the Loremaster Dedication feat if you want a universal RK skill, though this does at least key off of WIS rather than INT like loremaster lore would.
- **Nudge the Scales** (***) Free cursebound feat for Bones and Life oracles. Since it has neither the vitality nor void traits, you can use it to heal anything. It's not going to produce much in the way of healing, but it's okay as a third action in a pinch. Outside of encounters, it's a fully renewable healing resource that will make Treat Wounds (and its supporting skill feats) a nice-to-have rather than a necessity. It'll also give some flexibility in ignoring enemies that deal lots of void damage should you choose to align with death. It also helps dhampir and skeleton PCs fit into the average party better since they can choose to align with life. Likewise if you take an undead archetype when your party isn't equipped to handle frequent void healing.

- **Oracular Warning** (****): Free cursebound feat for Battle, Cosmos, and Time oracles. Status bonuses to initiative don't appear often. Going before enemies is highly valuable: you essentially get an extra turn relative to the enemy group, on top of the fact that anyone taking a turn before enemies will indisputably have a reaction available rather than relying on GM discretion. Since it is a status bonus, it'll stack with circumstance bonuses to initiative, which nicely complements parties with someone who Scouts frequently (plus a few other common ways to get circumstance bonuses to initiative like the Incredible Initiative general feat).
- **Reach Spell** (***): Standard level 1 caster spellshape feat. Reach spell is often useful to keep you out of danger and in the mid- or backline where you tend to function best. In some cases (*electric arc*) you can even get extensions for multi-target effects.
- **Whispers of Weakness** (****): Free cursebound feat for Ancestors, Ash, Blight, and Lore oracles. The status bonus is mostly nice for spell attacks, though not quite as good as the comparable *sure strike*. Generally speaking, getting two of the most valuable pieces of info check-free that you'd otherwise gamble on from a RK check is the better effect here. For Lore oracles, that'll free up your RK for more edge-case info such as dangerous attacks and specific effects to watch out for.
- **Widen Spell** (**): Standard level 1 caster spellshape feat. Helpful with some blasting effects, but it tends to come up less often than Reach Spell does.

Level 2

If you don't care about Domain Acumen, it's a good idea to take a spellshape feat at this level to set yourself up for Knowledge of Shapes.

- **Cantrip Expansion** (**): If your group is short on casters, you may want this to ensure your group has *detect magic* and *read aura* on top of whatever other value you want to get out of cantrips. As with all casters, this is a very group-dependent feat.
- **Divine Aegis** (**): You'll want someone to identify either the type of caster you're fighting or the spell being cast with Recall Knowledge. A +1 circumstance bonus to saves is

good, but can backfire on you if you're fighting a divine caster. That said, if you are fighting a divine caster, chances are good you'll be able to tell without even using Recall Knowledge. Religious iconography is pretty easy to spot, and divine casters probably have some on or about them.

- Domain Acumen: Generally speaking, this is your best level 2 feat. Nearly every mystery has at least one good option for an initial domain spell and, if nothing else, it gives you an extra focus point. Considering that you're frequently going to be Refocusing twice in a row to remove your cursebound condition, you might as well get the focus points to match. The Time mystery is a bit of an exception, though it has a couple good advanced domain spells that make taking the related initial domain spell worth it. [Level 12 feats](#) - hyperlink if you'd like to plan ahead for which Domain Acumen initial domain spells are worth taking.

- Ancestors: *death's call* (**) (Death), *swear oath* (** / ***) (Duty), *soothing words* (***) (Family), *eject soul* (**) (Soul)
- Ash: *cry of destruction* (***) (Destruction), *parch* (****) (Dust), *fire ray* (***) (Fire), *empty inside* (**) (Nothingness)
- Battle: *cry of destruction* (***) (Destruction), *athletic rush* (**) (Might), *protector's sacrifice* (**) (Protection), *weapon surge* (***) (Zeal)
- Blight: *death's call* (**) (Death), *withering grasp* (***) (Decay), *clouded focus* (**) (Disorientation), *divine plagues* (***) (Plague)
- Bones: *death's call* (**) (Death), *withering grasp* (***) (Decay), *touch of undeath* (**) (Undeath), *object memory* (**) (Vigil)
- Cosmos: *cloak of shadows* (***) (Darkness), *moonbeam* (**) (Moon), *empty inside* (***) (Nothingness unofficial placeholder), *zenith star* (* / **) (Star)
- Flames: *parch* (****) (Dust), *fire ray* (***) (Fire), *zenith star* (* / **) (Star), *dazzling flash* (**) (Sun)
- Life: *death's call* (***) (Death), *healer's blessing* (**) (Healing), *savor the sting* (**) (Pain), *eject soul* (**) (Soul)
- Lore: *scholarly recollection* (**) (Knowledge), *magic's vessel* (***) (Magic), *whispering quiet* (**) (Secrecy), *word of truth* (***) (Truth)
- Tempest: *pushing gust* (***) (Air), *winter bolt* (***) (Cold), *charged javelin* (***) (Lightning) *tidal surge* (***) (Water)

- Time: *adapt self* (**) (Change), *read fate* (*) (Fate), *empty inside* (**) (Nothingness), *delay consequence* (**) (Time)
- **Meddling Futures** (*): The buffs are pretty good, but there's just too much randomness for you to be confident you'll be able to put them to use, especially since it's a cursebound feat that'll make your life worse after using it. Warrior and Wanderer are particularly bad since you have very little reason to make Strikes and can get the speed buff from *tailwind*.

Level 4

There is a full section later on in the guide addressing Divine Access since it's a class feature, but your GM may be extra nice and let you take the legacy feat anyway.

- **Bespell Strikes** (**): You don't have a whole lot of reason to use a weapon, but if you do, you can get a little extra force damage (or other, depending on spell, which can be decent when targeting a weakness). It works with focus spells, at least.
- **Divine Access** (****): (L) If your table is adhering to the Pathfinder Society clarifications for the remaster, your GM shouldn't allow you to take this feat since it is a character option that has been reprinted with the same name. If your GM lets you take this feat, though, it's an incomparable means of adding valuable non-divine spells to your repertoire.
- **Knowledge of Shapes** (****): Cursebound action compression for Reach Spell or Widen Spell, at least one of which is a requirement to take this feat. Using spellshape feats is often a difficult decision due to the fact that doing so eats up your entire turn. Evading that action economy limitation at the cost of your cursebound value will allow you all sorts of freedom on your turn. Get some extra blasting in with a Widen Spell, Stride into place ahead of or after using Reach Spell, lay down a single action focus spell like *soul siphon* or *parch* - you'll open up a ton of great options for yourself.
- **Thousand Visions** (*): Cursebound ability that will help with targeting sometimes, but it doesn't help against undetected creatures. It may be helpful in encounters against

ranged enemies that stay hidden as often as possible, but chances are good that they're going to be outside of the 30 foot range anyway. It's too situational to be of frequent use, especially at the cost of increasing your cursebound condition. Just use area spells that don't require you to target creatures if you're having issues against hidden creatures.

Level 6

- Advanced Revelation: Feat value here depends on your mystery. See your respective mystery section for analysis. This is a prerequisite for the level 16 feat Diverse Mystery.

- Ancestors: *ancestral defense* (***)
- Ash: *incendiary ashes* (***)
- Battle: *battlefield persistence* (***)
- Blight: *purging toxins* (***)
- Bones: *armor of bones* (**)
- Cosmos: *interstellar void* (*****)
- Flames: *whirling flames* (**** / ***)
- Life: *delay affliction* (***)
- Lore: *access lore* (***)
- Tempest: *thunderburst* (**** / ***)
- Time: *time skip* (***) / *****)

- Gifted Power: An extra max rank spell slot (except for tenth rank) is outstanding, but there are some caveats: not all mysteries have spells that can take advantage of this feat, and you'll almost certainly want other feat / feature selections to give it full value.

Mystery ratings below reflect the granted spells independent of Divine Access and Mysterious Repertoire, both of which can significantly alter the feat's value. As such, mysteries with low ratings below should view this feat as either one worth retraining into at later levels, or worth selecting in a later level class feat slot when better options are available. RAW, this feat stops working once you have tenth rank slots. From Oracular Clarity: "you can't use 10th-rank slots with abilities that give you more spell slots," and, from Gifted Power, "You have an extra spell slot of your highest rank...." Since, at level 19, your highest rank is tenth, and you can't gain an extra tenth rank slot, you lose the Gifted Power slot by RAW. The feat clearly shouldn't suddenly break as you reach the

highest levels, though, so ideally your GM will allow it to keep giving you a ninth rank slot. Since this feat would become a massive section with further spell analysis, there is a separate [Gifted Power](#) section detailing its interaction with Divine Access.

- **Ancestors** (*): None of their spells have any effects for being heightened and will need Divine Access selections and / or Mysterious Repertoire for any value whatsoever. No reason to take Gifted Power before level 10 unless you're happy to let it sit as a dead feat for a while. Even at 10, it'll be a dead feat for a level. Consider retraining if you want to use it for Divine Access spell.
- **Ash** (**): Neither *breathe fire* nor *disintegrate* is a particularly interesting use of a max rank spell slot, but this feat will at least give you a little extra blasting per day.
- **Battle** (*): Only *weapon storm* bears any value for heightening. It's not a great spell to begin with and doesn't merit a class feat expenditure on its own. No reason to take Gifted Power before level 10 unless you're happy to let it sit as a dead feat for a while, or really like *weapon storm* for some reason. Even at 10, it'll be a dead feat for a level. Consider retraining if you want to use it for Divine Access spell.
- **Blight** (**): *Fungal infestation* is okay for heightening.
- **Bones** (***): A little extra max-rank blasting with *grim tendrils* or a max-rank *false vitality* to start the adventuring day. I recommend *false vitality* in most cases.
- **Cosmos** (***): Decent for *dizzying colors* due to the incapacitation trait, especially if you're using seventh prism consumables. Also gives you flexibility to shut down enemy darkvision (rank 4+) or counteract light effects with a max-rank *darkness*. Rank 4+ *Darkness* is usually the better of these choices, being able to control significant portions of encounters, especially alongside other control tools that will keep enemies in the *darkness* effect.
- **Flames** (****): Max-rank *fireball* or *blazing bolt* for some flexibility in which defense you target.
- **Life** (***): Like Bones, you can start the day with a max-rank *false vitality* or save the slot for some single target offensive value in *grisly growths*.
- **Lore** (* / ***): Prior to level 11, this feat does very little for Lore oracles because *mindlink* and *hypercognition* have next to no business occupying max-rank slots. However, at level 11 when you can cast *never mind*, getting an extra max-rank

slot to satisfy its incapacitation trait is useful, on top of the fact that you get Divine Access spells at the same time.

- **Tempest** (****): Great to have an extra max-rank blasting spell, especially once you've got *chain lightning* at later levels.
- **Time** (*): None of their spells have any effects for being heightened and will need Divine Access selections and / or Mysterious Repertoire for any value whatsoever. No reason to take Gifted Power before level 10 unless you're happy to let it sit as a dead feat for a while. Even at 10, it'll be a dead feat for a level. Consider retraining if you want to use it for Divine Access spell.
- **Spiritual Sense** (**): For haunts, this is effectively the same as a rogue's Trap Finder feat, but for a generally less frequent hazard. If you're playing an occult-heavy campaign and want to fill somewhat of a scout role, this feat can be worth taking, but it is a somewhat fringe case. Invest in WIS so your perception is up to par if you want this feat. The wide variety of creature types it detects is decent.
- **Steady Spellcasting** (*): If you're in melee at all, your best bet is a reach weapon. Just stay away from enemies that can disrupt your casting.

Level 8

- **Debilitating Dichotomy** (****): Great single target damage and a chance to Stun your target, though you're inevitably going to do some damage to yourself at some point. The chart below shows the die result you'll need for a crit success so you can see the likelihood of avoiding your own damage. It assumes CHA and WIS boosts at every opportunity and a CHA apex item at level 17, as well as item bonus increases to saves at levels 8, 14, and 20. Even with a -1 starting WIS, you're at least succeeding for half damage (or failing for half, at level 19) on all results but a 1 at all levels. Feats like the leshy ancestry's Leshy Superstition / Lucky Keepsake are useful here. From level 17 on, you take half damage even on a failure outcome, which means you're taking half damage at most even on a 1. Fortunately, this isn't a spell, just a magical effect, so Battle oracles don't take a penalty to their saves against it. Lore oracles technically do, but you'll only be able to use this ability while cursebound 4 if you're also using Forestall Curse or Blaze of Revelation.

- Note: If you start 10 WIS and never invest in it further, your most dangerous levels for *debilitating dichotomy* are 15 and 16, at which you'll have to roll a 15 or higher to take no damage, and at which you'll take full damage on a 1-5 on the die. You'll take no damage on a roll of 12 or higher at levels 8 and 9, and on a 13 or higher at levels 10 through 14. Your chances of taking no damage aren't great at levels 17+, but by that point you're at least covered by the Greater Resolve feature for half damage on failures.

Level	-1 WIS start	0 WIS start	1 WIS start	2 WIS start	3 WIS start
8	11	10	9	8	7
9	11	10	9	8	7
10	11	10	9	8	8
11	11	10	9	8	8
12	11	10	9	8	8
13	11	10	9	8	8
14	10	9	8	7	7
15	11	10	9	9	8
16	11	10	9	9	8
17	10	9	8	8	7
18	10	9	8	8	7
19	12	11	10	10	9
20	11	10	10	9	9

- **Read Disaster** (*): *Augury* can be useful, but it sort of falls into the same category as Glean Lore - you're getting a very limited amount of information. At least you'll have an on-demand way to know whether you and your party are making bad plans.
- **Surging Might** (*): Not a whole lot of creatures have resistances to the relevant damage types. They're more likely to have immunities to them, if anything, and this feat does nothing for immunities. You ought to have alternatives by this level anyway.
- **Water Walker** (**): Situational by nature. It's a prerequisite to be able to fly with a later feat, though. Swimming does suck if you don't have a swim speed, especially if you don't have athletics (and you typically won't).

Level 10

This is a decent level for an archetype feat, although Quickened Casting is a pretty good offering. Ash, Blight, and Time oracles in particular should consider an archetype feat at this level since their only choices are Quickened Casting or a lower level feat.

- **The Dead Walk** (**): It's got decent utility with the flanking availability and decent damage for being a renewable resource. The fact that it uses your spell attack value with no way to buff said spell attacks means your odds of landing any damage aren't great, though. Ancestors and Battle only.
- **Quickened Casting** (***): It can be make-or-break to be able to cast a clutch Quickened spell, but it's also heavily limited on how often you can use it and how.
- **Roll the Bones of Fate** (** / *): Cursed Possibilities has potential to screw your party over. Throwing misfortune on your allies' attacks and turning your enemies' attacks into crits with fortune is a terrible outcome in exchange for increasing your cursebound value. Three out of the four outcomes are good, at least, and when you get lucky enough to buff your allies on a 4, it's a pretty significant buff. Just make sure to tell your allies that there's a not insignificant chance of you causing RNG problems and turning encounters into TPKs. There are some ancestry means of mitigating misfortune for yourself, but

enough uses of this feat are going to cause your allies to suffer, and your enemies to benefit, eventually. Bones and Lore only.

- **Trial by Skyfire** (*): Most of the time, short-range auras like this can be used as a deterrent, punishing enemies who approach you and allowing you to activate them while sitting in the back line. Unlike similar effects, the fact that this one is harmful to yourself means you really want to use it offensively rather than sitting around hurting yourself waiting for enemies to approach. If you're using it offensively, you're also going to be in place to hurt melee allies and limit the safe spaces where they can move. It's one thing to sabotage yourself with the known quantity of the cursebound condition. It's quite another to sabotage your party. Cosmos and Flames only, neither of which has any incentive to build as a melee gish.
- **Waters of Creation** (***): Be careful not to heal your enemies. Since it doesn't bear the void or vitality traits, it'll heal anything it touches. The 15 foot emanation range will be somewhat risky for you to get up near your frontline. Wall spells, area control tools, and martial allies who like to Shove will help ensure that this effect lands on the desired targets. Life and Tempest oracles only. The Life curse will penalize healing received due to the divine trait.

Level 12

- Domain Fluency: Requires Domain Acumen for the respective initial domain spell. [Level 2 feats](#) - hyperlink if you'd like to quickly view Domain Acumen to check which initial domain spells are worth taking.
 - Ancestors: *eradicate undeath* (**) (Death), *dutiful challenge* (**) (Duty), *unity* (***) (Family), *ectoplasmic interstice* (*) (Soul)
 - Ash: *destructive aura* (*) (Destruction), *dust storm* (***) (Dust), *flame barrier* (**) (Fire), *door to beyond* (**) (Nothingness)
 - Battle: *destructive aura* (*) (Destruction), *enduring might* (***) (Might), *protector's sphere* (**) (Protection), *zeal for battle* (***) (Zeal)
 - Blight: *eradicate undeath* (**) (Death), *fallow field* (*) (Decay), *ephemeral hazards* (***) (Disorientation), *foul miasma* (**) (Plague)

- Bones: *eradicate undeath* (**) (Death), *fallow field* (*) (Decay), *malignant sustenance* (**) (Undeath), *remember the lost* (****) (Vigil)
 - Cosmos: *darkened sight* (**) (Darkness), *touch of the moon* (***) (Moon), *door to beyond* (*) (Nothingness unofficial placeholder), *asterism* (***) (Star)
 - Flames: *dust storm* (***) (Dust), *flame barrier* (***) (Fire), *asterism* (***) (Star), *vital luminance* (**) (Sun)
 - Life: *eradicate undeath* (**) (Death), *rebuke death* (****) (Healing), *retributive pain* (***) (Pain), *ectoplasmic interstice* (*) (Soul)
 - Lore: *know the enemy* (***) (Knowledge), *mystic beacon* (****) (Magic), *safeguard secret* (**) (Secret), *glimpse the truth* (**) (Truth)
 - Tempest: *disperse into air* (***) (Air), *diamond dust* (***) (Cold), *bottle the storm* (*) (Lightning), *downpour* (*) (Water)
 - Time: *adaptive ablation* (****) (Change), *tempt fate* (*) (Fate), *door to beyond* (**) (Nothingness), *stasis* (***) (Time)
- **Epiphany at the Crossroads** (*): You can get more or less the same effect from a level 1 ancestry feat rather than a level 12 class feat, just minus the *augury*... which you could have gotten from a wand instead for just under 1% of your party's expected wealth.
 - **Greater Revelation**: Feat value here depends on your mystery. See your respective mystery section for analysis. This is a prerequisite for the level 20 feat Paradoxical Mystery.
 - Ancestors: *ancestral form* (**)
 - Ash: *ash form* (**)
 - Battle: *revel in retribution* (***)
 - Blight: *accelerated decomposition* (****)
 - Bones: *claim undead* (**)
 - Cosmos: *moonlight bridge* (**) / (***)
 - Flames: *flaming fusillade* (***)
 - Life: *life-giving form* (****)
 - Lore: *dread secret* (***)
 - Tempest: *tempest form* (*)
 - Time: *manifold lives* (****)

- **Magic Sense (*)**: If you take this feat, you're filling a 12th or higher level class feat slot to be able to passively have the effects of *detect magic* at first rank on everything within your vision. It'll technically let you do two exploration activities at once. In order to get the full value of the feat, you have to Seek. The only real benefit there is that you can get a third rank *detect magic* for a single action instead of a fourth rank *detect magic* for two actions. That's about it. It doesn't even free up a cantrip slot because it can't fully replace *detect magic*. One use case, at least, is if you have *dispel magic* as a signature spell. When you Seek, regardless of said action's success, you'll be able to determine the highest magic effect rank in sight so that you can select an appropriate *dispel magic* rank to counteract said effect.

Level 14

- **Forestall Curse (***)**: Same case as Quickened Casting. It could be very useful to squeeze out one extra clutch focus spell in a deadly combat, but its once-per-day frequency is harsh.
- **Lighter than Air (***)**: Requires Water Walker. Having a fly speed is always useful, though you have to be cursebound to benefit from it.
- **Mysterious Repertoire (****)**: Outstanding. Coupled with Divine Access you get an incredible amount of spell diversity. Rather than restrict you to a deity's granted spells, you just outright get to pick a spell which follows all of your spellcasting rules as an oracle. You even get to swap out your choice as you level up, and your selection functions for Gifted Power if you have it. Anything worth taking with Mysterious Repertoire is worth using with Gifted Power.
- **Revelation's Focus (*)**: While it may seem like being able to Refocus more efficiently would be useful, it doesn't speed up your cursebound condition reduction, which means you're almost never saving time. The only situations where this feat provides value are if you're only sort of pressed for time and able to Refocus only a single time, or if you want to go into encounters with some level of cursebound (such as for Oracular Warning's maximum initiative bonus) and full focus points.

Level 16

Solid level for an archetype feat.

- **Conduit of Void and Vitality** (***): It's often difficult to employ a three action *heal / harm* due to positioning requirements. Cutting that down to two actions will help you out quite a bit on turns where it makes sense to use the area version of either spell, on top of the fact that you'll do a decent bit of extra single target healing or damage.
- **Diverse Mystery**: Requires Advanced Revelation. You'll pick up the first level of the respective mystery's curse for using its revelation spell, but this can help round out a few different builds. The Lore revelation spells aren't worth taking unless you've built for INT for some reason (in which case you might like *access lore*), and the clumsy condition from the Ancestors curse outweighs the value of its revelation spells.
 - **Ashen wind** (***): More debuff diversity is decent, especially since it's in an area. Flames oracles should be very careful because of the curse's fire weakness.
 - **Battlefield persistence** (***): A +2 status bonus to a save as a reaction is nothing to sneeze at. The first level of Battle's curse isn't too bad. Especially good alongside Debilitating Dichotomy, but you can use it for anything that prompts a save. Afflictions are another great place to use this spell.
 - **Delay Affliction** (**): If your party is still lacking for affliction recovery options, this one can get you out of a bind in bad situations mid-encounter. The Life curse is annoying, so talk to your party healer (assuming it isn't you) and let them know you'll be a little harder to heal via magic.
 - **Incendiary ashes** (***): Worth it if your party can follow up on the imposed fire weakness. Flames oracles should be very careful because of the curse's fire weakness.
 - **Interstellar void** (*****): Save-free debuff with solid damage. Unless you're playing a gish build, this spell is fantastic no matter what - and even then, it's a strong enough spell that you're going to be just fine dealing with the enfeebled condition sometimes.

- *Purging toxins* (***): Helpful for more support features, especially on a Life oracle. Great with the blessed one archetype.
 - *Soul siphon* (****): One of the best revelation spells with a mostly negligible curse effect. You'll be able to apply the ever-useful drained condition with relative ease, plus add an excellent offensive option to your third action choices.
 - *Thunderburst* (**** / ***): Always nice to have a reliable blasting option, and the electricity weakness isn't too bad.
 - *Time skip* (****): Outstanding action economy for your party.
 - *Whirling Flames* (**** / ***): Always nice to have a reliable blasting option, and 1 point of persistent fire damage at this level is negligible.
- *Portentous Spell* (*): The fascinated condition is not worth a level 16 feat. Stay away from enemies whose reactions your spellcasting will trigger and you'll be fine.

Level 18

- *Blaze of Revelation* (***): Forestall Curse on steroids, Wild Tiger, and various illegal stimulant drugs. Although the drawback is scary as hell and you have to be cursebound 4, being able to pump out a focus point-free focus spell per round is seriously powerful. If you want to take this feat and gamble with the gods, I sure hope you have high CON and took Canny Acumen (Fortitude). Bones oracles beware: your penalty to fortitude saves may just get you killed. Ensure someone in your party has a way to quickly bring you back, such as with *breath of life*.
- *Divine Effusion* (****): Two extra spell slots per day at any two (different) spell levels that you can cast. Solid all around. Coupled with Gifted Power, you'll have 6 max-rank spell slots per day on top of the longevity of your renewable resources.

Level 20

- *Mystery Conduit* (**): Lets you cast fifth rank and lower spells without expending spell slots so long as they don't have a duration. You won't have a whole ton of great options with the duration limitation. Works best with spells whose effects you want to repeat many times throughout the day.

- *Rip the spirit*: Single action drained if you didn't already have *siphon life*
 - *Breath of life*: On-demand death mitigation
 - *Abyssal plague*: Only really functional with leukodaemon summons, but it'll let you throw down lots of stacking drained as long as there's a leukodaemon around
 - *Whispers of the void*: Drained and persistent damage
 - *Anathematic reprisal*: Reaction damage and stupefied
 - *Holy light*: Even as a fifth rank effect, 18d6 is about what you'll get from a ninth rank slot
 - *Agonizing despair*: Single target Frightened 2
 - *Cleanse affliction / clear mind / sound body / sure footing*: Counteracting may be difficult since they cap at fifth rank, but still, renewable condition removal
 - Divine Access:
 - *Acid grip*: Forced movement, persistent damage, speed debuff
 - *Blistering invective*: Persistent damage and frightened
 - *Brine dragon bile*: Reaction persistent damage
 - *Time jump*: emergency movement
 - *Hydraulic torrent*: Line area forced movement
 - *Translocate*: Teleportation
 - *Shadow siphon*: Reaction-based party spell damage mitigation
- **Oracular Providence** (****): You really can't go wrong with an extra tenth rank spell slot.
 - **Paradoxical Mystery** (***): Requires Greater Revelation. Ancestors, Ash, Bones, and especially Tempest oracles will like this feat less due to the fact that their greater revelation spells aren't often worth using. It does offer unparalleled domain and revelation spell flexibility, though.
 - Player Core: You get access to Player Core domain spells by default.
 - *Commanding lash*: Single action single target control with built in debuffing to help it land.
 - *Competitive edge*: Though status bonuses are abundant at this point, and it is a sustained spell, getting a +4 status bonus to attack rolls and skill checks is unusually strong, if conditional.

- *Delusional pride*: Single target attack and skill debuff on a will save, so it combos well with Bon Mot.
- *Hurling stone*: Single action damage and minor area control, especially if you want to push enemies into effects like *door to beyond*.
- *Lucky break*: Reaction to reroll a failed save. Solid use for a reaction, especially because it lets you keep the better result. One of the best choices for this feat.
- *Pulse of civilization*: The fact that you can swap this in and out daily means you can use it on demand to learn about new settlements if you're traveling around at max level (say, planar travel). That ought to give you good, targeted information if and when you need it.
- *Sudden shift*: Great defensive reaction.
- *Sweet dream*: More-or-less permanent and sizable status bonus to INT- or CHA-based skill checks, to include a significant portion of Recall Knowledge (especially for Lore oracles) and Bon Mot / Demoralize. Since it's got an hour long duration, you can hand it out to the party without issue, provided your party is willing and able to catch a one minute nap for the buff. Pairs well with Revelation's Focus.
- *Traveler's Transit*: On demand climb or swim speed if you expect you'll need one or the other on a given day.
- *Vibrant thorns*: Passive damage for gish builds.
- *Word of freedom*: Outright break allies out of the grabbed, restrained, or paralyzed condition.
- Other: Everything aside from Player Core domains, mystery domains, and revelation spells requires GM approval.
 - *Fearful feast*: (W) Good damage for a reaction, benefits from Bon Mot, it can increase the value of the required frightened condition, and heals you to boot. One of the best choices for this feat if allowed.
 - *Confront selves*: (W) Imposes clumsy 1 in a manner that requires a crit success save to overcome provided you continue to Sustain the Spell. Also deals respectable single action damage past the initial cast.
 - *Show the path*: Fortune for you or an ally that can keep on giving provided the rolls stay good, plus an increasing status bonus to whatever you or they use the fortune on.

- *Swarmsense*: Scouting tool.

Spells

Spells

Cantrips

All but one offensive save-targeting cantrip targets fortitude. *Daze* is the only option for will. In order to target reflex, you'll need an archetype or an ancestry feat / heritage feature. If you can get one from your ancestry, *electric arc*, *caustic blast*, *spout*, *scatter scree*, and *slashing gust* are all welcome multi-target offensive cantrips, which the divine list sorely lacks. All but *slashing gust* target reflex, which is a feature the divine cantrip and first rank spells entirely lack, so any of those will be extremely welcome for non-Tempest oracles. All of them are on the arcane and primal lists.

Approximate (*): Roleplay spell.

Bullhorn ()**: Helpful with Coerce primarily. Everything else this spell does is for roleplay.

Chill Touch ()**: (F, L) Changed to *void warp* in the remaster, which bears a significant range upgrade over *chill touch*. There is some latent value here in the fact that you can target undead with *chill touch* to make them off-guard, unlike *void warp*. You'll probably want either Reach Spell or a familiar to really get mileage out of this spell.

Daze ()**: (W) The damage isn't very high, but the range is good. Inflicting stunned is great for a cantrip, but you shouldn't expect it to happen often. Unfortunately, this is the only will-targeting damage cantrip. Setting up with Bon Mot is a decent idea if you don't care to spend resources on a given turn, especially if you or someone else has Recalled Knowledge to identify a target with low will. Once you've got better options to target will, it's a good idea to swap this cantrip out.

Detect Magic (*)**: A staple of exploration, someone in your party should have this. It's available to every spell tradition, so you won't necessarily need to take it. Treat this more as a radar effect for magical items and effects. Coordinate with your group.

Detect Metal (*): Not much functionality here. It can overcome illusions (namely invisibility) sometimes, but only against lower-rank effects.

Disrupt Undead (*): (F, L) Changed to *vitality lash* in the remaster, which is a direct, if minor, upgrade over *disrupt undead*.

Divine Lance (***): (SpA) Great range and a great damage type. Just don't try to use it on constructs. If you build for sanctification (champion or cleric archetype), you'll be able to trigger holy or unholy weaknesses with this spell.

Draw Moisture (*): Roleplay spell unless you're in a survival campaign.

Forbidding Ward (***): Great support cantrip, especially in single target encounters.

Glamorize (*): Roleplay spell with, at best, an occasional performance buff.

Guidance (***): This applies to lots of things, including initiative if you can line it up around the very short duration. The fact that it's a single action to give someone a +1 status bonus up to 30 feet away is great. The hour-long immunity after using the bonus is fairly limiting, though.

Haunting Hymn (** / *): (F) Similar to *daze*'s damage, but in an area. If you don't take an ancestry feat for *electric arc* or a similar area spell, this is your only choice for cantrip area damage. If you do have an ancestry-granted area cantrip, skip this spell.

Illuminate (*): Roleplay spell. You've got better sources of light... like the *light* cantrip, which you should take instead if your party needs light.

Know Direction (*): (L) Legacy version of *know the way*, and even worse than its successor.

Know the Way (*): Only really comes up in survival campaigns.

Light (***): Staple light effect if your party members don't all have darkvision.

Message (***): Having a subtle means of communication is frequently useful.

Needle Darts (***): (SpA) Gives you a good reason to carry precious metals around in order to target weaknesses, and it's decent damage to boot.

Prestidigitation (*): Roleplay spell.

Protect Companion (**): You'll want an archetype to get the most use out of this. If you don't have an archetype to enhance some type of minion, this is only worth taking if you choose an ancestry that grants a familiar. This spell functions very similarly to *shield*, but for your minion and with you as the damage sponge rather than the *shield* effect.

Read Aura (***): A staple of exploration, someone in your party should have this. Best for personal use on Lore oracles, but you can also use it on an ally specializing in Recall Knowledge instead of on yourself. Coordinate with your group.

Read the Air (**): Your diplomacy is probably good, but your society may not be. Lore oracles will like this spell the most.

Rousing Splash (**): It's a decent support spell for turns where you don't want to spend resources and can predict an ally taking damage. Also helps against two of the more common persistent damage types.

Shield (****): A single action defense buff is great. The cooldown after using it for the Shield Block reaction is somewhat harsh, but for a cantrip it's still a great tool to have.

Sigil (*): Roleplay spell.

Stabilize (***): Help your allies overcome their recovery checks while dying. There are other ways to do this, such as healing and Administer First Aid, but keeping allies from death, at range, is good for a cantrip.

Summon Instrument (*): Roleplay spell. Its only value is in giving you an item bonus for performance, but since that's a fifth rank effect, it's negligible. If you're using performance for anything meaningful, you'll have long since gotten an item bonus to performance by the time this spell heightens.

Tremor Signs (***): Similar functionality to *message*, but without any sound at all and with much less robust messaging. Also eventually provides simple communication to the whole party (unless your party consists of more than 6 characters).

Vitality Lash (***): (F) Naturally, this is limited to undead and creatures with void healing, but there are a surprisingly large number of said creatures with relatively low fortitude saves. Just don't try to use it on zombies. It's technically situational, but undead are fairly common as enemies.

Void Warp (***): (F) Decent void damage at range and with a chance to enfeeble.

Wash Your Luck (*): Your group will need someone doing Recall Knowledge so that you're aware of any misfortune effects, although even that is kind of an outlier on the type of info you'll typically get with Recall Knowledge. Sadly, there aren't a whole lot of misfortune effects in this system, and pre-buffing with this feat is both action-inefficient and really hard to predict. You can use this feat to set yourself up for Roll the Bones of Fate, but doing so is still a fringe usage. If those warnings weren't enough for you, you'll only want to use this after getting a 4 on Roll the Bones of Fate. Even then you might be wasting actions because you could still get fortune rather than misfortune.

1st rank

Spells that can heighten: *admonishing ray* (+1), *alarm* (3rd), *breadcrumbs* (2nd, 3rd), *command* (5th), *concordant choir* (+1), *echoing weapon* (+2), *fear* (3rd), *harm* (+1), *heal* (+1), *helpful steps* (+1), *infuse vitality* (3rd, 5th), *lock* (2nd), *mending* (2nd, 3rd), *mystic armor* (4th, 6th, 8th, 10th), *necromancer's generosity* (+1), *protection* (3rd), *putrefy food and drink* (2nd, 3rd), *quick sort* (3rd, 5th), *runic body* (6th, 9th), *runic weapon* (6th, 9th), *sacred beasts* (+1), *shielded arm* (+2), *spirit link* (+1), *summon lesser servitor* (2nd, 3rd, 4th), *summon undead* (+1), *synchronize* (2nd), *thoughtful gift* (3rd, 5th), *ventriloquism* (2nd)

Admonishing Ray (* / ***): (SpA) At first rank, you're better off casting *needle darts*. Past that point, though, this spell is a competitive single target damage option, especially once you have a shadow signet. *Spiritual armament* and *spiritual guardian* take 2-3 Strikes to keep pace with

admonishing ray's damage. *Chilling darkness*, *holy light*, and *moonlight ray* significantly out-damage *admonishing ray* against targets that take full damage, but against targets inappropriate for either of those choices, *admonishing ray* is a bit better. *Deity's strike* is a fair bit stronger, though. If you're going for single target offense, *admonishing ray* is a solid signature spell that will be competitive for spell ranks two through seven.

Air Bubble (**): Specifically triggers the reaction when a target "enters an environment where it **can't** breathe." RAW, it does nothing against inhaled poisons. It has a short duration for what it's supposed to counter. This is a very situational spell.

Alarm (***): Being surprised in your sleep is never good. This doesn't need to scale, so it's a decent long-term pick. Consider getting it as a wand if you find yourself struggling to fit all your first level spells in at the mid- and late-level stages.

Bane (***): (W) This is a good spell to occupy a first rank repertoire slot long-term. Extending the range causes unaffected targets to have to save again, so it can be a useful single action tool to debuff once it's up. The range is difficult at first and will require longer encounters to get full value out of it unless you're playing midline melee. Even as a melee build, though, getting this spell up on round 1 limits your options for getting into the fray.

Benediction (***): Status bonus to AC while the spell's up, and you can optionally Sustain to increase its radius by 5 feet each time. Great pick if you want to get into melee, and even using it in the back line is valuable if fighting ranged enemies or enemies that will charge the back line.

Bless (****): Among the best long-term first rank picks, though you're eventually going to be hard-pressed to dedicate your actions to using first rank spells. The starting emanation of 15 feet means you'll have good coverage to begin with, and bringing it up to 25 feet in the second round will accomplish almost all of the range you'll need with this spell. Less valuable if someone else in your party is running a buff that grants a status bonus to attacks (bard), but you can still make it work. A bard may even appreciate your willingness to use *bless* so that they can alter their composition cantrip routine.

Breadcrumbs (*): About the only mechanical use for this spell is in a maze. It can also be used to follow a long-range scout, such as in a survival campaign where you're willing to risk splitting the party. Very much not worth occupying a repertoire slot.

Cleanse Cuisine (*): Unless you're in a social intrigue campaign where you expect to run into poisoned food often, good luck predicting when this will be useful.

Command (***): (W) Decent control spell. You can effectively squeeze two wasted actions out of it on an enemy's failed save by telling them to do something that will require an extra action for recovery. Forcing them to Flee or Drop Prone accomplishes this, with Drop Prone being especially effective in a party that can leverage Reactive Strikes (or similar) if and when the target Stands. If you have ranged attackers in your party (including you, potentially), they'll appreciate the off-guard condition on prone targets. Your party athletics user can also Grapple prone targets to keep them from getting up. Even better as a fifth level spell when it becomes an area control spell. Luckily, there's no incapacitate trait here, so this spell does retain value as you level up.

Concordant Choir (**): (F) Somewhat like *magic missile*, but in an area and with a basic save. The single action version is about a cantrip's worth of damage. Its advantage over equivalent-damage cantrips is the fact that you can deal said damage with only a single action. Needs to heighten to stay relevant.

Create Water (*): Make someone roll survival or buy more supplies.

Curse of Recoil (****): (W) You don't have access to a whole lot of reactions right from level 1, so this spell holds some value in that regard even if it isn't the most effective spell of all time. There is some debate about whether "ranged attack" is an umbrella term that includes ranged spell attacks, but I'm of the opinion that it is. Consult with your GM on that matter. If nothing else, at higher levels, it's a great pick to occupy a first rank slot as an action-efficient means of throwing out the off-guard condition. Considering it's against ranged enemies, that feature will be especially helpful for you (if using spell attacks) and ranged martial allies, and that's just on a success. On worse save results, you're even able to debuff the target's ranged attacks.

Echoing Weapon (** / ***): The damage isn't very competitive, which means you'll need longer encounters and a multi-Strike martial in your party (like a flurry ranger) to be able to maximize the value of this buff.

Enfeeble (*): (F) The targets you'll want to land enfeebled on are likely to have good fortitude. Assuming you can target an enemy that uses its STR for attacks, most often you'll see a single turn of -1 to attacks and damage.

Fear (****): (W) A strong debuff and a chance to make low-will enemies Flee. Highly useful debuff, and potentially control, tool that becomes an area effect very early on.

Forced Mercy (*): (W) Nonlethal damage is rarely meaningful for PCs. You can shut off bleed damage with a first rank spell, at least, or for your party at fourth rank.

Harm (**): (F) 1d8 per spell rank for the one action touch version is pretty good, assuming you feel comfortable at touch range. The two action version is rarely worth your time and the three action version hurts allies. For two action single target damage, you're usually better off with *admonishing ray* at competitive spell ranks.

Heal (***): (F) There's not a ton of competition for a first rank signature spell. Unless you have a good reason to pick something else, this one's an easy selection since every party needs healing, even if someone else is the primary party healer. Also gives you a reliable damage option against undead, though you may feel just fine using *vitality lash*.

Helpful Steps (*** / **): Solves vertical terrain challenges until you have better options. It's unlikely you'll need to heighten it for the extra height, but you may want a second or third rank scroll on hand just in case.

Infuse Vitality (**): Extra damage to undead for your martials. Better kept on hand once you have higher level slots.

Lock (*): This spell is going to be GM-dependent. Does your GM frequently send ninjas at your party to steal your loot? Someone in your party probably wants this, and it might just be you. Otherwise, you probably won't come across many situations where you'll need it.

Malediction (***): The AC penalty version of *bane*. The penalty won't stack with the likes of Demoralize, but its duration will ensure that you can keep pressure up on a debuffed target. The range is difficult at first and will require longer encounters to get full value out of it unless you're playing midline melee. Even as a melee build, though, getting this spell up on round 1 limits your options for getting into the fray.

Mending (*): Broken shields or thieves' tools can really ruin a party's day. This is a neat way to solve the problem, but a party can accomplish the same effect with someone putting skill increases into crafting.

Mystic Armor (*): Niche uses if you're going to be unarmored, but that's about it. Most builds can tolerate the -1 armor check penalty for running a low STR build and wearing light armor anyway. Decent if you play a dragonblood and take Scaly Hide.

Necromancer's Generosity (*): Keeps undead minions in the fight, but boy is that action-intensive for very little gain.

Pet Cache (*): It's highly situational, but sneaking a familiar past guards or keeping it safe until you need it could make it useful.

Putrefy Food and Drink (*): Your party may be able to pull off some shenanigans, but by and large this spell is so highly situational that it's not worth taking.

Quick Sort (*): Roleplay spell.

Restyle (*): Roleplay spell.

Runic Body (***) / (**): Good early on before runes, and then it's a tool to help martials put an offensive option to use where they'd otherwise be limited. Think of this as a tool to bring a subpar martial's off-weapon up to snuff against a relevant enemy (bludgeoning against a skeleton when your barbarian usually uses a greataxe, for example).

Runic Weapon (***) / (**): Same as *runic body*, but for weapons instead of unarmed attacks.

Sacred Beasts (**** / **): (R) Your only reflex-targeting option until later spell ranks. You'll have to worship a deity to use this spell, but it is just about an auto-pick at early levels if you don't have a reflex-targeting cantrip.

Sanctuary (***): (W) Targets get a chance to save every time they attack, but it's still a solid control spell. It'll never be multitarget, but it's fine for a first level spell slot. The touch range is tough if you're trying to get it on an ally under pressure, but it's just fine if you use it on yourself. Just note that it falls off as soon as the target takes a "hostile action," which is undefined to give GMs leeway to interpret the term.

Schadenfreude (** / ***): (W) It's a short duration debuff, but stupefied is strong. Unfortunately, the trigger for this is rough and something you probably want to spend a hero point to avoid. This spell gains in value as you level, however, since it never needs to scale and is a comfortable use of a first level spell slot, especially since it's a reaction.

Shielded Arm (**): Decent defensive buff that will allow whoever receives the buff to Raise a Shield and Shield Block without a free hand. Touch range means you're probably using it on the back line, though, so it's more of an emergency tool than anything. You'll have to heighten it to keep it relevant, but it doesn't necessarily need to be cast from a maximum rank spell slot, especially if your target is only going to Raise a Shield (which is perfectly acceptable for a first rank slot use).

Spirit Link (***): Lets you siphon damage to yourself, which you can then heal off with a two action *heal* on yourself, no movement required. That's still somewhat inefficient, though, since it takes two turns to pull off. Still, sponging damage off of your front line helps delay the need for healing until the encounter is over, when you or your party will hopefully have some resource-free healing to solve the issue.

Summon Lesser Servitor (*** / **): Summons tend to be pretty weak, but they can help with flanking, the odd useful ability, triggering weaknesses, and sponging damage from time to time. Luckily, there's a lot of flexibility with this spell since you can summon animals.

- 1st rank:

- Beaver: Ignores some hardness, which can be highly effective against early hazards
- Bloodseeker: Attack bonus of +8, Blood Drain can inflict drained 1
- Compsognathus: Venom DC is only 1 or 2 behind yours and can deal quite a bit of damage on top of enfeebled 1
- Flash beetle: Area dazzled at or 1 behind your DC
- Red fox: Attack bonus of +9, Leaping Pounce is an easy way to get off-guard
- Skunk: Spray Musk is only 1 or 2 DC behind yours and can create area sickened 2
- 2nd rank:
 - Augur: Passive frightened aura
 - Cassissian: +1 to AC and saves against unholy creatures for a creature who wears the helmet, Repository of Lore is okay for gaining info for a couple levels, first rank *heal*
 - Giant skunk: The DC is starting to fall off by now, but Spray Blinding Musk can render targets sickened 3 or even blinded in an area
 - Goblin dog: The DC is starting to fall off by now, but Goblin Pox can render an enemy sickened and slowed, and this can be applied in an area with Scratch
 - Hyena: Forced movement against prone enemies, though its attack bonus is falling off by now
 - Imp: Once per hour fortune on an attack roll or saving throw
 - Lantern archon: +1 status bonus to damage rolls, first rank *heal*
 - Ostovite: d12 Strike with persistent bleed damage, +9 attack bonus
 - Sarkorian wolf: Attack bonus of +9 and Knockdown
 - Shaukeen: *gecko grip*, +9 attack bonus that can apply Fire Jackal Saliva for a chance at clumsy 1 / 2
 - Zoaem: *Revealing light* in a line that grants +1 status bonus to Recall Knowledge and damage
- 3rd rank:
 - Cave fisher: Automatic grabbed condition with the filament ranged Strike, which can then be used for forced movement with Pull Filament. Numbers are 2-3 points behind martials

- Giant toad: Automatic grabbed condition with reach melee tongue Strike, plus the ability to expose touched targets to Giant Toad Poison for a fortitude-based stupefied effect. Numbers are about 2 points behind

Summon Undead (*): Offers nothing truly unique or useful. If you really want to use it, it's only effective at first and second rank, after which you'll want to swap it out. I list good choices for posterity in case you really like the spell.

- 1st rank:
 - Crawling hand: Taxes caster action economy with Throat Grab
- 2nd rank:
 - Ghoul stalker: Decent attack bonus and Grab
 - Skeletal soldier: Glaive has decent attack bonus and reach
- 3rd rank:
 - Ghoul soldier: Acceptable attack bonus and Grab
- 4th rank:
 - Deathless acolyte of Urgathoa: Field of Undeath gives fast healing if you have void healing from Nudge the Scales. You might also be able to convince your GM to let you create other types of deathless acolytes
- 5th rank:
 - Iruxi Ossature: Fossil Fury creates difficult terrain and Terrain Advantage makes creatures off-guard to the iruxi ossature, but its attack bonus is terrible by this level
- 9th rank:
 - Silent stalker: GM-dependent. Verbal components don't exist any more, but since all spells require speech, your GM may rule that the silent stalker can shut down spellcasters inside its no-save Silent Aura

Synchronize (*): Roleplay spell.

Thoughtful Gift (*): Highly situational.

Ventriloquism ()**: Creating decoy sounds to throw off your enemies can be a useful tool in the hands of a creative player with a forgiving GM. It doesn't need to scale, at least.

2nd rank

Spells that can heighten: *blazing armory* (4th, 6th, 8th, 10th), *blood vendetta* (+2), *calm* (incapacitation), *charitable urge* (incapacitation), *clad in metal* (+1), *claws of the otter* (+3), *cleanse affliction* (3rd, 4th, counteract), *cleanse air* (3rd, 4th, 6th, 9th), *clear mind* (4th, 6th, 8th, counteract), *create food* (4th, 6th, 8th), *darkness* (4th, counteract), *darkvision* (3rd, 5th), *dispel magic* (counteract), *enhance victuals* (+1), *environmental endurance* (3rd, 5th), *everlight* (counteract), *final sacrifice* (+1), *fireproof* (4th, 6th), *gentle breeze* (+2), *inner radiance torrent* (+1), *marvelous mount* (3rd, 4th, 5th, 6th), *noise blast* (+1), *peaceful rest* (5th), *resist energy* (4th, 7th), *restoration* (4th, 6th), *see the unseen* (5th), *silence* (4th), *sound body* (4th, 8th, counteract), *spirit sense* (6th), *spiritual armament* (+2), *status* (4th), *sudden blight* (+1), *summoner's visage* (4th), *sure footing* (4th, 6th, 8th, counteract), *thermal remedy* (4th, 7th), *translate* (3rd, 4th), *warrior's regret* (+2), *water breathing* (3rd, 4th), *water walk* (4th)

Spells with heightened effects:

- Damage: *admonishing ray*, *concordant choir*, *harm*, *heal*, *sacred beasts*
- Other: *breadcrumbs*, *concordant choir*, *heal*, *helpful steps*, *lock*, *mending*, *necromancer's generosity*, *putrefy food and drink*, *spirit link*, *summon lesser servitor*, *summon undead*, *synchronize*, *ventriloquism*

Advanced Scurvy (**): (F) Touch range, but applying enfeebled even on a successful save is good, and the duration on it is solid even for a successful save. Otherwise, it's one of very few diseases that you can apply, and you have a chance to inflict both enfeebled 1 and fatigued right out the gate. It's also got a minor benefit in adding a bit of extra persistent bleed damage to other persistent bleed effects. One of the strengths of this spell is that it doesn't need to heighten, making it a decent choice to pair with *sudden blight*.

Augury (***): There's a chance you get nothing from it, but knowing whether you're on course is good information to have. Thematically appropriate for Lore oracles, but it's no more effective for them than for any other mystery. This spell's strength is that it retains value in a low level slot as you gain levels.

Blazing Armory (**): Gives the party access to fire damage in situations where it's useful, assuming their default weapons don't already have flaming runes. Pairs well with *incendiary ashes*, especially since the 5 minute duration enables pre-buffing sometimes.

Blood Vendetta (***/ ****): (W) Solid damage for a reaction. Gish builds in particular will like this spell. Its scaling is only every other spell level, but it's persistent damage. It adds up. Coordinate with your party if you want to use this frequently - since you can stack persistent damage of different types, other classes may be able to really capitalize on the persistent damage. If someone in your party frequently uses exsanguinating ammunition, there's a lot of synergy to be had. Pairs decently with *advanced scurvy*. You can even use this spell out at range if you're taking attacks from, say, a bow user dealing piercing damage. Even without heightening this spell, it retains value since it deals persistent damage as a reaction.

Brand the Impenitent (**): (F) Functionally, this debuff only works for you if you've coordinated with your party. It'll also be game-dependent. If your religion is common and you have NPC allies helping you out, it'll be better. The range of touch is difficult to work with, too. There are more accessible debuffs out there, but if your party is willing to play ball, being able to throw down a -1 status penalty to a target's AC is pretty meaningful alongside, say, flanking. It is possible to impose the penalty permanently (barring an effect like *remove curse*).

Calm (**): (W) Small area attack debuff or control. This spell can shut down multi-target encounters, which are the only type in which you should use it due to the incapacitation trait.

Cauterize Wounds (**): Persistent damage can be pretty deadly for PCs. Helping allies overcome persistent bleed damage is a meaningful support ability, though you'll be hard-pressed to fit this spell in until later levels when there's less contention over rank 2 spell slots. Considering getting a scroll or two when they're affordable.

Charitable Urge (*): (W) Using two actions to either force an enemy to be Stunned for a turn or give away its stuff is strong, especially if the target has to spend multiple actions to give an item away. Stunned 1 on a save is decent in one- or two-target encounters where possible. The biggest issue with this spell is that a whole lot of enemies don't have items to give away and so only suffer any effects on a successful save. If you're playing in a campaign where you can reliably expect most enemies to be a threat due to their equipment, this spell is much better.

Clad in Metal (*): Cold iron and silver weapons can help target weaknesses against certain enemies, such as fiends. That's about the only use for the spell, though. Cold iron blanch and silver salve can fully replicate the uses of this spell, though cold iron blanch is uncommon. Even though it can heighten, the only reason to do so is for uncommon and rare metals, which require GM approval and don't offer any effects worth the required higher rank spell expenditures.

Claws of the Otter (**): Decent for gish builds since its damage scales a bit better than normal weapons, provided you're not fighting creatures resistant or immune to cold damage.

Cleanse Affliction (***): Reducing, and eventually counteracting, afflictions is a meaningful, and often necessary, support tool. It's better if you can get scrolls or otherwise have a more renewable means of removing afflictions, but in most cases, someone in your party really wants to have this spell.

Cleanse Air (*): Extremely situational. Keep a scroll on hand if you expect to run into inhaled poisons at any point.

Clear Mind (** / ***): Only really useful for allies who are stupefied at rank 2. Past that, all of the conditions it counteracts are worth removing.

Create Food (*): Just have someone roll survival / society to Subsist or pack more rations. If you're playing a game with a heavy emphasis on the need to Subsist, consider a wand and / or scrolls to mitigate bad luck on checks to do so. If you're in an area where survival will work to Subsist, though, the Forager skill feat fully replaces the need for this spell.

Dancing Shield (**): Basically trades your actions for an ally's so you can Raise a Shield for them. It's a bit better at rank 4 when you can use your reaction to Shield Block, but it does still require you to Sustain to achieve that effect.

Darkness (***): Darkvision is fairly common, but this can still be a decent area control tool. Greater darkvision is less common, but still, make sure someone is using those Recall Knowledge checks.

Darkvision (***): Darkvision is always good. It sucks having to use a spell slot on it, but it'll come up often enough that you'll be glad you have it. If your ancestry and / or heritage grants you darkvision, you can skip this spell, though at least one of your allies is likely to be glad if you have the third rank version. There are several item alternatives, including wands and consumables, if you'd rather invest gold than spell slots. While you can heighten it to fifth rank for significantly better duration, you can get away with the second or third rank version for a whole game, depending on your party's needs.

Deafness (*): (F) The deafened condition is almost totally useless.

Death Knell (***): (W) This is a good candidate for Reach Spell. An enemy already has to be dying, but ten temporary HP is good for all builds. Especially useful if your enemies like to use some form of healing. The status bonus can be useful, but status bonuses to attacks are usually pretty abundant.

Dispel Magic (***): Best used to remove enemy buffs. Oftentimes, meaningful enemy buffs aren't anywhere near max rank, so you don't necessarily need to cast this spell from a max rank slot for it to remain relevant. It's also got value in disabling some magical hazards.

Enhance Victuals (*): Just have someone roll survival or society to Subsist instead. It may be useful in more social-heavy games where you're potentially more at risk of poisoned food and water.

Environmental Endurance (*): Only really going to come up in campaigns with an emphasis on survival. Keep a scroll on hand if you're really worried about environmental hazards.

Everlight (*): For the most part, you can just use an everlight crystal or *light* instead. The only value here is that you can potentially passively counteract darkness effects, if you've spent the gold and the higher level spell slot ahead of time to have it up and ready. If that's something you want, just get a scroll. It's a useful effect when the need arises, just not one that you want clogging up your spell slots.

Faerie Fire (****): (L) Invisible creatures are frequent enough that you can expect them in just about any game. Dropping them from undetected to concealed is awesome, and they don't

even get a save. It also renders visible enemies unable to achieve the concealed condition. This spell doesn't need to heighten in order to maintain its utility. This is the legacy version of *revealing light*, but said spell requires a save, where *faerie fire* does not.

Fear the Sun (***): (F) Single target control with the dazzled condition, or possibly blindness on a crit fail.

Final Sacrifice (***): (R) It's a huge amount of damage, but it's restricted in its use. The action economy is rough at a cost of two spells and four actions. You can get around the action economy somewhat if you have a familiar and don't mind spending a week to replace said familiar. A somewhat better option is to use a *marvelous mount* since you can summon one before an encounter.

Fireproof (*): It's very rarely useful to give an item fire resistance.

Gentle Breeze (**): Only really useful to buff saves against afflictions, which are hard to predict in encounters. Also helps with Battle Medicine. The buff to Treat Wounds and the healing are more or less negligible. Keep a scroll on hand if you want it for the buff against afflictions.

Ghoulish Cravings (**): (F) Sickened 2 is a decent debuff for a single target effect if you don't have other good options.

Guiding Star (*): Roleplay spell.

Helpful Reload (**): If you've got someone in your party using a reload weapon, this is a pretty significant improvement for both their and your action economy. Since you tend to be limited on reactions, trading your reaction for your ally's Strike efficiency is quite good. It's even better at higher ranks when you can grant an attack buff, cut an action out of the horribly action-heavy magical / alchemical ammunition usage Interact sequence, and if you really want to get spicy at high ranks, generate relatively free magical ammunition. 10th level and below ammunition will require some specific needs, though, so you'll generally be fine keeping this spell to sixth rank and lower. This spell is only rated as a situational spell because ranged martials either have to jump through hoops to make a reload weapon build work or play an uncommon class (gunslinger).

Inner Radiance Torrent (****): (R) It's not a ton of damage, but it's got a much larger potential area than the comparable reflex-targeting spell *sacred beasts*, and doesn't have the setup cost of *final sacrifice*.

Instant Armor (**): Situational, but there are plenty of situations where you'll find yourself unarmored and without enough time to don armor. Turning that lengthy don time into a single action is helpful. Note the contingency trait. Consider getting a scroll or three of this spell for those late night ambush encounters while you're sleeping.

Lucky Number (***): It's somewhat risky and isn't terribly useful if you roll a high lucky number, but still, it'll give you some control over one die roll per day. Not a bad way to fill your second rank slots as you gain levels, especially since you can use the effect as a reaction. Note the Contingency trait.

Marvelous Mount (***): It's frail, but will give you a significant boost to your speed while it's alive. Heightened versions bring greater utility like not having to swim, better speed, and an eventual fly speed.

Mimic Undead (**): Easily fool mindless undead. This spell will require some creativity and Recall Knowledge checks in order to get full use out of it, though.

Noise Blast (*** / **): (F) It's an okay blasting spell, but falls off quickly. The stun is nice if you're lucky.

Peaceful Rest (**): Keep a dead ally's body in a repairable state until you can find resurrection magic.

Radiant Field (** / ***): Creatures with light blindness are too situational for this spell to be worth taking over its equivalent control effect in *darkness*. If you are facing creatures with light blindness, you can potentially blind them with its area incapacitation effect. Its real value is in being able to passively suppress darkness effects. Once it heightens, it's significantly better for a large area no-save concealment effect, though *darkness* has the advantage of creating invisibility / hidden conditions.

Reaper's Lantern (* / **): (F) Primarily useful against undead. Having to spend actions on subsequent turns to extend its range can be difficult on your action economy. It takes up a hand, and casters with free hands probably don't want to be that close to enemies. For living targets, enemies healing themselves / each other isn't especially common. *Bane* is generally a better choice for an emanation debuff, though if you're fighting undead, enfeebled is usually a better debuff than that of *bane*. Just be aware that enfeebled doesn't debuff Finesse attack rolls (although it does still debuff their damage).

Resist Energy (***): An ounce of prevention is worth a pound of cure. It's not truly great until seventh rank when you'll likely be able to target your whole party, but still, a 10 minute duration is great. This will be especially useful alongside Recall Knowledge checks to tell you what you need to resist.

Restoration (*): (L) Legacy spell that got split out into *cleanse affliction* and *sound body*, both of which are superior spells.

Restore Senses (*): (L) Legacy spell that got rolled into *sound body*.

Revealing Light (***): (R) Counter invisible and concealed creatures and make them dazzled to boot. Its advantage over *faerie fire* is the dazzled condition, though it does rely on a reflex save.

See the Unseen (***): More likely for you to find an invisible target than *faerie fire* or *revealing light* since it's passive rather than you needing to place it in the right area. Also helps against illusions and, when heightened, shouldn't need more than a single cast in a day.

Share Life (***): This is a budget version of the Life mystery's kit. As with *life link*, this makes it so you can rely more on single-target healing by redirecting damage to yourself.

Silence (**): Useful for whomever in your party relies on stealth. This is not a debuff since it can only be cast on a willing creature, though the emanation when heightened to fourth rank can stop some sound-based effects.

Sound Body (***): Counteracts a whole lot of conditions. Early on, the most debilitating of them is blinded, though your martial arts will also hate having enfeebled. At higher ranks, all added conditions are worth counteracting.

Spirit Sense (**): Situational, but it'll be very useful in the right situations. If you're in a campaign where haunts and spirits crop up frequently, you'll really appreciate the heightened version. Worth keeping a scroll or two on hand, especially when you find yourself in creepy haunted places.

Spiritual Armament (***): (SpA) It's not a ton of damage on its own, but to be able to move it anywhere within its 120 foot range and attack with it for a single action (after you first cast it, anyway) is pretty good. You'll need to be at least wearing a weapon to be able to use the spell. Having a weapon with the versatile trait, or having a few different light bulk weapons for damage type versatility, will give you a fair bit of damage flexibility alongside the fact that this spell can deal spirit damage. If you can fit in a champion or cleric dedication, you can even target holy (or unholy, if appropriate) weaknesses.

Status (*): This is mostly a roleplay spell.

Sudden Blight (**): (F) If you or someone else in your party can apply a disease, this spell is a good bit better than *noise blast*. There aren't really good ways to apply diseases in an area, though, so usually only one target will receive the circumstance penalty to its save. Also, if you're the one applying a disease, it's going to be pretty heavy on your action economy to cast this spell after the disease application.

Summoner's Precaution (*): You'll need the summoner archetype to use this.

Summoner's Visage (*): You'll need the summoner archetype to use this.

Sure Footing (***): All of the conditions this spell counteracts are worth removing, though you'll be putting yourself at risk to remove the grabbed condition most of the time. You also risk losing the spell if you try to counteract the grabbed condition on yourself.

Thermal Remedy (** / ***): The buffs are situational and small at first, but as the spell heightens, its improved duration will make those situational effects much more likely to come up.

Translate (***): This spell is great out of combat, especially for a high-CHA character. If you plan to focus on your face skills, this will be helpful. It isn't a must pick since most parties will get by just fine without it, but knowing what that lich is saying to its minions in necril can be a powerful tool.

Warrior's Regret (**): (W) Good damage if you can satisfy the conditions for said damage, but that's hard to predict. The touch range also makes it a risky spell. If the target fails its save, the spell technically has an unlimited duration, at least, so you can potentially get a fair bit of continuous damage out of it.

Water Breathing (* / **): Too situational to use up a repertoire slot unless you're getting past the point where you rely on second rank slots much. It is nice to have a tool to mitigate the issues of aquatic combat if and when it comes up, though, so it's worth at least having a scroll or two. Casting spells while underwater really sucks due to suffocation rules, which this spell will mitigate.

Water Walk (**): Spells that allow you to overcome terrain are inherently situational, but it is nice to not have to deal with being in the water.

3rd rank

Spells that can heighten: *agonizing despair* (+1), *behold the weave* (incapacitation), *bind undead*, *blindness* (incapacitation), *chilling darkness* (+1), *crisis of faith* (+1), *dream message* (4th), *heroism* (6th, 9th), *holy light* (+1), *impending doom* (+1, incapacitation), *lotus walk* (4th, 6th), *organsight* (+1), *positive attunement* (+3), *roaring applause* (6th), *rouse skeletons* (+2), *safe passage* (5th, 8th), *scrying ripples* (5th), *show the way* (6th), *speak with plants* (4th), *vampiric feast* (+1), *whirling scarves* (+2)

Spells with heightened effects:

- Damage: *admonishing ray*, *concordant choir*, *echoing weapon*, *final sacrifice*, *harm*, *heal*, *infuse vitality*, *inner radiance torrent*, *noise blast*, *sacred beasts*, *sudden blight*

- Other: *alarm, breadcrumbs, calm, charitable urge, clad in metal, cleanse affliction, cleanse air, darkvision, dispel magic, enhance victuals, environmental endurance, everlight, fear, heal, helpful steps, marvelous mount, mending, necromancer's generosity, protection, putrefy food and drink, quick sort, shielded arm, sound body, spirit link, summon lesser servitor, summon undead, sure footing, thoughtful gift, translate, water breathing*

Agonizing Despair (***): (W) Somewhat low single target damage, but it comes with good range and causes frightened.

Anointed Ground (*): Essentially lets you set up a defensive ward against a single creature type. If you're planning to hang out in one place all day, it's useful. If you're planning to do any adventuring, it's terrible. Scroll.

Behold the Weave (***): (W) It's a solid single target control tool with the potential to waste enemy actions. At seventh rank when it affects all enemies in a fairly large emanation, it's quite a good area control tool that will let you predict and plan around enemy actions.

Bind Undead (*): At first, you'll be able to automatically seize control of level -2 undead. As you gain levels, though, this spell quickly becomes useless.

Blindness (***): (F) This is a very strong single target control spell and bears the incapacitation trait to prove it. Difficult terrain and an inability to see anything can shut down quite a few creatures.

Chilling Darkness (*): (SpA) In most games, it's thoroughly unlikely that you're fighting anything with the holy trait very often.

Claim Curse (*): At best, it temporarily puts a nasty effect on you instead of someone else. Sometimes you may be better equipped to deal with certain curse effects, but this spell is best used from a scroll rather than a repertoire slot.

Crisis of Faith (**): (W) Average single target damage, which improves against divine casters. Stupefied is a strong condition against casters, but usually hard to land when it's tied to a will save.

Dream Message (*): Roleplay spell.

Familiar's Face (****): You'll want a familiar, and preferably one with a fly speed and darkvision. This spell can make for a great scouting tool, especially if you have *see the unseen* or *truesight*. Information is king. Coupled with an archetype that grants additional familiar abilities, you can also add abilities like burrower, echolocation, and fast movement for an even more effective scout. Animal companions are a somewhat viable alternative with archetype support, but familiars are an option from ancestry feats instead and so are much more accessible.

Focusing Hum (**): Explicitly situational. You'll want it if your allies are frequently stupefied (a psychic in the party, for example) or if your party is frequently able to render enemies confused.

Glyph of Warding (*): The average adventurer isn't frequently going to be able to spend 10 minutes to set up a trap for enemies to stumble into. If your GM is forgiving with their interpretation of this spell, you can pull off quite a bit by storing spells in containers, though.

Heroism (***): The scaling buff is very good, as is the ten minute duration, though the status bonuses this spell grants are pretty easy to get from other effects. If your party doesn't already have a reliable means of granting status bonuses to the listed checks, this spell is great.

Holy Light (***): (SpA) Though technically situational, most players will encounter creatures with the unholy trait fairly frequently. Against unholy creatures, this spell does a hefty amount of damage. Against some fiends, you're going to be hard-pressed with fire resistance or immunity, in which case *moonlight ray* tends to be the better choice.

Impending Doom (**): (W) Although it imposes quite a few debuffs, it's hard for a whole party to plan around the debuff cycle this spell creates. It also takes a long time for the damage to go off, so unless you're confident that an encounter will last three rounds past you Casting the Spell, you're risking some value loss.

Life Connection (* / **): Allows you to completely transfer the direct damage of an effect from your target to yourself once per day. Generally speaking, you'll be better off with *spirit link* or *share life*. Note the Contingency trait. The spell gets better as you gain levels since it doesn't need to heighten and functions off of a reaction.

Lotus Walk (**): Very similar to *water walk*, except it heightens and your party can benefit as well as you.

Mind of Menace (***) / (***) (W) Although the flavor text mentions using this against enemies' mental **magic** usage, the trigger only requires an enemy to use a mental **effect** against you. Once per day, you can potentially completely ignore one mental effect, plus debuff an enemy, which is great for a reaction that never needs to heighten. Note the Contingency trait.

Moonlight Ray (***) (SpA) **Holy Light** (***) (SpA) Though technically situational, most players will encounter creatures with the unholy trait fairly frequently. Against unholy creatures, this spell does a hefty amount of damage. It has a couple advantages over *holy light*: cold damage will tend to be better against fiends, as will its cold damage being treated as silver.

Neutralize Poison (*): (L) Legacy version of *cleanse affliction*.

Organsight (**): You'll need good WIS (and / or INT if you plan to rely on lore skills) to make this spell work. It has high damage potential, especially in longer encounters, but requires you to deal slashing or piercing damage to be effective. That might mean Strikes if you want to be frugal with spells and have, say, a shortbow, but that comes with the issue of poor caster attack proficiency. Alternatively, you could grab *telekinetic projectile* for reliable spell-based damage, or use *spiritual armament*.

Positive Attunement (**): (W) Sustained healing. It's not a lot per turn, but it'll ease your action economy somewhat if you're the party healer and lasts up to a minute. Note that heightening it only adds to the initial healing, not the sustained healing. It's also potentially quite a bit of damage to undead, assuming you're using it against undead with vitality weakness.

Remove Disease (*): (L) Legacy version of *cleanse affliction*.

Roaring Applause (****): (W) Shuts down reactions and penalizes enemy action economy without being tied to the incapacitation trait. You can also set the target up to trigger your party's reactions like Reactive Strike provided they interact with manipulate actions. Even better when heightened since it becomes an area effect.

Rouse Skeletons (****): (R) One of very few reflex-targeting effects at the level you get access to it, and it occurs in a burst as opposed to *inner radiance torrent's* line. It's not much damage, though. Fortunately, it also creates difficult terrain for a bit of area control.

Safe Passage (**): This is a great out-of-combat spell, but sometimes it'll be difficult to tell when it's useful. Hazardous terrain and damaging environmental effects should be pretty obvious, but hazards may not be. Spending a repertoire slot on this is a manageable choice, but you're better off just buying or crafting scrolls.

Scrying Ripples (**): Situational since it relies on the presence of water, but scrying is very powerful when you can use it.

Show the Way (*): It'll only be useful in a game that focuses on overland travel. Just get a scroll if your party is worried about travel time.

Soothing Blossoms (***): Poisons are common enough and diseases are scary enough that it's worth grabbing. Also helps reduce the flat DC for you and your allies to overcome persistent damage.

Speak with Plants (**): Situational, but opening up more targets for your diplomacy skill can be useful.

Vampiric Feast (**): (F) Average single target damage and temporary HP. The temporary HP can be especially nice for Life oracles. This spell is generally best used with Reach Spell since the touch range is risky.

Wanderer's Guide (*): It'll only be useful in a game that focuses on overland travel. Just get a scroll if your party is worried about travel time.

Warding Aggression (**): Provides a bit of extra staying power for gish builds. It'll be hard to fit this in alongside an offensive buff to help make sure you actually land your Strikes, though.

Web of Eyes (***) : Sharing visual information with your party is great, especially if you have a minion that can scout for you.

Whirling Scarves (***) : This is a great defensive buff for people who find themselves targeted often. It's mostly useful for gish builds, but it can also be very potent if you find yourself needing to get into melee when you ordinarily wouldn't.

4th rank

Spells that can heighten: *anathematic reprisal* (+1), *bloodspray curse* (+2), *divine wrath* (+1), *fly* (7th), *holy cascade* (+1), *implement of destruction* (+2), *painful vibrations* (+1), *pernicious poltergeist* (+2), *phoenix ward* (+1), *sanguine mist* (+1), *seal fate* (+2), *soothing spring* (+1), *spell immunity* (counteract), *unfettered movement* (counteract), *vampiric maiden* (+1), *vital beacon* (+1), *whispers of the void* (+2), *Ymeri's mark* (+1)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *blood vendetta*, *chilling darkness*, *concordant choir*, *crisis of faith*, *final sacrifice*, *harm*, *heal*, *holy light*, *impending doom*, *inner radiance torrent*, *noise blast*, *organsight*, *sacred beasts*, *vampiric feast*
- Other: *blazing armory*, *behold the weave*, *bind undead*, *blindness*, *calm*, *charitable urge*, *lad in metal*, *cleanse affliction*, *cleanse air*, *clear mind*, *create food*, *darkness*, *dispel magic*, *dream message*, *enhance victuals*, *fireproof*, *gentle breeze*, *heal*, *helpful steps*, *lotus walk*, *mystic armor*, *marvelous mount*, *necromancer's generosity*, *sound body*, *speak with plants*, *spirit link*, *summon lesser servitor*, *summon undead*, *sure footing*

Air Walk (*): Just cast *fly*.

Anathematic Reprisal (**): (W) Situational is built into the spell. Naturally, you'll have to worship a deity in order to take this spell, and ideally one with an easily violated anathema like Sarenrae's "fail to strike down evil." If you can find ways to frequently apply this spell, its damage is quite good, and its availability as a reaction is very welcome.

Bloodspray Curse (***): (F) Unless your target critically succeeds on its save, it's taking extra damage from piercing and slashing effects. No sustain necessary, and only one save. Stacking bleed on top is even better. Combine with *organsight* for some serious extra damage.

Cloak of Light (***): (F) Passive healing for living creatures, though that does include enemies. Ideally, your allies will all have a ranged option should they need to retreat and heal up a bit. Against undead, it's outstanding since it damages them while adjacent to you. Though action-intensive, Life oracles can pair this with *life-giving form* and / or Waters of Creation (also viable for Tempest oracles) for a whole heap of passive or otherwise low-action healing.

Divine Wrath (****): (F) Somewhat weak area damage, but with a built-in ally filter. Sickened is a useful universal penalty and, if you're lucky, slowed is a strong debuff.

Dull Ambition (***): (W) If your GM lets you cast offensive spells before encounter mode starts, applying misfortune to an enemy's initiative roll can be very good, especially for single target encounters.

Enervation (***): (F, L) Legacy version of *whispers of the void*. You'll quite literally have to line it up right, but it's a lot of persistent damage. The drained condition is a very welcome tool for you to apply, though the doomed condition rarely means anything against enemy creatures (unless you have an avenger rogue in your party).

Filter Air (**): Reaction to make your save against an inhaled poison or disease better. Situational, but useful, especially since your fortitude progression is weak.

Fly (****): Fly speeds are always great.

Holy Cascade (**): (R) Great damage against creatures with the unholy trait, of which there are quite a few, especially if your campaign features fiends and / or undead frequently. You can produce your own holy water with the expert religion feat Sanctify Water and a deity that allows holy sanctification.

Implement of Destruction (***): (W) Chances are good that someone in your party is using a weapon. Chances are also good that someone in your party has better weapon proficiency scaling than you do. This spell can add a heaping pile of persistent damage to your ally's (or yours, but better on an ally) Strikes. Since it targets will, you can set it up with Bon Mot. If your party has a Silent Whisper psychic, you can really capitalize on the weakness from amped psi daze.

Outcast's Curse (*): (W) Mostly a roleplay spell. You'll be hard-pressed to find a situation where you can touch an enemy who will frequently use the actions that this spell debuffs. Consider using with Reach Spell. This has some use against enemies if you know they frequently use Bon Mot, Feint, or Demoralize.

Painful Vibrations (***): (F) Average single target sonic damage, great range, and applies sickened.

Pernicious Poltergeist (****): (F, R, W) Area debuffing or damage (area or single target), and the ability to select between force or void damage, plus options to target any one save. Excellent. The damage doesn't scale particularly well, but the flexibility it brings is very welcome. This spell's main draw is the area-based frightened condition, which you can reapply as often as you like. It has high damage potential in longer encounters due to the fact that you can Sustain it and keep dealing single-action area damage.

Phoenix Ward (**): Last-ditch defensive spell if you're being pummeled. Not as good for Ash and Flames oracles due to their curse effects.

Planar Tether (***): (W) Teleportation is somewhat common into the middle and later levels. This is a decent long-term pick since it doesn't need to scale.

Remove Curse (*): (L) Legacy version of *cleanse affliction*.

Sanguine Mist (****): (F) Useful as a defensive tool and for area control. Note that you're concealed in the cloud no matter what if you decide to place the effect on top of yourself. Not only will enemies be punished for getting near you, it'll be harder to hit you as well. The

temporary HP every time you deal the sustained damage is outstanding, especially for Life oracles and gish builds.

Seal Fate (*): (F) It's not much of a weakness and occurs at touch range.

Soothing Spring (*): There are better means of healing, but it's useful if you need to remove the fatigued condition.

Spell Immunity (**): This is potentially a pretty powerful spell, but it's difficult to figure out exactly which spells a spellcaster enemy is going to use against you ahead of time.

Unfettered Movement (***): Casters really hate being grabbed. This is an awesome personal buff, but be aware that it has no multitarget capability. It'll automatically succeed against things like an athletics skill action to Grab, but against magical effects, you'll need this as a signature spell or learned / cast from a higher level slot for it to remain relevant. Also, since it has the manipulate trait, casting it after being Grabbed comes with the potential to lose the spell.

Vampiric Maiden (***): (F) Somewhat low single target damage and temporary HP. The immobilized effect and potential action wastage provide solid value.

Vital Beacon (****): You can prebuff whenever without worrying about duration, anyone in your party can use their own actions to put it to good use, it scales, and every build is valuable with support spells.

Whispers of the Void (****): (F) It's a lot of persistent damage and applies the drained condition in a burst. The drained condition is a very welcome tool for you to apply, though the doomed condition rarely means anything against enemy creatures (unless you have an avenger rogue in your party).

Ymeri's Mark (***): (F, R) You have a very good chance of landing this spell since it lasts for a minute even on a successful save. Applying fatigued is a nice debuff, and it offers a little bit of eventual area damage to boot. Unfortunately, it's a touch range spell, so you'll probably want Reach Spell to stay safe.

5th rank

Spells that can heighten: *bandit's doom* (+2), *banishment* (9th, incapacitation), *blink charge* (+2), *breath of life* (+2), *confusing cry* (incapacitation), *divine immolation* (+1), *healing well* (+1), *inevitable disaster* (+1), *invoke spirits* (+2), *mirror malefactors* (+1), *repelling pulse* (+2), *rewinding step* (7th, 9th), *rip the spirit* (+1), *shadow blast* (+1), *speak with stones* (6th), *spiritual guardian* (+2), *summon anarch* (6th, 7th, 8th, 9th, 10th), *summon axiom* (6th, 7th, 8th, 9th, 10th), *summon celestial* (6th, 7th, 8th, 9th, 10th), *summon dragon* (6th, 7th, 8th, 9th, 10th), *summon fiend* (6th, 7th, 8th, 9th, 10th), *summon monitor* (6th, 7th, 8th, 9th, 10th), *temporary glyph*, *wall of flesh* (+2)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *anathematic reprisal*, *chilling darkness*, *claws of the otter*, *concordant choir*, *crisis of faith*, *divine wrath*, *echoing weapon*, *final sacrifice*, *harm*, *heal*, *holy cascade*, *holy light*, *impending doom*, *infuse vitality*, *inner radiance torrent*, *noise blast*, *organsight*, *painful vibrations*, *rouse skeletons*, *sacred beasts*, *sanguine mist*, *sudden blight*, *vampiric feast*, *vampiric maiden*, *vital beacon*, *Ymeri's mark*
- Other: *behold the weave*, *bind undead*, *blindness*, *calm*, *charitable urge*, *clad in metal*, *cleanse affliction*, *clear mind*, *command*, *darkness*, *darkvision*, *dispel magic*, *enhance victuals*, *environmental endurance*, *everlight*, *heal*, *helpful steps*, *marvelous mount*, *necromancer's generosity*, *peaceful rest*, *phoenix ward*, *quick sort*, *safe passage*, *scrying ripples*, *see the unseen*, *shielded arm*, *soothing spring*, *sound body*, *spell immunity*, *spirit link*, *summon undead*, *sure footing*, *thoughtful gift*, *unfettered movement*, *vital beacon*, *whirling scarves*

Abyssal Plague (**): (F, L) As a legacy spell, your GM will have to do some work to convert this one over. The chaotic trait has no remaster equivalent and can just go away. The evil trait should convert to the unholy trait. The evil damage should convert to spirit damage, but your GM would be well within reason to cause the spirit damage to only affect holy creatures. It's one somewhat reliable way to inflict a disease, which has some utility with *sudden blight* and the Blight oracle kit. Note that the stages of the disease are unlikely to come into play considering that each is a one-day interval, though there are ways to force additional saves such as a summoned leukodaemon. It is a touch spell, so range is an issue.

Bandit's Doom (*): (W) If your game has a MacGuffin you need to protect, this spell can be useful. Otherwise, it's so situational it's unlikely to ever be of any value.

Banishment (***): (W) There are lots of extraplanar enemies, especially as you start getting into the middle levels and higher. Outright getting rid of a creature (or ten) with a single spell is powerful. Just be aware of the incapacitation trait and don't try it on stronger enemies.

Blessing of Defiance (**): The short duration means it will be difficult to predict when to use this spell. Still, the bonus to a save is enormous and the two action version gives some additional nice buffs. It's very useful against ongoing effects like poisons or spells that render an ally controlled with a save at the end of every round.

Blink Charge (**): Tons of mobility if you frequently plan to make melee Strikes, and even more so at higher spell ranks. Also potentially valuable to get you into place for single action touch spells. Be aware that you can hurt yourself with critically failed Strikes.

Breath of Life (****): No one wants dead allies. This spell never needs to be heightened, but heals a little more if you do heighten it. The fact that you can cast it as a reaction makes it outstanding.

Confusing Cry (**): (W) Emanation with the potential to shut down a multi-target encounter with the confused condition, but it can also hit allies. It does at least inflict stunned 1 on a successful save, but that's pretty standard for an incapacitation spell by this point.

Death Ward (***): If you're frequently fighting undead, which often use death effects, this spell is outstanding. Otherwise, it's a little hard to predict when it will be useful. That said, the status bonus against death and void effects is enormous.

Divine Immolation (****): (R) High damage with a significant portion of it being persistent, plus the ability to get around resistances and immunities with the flexible fire / spirit damage typing. This spell works quite well with *incendiary ashes*.

Flame Strike (*): (L, R) Legacy version of *divine immolation*. Its only real advantage over its successor is that it can deal damage to enemies immune to both fire and spirit damage, which will come up very rarely. It does have some value against flying enemies as well since it deals damage in a 40 foot tall cylinder.

Healing Well (***): Although it's a three action cast, in the long run it'll ease your and your party's action economy. It's not a ton of healing for a fifth rank spell, but the fact that anyone can access the healing with an Interact action makes it worthwhile.

Inevitable Disaster (**): (F) Be sure to use this when you can safely assume 4+ rounds of combat. It's a great amount of damage and scales well, but has a chance to do nothing if your target dies early.

Invoke Spirits (***): (W) Mobile continuous area damage and potential debuffing, plus a chance to make enemies flee. It's not a ton of damage, but the debuff and potential control tool make it worthwhile.

Mirror Malefactors (***): (W) Decent continuous single target damage and sustained frightened condition, but your target can save every turn you Sustain the Spell. If you or an ally manage to land a frightened value higher than 1, this spell will keep that frightened condition at its higher value.

Repelling Pulse (**): (R) Area control to force enemies away from you in a large radius, plus area damage. Be careful with your positioning, though; this can hit allies, especially when heightened.

Rewinding Step (**): A good escape tool if you have the time to set it up right, but the 500 foot range when you first get access to the spell and the 1 minute cast time make it hard to use well.

Rip the Spirit (***): (F) Average single target damage or decent area damage plus the drained condition. Its single action and three action damage on its own is, on average, worse than that of *harm*, but the Drained condition can make up the difference, especially as a setup for future fortitude-targeting effects. The single action version is valuable because imposing drained at

range and leaving your turn open for another two action spell is quite strong. Be wary of hitting allies with the three action version.

Scouting Eye (****): Knowing what you're about to run into is always great knowledge to have. It'll be up to GM discretion whether or not you can roll skill checks while seeing through the eye. The only action explicitly allowed is Seek, but you may be able to Recall Knowledge on things it sees. If so, this spell is very strong no matter your build.

Sending (**): Immediate communication that's unlimited by distance is strong, but this is quite the high level of spell to be able to do so. This will be stronger as you gain more levels and have less need to compete over fifth rank spell slots.

Shadow Blast (**): (R or W) It's not as much damage as other blasting spells and gives the target the choice of whether it targets reflex or will. You do get damage type and area versatility, at least.

Spiritual Guardian (***): (SpA) At spell ranks 6, 8, and 10, *spiritual guardian* does a die less of damage than *spiritual armament*. It has all the same uses as *spiritual armament*, but can also be used to flank and to absorb damage for allies.

Summon Anarch (**): (L) As a legacy spell, your GM will have to work with you a bit to make this spell work right since it relies on alignment.

- 5th rank:
 - Gancanagh: It can cast an innate *heroism* and as many uses of Invigorating Passion as you like for ten minute duration +1 status bonuses to attacks. Your entire party should be fully able to handle a DC 21 fortitude save at this point
- 6th rank:
 - **Kanya**: 4th rank *clear mind*; *courageous anthem* +2
 - Naunet: *solid fog*
- 8th rank:
 - Bebilith: Automatic demon detection with Scent Demons
- 9th rank:

- Glabrezu: effects of *miracle* (which has been remastered into two separate things: *wish* ritual and *manifestation*), but risky because it's perverted by the abyss

Summon Axiom (**): (L) As a legacy spell, your GM will have to work with you a bit to make this spell work right since it relies on alignment. The munagola and gelugon have some additional utility if your party is unholy.

- 5th rank:
 - Dandasuka: *clairvoyance* and *clairaudience*
 - Ostiarius: Compel Courage +1 status bonus to attack rolls, damage rolls, fear saves; but at the cost of 1 persistent bleed damage while affected. Orcs with Death's Drums can buff their fortitude saves
 - **Qarna**: HP battery with Touch of Charity, twice for up to 60 HP
 - Vordine: Burning Hoofprints for small passive fire damage; *fungal infestation* and *incendiary ashes* combo potential, if action-intensive
- 7th rank:
 - Axiomite: *telekinetic haul*, 3rd rank *haste*, scouting with Crystalline Dust Form
- 8th rank:
 - **Rekhep**: 150 HP battery with *share life* x3, Courageous Switch to get an ally out of a bad spot or into position (at will *translocate*), Living Shield for passive +2 circumstance bonus to AC of adjacent ally plus damage

Summon Celestial (**):

- 5th rank:
 - Gancanagh: It can cast an innate *heroism* and as many uses of Invigorating Passion as you like for ten minute duration +1 status bonuses to attacks. Your entire party should be fully able to handle a DC 21 fortitude save at this point
- 6th rank:
 - **Kanya**: 4th rank *clear mind*; *courageous anthem* +2
- 8th rank:
 - Movanic deva: Passive +1 status bonus to saving throws and resistance 10 to void and vitality damage

- **Rekhep**: 150 HP battery with *share life* x3, Courageous Switch to get an ally out of a bad spot or into position (at will *translocate*), Living Shield for passive +2 circumstance bonus to AC of adjacent ally plus damage
- 9th rank:
 - Monadic deva: Passive +2 status bonus against death effects

Summon Dragon (*): Unable to summon dragons with the arcane, occult, or primal traits.

There's little value here to recommend ever actually casting this spell, much less putting it in your repertoire.

- 5th rank:
 - Storm snake: 30 ft. emanation difficult terrain
- 7th rank:
 - Dragon turtle: 30 ft. emanation difficult terrain for flying and swimming creatures
- 8th rank:
 - Young empyreal dragon: Passive +1 status bonus to saving throws and skill checks, area healing with Restoration Halo Pulse

Summon Fiend ()**: The munagola and gelugon have some additional utility if your party is unholy.

- 5th rank:
 - Dandasuka: *clairvoyance* and *clairaudience*
 - Ostiarius: Compel Courage +1 status bonus to attack rolls, damage rolls, fear saves; but at the cost of 1 persistent bleed damage while affected. Orcs with Death's Drums can buff their fortitude saves
 - Vescavor swarm: Devour All for easily manipulated difficult terrain
 - Vordine: Burning Hoofprints for small passive fire damage; *fungal infestation* and *incendiary ashes* combo potential, if action-intensive
- 7th rank:
 - **Leukodaemon**: Forced saves and potential advancement on diseases with Quicken Pestilence, passive -2 status penalty on saves against diseases, passively turns single target diseases into area effects
- 8th rank:
 - Bebilith: Automatic demon detection with Scent Demons
- 9th rank:

- Glabrezu: effects of *miracle* (which has been remastered into two separate things: *wish* ritual and *manifestation*), but risky because it's perverted by the abyss
- 10th rank:
 - Chakanaj: 300 HP battery with Bond with Host *share life* effect, also allows the Interpose action for +2 circumstance bonus to AC

Summon Monitor (*): Nothing you couldn't get elsewhere.

- 6th rank:
 - Naunet: *solid fog*

Temporary Glyph (*): Set up magical traps. Situations where this will be useful will be rare.

Wall of Flesh (**): It's got control, scouting, and mild passive damage capabilities. You only get one of those functions at a time, though. Unlike most wall spells, it is not immune to critical hits, so it's very easy for enemies to break through it. Still, it is nice wasting enemy actions. Its Arms and Mouths features work on all creatures, so your allies should be aware that they'll want to stay away from the wall. Also, its effects happen at the end of a creature's turn, so enemies can exploit this fact by just not ending their turns next to the wall. At later levels, it can actually be a somewhat useful scouting tool since you can use its Eyes feature for a +2 circumstance bonus to perception. Coupled with a feat that brings your perception proficiency to master, you can actually pull off decent perception numbers from time to time.

6th rank

Spells that can heighten: *awaken entropy* (+1), *blessed boundary* (+1), *blinding fury* (incapacitation), *dragon form* (8th), *field of life* (8th, 9th), *necrotize* (+1), *sacred form* (8th), *scintillating safeguard* (+1), *spirit blast* (+1), *suspended retribution* (+1), *truesight* (counteract), *vampiric exsanguination* (+1), *zealous conviction* (9th)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *anathematic reprisal*, *bloodspray curse*, *blood vendetta*, *chilling darkness*, *concordant choir*, *crisis of faith*, *divine immolation*, *divine wrath*, *final sacrifice*, *harm*, *heal*, *holy cascade*, *holy light*, *impending doom*,

implement of destruction, inevitable disaster, inner radiance torrent, mirror malefactors, noise blast, organsight, painful vibrations, pernicious poltergeist, rip the spirit, sacred beasts, sanguine mist, seal fate, shadow blast, spiritual armament, sudden blight, vampiric feast, vampiric maiden, warrior's regret, whispers of the void, Ymeri's mark

- Other: *banishment, behold the weave, bind undead, blazing armory, blindness, calm, charitable urge, clad in metal, cleanse affliction, cleanse air, clear mind, confusing cry, create food, darkness, dispel magic, enhance victuals, everlight, fireproof, gentle breeze, heal, healing well, helpful steps, heroism, lotus walk, marvelous mount, mystic armor, necromancer's generosity, phoenix ward, positive attunement, restoration, roaring applause, runic body, runic weapon, show the way, soothing spring, sound body, spell immunity, spirit link, spirit sense, summon anarchy, summon axiom, summon celestial, summon dragon, summon fiend, summon monitor, summon undead, sure footing, temporary glyph, unfettered movement, vital beacon*

Awaken Entropy (** / ***) (F) Its damage and size starts off subpar, but it's more-or-less unresisted due to the fact that it can flex to force damage. As you Sustain it, its size and damage die increase. The size increase is a double-edged sword because it can hurt allies. That said, in longer encounters, its damage is very strong. By the second round, it's about on par with every other fortitude-targeting divine area spell. For third round and beyond, it competes with the strongest fortitude-targeting blasting spells. It's only edged out by *divine armageddon*, *massacre*, and *voracious gestalt*. The fact that you can accomplish such huge damage with a single Sustain action each round makes for a very potent blasting spell.

Blade Barrier (*): (L, R) Legacy version of *blessed boundary*. It's not much of a wall since it only prevents movement on a crit fail reflex save, but it is a means of repeatable damage if your party is able to leverage forced movement often.

Blessed Boundary (**): (R) Adjustable-size burst wall with lots of use cases. If you can fully encase your party, you can make it so that enemies either get damaged and / or repelled every time they try to approach, or take damage while standing in the two-inch thick wall in order to keep within melee range. With a four person party and a 5 foot burst, you can accomplish this by bunching up in a corner. Otherwise, you'll want something to occupy additional squares, such as an ally's wall spell, kineticist barriers, or minions. You can also use this spell to separate out low-reflex enemies from their allies, effectively partitioning a larger fight to a smaller, more

manageable number of enemies. For enemies that try to approach the spell's effect and fail their save, you interrupt and stop their movement, giving you action wastage against enemies. Combining this effect with difficult terrain can really shut enemies down. The 3-dimensional nature of the spell also helps against flying enemies. If your party has a means of creating aerial difficult terrain, such as a summoned dragon turtle's Conjure Storm effect, you'll do a much better job of locking down said flying enemies. Its biggest disadvantage is that it's a three action spell, but it's easy to see why - this spell has a whole lot of value if you use it well.

Blinding Fury (***): (W) Even on a success, whatever you use this on has a 50% miss chance against you for a turn. Note that this overcomes **all** senses. If the target fails, not only is it off-guard to you every time it manages to damage you, it also keeps getting that 50% miss chance any time it manages to land the hit. Creatures with reactions will be unaffected outside of their own turns.

Daemon Form (** / *): Converting this for remaster usage, your GM should swap out the evil trait for the unholy trait. Blight oracles will not be able to use the poison resistance while cursebound. Its bonus against death effects can be good if you're frequently fighting undead, though you could just use *death ward* instead if that's all you're after. Its AC is a buff at levels 11-12, neutral at levels 14-17, and a debuff at 18-20, assuming max rank slot usage. The ceustodaemon and piscodaemon forms have respectable melee damage at levels 10-14 (assuming GM conversion from evil to spirit damage). The ceustodaemon offers reach, while the piscodaemon offers a chance at more damage with persistent bleed and the ability to Grab. As written, the Grab is automatic, but your GM would be well within reason to make this Grab function as the remastered version of the Grab creature ability, requiring an athletics check.

Demon Form (** / *): Converting this for remaster usage, your GM should swap out the evil trait for the unholy trait. This polymorph spell offers good AC at levels 11-12 and the highest temp HP of all divine rank 6 polymorph spells. Its temp HP is only beaten by *angel form*. At level 11, its attack bonus is also one point ahead of your normal maximum. The hezrou form's melee damage is acceptable at levels 11-14 (assuming GM conversion from evil to spirit damage), as well as offering reach and Grab (see *daemon form* for Grab). Against off-guard enemies, the babau form slightly edges out the hezrou form's damage, so if you've got another melee in your party, babau is a bit better damage-wise, though it doesn't offer Grab.

Devil Form (** / *): Converting this for remaster usage, your GM should swap out the evil trait for the unholy trait. This form offers quite a bit in the way of resistances, between 10 fire resistance and 5 physical resistance. Ash oracles will not be able to use the fire resistance while cursebound. The spell also offers outstanding AC at levels 11-12 and a +1 buff to AC over normal at levels 13-17, assuming max rank spell usage. The osyluth form offers 15 feet of reach on top of its size increase, the erinys form offers a competent ranged attack at level 11 and fire damage, and the barbazû offers acceptable melee damage at levels 11-14.

Dragon Form (**): At levels 11 and 15, the attack bonus is 1 ahead of the normal oracle maximum. Damage is acceptable for levels 11-14. The fly speed is outstanding, and you get speed flexibility between burrow (adamantine), swim (horned), and climb (conspirator, mirage) if and when needed. You also get some reach options, with the tail giving you 15 feet of reach on top of huge size at eighth rank (though the spell's melee damage is pretty poor by that point). You do get an area option with the dragon breath that, while low on damage, does offer you a whole lot of flexibility in both damage and save type. If you're lucky on your breath recharge roll and can manage two breaths in a single encounter, its damage is competitive with other spells. With either of the divine dragon types, you also gain resistance to spirit, vitality, and void damage. Any form gives you resistance to the associated damage type, the fire and poison versions of which will be ineffective for Ash and Blight oracles, respectively, while cursebound. Also, the empyreal form's spirit resistance is redundant with the tradition resistance, so its only advantage over the diabolic dragon is in situations where fire damage would be inappropriate. The mental resistance from the mirage or omen forms will help for Debilitating Dichotomy. Your fly speed is outstanding in this form. Unfortunately, your AC is, at best, on par with normal oracle AC at levels 14-17 and worse at all other levels. Despite all the flexibility the spell offers, debuffing your own AC is inadvisable unless you've got allies who can help prevent attacks from going toward you.

- Adamantine: (R) Bludgeoning
- Conspirator / Horned: (F) Poison
- Diabolic: (R) Fire + resistance
- Empyreal: (R) Spirit + resistance
- Fortune: (R) Force
- Mirage / Omen: (W) Mental

Field of Life (**): It's not much healing and your enemies can take advantage of it. Against undead, it provides a small amount of passive damage independent of a save. It's Sustained, so you'll have to spend an action every round to keep it active.

Necrotize (***): (F) Average single target damage and a random debuff between bludgeoning weakness, clumsy, speed penalty, and enfeebled. Critically failed saves inflict two debuffs, the second of which is your choice rather than random. It's not the greatest due to the random nature of its debuffs, but it still deals a respectable amount of damage even if it lands a debuff that doesn't help you much.

Repulsion (***): (W) It's a decent way to keep enemies away from you, especially those with low will. The problem is that it also affects allies. You'll need to be careful about the size of the emanation so as not to hinder allies' movement. That said, with smart battlefield positioning, you can provide a fair bit of area control with this spell. Its attack bonus is 1 above maximum at level 15.

Sacred Form (**): This spell has some conditions under which it is quite strong. If you worship a deity that has a d12 favored weapon, its melee damage is among the strongest on offer from a polymorph spell, and is the best possible polymorph spell melee damage at levels 11-12 and 15-16. If you would rather use the form for a ranged attack and you worship a deity with a d8 or d10 ranged weapon, it offers noticeably higher ranged Strike damage than normal, though Ash oracles at cursebound 2 and higher will suffer a penalty to ranged Strikes. It also gives you 1 AC above maximum at levels 11-12 and average at levels 15-17. The temp HP and resistance are small, but at least a bit of a buffer in situations where it makes sense for you to get into melee. When heightened to eighth rank, you get reach on top of large size, and 15 foot reach if your deity's weapon has reach. All that said, you're still using a sixth or eighth rank spell to sort of be almost as good at martial damage as a martial, minus most everything else a martial brings to the fight at levels 11+, and without the ability to cast while polymorphed.

Scintillating Safeguard (***): On-demand resistance against physical and energy damage types. It's not a ton of damage reduction, but even skimming off 40 damage for the average four player party as a reaction is pretty good.

Skeleton Army (**): (R) Area damage with some additional crit fail effects. It's fairly weak for an incarnate spell.

Spellwrack (**): (W) You have several ways to cheese the wording of this spell to trigger the persistent damage and buff removal. One notable example is *bane*. Since the effects trigger "Whenever the target becomes affected by a spell with a duration," *bane*'s duration satisfies the condition. This works for allies in your party, too. If you have a battle herald running *bane* or *malediction*, *spellwrack* will trigger. Unfortunately, reducing enemy buffs one round at a time is unlikely to remove said buffs before the end of an encounter.

Spirit Blast (***): (F) Pure single target damage.

Stone to Flesh (**): Petrification isn't terribly common, but the condition is really rough. Consider getting this as a scroll.

Suspended Retribution (****): (R) Although the damage is limited by a conditional outcome, it's a **ton** of damage. On top of the damage, the fact that the target knows what will trigger the damage is a significant deterrent. Punish spellcasting or multiple attacks to shut down offenses, or work with an ally to debuff speed and set up difficult terrain while punishing movement. If you have a barbarian in your party with No Escape, you can really help their action economy out by incentivizing an enemy to minimize movement. Skills will tend to be less likely to trigger since enemies often have many other options beyond skill usage. If your group's Recall Knowledge is a greased machine ("What is this creature's most used and well-known ability?") you can shut down its main shtick instead.

Truesight (***): Mostly useful for seeing through illusions. While the counteract check may sound like a deterrent against using the spell, invisibility will often be spell-based, and that's pretty easy to overcome by this spell rank (sixth versus fourth).

Vampiric Exsanguination (***): (F) Average area damage and temporary HP.

Zealous Conviction (***): 10 minute buff with group temp HP and a bonus against mental effects. Requires some foreknowledge of encounters to truly be useful so that you can properly

apply buff against mental effects. If nothing else, though, the mental effect buff does work for Debilitating Dichotomy.

7th rank

Spells that can heighten: *angel form* (9th), *deity's strike* (9th), *divine decree* (+1), *divine vessel* (9th), *eclipse burst* (+1), *energy aegis* (9th), *execute* (+1), *regenerate* (9th), *shock to the system* (+1), *sunburst* (+1)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *anathematic reprisal*, *awaken entropy*, *blessed barrier*, *blink charge*, *chilling darkness*, *concordant choir*, *crisis of faith*, *divine immolation*, *divine wrath*, *echoing weapon*, *final sacrifice*, *harm*, *heal*, *holy cascade*, *holy light*, *impending doom*, *inevitable disaster*, *inner radiance torrent*, *invoke spirits*, *mirror malefactors*, *necrotize*, *noise blast*, *organsight*, *painful vibrations*, *repelling pulse*, *rip the spirit*, *rouse skeletons*, *sacred beasts*, *sanguine mist*, *shadow blast*, *spirit blast*, *spiritual guardian*, *sudden blight*, *suspended retribution*, *vampiric exsanguination*, *vampiric feast*, *vampiric maiden*, *Ymeri's mark*
- Other: *bandit's doom*, *banishment*, *behold the weave*, *bind undead*, *blinding fury*, *blindness*, *breath of life*, *calm*, *charitable urge*, *clad in metal*, *cleanse affliction*, *clear mind*, *confusing cry*, *darkness*, *dispel magic*, *enhance victuals*, *everlight*, *fly*, *heal*, *healing well*, *helpful steps*, *necromancer's generosity*, *phoenix ward*, *resist energy*, *rewinding step*, *scintillating safeguard*, *shielded arm*, *soothing spring*, *sound body*, *spell immunity*, *spirit link*, *summon anarchy*, *summon axiom*, *summon celestial*, *summon dragon*, *summon fiend*, *summon monitor*, *summon undead*, *sure footing*, *temporary glyph*, *thermal remedy*, *truesight*, *unfettered movement*, *vital beacon*, *whirling scarves*, *wall of flesh*

Angel Form ():** Converting this for remaster usage, your GM should swap out the good trait for the holy trait. AC is 1 above maximum for levels 13-17 and average for 18-20. Temp HP is the most you can get from any polymorph spell available to you. The movanic deva form grants resistance against void damage and has outstanding melee damage at most levels. Its best damage is at levels 13-14 and 17-18. *Sacred form* has better melee damage at levels 15-16 and *avatar* has better melee damage at levels 19-20, assuming a deity with a d12 weapon.

Otherwise, movanic deva is the best melee damage you can get from a polymorph spell. You're still giving up the ability to cast spells in exchange for melee damage by using this spell, and it's a seventh rank or higher spell to boot.

Cosmic Form (*): Offers very limited advantages over other polymorph spells.

Deity's Strike (***): (R, SpA) Single target spell attack force damage and some area spirit damage. Its only noteworthy feature is the fact that it deals force damage.

Divine Decree (****): (F, W) Large emanation damage and with a built-in ally filter. It also has potential to inflict enfeebled 2 and to outright remove lower level enemies from encounters via paralysis or death.

Divine Vessel (***): Tons of temporary HP, but very little damage. Flight is good and you get a bonus to saves. Consider this more of a defensive tool. Note that it doesn't stop you from casting spells. This spell has the most effect for midline melee builds, but the temp HP is also very welcome for Life oracles. Expect your GM to convert the alignment weakness to an unholy (or holy, if playing an evil campaign) weakness, and for the spell to require you to worship a deity that allows sanctification. Your GM may require you to be sanctified to use this spell.

Eclipse Burst (***): (R) Lots of damage for a blasting spell over a huge area. Consider whether you're more likely to run into living or undead creatures in choosing this spell or *sunburst*. The huge burst comes with the drawback of hitting allies, as usual.

Energy Aegis (***): It's not much resistance, but it's against a lot of things and lasts for a full day. Decent across the board benefit, but not much defense.

Execute (***): (F) Heavy single target damage with flexible damage between void and vitality. Its 30 foot range does put you in harm's way, though.

Finger of Death (*): (L, F) Legacy version of and strictly inferior to *execute*.

Inexhaustible Cynicism (***): (W) Continuous mental damage plus forcing enemies to stop treating each other as allies, removing their ability to flank and provide each other buffs while affected. It also provides action wastage if enemies realize they can try to disbelieve.

Moonburst (** / ***): (R) Undead may or may not be common in your campaign at this level, so choose wisely between this and *eclipse burst* if you want one as a reflex-targeting blasting spell. If they are common, this is significantly stronger than *eclipse burst*. This spell has one small advantage over *sunburst* in that its damage is treated as silver. It can also blind on a crit fail. The huge burst comes with the drawback of hitting allies, as usual.

Regenerate (***): Preventing yourself (or an ally) from dying is always great. The regeneration effect also stacks with the fast healing from *ash form*. Acid and fire damage aren't exactly uncommon, though.

Shock to the System (***): Brings back a dead ally with some healing, good defense with the hidden condition, and the ability to stay away from potentially further lethal situations by spamming *thunderstrike* at range 2 ranks below the rank used to cast *shock to the system* with your own spell DC. You can instead grant the healing, *thunderstrike*, and hidden condition to a living creature if you want, yourself included. For encounters with 1 or 2 targets that you expect to last a while, spamming *thunderstrike* is an okay way to maintain a single target offense. *Breath of life* has twice the range and is significantly more action-efficient, but *shock to the system* heals a little more and gives your ally some deterrents after the fact.

Sunburst (** / ***): (R) Undead may or may not be common in your campaign at this level, so choose wisely between this and *eclipse burst* if you want one as a reflex-targeting blasting spell. If they are common, this is significantly stronger than *eclipse burst*. It can also blind on a crit fail. The huge burst comes with the drawback of hitting allies, as usual.

Tempest of Shades (***): (F, W) Incarnate spells tend to be powerful. Luckily, this spell only affects your enemies. It throws down sizable debuffs in a large area and never needs to heighten. It does take three actions to cast, though.

8th rank

Spells that can heighten: *divine armageddon* (+1), *spirit song* (+1)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *anathematic reprisal*, *awaken entropy*, *blessed boundary*, *bloodspray curse*, *claws of the otter*, *chilling darkness*, *concordant choir*, *crisis of faith*, *divine decree*, *divine immolation*, *divine wrath*, *dragon form*, *eclipse burst*, *execute*, *harm*, *heal*, *holy cascade*, *holy light*, *impending doom*, *implement of destruction*, *inevitable disaster*, *inner radiance torrent*, *mirror malefactors*, *necrotize*, *noise blast*, *organsight*, *painful vibrations*, *pernicious poltergeist*, *rip the spirit*, *sacred beasts*, *sanguine mist*, *seal fate*, *shadow blast*, *spirit blast*, *spiritual armament*, *sudden blight*, *sunburst*, *suspended retribution*, *vampiric exsanguination*, *vampiric feast*, *vampiric maiden*, *warrior's regret*, *whispers of the void*, *Ymeri's mark*
- Other: *banishment*, *behold the weave*, *blinding fury*, *bind undead*, *blazing armory*, *blindness*, *blood vendetta*, *calm*, *charitable urge*, *clad in metal*, *cleanse affliction*, *clear mind*, *confusing cry*, *create food*, *darkness*, *dispel magic*, *enhance victuals*, *everlight*, *field of life*, *gentle breeze*, *heal*, *healing well*, *helpful steps*, *mystic armor*, *necromancer's generosity*, *phoenix ward*, *sacred form*, *safe passage*, *scintillating safeguard*, *shock to the system*, *soothing spring*, *sound body*, *spirit link*, *spell immunity*, *summon anarchy*, *summon axiom*, *summon celestial*, *summon dragon*, *summon fiend*, *summon monitor*, *summon undead*, *sure footing*, *temporary glyph*, *truesight*, *unfettered movement*, *vital beacon*

Canticle of Everlasting Grief (***): (W) Somewhat low single target damage plus causing your target to be unable to benefit from numeric buffs. On a critical failure, enemies near your target won't be able to benefit from buffs either.

Divine Armageddon (****): (F) High void / vitality and spirit area damage. You'll have to worship a deity and your GM is likely to convert this spell to have the sanctified trait.

Divine Aura (**): (W) Requires some work on your GM's part to convert for the remaster. You should expect that they will cause the spell to be sanctified and create effects based on holy and unholy sanctification, as well as require you to worship a deity. If you're fighting a lot of unholy creatures, the +2 to AC and saves will be very welcome, especially if encounters consistently go

long enough for you to Sustain the spell out to a relevant emanation size. That said, it takes a while to ramp up and commits one of your actions per turn to Sustaining the buff.

Divine Inspiration (***): Trading an eighth rank spell for a sixth rank spell isn't often great unless your prepared caster buddy had the perfect spell for a situation that came up a second time in a given day. Giving someone all of their focus points back can be highly effective, though. You can use this spell on yourself.

Holy Host (****): (F, R, W) Lots of versatility in how you employ this spell. It's got options for debuffs, a significant attack buff, area healing, extra effectiveness against undead, and a few other goodies to pick from on top of a bit of damage. It's not the strongest blasting spell, but the host of rider effect options gives you several great tools for a wide array of situations.

Moment of Renewal (**): Very little healing, but being able to overcome some nasty conditions can be great. Drained and doomed are notable examples that drop a stack per day. Drained falls off at a rate of 2 per day for anyone with Fast Recovery.

Spiritual Epidemic (***): (W) Permanent single target debuff that can spread if you're fighting divine / occult caster enemies.

Summon Deific Herald (*): Party-wide Glimpse of Redemption can be strong, but that's about it. Depending on your party composition, reactions may well all be spoken for at this point, and your choice of deity may provide a reaction that's ineffective for your party unless you're all planning for this spell well in advance. The effects from former neutral deities can be better achieved elsewhere.

Summon Elemental Herald (***): Lots of flexibility on offer here. The damage isn't amazing, but it does have an ally filter and large area no matter the elemental type. Area prone condition, pulling down flying enemies, decent area persistent damage that gives you some time to set up for it (such as with *incendiary ashes*), area forced movement, and area speed penalty + difficult terrain all have plenty of use cases. I wouldn't recommend the metal elemental because its damage to metal objects affects your allies as well, unless they're well prepared to stay out of the 50 foot depart emanation. If you worship an elemental lord, this spell is significantly more limited and loses the versatility that lends it value.

Unholy Army (****): (F, R, W) Just like its holy counterpart, this spell has a wide array of options for you to employ, so it's quite the versatile tool. The leukodaemons even have some extra value for Blight oracles due to the disease trait, on top of the rather powerful potential for the drained condition. Naturally, you'll have to contend with any holy allies who aren't too fond of unholy effects, but the oracle class on its own doesn't restrict the use of unholy effects at all.

9th rank

Spells that can heighten: *massacre* (10th), *overwhelming presence* (incapacitation), *telepathic demand* (incapacitation), *voracious gestalt* (10th), *weapon of judgment* (+1)

Spells with heightened effects:

- Damage: *admonishing ray*, *agonizing despair*, *angel form*, *awaken entropy*, *blessed boundary*, *blink charge*, *chilling darkness*, *concordant choir*, *crisis of faith*, *deity's strike*, *divine armageddon*, *divine decree*, *divine immolation*, *divine wrath*, *echoing weapon*, *eclipse burst*, *execute*, *final sacrifice*, *harm*, *heal*, *holy cascade*, *holy light*, *impending doom*, *inevitable disaster*, *inner radiance torrent*, *invoke spirits*, *mirror malefactors*, *necrotize*, *noise blast*, *organsight*, *painful vibrations*, *repelling pulse*, *rip the spirit*, *rouse skeletons*, *sacred beasts*, *sanguine mist*, *shadow blast*, *spirit blast*, *spirit song*, *spiritual guardian*, *sudden blight*, *sunburst*, *suspended retribution*, *vampiric exsanguination*, *vampiric feast*, *vampiric maiden*, *Ymeri's mark*
- Other: *bandit's doom*, *banishment*, *behold the weave*, *bind undead*, *blinding fury*, *blindness*, *breath of life*, *calm*, *charitable urge*, *clad in metal*, *cleanse affliction*, *cleanse air*, *clear mind*, *confusing cry*, *darkness*, *dispel magic*, *divine vessel*, *energy aegis*, *enhance victuals*, *everlight*, *field of life*, *heal*, *healing well*, *helpful steps*, *heroism*, *necromancer's generosity*, *phoenix ward*, *positive attunement*, *regenerate*, *rewinding step*, *runic body*, *runic weapon*, *scintillating safeguard*, *shielded arm*, *shock to the system*, *soothing spring*, *sound body*, *spell immunity*, *spirit link*, *summon anarchy*, *summon axiom*, *summon celestial*, *summon dragon*, *summon fiend*, *summon monitor*, *summon undead*, *sure footing*, *temporary glyph*, *truesight*, *unfettered movement*, *vital beacon*, *wall of flesh*, *whirling scarves*, *zealous conviction*

Foresight (****): This is one serious buff. The initiative bonus and inability to be flanked or off-guard against undetected creatures is pretty good. Being able to roll twice and take best against hostile effects or force a hostile creature to roll twice and take worst is incomparable. It runs off of your own reaction, so if you place it on yourself you can choose the critical moments. If it's on an ally, it still takes your reaction, freeing their action economy up somewhat. Plus, it lasts an **hour**.

Massacre (**): (F) A strong blasting spell, but it's somewhat dangerous for you and it's a line. It has a level limitation which only allows it to affect enemies up to 17th or 19th level.

Overwhelming Presence (****): (W) Incapacitation effect that can waste enemy actions, at least one per round, and potentially cause them to trigger reactions from your allies. Fascinated is normally useless, but the fact that it sticks so long as this spell is affecting the target, and the fact that it stops the target from using hostile actions against you, makes it pretty potent for once. A fascinated condition that won't fall off has several uses: debuffing creatures that use skills frequently (stealth, athletics, intimidation, Recall Knowledge), completely stopping concentrate actions since they can't use hostile effects against you, and debuffing perception (value for Sneak, Create a Diversion, Feint, invisibility, etc.).

Proliferating Eyes (**): You'll have to be creative with it, but you can gain lots of information by planting self-propagating eyes on creatures.

Telepathic Demand (*): (W) Requires some roleplay events to work. It's basically unlimited range *suggestion*, but between the previous telepathic contact requirement and the incapacitation trait, it's a hard spell to use.

Voracious Gestalt (****): (F) Lots of readily available area damage, increasing area and damage as you sustain the spell, and you can choose not to harm allies. Expect your GM to switch the evil trait to unholy.

Wails of the Damned (****): (F) Comparatively, the baseline damage of this spell doesn't look like much. An at-level creature failing its save, however, will lose 68 HP if you roll max on the drained condition. Critical failures guarantee maximum drained condition. Plus, drained debuffs fortitude saves.

Weapon of Judgement ():** (SpA) Peace tends to be the better option since the required “hostile action” for war has a very broad definition. It’s basically passive damage, but not a ton. The MAP for this spell, though separate from your own, means that this spell isn’t ever going to rack up a ton of damage.

10th rank

Spells with heightened effects:

- Damage: *admonishing ray, agonizing despair, anathematic reprisal, awaken entropy, blessed boundary, bloodspray curse, blood vendetta, chilling darkness, concordant choir, crisis of faith, divine armageddon, divine decree, divine immolation, divine wrath, eclipse burst, execute, final sacrifice, harm, heal, holy cascade, holy light, impending doom, implement of destruction, inevitable disaster, inner radiance torrent, massacre, mirror malefactors, necrotize, noise blast, organsight, painful vibrations, pernicious poltergeist, rip the spirit, sacred beasts, sanguine mist, seal fate, shadow blast, spirit blast, spirit song, spiritual armament, sudden blight, sunburst, suspended retribution, vampiric exsanguination, vampiric feast, vampiric maiden, voracious gestalt, warrior’s regret, weapon of judgment, whispers of the void, Ymeri’s mark*
- Other: *banishment, behold the weave, bind undead, blazing armory, blinding fury, blindness, calm, charitable urge, clad in metal, cleanse affliction, clear mind, confusing cry, darkness, dispel magic, enhance victuals, everlight, gentle breeze, heal, healing well, helpful steps, mystic armor, necromancer’s generosity, overwhelming presence, phoenix ward, scintillating safeguard, shock to the system, soothing spring, sound body, spell immunity, spirit link, summon anarch, summon axiom, summon celestial, summon dragon, summon fiend, summon monitor, summon undead, sure footing, telepathic demand, temporary glyph, truesight, unfettered movement, vital beacon*

Avatar: The most important thing to note about this spell is that it is limited to specific deities. Plan well ahead if you want to use this spell. It’s difficult to give this an accurate rating because of all the deity options, though. The general benefits are good, of course. If you want to use your deity’s weapon at maximum power, consider taking this spell. Generally speaking, the action economy and movement speeds are incredible and you’re going to have good single target

damage, both ranged and melee. Note that this does not need to line up with your Divine Access choice.

Fated Confrontation (*): Force yourself or an ally into a one-minute fight with a single enemy. During the spell, both participants can use, once per round, either a fortune effect on their own attack or skill checks or a misfortune effect on one saving throw. For the first round, neither participant can receive external effects. One-on-one fights in tabletop RPGs tend to be a bad idea, especially boss enemies.

Indestructibility (***): Ignoring nearly everything is great, but you may find it difficult to time it well.

Manifestation (****): There's just so much you can do with this.

Nullify (**): Expend a tenth rank spell slot to automatically counter a ninth level or lower spell, and take damage for doing so. Ninth rank spells are dangerous, but you're giving up a lot to stop one. Still, shutting down a key enemy spell is useful.

Revival (***): There's a slight limitation in that it can't recover allies from *disintegration* or death effects. Otherwise, this can be a serious clutch save in a big 20th level fight.

Divine Access

Divine Access

With this being a level 11 class feature, many of the lower-rank spells have fallen off by the time you get it. If your GM allows you to take the legacy Divine Access class feat at level 4, several of the lower-rank spells are significantly better. My ratings do not include consideration for the legacy feat version of this feature.

This list will be formatted like the above spell list. It will only list the mysteries to which each spell is available, not deities. For a comprehensive breakdown of deity-to-spell and spell-to-deity relationships, see the spreadsheet below. This section will serve only to rate the value of each spell and indicate the mysteries with access.

TL;DR: [the Divine Access spreadsheet](#).

- Note: I've changed all spells to their remaster version on this spreadsheet. If you want or need to use the legacy versions for any reason, please use Archives of Nethys for translation between the remaster spells I've listed and their legacy versions.

From the link above, you will be able to view a document that has two sheets. The first is a list of alphabetized deities available to each mystery with their provided spells listed by rank next to the deity. The second is a list of spells sorted numerically by spell rank and alphabetically within each rank, available per mystery and with each deity that provides said spell listed next to the spell. If you prefer to search for your options by deity, use the first sheet. If you prefer to search for your options by spell, use the second sheet. Each mystery's granted spells are highlighted in red on both sheets so that you can quickly assess which deities give you a dead spell.

For any deity that grants one of your mystery's domains, you can "add up to three cleric spells of your choice granted by that deity to your spell list." Essentially, any 3 spells that an available deity grants become divine spells for your purposes. They can become signature spells, they function off of your spell attack / spell DC proficiencies, and you can swap them in and out of your repertoire as you level.

For deity spells listed at higher levels than they'd ordinarily be available, there are two important pieces of text. "Add up to three cleric spells of your choice granted by that deity to your spell list" means you'll be able to cast any of the spells so long as you can cast appropriate ranks, but not

necessarily that they're added to your repertoire unless you add them yourself or meet the criteria of the second piece of text: "and to your spell repertoire as soon as you can cast spells of the appropriate rank." As such, cases like Magrim, who grants *earthquake* at ninth rank, mean you can choose earthquake as a repertoire spell like any other divine spell at eighth rank, but won't get it automatically in your repertoire until you can cast ninth rank spells. The reverse is unclear: cases like Arazni, who gives *never mind* at fifth rank, have no precedent in the rules anywhere. Consult with your GM how they want to handle these rare cases. The Divine Access spreadsheet above lists spells at the ranks the deities grant them on the deity tab, and spells at their actual ranks on the spell tab.

Some deities provide alternate domains. It is not explicitly clear whether oracles gain access to these alternate domains. Per the Alternate Domains rules text, "some deities... have such expansive jurisdiction that more than four domains are appropriate for them." This seems to indicate that oracles should get them, since they are "one of your mystery's granted domains." However, these alternate domains are stated to be "domains a deity **may** have" (emphasis mine). Additionally, "**followers** of a deity do not initially have access to these alternate domains, but a cleric can take the Expanded Domain Initiate feat... to gain access to one of their deity's alternate domains, and either a cleric or a champion from an unusual branch of their faith can take the Splinter Faith feat... to redefine the domains available to them." None of this directly addresses whether or not a deity's alternate domains count for the purposes of the oracle-specific Divine Access feature. The text explicitly states that only **followers** of a deity must use Expanded Domain Initiate or Splinter Faith to access the Alternate Domains. As such, my interpretation of Alternate Domains is that oracles naturally have access to all of a deity's divine power. They do not follow the deity, they just draw on the deity's inherent divine power. YMMV. Consult with your GM before taking spells granted by a deity available only with Alternate Domains. In the spreadsheet linked above, I have markings which indicate the deities that only relate to a mystery through an Alternate Domain.

There are similar considerations for pantheons and covenants. According to the rules text, you may "choose one deity who grants one of your mystery's granted domains." This means that any deity with one of your mystery's four domains on its list of available domains is a possible choice. Note the wording of both the Divine Access feat and the rules for pantheons: Divine Access says to choose **one** deity. Pantheons and covenants muddy this somewhat:

A pantheon is a group of related gods worshiped either **individually** or together. . . . At the GM's discretion, champions and clerics can dedicate themselves to a pantheon. In such cases, the characters still **worship a specific patron deity** among those in the pantheon, but also follow the edicts and anathema of the pantheon as a whole. A character who worships a pantheon this way can gain the domains, alternate domains, and spells from the pantheon instead of those from their patron deity.

Personally, I interpret this to function similarly to my analysis of alternate domains. Your divine power is still flowing from one specific deity within the pantheon, but the pantheon itself grants alternate powers. Considering that the flavor concept of the oracle is that they receive divine power without much (if any) direct divine guidance, I don't see this clashing with the design intent. YMMV, though, so consult with your GM before selecting a pantheon or covenant with this feature. I do still include all of the pantheons and covenants in the Divine Access spreadsheet and spell list regardless.

Non-deity faiths that offer domains (Green Faith, Rivethun) almost certainly lie outside the realm of what Divine Access grants, but I've included them on the deity list for posterity. If you want to use one of these faiths for Divine Access, discuss with your GM. You might be able to convince said GM that the power you draw from Rivethun or Green Faith originates from Torag or a Green Man, respectively. Neither faith offers an especially strong set of spells.

1st rank

Acidic Burst (*) (Battle, Life, Lore, Tempest, Time): (R) You have other options for acid damage. If that's what you're after, pick a deity with *acid storm* / *acid grip* instead, or use *shadow blast*.

Agitate (**) (Ancestors, Ash, Battle, Life, Tempest): (W) Mild single target control and acceptable single target damage. Other options are available. The damage is a bit better than that of *admonishing ray*, but you're nearing the end of the point where first rank single target damage spells are worth their actions.

Animal Allies (*) (Ancestors, Ash, Battle, Blight, Cosmos, Tempest): (R) Not worth your time by this level. Even if your GM lets you pick the legacy Divine Access feat, you can just use *sacred beasts* instead.

Ant Haul (**) (Ancestors, Ash, Battle, Cosmos, Flames, Life, Lore, Time): Not a bad way to use a first rank slot, though you've got access to spacious pouch type III by now.

Anticipate Peril (**) (Ancestors, Ash, Battle, Blight, Bones, Life, Lore, Time): If you're not using Oracular Warning, it's a way to help someone's initiative out. It's only ever one target, though, unlike Oracular Warning. You can at least make this spell match the baseline benefit of Oracular Warning (+2 status bonus) for relatively low cost with a third rank slot once you've got Divine Access.

Befuddle (***) (Ash, Blight, Cosmos, Lore, Tempest, Time): (W) Two debuffs at once in a single spell offers some longevity, though you'll be hard-pressed to fit any first rank spell in by level 11.

Breathe Fire (*) (All): (R) You've got way better blasting options by now. *Divine immolation* alone is enough to recommend against using *breathe fire* in a sixth rank slot.

- **Ash, Flames** (*): You already have this spell.

Carryall (***) (Battle, Cosmos, Flames, Lore, Tempest): It carries more bulk than you could with *ant haul* and lasts the same amount of time, but has other restrictions. You can also ride on it when heightened to fourth rank for essentially a 30 foot speed, as well as overcoming some terrain challenges like open pits and ground-based traps. Battle, Cosmos, and Flames oracles only get this spell from Horus, who doesn't offer other good spells.

Charm (**) (All): (W) The incapacitation trait makes this spell hard to recommend as a top pick, but it at least retains exploration mode utility, especially with the subtle trait. Use more for roleplay and influencing creatures that can help you out for story progression and continuing non-combat benefits.

Chilling Spray (**) (Ash, Battle, Bones, Tempest): (R) The damage isn't as good as other blasting spells, but it does at least give you an option to debuff speeds, which you don't really get on the divine list. Your only other direct speed penalty option is *necrotize* at sixth rank, and that's single target. That said, you do still have an area option to manipulate target speed: *rouse skeletons*. It's a difficult terrain spell, though, so they're not exactly at odds. As always, you're

going to be hard-pressed to fit a first rank spell in by level 11 (even heightened), so don't expect to rely on this spell much, even if it does combine well with difficult terrain.

Conductive Weapon (*) (Ash, Battle, Blight, Bones, Cosmos, Lore, Tempest, Time): The 1 minute duration means you won't find much occasion to use this spell due to action economy. That said, it's not a terrible way to trigger the odd electric weakness if your party doesn't typically run shock runes, you just shouldn't expect this spell to have much space in your turns.

Déjà Vu (*) (Ancestors, Ash, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): (W) If you still need a single target incapacitation effect by now, you've got way better options.

- **Time** (*): You already have this spell.

Disguise Magic (***) (Ancestors, Ash, Battle, Flames): At second rank, you can fully suppress magical auras for a single creature. Disbelieving targets your spell DC, so you don't need to keep this spell heightened to maintain its value. As such, you can make it harder for enemies to detect your scout(s), harder to detect infiltration in general, and harder for enemies to determine (and, as such, dispel) which magical effects you and your party have / have up. Even better if your GM is kind about how they handle disbelief checks. Nothing in the spell says that creatures using effects like *detect magic* automatically realize something weird is going on with their target(s) not having magical auras. As such, you may just outright get away with this spell, no disbelief check involved at all. Only Adanye offers this spell and, fortunately, all of Adanye's spells are decent.

Dizzying Colors (**) (Ancestors, Ash, Battle, Blight, Cosmos, Flames, Lore, Tempest, Time): (W) Area control, which is better than most first rank incapacitation options. The fact that it's an area effect means it'll occasionally come up as a useful tool in multi-target situations where you don't have to worry as much about incapacitation ranks, and you may even be able to get away with using it in a second-highest rank slot. That said, it's a small area and competes with *confusing cry*.

- **Cosmos** (*): You already have this spell.

Draw Ire (**) (Ancestors, Battle, Bones, Life, Lore, Time): (W) With its 120 foot range, if you can keep far away from the target, it's an okay debuff. The only other divine option for a status

penalty to attacks is *bane*. Not a bad addition to your first rank repertoire, but as always, it's still a first rank spell competing against your higher spell slots.

Endure (***) (All): 1 round of temp HP for any one target is pretty solid and makes for a good first rank signature spell. You don't even really need to use a top rank slot to get a whole lot of value, and the fact that it's a single action gives it plenty of space in your turns. The biggest issue is the touch range, though you can solve that issue with judicious Knowledge of Shapes usage. Life oracles can really put it to good use. It preempts the curse debuff and *life link* will chew through the temp HP before digging into your regular HP. Cosmos, Flames, and Time oracles have no good deity options to gain this spell.

Fleet Step (**) (Ancestors, Ash, Battle, Cosmos, Life, Lore, Tempest, Time): Though it's a huge status bonus to speed, the one minute duration means you're using it in encounters where action economy is constrained. It's an okay tool to have on hand in case you absolutely need a huge amount of speed, especially for Ash oracles at high levels when their speed can become debuffed.

Flourishing Flora (*) (Battle, Blight, Bones, Flames, Life): (R) Noncompetitive in both size and damage. You shouldn't expect to rely on crit fail effects, which are the only advantage this spell offers.

Fold Metal (**) (Ash, Battle, Blight, Cosmos, Flames, Lore, Tempest, Time): Hide a metal MacGuffin or weapon. Occasional utility.

Force Barrage (***) (Ancestors, Ash, Battle, Blight, Bones, Life, Lore, Time): Though it's not a ton of damage, it's reliable and has a spot in your repertoire as a tool to finish off multiple low-HP enemies. Dragon throat scales can cause the damage to change to acid, cold, electricity, fire, mental, void, or poison, which will let you trigger weaknesses far more easily if you've got a supply of each sitting around.

Gentle Landing (***) (Ancestors, Ash, Battle, Cosmos, Flames, Lore, Tempest): Reaction for good action economy, no need to heighten, and it has both exploration and encounter utility. Pretty good addition to your repertoire. Tempest oracles can only gain this spell from Ylimancha, who does not offer any other good spells.

Goblin Pox (*) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest): (F) Though the debuffs look good, the slowed condition only exists at stage 2, so it's hard to hit and maintain the sweet spot with this spell. The fact that it's a single target touch spell makes it hard to leverage. It does have some uses, though. With the Blight kit (*foul miasma*) or a leukodaemon summon, you can make it an area effect and cause some action denial with multiple targets slowed at stage 2.

Gravitational Pull (**) (Ash, Cosmos, Flames, Tempest, Time): (F) Works best when there's terrain around you can interact with such as high places, open pits, or encounter locations where enemies have favorable terrain.

Grease (**) (Ash, Battle, Blight, Bones, Cosmos, Flames, Time): (R) Offers some control and utility. It's a decent tool to have in your repertoire even if your actions are usually better spent on higher rank effects.

Grim Tendrils (*) (All): (F) Low damage in a line, which is hard to leverage.

- **Bones** (*): You already have this spell.

Gust of Wind (**) (Ash, Battle, Blight, Bones, Flames, Tempest): (F) Area prone if the situation allows for a line spell. Competes with sixth rank *command*, though when enemies are lined up right, you can achieve a similar outcome with a first rank spell rather than a sixth. Also offers extra utility against flying enemies.

Hydraulic Push (***) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): (SpA) Single target knockback. It's not much, but it at least gives you an option for minor single target forced movement at range. The damage is slightly ahead of *admonishing ray*, which means *hydraulic push* remains a relevant single target damage spell until rank 8.

Ill Omen (***) (All): (W) Single target misfortune is decent, but only has a few use cases. Single- or two-target encounters where your target has a low will save are ideal since you can tax their already relatively constrained action economy. Set up with a Bon Mot to try to fish for a crit fail and really punish your target.

- **Ancestors** (*): You already have this spell.

Illusory Disguise (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): It's inherently situational, but that doesn't mean it's bad. Compared with most other first rank spells from Divine Access, you're much more likely to get uses from this spell than most others, especially since it gives you the ability to use higher rank scrolls if and when needed. You'll need to be creative with it, but appearing as someone else can open doors for you that you may need opened for story progression purposes. At third rank, being able to Impersonate specific creatures is powerful.

Illusory Object (**) (Ancestors, Battle, Lore, Time): There are lots of uses for illusions, but you naturally have to be creative to get mileage out of it.

Interposing Earth (***) (Ash, Battle, Cosmos, Time): Reaction-based standard cover, which means it gives both an AC and reflex bonus. It can also set you or allies up to Take Cover or Hide on later turns. The fourth rank damage reduction is okay for a little while, but will become negligible quickly as you gain levels. You can only gain this spell from Dramindyr who, fortunately, offers three good spells.

Jump (**) (Ancestors, Battle, Blight, Bones, Life, Lore, Tempest, Time): Overcomes some terrain challenges with lower rank spell expenditure than *fly*. It has some synergy with the tengu feat One-Toed Hop at third rank, but with a one minute duration it'll be hard to fit that buff into your actions.

Leaden Steps (*) (Ancestors, Battle, Life, Lore, Tempest, Time): (F) Encumbered is okay to debuff a low-fortitude target's AC. That's about the only use case, though. Setting up for electricity persistent damage is possible, such as with *charged javelin*, but it is very action-intensive to pull that off. If there's someone in your party using elemental ammunition, this spell is a little better in single target encounters.

Liberating Command (***) (Ancestors, Ash, Battle, Life, Lore, Tempest, Time): Single action to help an creature break out of a controlling effect, which includes you since the spell doesn't have traits that trigger typical reactions or the Grabbed failure chance. You or your allies may not have great stats to Escape, but by letting them attempt as a reaction, you're helping them circumvent the MAP and action economy issues of multiple Escape attempts on their own turn.

Using it on yourself eats an action and your reaction, but a defensive use like this is frequently the best way for a caster to use their reaction anyway. Ancestors and Life oracles have no good deity choices to gain this spell.

Lose the Path (***) (Ancestors, Battle, Blight, Bones, Life, Tempest, Time): (W) Good range, reaction to fill out your turns, no need to heighten, and some single target control capability. Benefits from Bon Mot to boot. Unfortunately, the only two deities who grant this spell, Il'Surrish and Uskyeria, don't offer any other good spells.

Message Rune (*) (Ancestors, Ash, Battle, Bones, Cosmos, Life, Lore, Time): Use cases are rare.

Mindlink (*) (Ancestors, Battle, Blight, Bones, Life, Lore, Time): You'll only really find use for this in odd out-of-combat situations or if you have a harsh GM that won't let you easily share information in combat.

- **Lore** (*): You already have this spell.

Mystic Armor (*) (Ancestors, Battle, Lore): Just wear light armor.

Object Reading (**) (Life, Lore): While it's a roleplay spell, it's also first rank, so it's not like it's hurting your picks.

Penumbral Shroud (*) (All): (R) Occasionally lets you essentially blind an enemy. Other than that, you've got plenty of other tools to apply the dazzled condition.

Pest Form (*) (Ancestors, Ash, Battle, Cosmos, Time): Your GM might let you pull off some scouting functions as a tiny animal that wouldn't seem out of place. That's about it, though.

Phantasmal Minion (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): Use cases are rare.

Phantom Pain (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Tempest, Time): (W) You have quite a few other options to apply universal debuffs like sickened (or frightened).

Protector Tree (***) (Ancestors, Battle, Bones, Cosmos, Flames, Lore): Passive damage reduction. It's less effective than a *heal* spell numbers-wise, but it offers some other advantages. Since it occupies a space, you can place it down and let your allies move near it as needed to absorb damage. It also front-loads damage reduction, so multiple allies near the tree can absorb damage earlier in an encounter. That means your subsequent turns can be spent creating other effects rather than having to worry about prioritizing healing. This spell is best gained from Acavna where possible (Ancestors, Battle, Bones, Cosmos, Lore).

Pummeling Rubble (**) (Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Tempest, Time): (R) Area forced movement, but the small cone is hard to use.

Seashell of Stolen Sound (**) (Tempest): The blackmail spell. The short range makes it hard to use unless you're interacting with NPCs who will let you get away with using a magic effect.

Share Lore (* / **) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): This one really depends on party composition. Give a relevant lore skill to someone in your party who has INT as a key attribute. Lore oracles and elves with Ancestral Longevity feat / feat chain (or the ghoran equivalent) can best use this spell. Gnomes with Gnome Obsession can too, but to a lesser extent since their version requires retraining. If you're picking this spell up to work with Gnome Obsession, it plays nicely with *dreaming potential*, which you can get from picking Saloc for Divine Access. Ancestors oracles can instead pick Mazludeh, Vale, or Zols.

Shattering Gem (**) (Ancestors, Battle, Lore): (R) Similar to *protector tree*, but absorbs half as much damage and only works for a single target. It does deal some damage as a trade-off.

Shockwave (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest, Time): (R) Another area prone option, but harder to use than *grease* due to the small cone.

Sleep (*) (All): (W) Small area and bears the incapacitation trait, making this a hard area control tool to use. You've got better options.

Soothe (*) (All): Just use *heal*.

- **Life** (*): You already have this spell.

Spider Sting (*) (Ancestors, Battle, Blight, Bones, Life, Lore, Tempest, Time): Touch range enfeebled condition and a little poison damage. You're far better off just using *enfeeble*. You could use ogre spider filament if you'd like a fortitude-targeting tool that applies clumsy instead.

Summon Animal (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Tempest): There are a few decent options available.

- ❖ **Rodents only** (*) (Cosmos): Not with this version, though.
- 5th rank:
 - Brood leech swarm: Blood Draining Bites deals automatic persistent bleed damage with no save or attack roll. If you're lucky, it might even apply some debuffs.
- 6th rank:
 - Empress bore worm: The Borer ability can help you deal with burrowing enemies since its 40 foot burrow speed will leave tunnels behind. These can prevent burrowing enemies from using the terrain immediately below you, which can put you out of their reach and render their burrowing ineffective. It can also set up a path for your martial to go down into the ground and be able to Strike burrowing enemies.
 - Magnegor: Mobile difficult terrain against metal enemies and enemies wearing metal.
- 7th rank:
 - Concert frog: Flexible 60 foot aura buff between a 10 foot status bonus to speeds, +1 status bonus to AC and fortitude, or +1 status bonus to attacks (including spell attacks) and a little extra sonic damage on melee Strikes. Since enemies can target froglets to disable certain buffs, this summon offers a particular incentive for enemies to expend attacks on a target other than your party. The froglets can also respawn, offering quite the pool of HP to absorb attacks.
 - Slug: Mucus Trail ability creates difficult terrain that debuffs speeds and deals persistent acid damage.
- 9th rank:
 - Cave worm: Rock Tunneler works basically the same way as empress bore worm's Borer, but it works in solid stone.

Summon Construct (*) (Ancestors, Battle, Bones, Lore, Time): There aren't a whole lot of options, and most of them don't do anything special.

- 5th rank:
 - Scarecrow: Scarecrow's Leer causes the frightened condition to stay at a minimum of 1 within 40 feet of the creature.

Summon Fey (*) (Ancestors): There aren't a whole lot of options and what is available here can be replicated elsewhere.

- 5th rank:
 - Satyr: *Courageous anthem*, though it's only a +1. Also gives *triple time* if you don't already have a status bonus to speed and prefer that over *courageous anthem*. Its Sylvan Wine also gives a sizable and long-lasting item bonus to saves against fear effects.

Summon Plant or Fungus (*) (All): Nothing especially noteworthy here.

- 5th rank:
 - Calathgar: If you can get an enemy to kill it, the Mold Mulch ability can deal passive cold damage.
- 8th rank:
 - Elemental thicket: Entangling Growth creates a 20x20 space of greater difficult terrain that is surrounded by a further 30 foot emanation of difficult terrain.

Sure Strike (***) (All): It's a single action to cast, allows you to roll twice and take best on attack rolls, overcomes the concealed and hidden miss chances, and ignores circumstance penalties. Any build planning on attacking will appreciate this spell, including spell attacks. Tempest oracles have no good deities that offer this spell. Ancestors, Blight, Bones, Cosmos, Flames, Life, Lore, and Time oracles can all gain *sure strike* from a deity that offers three good spells.

- **Battle** (*): You already have this spell.

Tailwind (****) (All): One of the best first rank spells you can get from Divine Access. It'll give you the ability to use wands of second rank *tailwind* the moment you get it, which are relatively cheap by level 11 and give an all-day speed buff. Ash oracles can only gain this spell from Alazhra, whose other spells aren't great.

Temporary Tool (*) (All): There's really no reason that you'd need this spell by the mid levels.

Tether (*) (Ancestors, Cosmos, Life, Time): (R) Single target speed penalty, but it keeps targets near you, which you probably don't want, especially since none of these mysteries have incentive to build for melee.

Thunderstrike (**) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Lore, Tempest, Time): (R) Good single target damage, but hard to fit into your actions. Best used against targets that will suffer the clumsy debuff.

- **Tempest** (*): You already have this spell.

Vanishing Tracks (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore): Very campaign-dependent.

2nd rank

Acid Grip (****) (Ash, Battle, Cosmos, Flames, Time): Significantly better than any of the first rank forced movement or speed penalty spells. This is a solid single target control tool that will move and debuff a target even on a successful save, plus even 1d6 of persistent damage is a nice addition. It technically doesn't need to heighten in order to maintain value, but if you want its damage to scale, you'll need to use it at higher ranks. Telvrys is the better choice to gain this spell where possible (Ash, Battle) since The Devourer doesn't offer any other good spells.

Animal Form (** / *) (Ancestors, Ash, Battle, Bones, Cosmos, Life, Tempest, Time): Being able to cast sixth rank spells, this spell is already behind since it debuffs your AC. It'll give you a tool to deal with situations where you need a climb or swim speed, if nothing else. The 20 temp HP at fifth rank isn't too bad as a buffer for Debilitating Dichotomy, but that's about it.

- **Ape only** (*) (Ash, Ash, Battle): Climb speed, but that's it.
- **Bear only** (*) (Ancestors, Battle, Blight, Bones, Life): Nothing special, don't bother.
- **Bull only** (*) (Ancestors, Battle, Life): Nothing special, don't bother.
- **Snake only** (*) (Ancestors, Battle, Life, Lore, Tempest, Time): Climb and swim speeds, but that's it.

Animal Messenger (*) (Cosmos, Lore, Time): Mostly a roleplay spell, but it's not hurting anything in a second rank slot, at least. The only deity that currently offers this spell, Zeaki, has better options, though.

Animated Assault (**) (Life, Lore): (R) The damage scales poorly, but it does at least offer a means of continuous damage if you lack an option to create such an effect. By sixth rank when you get it, though, its area is pretty unimpressive.

Animus Mine (***) (Ancestors, Battle, Life, Lore, Tempest, Time): (W) You'll want to set yourself up with Recall Knowledge and / or some scouting to predict when you're likely to encounter mental effects. That said, they're fairly common, so this is a pretty reliable spell. Being able to passively deal competent single target damage, as well as some action denial, off of an effect that you can pre-cast is pretty solid. Even using a lower rank version is still going to give you great value. Ancestors and Time oracles can only gain this spell from Lissala, who doesn't offer any other good spells.

Ash Cloud (**) (Ash, Battle, Cosmos, Flames): (F) Passive damage and a chance to inflict dazzled or blinded, but as a three action spell, it's hard to fit this one into a turn where you might want to do anything else at all.

Blistering Invective (***) (Ancestors, Ash, Battle, Flames, Life, Lore, Time): (W) Fairly heavy persistent damage that quickly turns into area persistent damage, plus the frightened debuff. Not bad. Ancestors, Ash, Battle, and Flames oracles can only get this spell from Angradd. His other spells are *breathe fire* (terrible) and *fireball* (okay if you're not a Flames oracle, but not great), so they don't really have a good way to gain this spell.

Blur (**) (Ancestors, Ash, Battle, Blight, Cosmos, Flames, Lore, Time): Creating a miss chance against yourself or an ally is useful, but you've got other means of accomplishing said effect by now. Competes with *whirling scarves* as a personal effect, and you can accomplish the concealed condition with effects like *sanguine mist*.

Brine Dragon Bile (****) (Ash, Battle, Bones, Tempest): (SpA) Reaction spell attack that lets you capitalize on your allies dealing damage. Especially effective because you're dealing persistent damage, so even a lower rank version of the spell is going to be quite effective. Unfortunately,

you can only get this spell from Ragadahn, and his other spells are *hydraulic push* and *feet to fins*.

Embed Message (*) (Ancestors, Ash, Battle, Blight, Bones, Life, Lore): Not much different than *message rune*.

Enlarge (***) (Ancestors, Ash, Battle, Blight, Cosmos, Life, Lore, Tempest, Time): Party buff for one or more of your martials. They'll appreciate the reach and, depending on terrain, may be able to plug choke points. You might even get away with pre-buffing since it has a 5 minute duration. Cosmos oracles can only gain this spell from Rovagug, whose other spells aren't great.

Entangling Flora (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Time): (R) Decent sized area control that combines difficult terrain and speed penalty. Set up your party's blaster, they'll love you for it. Especially useful if someone else in your party frequently uses forced movement effects, such as a shove martial. For Blight oracles, both deities that offer this spell also grant a spell that Blight already gets, and their third spells aren't great either.

Expeditious Excavation (*) (Ancestors, Battle, Blight, Bones, Life, Lore, Time): (R) Offers some area control, but you've got other choices to accomplish the prone condition. It's also at a range of touch, which is less than ideal.

False Vitality (****) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): It doesn't scale as well as *endure*, but it lasts much, much longer. Since it has such a long duration, you'll get a lot of value using low rank wands of *false vitality*.

- **Bones, Life** (*): You already have this spell.

Feast of Ash (*) (Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest, Time): (F) Basically just single target fatigued condition, which debuffs AC and saves, at the cost of three actions. You can get the same outcome from frightened or sickened, but this debuff is much harder to remove. It's unlikely that the damage component will ever come up.

Feral Shades (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest): (F) Decent sized cone that has some built-in synergy if you or someone else in your party can set

up prone or bleed effects. The damage isn't amazing, though, so that spell really relies on synergy to fish for crit fails.

Floating Flame (**) (Ancestors, Ash, Battle, Cosmos, Flames, Life, Tempest, Time): (R) In longer encounters and cramped areas where the 10 foot movement isn't so limiting, you'll get good damage out of it.

Fungal Hyphae (*) (Ash, Blight, Bones, Cosmos, Time): (SpA) Terrain-dependent utility and damage that requires enemies to be touching plants, and the damage doesn't scale.

Gecko Grip (***) (Ancestors, Blight, Bones, Life): Relatively long-duration climb speed for a second rank slot is pretty solid utility, and you can heighten if needed to make it last an hour.

Ghostly Carrier (**) (Ash, Battle, Cosmos, Lore, Time): Makes your touch range spells easier to use, but as a two action spell, it's going to eat up a turn to set up (unless you have a single action spell like *tempest touch* or *ancestral touch*). It's also quite fragile, so you may just wind up wasting actions getting this spell up and running.

Hidebound (****) (Battle): Among the better damage-mitigating reaction spells in the game. You can use it on yourself, too. Unfortunately, one of Iapholi's other spells is *sure strike*.

Humanoid Form (****) (Ancestors, Battle, Life, Lore, Time): Gives you darkvision if you don't already have it (at least heightened to third rank), plus it's a great infiltration and information gathering tool. You'll want to at least be trained in deception, but that shouldn't be too big an ask. Battle and Time oracles have no good deity choices to gain this spell.

Invisibility (****) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): The second level version tends to be better out of combat and the fourth level version better in combat (though it'll basically eat your first turn to set up). Either way, it's a great spell to take advantage of the subtle trait. It's a very reliable means of scouting / information gathering and of creating spell attack opportunities due to the off-guard condition from being hidden. Battle oracles have no good deity choices to gain this spell.

Knock (***) (Ancestors, Battle, Blight, Bones, Cosmos, Life, Lore, Time): You may not be the best recipient of the buff here, but your party rogue will really appreciate the +4 status bonus to break into things. This also sets you up to grab a couple *knock* scrolls, which is a great way to leverage this spell.

Laughing Fit (***) (Ancestors, Battle, Blight, Life, Time): (W) One of few very reliable ways to turn off enemy reactions. It also offers single target action denial with no incapacitation trait, so it's great in single target encounters. Ancestors and Life oracles can only gain this spell from Bes, whose other spells are not good.

Misdirection (*) (Bones, Lore, Time): Legacy spell that doesn't actually do much. It'll cause one target's magic auras to show up as though they were another target's magic auras. You might also be able to mess with holy / unholy auras for some deception, but that will depend on items and party composition. No matter what, you're not really denying enemies the ability to gather information on your party (typically used for counteracting your magic effects).

Oaken Resilience (**) (Ancestors, Battle, Blight, Bones, Flames, Life): Gives a little bit of physical resistance on a ten minute buff. Helpful if someone in your party is using a scatter weapon, at least. Otherwise, it's not a whole lot of damage resistance, and worsens situations where the target takes fire damage, which is pretty common.

One with Plants (***) (Ancestors, Battle, Flames, Life, Lore): Decent scouting and escape utility. Arundhat is your only choice, though, and her other spells aren't great.

Paranoia (**) (Ancestors, Ash, Battle, Blight, Bones, Life, Lore, Time): (W) Takes away a single target's ability to benefit from enemy party buffs and flanking. It's a situational "debuff" that may be able to sometimes turn a target against its allies on a crit fail.

Penumbral Disguise (***) (Battle, Cosmos, Flames): Solid (eventually very significant) ten minute stealth buff with some additional scouting / information gathering utility in that it helps disguise the target. If they wind up getting caught and can escape, they have deniability, which may be useful for story purposes. Dajermube's other spells aren't great, though.

Shape Wood (*) (Ancestors, Battle, Cosmos, Life, Lore): GM fiat spell.

Shatter (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Time): You might get away with damaging object-based hazards, but otherwise this spell won't have many use cases.

Shrink (*) (Ancestors, Bones, Cosmos, Time): Becoming tiny doesn't often offer much value unless you need to get through very small spaces. There are other means of accomplishing that effect, such as *vapor form*.

Slough Skin (*) (Ancestors, Ash, Battle, Blight, Bones, Life, Tempest, Time): Highly situational benefits. Most persistent damage won't meet the criteria of this spell and there aren't a whole lot of contact poisons.

Speak with Animals (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest): This is one of those spells that's great in some campaigns and utterly useless in others. If you need it, you'll know. It helps that it's a relatively low level spell, although whether or not you consistently have animals with whom you can speak once you reach higher levels will be entirely campaign-dependent. Luckily, you certainly have the CHA to put it to good use.

Stupefy (**) (Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest, Time): (W) Single target stupefied condition. The problem is that targets you want to suffer the failure chance from being stupefied will usually have high will. They, at least, may still suffer stupefied 1 from a successful save. Against targets with low will that don't cast, you can just use Bon Mot for a better effect with significantly less cost.

Summon Elemental (**) (Bones, Life, Tempest, Time): There are a few unique options here. None of them are weighted enough into a specific element for any of the single elemental type-only versions of this spell to be worth taking. A few of the aquatic options are decent if you find yourself stuck in the water or are playing in a campaign that heavily features aquatic environments.

- ❖ **Air only** (*) (Ash, Battle, Flames, Tempest)
- ❖ **Earth only** (*) (Ash, Battle, Bones, Flames, Lore)
- ❖ **Fire only** (*) (Ash, Battle, Flames)
- ❖ **Metal only** (*) (Time)
- ❖ **Water only** (*) (Ash, Battle, Tempest)

- 5th rank:
 - Comozant wyrd (air): Illuminating Flames negates concealment and turns invisibility into concealment. Although this effect competes with the much lower-rank *revealing light*, this effect has no save and incentivizes enemies to expend actions dealing with the effect. It doesn't do anything to hidden creatures, but the bright light at least takes away opportunities for enemies to create the hidden condition for themselves.
 - Mist stalker (water): Mist Cloud provides mobile, controllable concealment that can also be turned into difficult terrain. Just be sure to communicate with your melee party members to keep the mist off their priority target. Ideally, you'll couple this effect with some other area control like a speed debuff, a wall, or some shoves / repositions.
 - Jaathoom (air): Aerial difficult terrain with Turbulent Skies (except for creatures with the air trait).
- 6th rank:
 - Living lodestone (metal): Magnetic Field gives some forced movement and area control capabilities. It'll affect any of your members who wear or wield metal, though, so make sure they're aware of this fact.
 - Jabali (earth): *Wall of stone* and reach from a large creature. Its damage is terrible, but *wall of stone* is an outstanding spell.
- 7th rank:
 - Ifrit (fire): Its attack bonus isn't great, but the fact that it has Combat Grab is a rare action compression that evades the need to roll athletics for a Grab. This version of Combat Grab also isn't like the PC version: it doesn't have the press trait, so you can use it without the ifrit being under the effects of the MAP. It also offers two casts of fourth rank *invisibility*.
 - Stone mauler (earth): Passive piercing damage from, essentially, hazardous terrain from Spike Stones if you're fighting in an environment with lots of stone surfaces. It isn't much damage at this level, though. Still, passive damage coupled with difficult terrain is okay if you can plug a choke point.
- 8th rank:
 - Elemental avalanche (earth): Slightly more passive damage from Spike Stones than that provided by a stone mauler.

- Elemental hurricane (air): 40 foot aura of aerial difficult terrain as opposed to the jaathoom's 20 foot aura.
- Elemental thicket (wood): Entangling Growth creates a 20x20 space of greater difficult terrain that is surrounded by a further 30 foot emanation of difficult terrain.
- Veldenar (air): Natural invisibility. You might occasionally run into creatures with non-magical attacks that will suffer the penalty from Viscous Breath, but if nothing else, said ability also creates mobile difficult terrain that your allies can technically avoid.
- 9th rank:
 - Melomach (metal): *Allegro*, *dirge of doom*, or *triple time* from Rhythmic Stomp.
 - Picture-in-cloud (air): 60 foot aura of aerial difficult terrain.

Translate (****) (Lore): Amps up your face role quite a bit, at least when heightened to third rank. As a Lore oracle, you probably already speak several languages, but this spell seriously improves your ability to leverage your CHA skills. Eritrice's other spells are terrible, though, especially because one of them is *mindlink*, which Lore oracles already have.

Umbral Extraction (*) (Ancestors, Ash, Battle, Cosmos, Flames, Lore, Time): (Perception) If you're investing in thievery and started +3 DEX with consistent boosts applied to DEX, you'll have an okay chance at stealing enemy spells. That will require you to be adjacent to said enemy, to know that they have spells, and to accept the random nature of this spell. You don't get to decide what you steal, which means you may pull spells that are utterly useless to both you and your target. It's a lot of risk for a chancy effect. You can, at least, give yourself a better success rate with Bon Mot since it debuffs perception.

Vomit Swarm (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest): (R) Decent sized cone with area sickened on a failure and below average damage.

Web (**) (Ancestors, Cosmos, Lore, Time): (R) Worse version of *entangling flora*, but it does offer the same value combination of difficult terrain and speed penalty.

3rd rank

Animal Vision (**) (Ancestors, Battle, Bones, Cosmos, Life, Lore, Time): This can be a decent scouting tool, but you have no control over what the animal does or where it goes unless you or an ally have a minion that you can control. If you're relying on a minion, you don't technically need this spell to use it for scouting since you could pick the Share Senses master ability, but this does free up an ability slot.

Aqueous Orb (***) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Tempest, Time): (R) Make low CON enemies (namely casters) suffocate. Especially useful with a grapple martial that can land a crit or two to help the suffocation happen faster. This spell also gives some single target forced movement capability. You can instead use it to penalize or, in the case of ranged enemies, outright shut down creatures that primarily deal bludgeoning or slashing damage. No matter what, the target is off-guard while in the effect. Enemies can get free with a very low DC athletics check, but any action wasted is to your benefit. There's some occasional utility in stopping enemies from using fire effects, too. Some creatures also have detrimental interactions with water effects that you can abuse, but you'll have to rely on Recall Knowledge to figure those out. Unfortunately, this spell doesn't really do anything if the target succeeds on its save, but it has a whole host of useful effects on a failure. Be aware that this spell is ineffective against huge and larger creatures. Ancestors, Blight, Bones, Flames, and Life oracles don't have any great deity choices for this spell.

Blazing Dive (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Tempest): (R) Mostly useful for melee builds. Otherwise, you've got better damage options that won't put you in harm's way. Even for melee builds, this spell competes with *blink charge*.

Bottomless Stomach (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Lore, Tempest, Time): You might be able to use this spell to sneak items into or out of places your enemies don't want them to go. Otherwise, it basically just accomplishes what you could get with a spacious pouch, and even that is only really true at fifth rank. It's even got a fairly major action economy disadvantage as compared to a spacious pouch: the target can't Interact to retrieve items, only to drop them on the ground in its space.

Clairaudience (***) (Battle, Time): Not quite as good as *clairvoyance*, but scouting utility is always welcome, especially in lower rank slots. Only Nameless offers *clairaudience* and, fortunately, their other two spells are pretty good.

Coral Scourge (***) (Blight, Lore, Tempest): (R) Single target incapacitation debuff that can grow to a -4 to AC / reflex and imposes an action tax.

Cozy Cabin (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): It's an okay tool to give your party comfortable rest where there otherwise is none. Primarily, it'll give you the ability to withstand all but the worst hostile weather overnight. Although there are three cots, you more or less have to take up one, meaning the average 4 person party will need to split a watch shift between 3 people. It becomes less valuable with larger parties. You're also getting this spell 4 levels after it would otherwise be available to an arcane or occult caster, so if resting concerns plague your party, you've probably already figured out other means to address them by now.

Cup of Dust (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Tempest): (F) Basically the same as *feast of ashes*.

Curse of Lost Time (**) (Battle, Cosmos, Lore, Time): (F) Decent debuffs, but they're at touch range. Its most unique feature is the fact that you can destroy objects, including armor and shields.

Distracting Chatter (* / **) (Battle, Bones, Cosmos, Lore, Time): (W) This one depends on how your GM translates what were formerly verbal components and on your party composition. Verbal components don't exist any more, but all spellcasting requires vocalization. If your GM rules that this spell disrupts the fact that spells require vocalization, it'll work against just about all spellcasting, which makes it decent. The drawback is, of course, the fact that you're trying to disrupt spellcasters, who will usually have good will saves. Otherwise, it's just single target off-guard. That might be useful if your party doesn't have another means of creating the off-guard condition, such as if your martials are primarily ranged or if you only have a single melee party member.

Earthbind (***) (Ancestors, Ash, Battle, Cosmos, Life, Time): (F) Consider this a budget method of defeating flying enemies. It doesn't need to scale, which is nice. If your melee party members don't have a means of dealing with flying enemies, they'll appreciate this spell. Even if they do,

it's probably a secondary or tertiary option, so they'll still be glad to have their targets forced into melee range. Ancestors and Cosmos oracles have no good deity choices to gain this spell.

Elemental Absorption (**) (Battle, Flames, Life): Flexible resistance, but it'll tax your action economy due to the minute duration. Generally speaking, dealing the type of damage back to creatures that have dealt it to you is less than ideal since they'll often have resistances. That's not always the case, especially in encounters with mixed enemy types. Energy mutagens can accomplish the defensive component for a single action provided you have one in hand.

Enthrall (*) (All): (W) Fascinated is a difficult condition to use well. Outside of combat, you might be able to create situations which let your stealth person Sneak around with impunity. In combat, it does very little of benefit and, unfortunately, affects your allies.

Envenom Companion (**) (Ancestors, Blight, Bones, Life, Time): (F) You'll have to build for an animal companion via archetype feats (or eidolon, but that's a terrible idea) to use this spell. If you do, it's a relatively easy way to inflict the clumsy condition, at least against low fortitude targets. As an added benefit, the clumsy condition scales. It also helps boost your companion's damage a bit, which is a fairly action-efficient way to deal some melee damage: buff your companion, Command it to Stride and Strike. If you're playing a melee build, this action sequence is also a good way to set yourself up to Strike in round 2, assuming you're mounted on your companion.

Feet to Fins (**) (Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest, Time): Having a tool to give someone a swim speed when the need arises can be pretty useful. Swimming without a swim speed is painful, especially if you have bad STR and athletics. Unfortunately, you can't Dismiss this spell, so be sure you'll be alright with a 5 foot speed for the ten minute duration.

Fireball (**) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Lore, Time): (R) It's the baseline blasting spell. By this level, you could just use *divine immolation*, though.

- **Flames** (*): You already have this spell.

Ghostly Weapon (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): Your party could just use ghostbane fulus, but if they'd rather have a different offensive talisman attached, this is a decent alternative for incorporeal enemies.

- **Bones** (*): You already have this spell.

Gravity Well (***) (Cosmos, Flames, Lore, Time): (R) If nothing else, it imposes worse action economy on your enemies. Savvy placement is key, but it's a decent control spell. Be aware of terrain and put it to good use.

Haste (****) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): Extra actions are always welcome, especially when you can use it to buff the whole party. Time oracles have other options, but it'll still be nice to have in case you need to spend focus points elsewhere. Even better, every mystery has access to at least one deity that grants *haste* and one other good spell and, in some cases, two (**Jaidz**, Izuyaku, Trudd).

Hypercognition (*) (All): The only mystery that has any incentive to build for Recall Knowledge doesn't need *hypercognition* from Divine Access.

- **Lore** (*): You already have this spell.

Hypnotize (***) (Battle, Blight, Bones, Cosmos, Flames, Time): No-save dazzled for two actions. Higher rank spells like *sanguine cloud* can accomplish something similar, but a) they're higher rank and b) they take three actions. Even if it is in a relatively small area, dazzled can work wonders against melee enemies, especially higher level melee enemies with scary crit numbers. Fascination is hard to use, but if your party is smart about initiative reordering, you might be able to shut down reactions on occasion. The spell also has the subtle trait and great range, so the fascinate condition (and dazzled, for that matter) does have exploration mode utility. Luckily, with no need to heighten, this spell also retains relevance at level 11+.

Insect Form (*) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): Basically the same as *animal form*, except without a swim speed option. The spider's web attack might be useful if your GM is willing to make it so, but "entangles" is undefined.

Levitate (*) (Ash, Battle, Blight, Lore): Just use *fly*.

Lightning Bolt (**) (Ancestors, Ash, Battle, Life, Lore, Tempest): (R) Damage is about on par with *fireball*, but lines are hard to use.

Mad Monkeys (*) (Ancestors, Battle, Lore, Tempest): (F, R) It's a small area. Deafened isn't a very strong condition. Although you can sort of shut down casters with the Tumultuous Gymnastics, it's very easy for them to Step out of the effect's area. Steal doesn't work in combat, but you could find some uses for it out of combat. Even still, if you're trying to Steal with the spell, your targets almost certainly know it was you who cast the spell given its range. They can also just get the item back with a Steal or Disarm check, and it's not like your monkeys can run away with the item given that they only move 5 feet per Sustain.

Mind Reading (*) (Cosmos): (W) "Surface thoughts" are highly unlikely to give you any useful information, and it's touch range to boot.

Moth's Supper (*) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore): Just have someone use medicine or a focus spell.

Noxious Metals (*) (Ash, Battle, Blight, Bones, Cosmos, Time): (F) Low poison damage and a very situational secondary effect. Even if you are running into lots of plant or wood creatures, poison damage isn't likely to do you much good.

One with Stone (***) (Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest, Time): Decent scouting and escape utility. Depending on your game's setting, stone may be more common than plants.

Paralyze (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore): (W) Single target incapacitation control spell. Paralyzed can take a target out of the fight if you're able to land the failure effect, but it's only for one round. It does at least shut down reactions if it inflicts stun, plus action denial.

Phantom Prison (**) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Time): (W) Single target, and eventual area, incapacitation control spell. Unfortunately, your target(s) can get multiple attempts to overcome the effect, so it's hard to keep said target(s) out of the fight. Bon

Mot helps. *Containment* tends to do a better job of what this spell is supposed to do, but *phantom prison*'s advantage is that it targets up to five creatures starting at eighth rank.

Roaring Applause (**) (Battle): (W) It's a good spell, but it was already a divine spell. For the most part, as of *Divine Mysteries*, Paizo has ironed out the issue of cleric spells being on the divine list already. If you're not playing a PFS game, I recommend working with your GM to see if they'll give you a different spell instead given that Paizo has clearly made the effort to not give you dead spells.

Sea of Thought (***) (Cosmos, Lore): (F) Combined difficult terrain and speed debuff with scaling size. Thoth's other two spells aren't great, and *moon frenzy* is especially useless for Cosmos oracles since they already have said spell.

Secret Page (*) (Battle, Lore): Roleplay spell. With the 1 minute cast time, you'd have to get hold of an enemy's spell book during exploration to have any tangible benefit outside of whatever your GM allows for story purposes. That's assuming you're even facing enemies that use spellbooks, too.

Shadow Spy (***) (Ancestors, Battle, Bones, Life): Long-lasting scouting spell. Ceyannan's other good spell is *tailwind*, so this is an especially good pick if your party lacks anyone who can use *tailwind* wands.

Shared Invisibility (***) (Ancestors, Battle, Cosmos, Flames, Life, Time): Group invisibility, which is nice for exploration and can lean on the subtle trait, but has little encounter value due to the fact that hostile actions drop the effect no matter what. Luhar's other spells aren't great.

Shift Blame (*) (Battle, Cosmos): (W) As written, the spell doesn't actually do much, so it's up to your GM how effective it is.

Shifting Sand (*) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Tempest, Time): (R) Mostly just difficult terrain, a feature that you can create with several better options.

Slow (****) (Ancestors, Battle, Bones, Cosmos, Life, Lore, Tempest, Time): (F) Slowed is a powerful debuff, especially because the spell doesn't have the incapacitation trait and can

render a target slowed for a minute. It's especially awesome at sixth rank when it becomes an area action denial spell. Cosmos oracles can only gain this spell from Thalaphyrr, whose other spells are terrible.

Speak with Plants (**) (Ancestors, Battle, Life): Inherently situational. If your GM creates situations where plants can give you useful information, you'll be glad to have more opportunities to use your CHA skills.

Threefold Aspect (*) (Ancestors, Ash, Battle, Flames, Life, Lore, Time): Not even an infiltration tool because the bonus only applies to you impersonating yourself. It's a worse version of *humanoid form*.

Time Jump (****) (Ancestors, Blight, Bones, Cosmos, Life, Lore): Excellent escape or positioning tool that fits well into your turns due to its single action usage. Dachzerul's other spells aren't amazing, but they aren't terrible either.

Veil of Privacy (** / *) (Ancestors, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): Needs to be heightened due to the fact that it relies on a counteract check. If your GM has enemies spying on you with effects that bear the relevant traits, you'll be glad for the passive scouting denial. If not, the spell is useless.

Wall of Radiance (**) (Battle, Flames, Tempest): Easy concealment (when heightened to fourth rank) and passive damage, but as a three action spell, it's competing with the likes of *sanguine mist*.

Wall of Shadow (***) (Ancestors, Battle, Bones, Cosmos, Lore): The seventh rank version is your best bet since it will render your party hidden in almost all scenarios. That said, it renders your party hidden against enemies without darkvision and concealed against enemies with darkvision when heightened to fifth rank, and even that is pretty good. It also provides an opportunity for your stealthy party members to Hide. The Children of the Night pantheon is the better way to gain this spell where possible (Ancestors, Bones, Cosmos, Lore).

Wall of Thorns (***) (All): Passive damage, difficult terrain, and standard cover for a nice AC and reflex buff, which can be used to Take Cover for an even more significant buff. Cosmos, Tempest, and Time oracles don't have any good deity choices to gain this spell.

Wall of Wind (**) (Ash, Battle, Cosmos, Flames, Tempest, Time): (F) Useful if you find yourself fighting lots of ranged and flying enemies, but otherwise there are better wall spells.

4th rank

Aerial Form (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Tempest, Time): Although you can just cast *fly*, your fly speed from this spell will be significantly greater than that of *fly* in almost all cases. *Fly*'s advantage is its duration, since *aerial form* will only ever last a minute.

- **Bird only** (**) (Battle, Bones, Cosmos, Flames, Lore, Tempest): The greatest value from the spell was flight anyway, so the restriction to the bird form isn't too bad.

Bestial Curse (**) (Battle, Cosmos, Lore, Time): (F) The only real stand-out feature of this spell is that it's a fortitude-targeting effect that inflicts a flat check to lose manipulate actions, which is useful against casters. The touch range and, at this rank, relatively common clumsy 1 condition aren't doing the spell any favors.

Clairvoyance (****) (Ancestors, Battle, Blight, Cosmos, Flames, Life, Lore, Time): It's a great scouting spell and overcomes lines of sight and effect limitations. Time oracles don't have any great deities that offer this spell.

Confusion (***) (Ash, Blight, Cosmos, Lore, Time): (W) Confused is a decent control condition, especially because this spell doesn't have the incapacitation trait. Eventually becomes an area control tool.

Containment (***) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Lore, Tempest, Time): (R) Single target control tool without incapacitation that will almost certainly waste enemy actions. Acavna, Dramindyr, and The Last Breath are great choices to gain this spell.

Creation (*) (Ancestors, Ash, Battle, Cosmos, Flames, Life, Lore, Tempest, Time): If you really want to be able to create random items, just use *shape wood* instead. They're practically the same spell. Better yet, just take Prescient Planner / Prescient Consumable.

Dinosaur Form (***) (Ash, Battle, Tempest): AC is average at all but levels 11-12 and 18-20, at least. Temp HP is decent. At spell rank 7 (levels 13-14) the attack bonus is a solid buff if you want to get into melee. The triceratops form has some of the best polymorph spell damage at these levels as well, and still does decent damage for levels 15-18. 20-25 feet of reach, depending on form (brontosaurus for 25 feet), is nothing to sneeze at either. Tempest oracles only get this spell from Sobek, whose other spells aren't great.

False Nature (*) (Blight, Cosmos, Lore): (W) Roleplay spell to disguise items.

Fire Shield (**) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Lore, Time): Mostly useful for melee builds to buff up before getting into melee. You'll be able to do a bit of reaction-based damage with Shield Block while the spell is up. The witchwarg fur consumable can cause this spell to invert at the cost of an action, swapping all fire effects for cold. Nevercold can instead cause the spell, cold resistance, and environmental mitigation to last longer.

Flicker (**) (Ancestors, Ash, Battle, Blight, Cosmos, Flames, Life, Lore, Time): The resistance is okay, but the teleport effect can put you in danger.

Fly (*) (Battle, Tempest): *Fly* is already on the divine list. The Sky Keepers pantheon is the only pick that still offers *fly*, which is a legacy pantheon that has not had a remaster pass. Since Paizo has clearly made an effort to remove divine spells from the deity spell offerings, I suggest working with your GM to see if they'll give you a different spell. If you're playing a PFS game, you're out of luck.

Honeyed Words (***) (Ancestors, Ash, Battle, Blight, Cosmos, Lore, Time): If you're built for deception, being able to Lie your way out of trouble can frequently come in handy. The 10 minute duration gives you a good chance of being able to get the buff up while unobserved, too. Ancestors oracles don't have any good deity options to gain this spell.

Hydraulic Torrent (***) (Ash, Battle, Blight, Cosmos, Tempest, Time): (F) Average line-based damage with some forced movement utility. Time oracles can only gain this spell from Jin Li, whose other spells aren't great.

- **Tempest** (*): You already have this spell.

Infectious Melody (**) (Battle, Bones, Lore, Tempest): (W) The 15 foot emanation will put you in harm's way. It offers some means of overcoming undetected (invisible) enemies, at least. Otherwise, the targets you'd want to fail their flat check for any vocalization will generally have good will saves. Against enemies that coordinate by speaking to each other, you can waste their actions, but how common that is will be entirely up to your GM.

Life-Draining Roots (***) (Battle, Blight, Bones, Life): (R) Bit of blasting, bit of temp HP. While Life oracles will generally appreciate the temp HP most, it's decent no matter what, especially if you're going to be any kind of HP battery or damage sponge for your party. Lines are kind of hard to leverage well, but the damage is competitive, if nothing else.

Liminal Doorway (***) (Ancestors, Battle, Bones, Life, Lore): A safe space to rest whenever you need it and, given 10 minutes to Cast the Spell, a readily available hiding spot. Lore oracles can only gain this spell from Vapula, whose other spells aren't great.

Mirror's Misfortune (***) (Lore, Time): (W) Misfortune on a single target for (typically) two attacks. It also has some action denial potential if the target bothers to Seek. In single target encounters, if you can get said single target to attack the copy, it's pretty potent since it doesn't have the incapacitation trait. Best gained from Ssila'meshnik.

Morass of Ages (**) (Ancestors, Ash, Blight, Bones, Cosmos, Life, Tempest, Time): (F) Mostly useful as a deterrent against enemies approaching you due to the initial small emanation size and slow scaling size increase. That said, you get a lot of control over how large the emanation is, which makes it fairly easy to keep your allies out of the effect. Being able to throw down area slowed conditions is potentially quite powerful if you have enough turns in a given encounter to grow the emanation meaningfully, but eventually it's going to become too unwieldy to reasonably keep allies out of it.

Mountain Resilience (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): Decent resistance against physical damage, and you can pre-buff with it due to the duration. If someone in your party is using a scatter weapon, it'll be a very welcome buff. Just be aware of the duration reduction any time the target takes physical damage. Ash oracles can only gain this spell from Xoveron, whose other spells aren't great.

Nightmare (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Time): (W) If you know a creature you're going to encounter on a given day, you can start them off pre-debuffed.

Ocular Overload (***) (Lore): (F) It's an incapacitation effect, so you're not especially likely to land the blinded condition. That said, you may be able to negate an attack or two as a reaction, so it's not a bad buff to start your day. Kelinahat's other spells aren't great, but they aren't terrible.

Peaceful Bubble (**) (Ancestors, Battle, Blight, Cosmos, Flames, Life, Time): Helps get rid of the doomed condition faster, which can be pretty dangerous as you get into the higher levels. As such, this spell pairs well with the Fast Recovery feat, since you'll be able to drop doomed and drained at the same rate. Story-wise, it'll also outright stop enemies from spying on you with certain magical effects, as well as protecting you from dream-based debuffs.

Reflective Scales (**) (Ancestors, Ash, Battle, Bones, Flames, Lore, Tempest, Time): (R) Area version of *elemental absorption*. Be careful not to hit your allies if you're using this spell.

Replicate (****) (Ancestors, Battle): *Replicate* your party scout so you have an expendable scout without putting said PC in danger. Minderhal's other spells are *summon construct* and *ghostly weapon*. *Summon construct* is terrible, but *ghostly weapon* has some situational uses.

Rewrite Memory (**) (Ancestors, Blight, Bones, Cosmos, Life, Lore, Time): (W) Situational and hard to use, but denying enemies information is typically quite useful.

Rust Cloud (***) (Ash, Battle, Blight, Bones, Cosmos, Time): (F) Relatively high passive damage on top of concealment. This is finally a legitimate competitor with *sanguine mist*. Its advantage over *sanguine mist* is the passive damage, as opposed to *sanguine mist*'s lower damage for the

tradeoff of you receiving recoverable temp HP. Ferrumnestra's other spells are pretty bad, though.

Shape Stone (*) (Ancestors, Battle, Cosmos, Flames, Life, Lore): By this point, you have a lot of ways to knock a single creature prone.

Soft Landing (**) (Ancestors, Battle, Bones): If, for some reason, your whole party isn't able to fly, this will help mitigate falling issues.

Suggestion (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Tempest): (W) Single target incapacitation control with eventual area capability. Only Life, Lore, and Tempest oracles have good deity options for this spell. Fortunately, if you like it, there are lots of deity alternatives that will instead grant *subconscious suggestion*.

Telepathy (***) (Ancestors, Battle, Bones, Cosmos, Lore): Silent communication tends to be useful, especially since it's a ten minute buff. It'll also have some face role utility at sixth rank when you can overcome language limitations. Bones and Cosmos oracles can only gain this spell from Nin, whose other spells aren't great.

Translocate (***) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Lore, Tempest, Time): Teleportation can solve terrain challenges, overcome stationary hazards, and eventually solve transportation challenges within a mile. It can also be a great escape tool if you're not grabbed or restrained. A dimensional knot consumable will allow you to bring one other person with you when you use *translocate*. Life oracles can only gain this spell from the Faith in the Fallen pantheon, which does not offer great spells besides *translocate*.

Vapor Form (**) (All): Gets you into or out of tight spaces, but that's about it. The fly speed is okay, but you could already use *fly*.

Variable Gravity (*) (Ash, Cosmos, Flames, Tempest, Time): Just use *fly*.

Vision of Death (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): Average single target damage plus a nice frightened debuff and a chance to render a target fleeing.

Especially coupled with Bon Mot, a crit fail will save can result in single target control. Ash and Cosmos oracles don't have any good deity choices to gain this spell.

Wall of Fire (**) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore): Passive damage and concealment. There are similar effects that offer better damage or other value like *sanguine mist* or *rust cloud*.

Weapon Storm (**) (All): (R) See the [Battle](#) mystery section for *weapon storm* analysis.

- **Battle** (*): You already have this spell.

Winning Streak (***) (Battle, Time): As a spell that relies on you and / or your allies continuing to crit, the value of this spell comes down to luck, your allies recognizing opportunities to fish for higher crit chances (flanking, Aid, debuffs, buffs, etc.), and allies with superior chances to crit with their attack rolls (fighters and gunslingers, namely). As a one-action spell, the action economy cost is immediately a wash, so any additional quickened actions are a net gain. Luckily, this spell benefits from any ally's crit within 20 feet of the targeted creature, which gives it a decent shot at remaining up. This spell also never needs to heighten, giving it long-term value.

5th rank

Aberrant Form (**) (Battle, Cosmos): AC is fine until level 18, and a slight buff at levels 11-12. Temp HP isn't great at fifth rank, but it's better at sixth rank and above. It doesn't really offer anything unique that you couldn't get from another polymorph spell, though.

Acid Storm (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Lore, Tempest): (R) Passive area damage. Better if your party can lock down an area such as with difficult terrain + speed debuffs, and if you've got party members who can Shove enemies back into the area.

Blister (**) (Ancestors, Blight, Bones, Life, Lore): (F) Relatively low area damage centered on a target, but you can't actually damage your target with this spell. It takes an action to pop a single blister, which means you're spending at least three actions to do subpar damage, and maybe four actions to deal okay damage. On a save, the target grows one blister; on a fail, two; and on

a critical fail, four. The only real advantage this spell offers is that it gives you advantageous positioning to keep your allies out of the effect, but you could just use *divine immolation* instead.

Chameleon Coat (***) (Ancestors, Battle): Sizeable bonus to group Hide checks with a solid buff to party Sneak checks (can't crit fail, which means you can't be spotted) when heightened to sixth rank. Especially useful if your party is built for Follow the Expert, such as with the Quiet Allies and Keen Follower feats.

Cloak of Colors (***) (Ancestors, Ash, Battle, Blight, Cosmos, Flames, Tempest): (W) Passive miss chance for your party's frontline character, and a chance to passively blind enemies who attack said frontliner. Solid buff, though the blind effect is also an incapacitation effect. Ash and Blight oracles can only gain this spell from Thisamet, whose other spells aren't great.

Control Water (*) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Tempest, Time): Very limited utility against specific creatures. You may be able to just outright clear out a fairly large space of water since you can lower water levels by 10 feet, but it's very, very situational to do so.

Dreaming Potential (**) (All): Helps your allies retrain. Pairs well with options that allow for single day retraining like Gnome Obsession.

- **Ancestors** (*): You already have this spell.

Elemental Form (***) (Ash, Flames, Tempest): One advantage of this particular polymorph spell is that your AC will never be debuffed for using it. In fact, for the vast majority of levels, it's a buff, if not a fairly sizable buff as it is at levels 11-12. Its attack bonus is also quite good until level 15. Melee damage is only great at levels 13-16 for the earth elemental form, but it's passable beyond that point. The water form also gives some forced movement, and the air form gives a significant fly speed plus the ability to ignore movement-based reactions. You basically have total flexibility between movement speed types, gaining access to a fly, burrow, swim, or climb speed depending on form. Only Onos offers *elemental form* without a qualifier. Fortunately, its other two spells are okay. *One with stone* is nice to have. *Gust of wind* is only situationally useful, but it's okay to have in your repertoire.

- **Fire only** (*) (Ash, Battle, Flames): Nothing special.

- **Water only** (**) (Ash, Battle, Tempest, Time): Swim speeds are useful sometimes, but that's about it.

False Vision (**) (Ash, Bones, Cosmos, Lore, Time): Scrying denial.

Flammable Fumes (**) (Ancestors, Battle, Life): (R) Passive poison damage with no save until you want to detonate the cloud, at which point it deals average fire damage with a reflex save. It only heightens every other spell rank, though, so its damage doesn't keep pace very well. After fifth rank, creatures have to take at least two rounds of poison damage for the spell to keep pace with other blasting spells, and it doesn't offer any of the usual benefits of three action cloud spells since it's invisible.

Geyser (****) (Ancestors, Battle, Life, Tempest): (R) Roughly average damage since the 7d6(+10) equates to about 10d6 worth of average damage, and it scales at the usual 2d6 damage per spell rank. The area isn't the greatest, but the spell comes with a host of other benefits. Unless your targets can fly, most creatures are going to wind up prone, which creates multi-target action wastage for the enemies to Stand, opportunities for your party members with Reactive Strike to use said reaction, and concealment after the fact for a miss chance. Even if your targets can fly, if they're interested in using melee actions, forced movement against said targets will result in action denial. If they're ranged flying enemies, be careful since your party may have to contend with the issue of greater range requirements. Only Izuyaku offers *geyser*. Fortunately, his other two spells, *endure* and *haste*, are great.

Glimmer of Charm (**) (Ancestors, Battle, Bones, Lore): (W) Although this spell seems like an area control tool, it really isn't. In encounters, it will stop enemies from attacking you, but not your allies. It's kind of like an area version of *sanctuary*, except with the incapacitation trait and you can only use it on yourself. It may give you some breathing room to throw out some healing effects for a round or two.

Hallucination (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): (W) Roleplay spell that you may actually find some uses for, especially if you're clever with the subtle trait. Influence a key NPC.

Howling Blizzard (***) (Ancestors, Ash, Battle, Blight, Bones, Life, Tempest): (R) Average blasting damage with some area flexibility. Ancestors and Life oracles can only get this spell from Algenweis, who does not offer other good spells.

Illusory Scene (**) (Ancestors, Battle, Bones, Cosmos, Lore, Time): Roleplay spell, but you might find situations where you can deceive enemies to your advantage.

Imaginary Lockbox (*) (Ancestors, Life): Just use spacious pouches. Only really useful if you need to smuggle items with zero chance of adversaries finding said items, or you need to keep a MacGuffin out of reach.

Impaling Spike (***) (Ash, Battle, Blight, Lore, Tempest, Time): (R) Single target control and slightly below average damage. Fey, demons, divs, hags, and linnorms are some of the more common creature families with cold iron weakness. You can cause the spell to trigger silver weakness by using the silvered marp fur consumable, which will be more effective against darvakkas, nindorus, velstracs, and werecreatures. Best gained from the Shapes of the Fading Luster pantheon where possible (Blight, Lore, Tempest, Time).

Magic Passage (***) (Ash, Battle, Bones, Cosmos, Lore, Time): Terrain evasion which will help you get around hazards, locks, and barriers. At seventh rank, it also becomes an emergency escape tool. Both deities that offer *magic passage*, Dramindyr and Dranngvit, offer two other good spells: *interposing earth* and *containment*, and *tailwind* and *knock*, respectively.

Mantle of the Frozen Heart (**) (Battle, Tempest): Mostly used for melee. Pick two benefits between cold resistance, passive cold damage against melee attackers, icy terrain evasion and speed buff, and a finesse unarmed attack that deals extra cold damage.

Mantle of the Magma Heart (**) (Ancestors, Ash, Flames): Mostly used for melee. Pick two benefits between cold + fire resistance, large size and a small status bonus to damage (including clumsy debuff), STR-based unarmed attack that deals extra fire damage and persistent damage, and passive fire damage against melee attackers.

Mariner's Curse (*) (Ash, Battle, Tempest): (W) It's just sickened 1 with a little extra fluff. Better in an aquatic campaign where you can reliably apply slowed 1, but it's still a touch spell.

Mind Probe (**) (Battle, Bones, Cosmos, Flames, Lore): (W) It'll only be useful against creatures you're trying to interrogate, which means you need to capture and immobilize said creature, but doing so will give you good information.

Moon Frenzy (*) (All): Small amount of group temp HP, party speed buff, and little else.

- **Cosmos** (*): You already have this spell.

Nature's Pathway (**) (Ancestors, Battle, Blight, Cosmos, Flames, Life, Lore): Long-range teleportation, but only you can teleport.

Plant Form (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Time): One advantage of this particular polymorph spell is that your AC will never be debuffed for using it. In fact, for the vast majority of levels, it's a buff, if not a fairly sizable buff as it is at levels 11-12. The only other real advantages are reach and resistances to acid and poison. If you're built for STR and have good athletics, the flytrap form lets you do a MAP-free Grab after a leaf Strike.

Portrait of the Artist (*) (Ash, Blight, Cosmos, Lore, Time): It's just *illusory disguise* with some extra GM-dependent fluff.

Shadow Siphon (****) (Ash, Battle, Bones, Cosmos): This is an incredibly strong defensive tool against enemy blasters. Unfortunately, Kerkamoth's other two spells aren't particularly inspiring. *Penumbral shroud* is pretty weak, and *disintegrate* is hard to use.

Slither (****) (Ash, Battle, Cosmos, Life, Lore, Tempest, Time): (R) Area control that creates an action denial effect if enemies want to Escape, taxes their MAP, and potentially holds enemies in place for additional blasting effects. Abraxas and Gogunta are the only deities that offer *slither* alongside other good spells (Ash, Battle, Lore, Tempest).

Stagnate Time (***) (Ancestors, Battle, Blight, Bones, Cosmos, Time): (W) Area action denial without the incapacitation trait. It's not quite as good as sixth rank *slow*, but this spell has the advantage of being able to reapply the slowed condition after an enemy has succeeded against the effect. Charg also offers *hypnotize*, which is pretty good and works well as a valuable lower-rank spell.

Strange Geometry (***) (Ancestors, Ash, Battle, Blight, Cosmos, Flames, Lore, Time): (W) It's randomized battlefield control, but still, hamstringing enemy tactics and providing some area denial is decent. Putting one or two cubes out at max range is a way to ensure enemies have a chance of wasting actions to get back into range of you and your party. If you like this spell, the best deity for it is Suyuddha (Ancestors, Battle).

Subconscious Suggestion (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Time): (W) *Suggestion*, but with a better success outcome.

Summon Dragon (*) (Ash, Battle, Flames): You could already cast *summon dragon*, but this version allows you to summon arcane, occult, and primal dragons. Unfortunately, none of them add anything noteworthy.

Summon Entity (*) (Cosmos, Lore): There aren't a ton of options and most of the even halfway decent effects are hard to apply or very situational.

- 5th rank:
 - Cloaker: You might be able to restrain low-reflex enemies with Envelop for a level or two.
 - Ugothol: If your party has a grappler, you may be able to get away with using Blood Nourishment sometimes to automatically apply drained 1.
- 6th rank:
 - Drider: *Clairvoyance* and *clairaudience*.
- 7th rank:
 - Destrachan: Precise hearing so it can Point Out stealthy or invisible enemies.

Synaptic Pulse (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): (W) Area control to take away enemy actions with the stunned condition. It'll also shut down reactions. If you like this spell, Nameless and Ssila'meshnik are the best deities for it, though Azathoth is also decent.

Synesthesia (*****) (Blight, Lore): (W) Penalizing concentrate actions isn't useful as often as the other two debuffs, but wow does this ever shut down a single target, and without the incapacitation trait to boot. It becomes very strong when heightened to ninth rank. Narriseminek

is the only option for this spell. Though *mindlink* isn't especially useful, their other spell, *confusion*, is pretty good.

Telekinetic Haul (*) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life, Lore, Time): Entirely GM-dependent. If they give you terrain to manipulate and you can set up chokepoints and battlefield control with, say, huge boulders, this spell can be great.

Toxic Cloud (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): (F) *Mist* with fairly significant passive damage. Unfortunately, it's poison damage. Ancestors oracles can only gain this spell from Nergal, whose other spells aren't great.

- **Blight** (*): You already have this spell.

Umbral Journey (*) (Ancestors, Ash, Battle, Cosmos, Flames, Life, Tempest, Time): Overland travel spell. Campaign-dependent.

Wall of Stone (*****) (Ancestors, Battle, Blight, Bones, Life, Lore): Among the best area control spells. Even if enemies want to spend actions breaking through it, it still provides area control with difficult terrain. You can even box enemies in with it without a save. It's best to get this spell from Arqueros where possible (Ancestors, Battle), but it's strong enough that it's still worth getting it from one of the other deities that offers it.

Wave of Despair (****) (All): (W) Area action and reaction denial. Flames oracles don't have any great deities to gain this spell (Haborym only, with *thunderstrike* and *phantom prison*), but every other mystery can get it from a deity that has at least two good spells.

6th rank

Arrow Salvo (**) (Ancestors, Blight, Bones, Life, Tempest, Time): Starts off about average, but its scaling is worse than that of other blasting spells. Crit fail chance of knocking creatures prone.

Blanket of Stars (**) (Bones, Cosmos, Flames, Lore, Tempest, Time): Scouting and defense buff. Terrain-dependent, though.

Cast into Time (**) (Ancestors, Ash, Blight, Bones, Cosmos, Life, Tempest, Time): (F) It's a small area, so the damage is somewhat dangerous to use. That said, it does make enemies disappear until the end of your turn, so it's best used clearing a path so you can Stride away from danger without triggering reactions. It does at least inflict sickened.

Chain Lightning (****) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flame, Life, Lore, Tempest, Time): Strong damage, outstanding range, and normal scaling.

- **Tempest** (*): You already have this spell.

Chromatic Image (***) (Ancestors, Battle, Bones, Lore, Time): Strong defensive buff with passive damage and a chance at frightened. Unfortunately, only Vale offers this spell. Their other two spells, *share lore* and *hypercognition*, are nothing special.

Collective Transposition (***) (Ancestors, Battle, Bones, Life, Lore): (W) This is a bit of a double edged sword. Enemy targets that critically succeed their save can move wherever they like within the emanation range, which you really don't want. If you target willing allies, you can get them into place within your emanation. If your enemies fail, you can move them into place within your emanation. You can also teleport yourself somewhere within the emanation, so you could Stride into position, Cast the Spell, move a melee ally into an advantageous position, and move yourself back away from danger. Two creatures isn't much for a sixth rank spell, but that number scales. Positioning is important. Life oracles can only get this spell from Bolka, whose other two spells, *soothe* and *creation*, are quite bad.

Cursed Metamorphosis (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): (F) Single target incapacitation control that can also debuff a little and deny actions. If you like this spell, it's best gained from The Lantern King (Blight, Time). Ancestors, Ash, Bones, and Cosmos oracles don't have any good deity options to gain this spell.

- **Snake only** (**) (Ancestors, Battle): Technically limited in the sense that snakes may not be "appropriate to the area."

Disintegrate (**) (All): (F, SpA) D10s are nice for damage, but it's one of those unfortunate spells that requires both a spell attack and a save. Two chances for your target to not take damage do not make for a good spell. It can at least damage objects, so you may be able to delete hazards with it.

- **Ash** (*): You already have this spell.

Dominate (***) (Ancestors, Ash, Battle, Bones, Flames, Time): (W) Very long duration single target incapacitation control. Unfortunately, this spell is only available from The Godclaw, a legacy pantheon with *phantom pain* and *fire shield* for its other two spells.

Elemental Confluence (***) (Ash, Battle): (R, Spa) Air, fire, water, and wood tend to be the best choices. Sustained area control, damage, and flexibility, plus it can absorb enemy attacks for action denial. Unfortunately, it's not immune to crits and can't heighten, so it doesn't retain value for long. Valani's other spells are *thunderstrike* and *dinosaur form*, so you should plan for some melee capability if you like this spell and want to use the other two.

Flame Vortex (*) (Ancestors, Battle): (R) Poor area and damage even if you can Sustain it for repeated damage applications. Its only real advantage is that the Sustained damage is decent, though you can only apply it in a line.

Mislead (**) (All): Fourth rank *invisibility* with a little extra defensive and deceptive utility. You have to Sustain it, though.

Nature's Reprisal (**) (Ancestors, Battle, Blight, Bones, Life): Terrain-dependent (greater) difficult terrain, and potentially hazardous terrain for a little passive damage.

Never Mind (**) (Ancestors, Ash, Battle, Life, Lore, Time): (W) Single target incapacitation stupefied. It doesn't really take enemies out of the fight, unlike most incapacitation effects, but it can set up a nasty will penalty for effects that do neutralize a target.

- **Lore** (*): You already have this spell.

Petrify (**) (Ancestors, Ash, Battle, Bones, Flames, Life, Lore): (F) Single target action denial that can technically remove a target from an encounter with a follow-on incapacitation effect. If you're using this against enemies that are likely to succeed at their save, you're wasting actions, and that includes enemies above your level.

Phantasmal Calamity (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Tempest, Time): (W, possibly R) Slightly below average blasting damage with a small chance at

area action and reaction denial. Ancestors oracles have no good choices to gain this spell since both Imot and Zyphus offer *ill omen* as well, on top of their third spells not being great (*paranoia* and *shatter* respectively).

Scrying (***) (Lore, Time): (W) Information gathering is great. That being said, this spell has some tough drawbacks. You won't frequently meet the targets that will be the most beneficial *scrying* targets, which comes with a DC penalty that can turn the spell against you. It also only allows you to scry in the location of the target when you first cast the spell if the target fails. You'll want to know if your target has a low will save, but that's hard to discover without having knowledge about the target first. That's the whole point of the spell, so it's somewhat of a self-defeating cycle. Still, relatively low-risk scouting is good. Unfortunately, Magdh's other two spells, *anticipate peril* and *threefold aspect*, aren't great.

Tangling Creepers (***) (Ancestors, Ash, Battle, Blight, Bones, Life, Lore, Time): (SpA) Area speed debuff and the ability to immobilize targets. Note that using multiple spell attacks to immobilize targets will suffer from the MAP. It's a large area, though, which provides you a lot of control.

Teleport (***) (Ancestors, Blight, Bones, Cosmos, Flames, Life, Lore, Tempest): Teleportation magic tends to be useful, and its scaling feature adds distance at higher spell ranks. Barzakh is the better choice to gain this spell, but Pulura is still decent.

Tree of Seasons (**) (Ancestors, Battle, Life, Lore, Time): (R) Decent weakness fishing spell that technically has very high damage for its rank, but requires a total of six actions to maximize its damage. If your party has a ranged martial, this spell can be very effective, especially if they have some sort of action compression like a monk or ranger. Summon the tree next to them, then they can take their two Strikes and finish out their turn throwing a seed or two without suffering the MAP to do so. Otherwise, it's a matter of you and your allies having room for a "third action" seed toss.

Vibrant Pattern (***) (Battle, Blight, Tempest, Time): (W) Continuous chances to blind a creature, plus automatic dazzled. Your rogue ally will love the use of this spell when you can land the blinded condition since they can benefit from that condition for stealth usage and sneak attacks. Nothing about the spell stops a creature from having to save multiple times after succeeding,

which means it continues to impose a chance to blind, and once creatures are blinded their only recourse is to leave the spell's area. Once they come back in, though, it's back to chances at becoming blinded again, and a crit failure removes their ability to overcome the condition. It's a decent incapacitation area control spell, if small. In exploration, you can take advantage of the range and subtle trait. Battle and Tempest oracles don't have great deity options for this spell.

Wall of Force (****) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time):

While you can't shape this wall like you can *wall of stone*, it outright blocks an awful lot of effects. Spells can go through it, which is both a benefit for you and any other casters in your party and a detriment if and when you're fighting other casters. The force tiles level 13 consumable will extend the wall's length, double its height, and cause it to deal passive force damage. Acavna, Isis, and Nethys are all great choices to gain this spell.

Wall of Metal (***) (Ash, Flames, Lore): Walls are useful, but this one doesn't do anything special beyond providing cover and absorbing damage.

7th rank

Contingency (***) (Ancestors, Ash, Battle, Bones, Life, Lore, Time): Improved action economy is great for an important self-buff, but the conditions for said buff can be hard to predict, especially for the cost of a seventh rank spell. With Nalinivati, you can have *contingency* and use fourth rank *invisibility* to create a 50% miss chance or *reflective scales* for some damage resistance. Abraxas also offers *reflective scales*. Divine options include *bane*, *bless*, any of the condition counteracting spells, *heroism*, *whirling scarves*, and *unfettered movement*. For a melee build, your GM might let you get away with *warding aggression*. Heightened, you might like *blessing of defiance*, *death ward*, *repulsion*, *divine vessel*, or *regenerate*, though using this spell for *regenerate* will take up one of your precious few tenth rank slots.

Corrosive Body (**) (Ancestors, Blight, Bones, Life, Time): The only damaging spell, aside from the granted *acid splash* / *caustic blast*, that will benefit from *corrosive body*'s extra damage die is *shadow blast*. The acid immunity is situationally useful. Otherwise, this spell is best for a melee build since unarmed attacks are the only truly consistent means of gaining the renewable temp HP. Life oracles will appreciate the temp HP, but have to get into melee and use unarmed attacks or take damage to get it.

Duplicate Foe (**) (Ancestors, Battle, Bones, Flames, Lore, Time): (F) Effectively a summon spell, but with good attack numbers. You can duplicate enemies as much as two levels higher than you, an effect which you can heighten. The problem is that the duplicate may not follow your commands.

Fiery Body (****) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Tempest, Time): Fire immunity is pretty good, as is passive damage against enemies that hit you in melee. Extra dice of damage, especially for the Ash and Flames mysteries, is great. If nothing else, you get the extra damage for the single action *ignite*, which allows for very efficient damaging turns. Fly speed is always welcome. You don't necessarily need to heighten it for it to maintain relevance since the damage doesn't go up by much, but the extra fly speed is nice. Life oracles don't have a good deity option here since the Touch of the Sun pantheon's other two spells, *soothe* and *false vitality*, are already available to Life oracles.

Frigid Flurry (***) (Battle, Tempest): (R) Lines are hard to use, but this one does a lot of damage. It also acts as an escape tool, a positioning tool, and a means of baiting out reactions without suffering their effects. Unfortunately, Thremyr's other two spells, *sleep* and *mantle of the frozen heart*, aren't great.

Mask of Terror (****) (Battle, Blight, Bones, Life, Lore, Time): (W) Automated debuffing, and frightened is a decent condition. Being able to force wasted actions on targets is awesome, too. Even better at eighth rank when you can cast it on your whole party. Jaidz is the best deity option for this spell where possible (Battle, Lore). Bones, Life, and Time oracles don't have any great deity options to gain this spell.

Momentary Recovery (***) (Ancestors, Battle, Bones, Cosmos): Escape tool with a little extra utility, such as being able to use *heal* on yourself before you teleport.

Planar Palace (***) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Time): Party escape tool, given a minute to Cast the Spell, and a safe, comfortable place to rest anywhere. Adanye is the best deity choice for this spell where possible (Ancestors, Ash, Battle, Flames). Cosmos and Time oracles don't have any great deity choices for *planar palace*.

Possession (**) (Ash, Battle, Bones, Tempest, Time): (W) Single target incapacitation control tool that can turn an enemy to your own uses. That includes scouting if you can get close enough to use the spell. Otherwise, you're trading your own capabilities for another creature's, which is situationally useful. Most of the time, you'll be reducing your own effectiveness because you'll be controlling lower-level enemies, but that also turns their capabilities against the enemy group.

Project Image (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Time): Basically gives you a sustained Reach Spell. That'll eat up actions, though. It can at least keep you safer for touch effects if you like to use them.

Retrocognition (*) (Ancestors, Battle, Bones, Life, Lore, Tempest, Time): Roleplay spell that is entirely GM-dependent.

Reverse Gravity (**) (Lore, Time): Area fall damage and prone condition. It may take some enemies out of an encounter for a round or two.

Shadow Raid (***) (Ancestors, Battle, Bones, Cosmos, Lore): (R or W) Low blasting damage with a flexible damage type and an ally filter, but the creatures in the effect get to choose whether they roll reflex or will. It does at least cause repeated passive damage with no save which, with the ally filter, means you can place this effect and guarantee continued damage applications without putting your friends in harm's way. Additionally, it creates a one-way no-save concealed condition that benefits only your party. The Children of the Night pantheon is the better way to gain this spell where possible (Ancestors, Bones, Cosmos, Lore).

Time Beacon (**) (Ash, Blight, Bones, Lore, Time): The best use is to fish for better spell effect outcomes, but it's awfully heavy on resource expenditure to do so. You don't get spells back, you just rewind their effects. That said, if there's a priority target where you absolutely need to land an effect, this spell is sort of like an offensive hero point. Additionally, this spell is not at all explicit about its effects. If your GM is especially kind and doesn't cause you to expend the resources you used before rewinding with *time beacon*, it's a much stronger spell.

- **Time** (*): You already have this spell.

True Target (****) (Ancestors, Battle, Blight, Bones, Cosmos, Flames, Life, Lore, Time): Allows a party of 4 to roll twice and take the better on their first attack for their turn, as well as ignore circumstance penalties and concealed / hidden miss chances. It's also a single action spell. Fantastic, and it doesn't need to scale. Even better, every mystery can pick at least one deity that offers three good spells.

Unfettered Pack (**) (Ancestors, Ash, Battle, Cosmos, Lore, Flames): It'll be tough to predict when this will be useful, but you could potentially gain information about a given environment's likelihood of difficult terrain with an applicable lore Recall Knowledge. This spell can level the playing field or, if you're lucky or deliberate about creating your own difficult terrain, give you an advantage over your enemies.

Volcanic Eruption (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Flames, Life, Tempest): (R) Great damage, but the size of the burst is very small. It's more like a vertical line spell. As such, it's hard to fit targets in, though it is quite effective if you can land it well since it offers a debuff and some area control.

Warp Mind (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Lore, Tempest, Time): (W) Single target incapacitation control spell. If you can also immobilize the target, it might spend all its actions attacking itself.

8th rank

Burning Blossoms (**) (Battle, Life, Lore): Good passive damage, but the fascinated condition will be hard to use well since you still break it with hostile actions.

Confusing Colors (***) (Ancestors, Lore): Area dazzled and incapacitation control via the confused condition. High use potential for exploration with the subtle trait, too.

Desiccate (***) (Blight, Cosmos, Tempest): Less damage than *chain lightning*, but similar usage. The advantage this spell has over *chain lightning* is that it doesn't need targets to be within 30 feet of each other. For Tempest oracles, Tresmalvos grants *hydraulic torrent*, which they already have, and *animal allies*, which is a very weak spell. Considering that *desiccate* isn't a whole ton

more effective than *chain lightning*, Tempest oracles may feel just fine not worrying about *desiccate*.

Disappearance (****) (Ancestors, Battle, Lore, Time): The strongest version of invisibility, rendering your target not only undetected, but very nearly undetectable. It lasts ten minutes to boot, and even has the subtle trait.

Dream Council (*) (Ancestors, Ash, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): Roleplay spell.

Earthquake (***) (Ancestors, Ash, Battle, Blight, Bones, Life, Time): (R) It's a very strong control tool, but most of its effects only last a round. Whether or not you can do damage and knock targets Prone with it will depend on terrain. The most effective part is the chance to drop targets into the 40-foot deep fissures, though its -2 circumstance penalty to attacks and AC is quite the meaningful debuff. Fortunately, the one effect that lasts longer than a round is the fissure drop, which will cause significant action denial, even if the DC to climb back out is rather low. It's unlikely that you'll need to heighten it since a 60 foot burst is plenty in most situations. If you want to take it just to be able to create a quarter-mile radius burst of earthquake damage, have fun. Ancestors, Blight, Bones, Life, and Time oracles can only get this spell from Magrim, who does not offer any other good spells. Ash oracles can only gain it from Zevgavizeb, whose other decent spell is *dinosaur form* for somewhat of a melee focus.

Falling Sky (****) (Ancestors, Ash, Battle, Blight, Bones, Life): (F) Prone and stunned 2 are enough to be worth casting the spell since that's a full turn gone for every target (assuming they Stand). The fact that it's got serious value against flying enemies is even better. You do have to contend with the incapacitation trait, but at this high of a level, multi-target encounters tend to be pretty dangerous. Incapacitation effects shine against multiple lower-level enemies.

Ferrous Form (****) (Ash, Blight, Flames, Lore, Tempest, Time): If you chose the Shapes of the Fading Luster pantheon for Divine Access, *impaling spike* will get an extra damage die from *ferrous form*. Otherwise, the only spell that will benefit is *needle darts*, which is fortunate since you'll be able to cast it with a single action. Aside from the damage, this spell gives you a ton of immunities, though it does also render you immune to healing effects. Its long duration makes it quite a valuable defensive spell.

Hidden Mind (****) (Lore, Tempest): This spell gives a very strong buff to saves against mental effects, which is probably going to be very useful for your frontline party member. It can also function as an effectively permanent self-buff for purposes of Debilitating Dichotomy if you decide to use the spell on yourself every day. Between this spell, investment in WIS, and an ancestry feat / feature that buffs saves (whether all or against mental effects), you'll have serious protection against one of the oracle's strongest single target damaging tools. The automatic protection against enemy scouting effects can be helpful too, assuming your GM uses any against you.

Migration (***) (Ancestors, Cosmos, Life, Lore, Tempest, Time): Good speed in all forms for a full day for you and the rest of your party. Better for campaigns that feature overland travel, but it's still a pretty good buff. You could get a lot of this spell's utility out of second rank *longstrider* and judicious use of seventh rank *fly*, though. Tempest oracles can only gain this spell from Pazuzu, whose other spells are not great.

Monstrosity Form (***) (Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Tempest, Time): (R) AC is a debuff at eighth rank, but a buff at ninth rank (specifically level 17) and neutral beyond that. Attack bonus is buffed at levels 15, 17, and 18. The cave worm and sea serpent offer great melee damage. The phoenix has high damage potential between passive area fire damage and persistent damage, especially against enemies with fire weakness. The sea serpent form's Spine Rake ability also has high damage potential since it targets reflex and can harm multiple targets. The cave worm form gives several useful defensive benefits, including automatic condition recovery, ignoring (greater) difficult terrain, and immunity to the immobilized condition. Speeds are great across the board. Among the better polymorph spells, which works out well for you if your cursebound value is low enough that you can use cursebound effects while polymorphed. Blight and Time oracles don't have any great deity choices to gain this spell.

Punishing Winds (***) (Ash, Battle, Flames, Tempest): (Acrobatics / athletics) Action denial and difficult terrain, or greater difficult terrain against flying enemies, as well as in the outer squares of the effect. It can also cause falling damage, but less so than *falling sky*. If your targets can't fly and have terrible athletics, they're more or less stuck inside the effect. It's a three action spell, though, so plan your turns accordingly. Unfortunately for Flames oracles, the Breath of the Endless Sky pantheon is the only way to get this spell, and its other two spells aren't great (*gust*

of wind and *wall of wind*). The other three mysteries can get this spell through Umarik who also offers *howling blizzard*, which is much better than *wall of wind*. He still gives *gust of wind* for a first rank spell, though.

Quandary (****) (Ash, Battle, Blight, Cosmos, Flames, Lore): (Occultism / perception / thievery)
Take a target fully out of the fight without the incapacitation effect. It's best to gain this spell from Nethys where possible (Ash, Battle, Blight, Lore).

Uncontrollable Dance (**) (Ancestors, Ash, Battle, Bones, Cosmos, Flames, Life, Time): (W)
Single-target incapacitation control spell that takes away a target's actions. It's good, but you'll have to work around the dangerous touch range.

Unrelenting Observation (**) (Ancestors, Ash, Battle, Lore): All of your targets, including the willing creatures, must be in the area. This means that the 100 foot range is only useful if you don't want the spell cast on yourself and if you have an ally or allies near the target. You can use it to track a stealthy or invisible minion or ally and lend everyone's perception capabilities to scouting. You could try to use it against an unwilling target if you're able to force said target to comply with whatever tasks you want it to do, or on a minion if your party has one.

Whirlpool (***) (Blight, Lore, Tempest): (R) Continuous area damage within a huge range, difficult terrain, further movement punishment for creatures without a swim speed / good athletics, and a potential secondary movement control effect forcing enemies toward the center. It's a pretty strong area control tool, though like *punishing winds*, it is a three action spell.

9th rank

Detonate Magic (****) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Life, Lore, Time): (R)
Remove a major buff from a target and deal a relatively small amount of damage to it and any other targets receiving the same buff. As a ninth rank spell, a success on your counteract check will remove any one magical effect from whatever you're targeting. A failure will still remove the vast majority of important effects.

Falling Stars (****) (Battle, Cosmos, Time): (R) This spell deals a massive amount of damage in a huge area which can partially overlap. Plus, it gives damage type flexibility. Battle oracles can only gain this spell from Apsu, whose other spells aren't great.

Implosion (***) (Ancestors, Ash, Battle, Blight, Bones, Flames, Life): (F) Solid single target sustained damage, though you have to target a different creature every time you Sustain. Unfortunately, neither Dahak nor Nulgreth offer any other good spells.

Metamorphosis (***) (Ancestors, Cosmos, Life, Lore, Time): The most important effect is the renewable temp HP, which is especially great for Life oracles running *life link* (though their healing beyond *life link* while polymorphed will only come from cursebound, Sustained, or static effects). It'll also give you flexibility with some of the better polymorph spells - namely, *dragon form* for flexible damage types and resistances as needed. Time oracles don't have any good deity options for this spell.

Nature's Enmity (**) (Lore): (R) Speed penalty, minor damage, chance at off-guard, and primal spellcaster disruption.

Phantasmagoria (****) (Ancestors, Battle, Blight, Bones, Life, Lore, Tempest, Time): (W) Slightly below average damage, but you can target an unlimited number of creatures within 120 feet. It also offers reaction denial and significant area control, potentially rendering enemies confused without the incapacitation trait. It's better to gain this spell from one of the Nyarlathotep variants where possible (Ancestors, Battle, Lore, Tempest, Time), but Charon is still a good pick for the other mysteries.

Prismatic Sphere (***) (Ancestors, Ash, Battle, Life): (F, R, W) It has the same functions as a *prismatic wall*, but as a ten-foot burst sphere instead. There are a lot of great effects going on here, but only you can pass safely through the wall, not your allies. They also suffer the chance to become dazzled or blinded. Though that is somewhat tactically limiting, you're dealing 85 damage, inflicting enfeebled 1 and slowed 1, potentially *plane shifting* creatures trying to pass through, and stopping just about every possible effect that could pass through the wall (acid, cold, electricity, fire, force, void, vitality, sonic, auditory, sonic, visual, divination, and mental effects; petrification; magic; and destroying ammunition-based and thrown ranged attacks) unless it comes from you. That is a huge amount of defensive value. You'll only want to use it on

yourself due to the ally limitations. Only available from The Last Breath pantheon which, fortunately, offers two other good spells (*endure* and *containment*).

Power Word Kill (*) (Battle, Bones, Lore): 50 damage against a single target is fairly weak at this level. Its only “advantage” is that there is no associated save, though that also means no chance at a crit fail.

Resplendent Mansion (*) (Ancestors, Battle, Lore): The only difference between this and *planar palace* is its *alarm* spells. That won't matter against teleportation magic, which this spell does not protect against. *Planar palace*, though smaller, resists all but *interplanar teleport*. It's safer, puts you in a pocket dimension rather than a castle that sprouts up wherever you are, lasts the same amount of time, and takes up a lower slot. Just pick a deity with *planar palace* instead if you want something like this. It doesn't have the extradimensional trait, though, so spacious pouches and the like won't cease to function inside the *resplendent mansion*.

Unfathomable Song (**) (Ancestors, Ash, Battle, Blight, Bones, Cosmos, Lore, Time): (W) Strong, but random, area debuffs. You have to spend actions Sustaining the spell and it has the incapacitation trait.

Wrathful Storm (**) (Ancestors, Ash, Battle, Lore, Tempest): (F, R) Requires you to Sustain it to do meaningful damage. Ranged allies are going to hate this spell because it doesn't have an ally filter. You can, at least, place the lightning and tornado effects such that they don't affect allies. The greater difficult terrain can be very useful against flying enemies, and the tornado will at least do consistent (if low) fall damage plus prone condition.

Gifted Power

Gifted Power

This section exists to detail Gifted Power + Divine Access combinations. Gifted Power only gives one extra spell slot per day, so options here are rated on versatility in using that spell slot, as well as how potent the spells are when used at max rank. Some spells are just so good that, even without having associated heightened effects, they're worth using an extra time per day.

- **Ancestors**

- Three or more good choices:

- **Acavna** (****): *protector tree, containment, wall of force*
 - Party defense and control.
 - **Arqueros** (****): *endure, mountain resilience, wall of stone*
 - Defense and area control.
 - **Isis** (****): *wall of force, migration, metamorphosis*
 - Control, buffing, and personal defense.
 - **Izuyaku** (****): *endure, haste, geyser*
 - Defense, buffing, and blasting.
 - **Nalinivati** (***): *subconscious suggestion, confusing colors, contingency*
 - Control and defense. Nalinivati also offers *invisibility* if you don't want to double up on incapacitation effects.
 - **Nyarlahotep** (The Veiled Voice) (****): *subconscious suggestion, never mind, contingency, disappearance, phantasmagoria*
 - Primarily area control and some defense.
 - **The Last Breath** (****): *endure, containment, prismatic sphere*
 - Defense and control.

- Two good choices:

- **Charon** (***): *wave of despair, phantasmagoria*
 - *Wave of despair* doesn't really need to heighten, but it's a strong enough spell that you'll be glad for extra casts. Likewise with *phantasmagoria*, but at level 17+.
 - **Cihua Coatl** (****): *mountain resilience, true target*
 - Third spell is *sure strike* which, while you don't need to spend a top spell slot on it, is a very welcome spell in your kit.
 - **Droskar** (****): *haste, subconscious suggestion*

- **Embaral** (****): *endure, slow*
- **Fandarra** (***): *endure, wall of thorns*
- **Gravelady's Guard** (****): *force barrage, wall of force*
- **Grundinnar** (****): *containment, wall of force*
- **Haborym** (**): *phantom prison, wave of despair*
 - *Wave of despair* is nice to have more casts, but it doesn't really need to heighten. *Phantom prison* is more effective at higher ranks when it's an area tool, but it's not the greatest incapacitation effect. *Thunderstrike* has no real bearing on Gifted Power, though you can use it in a max rank slot if you find the occasion to do so.
- **Lissala** (**): *animus mine, never mind*
 - *Animus mine* is a decent spell for some passive damage. *Never mind* isn't the strongest incapacitation effect, but keeping one at max rank is a good way to mitigate the incapacitation issues.
- **Lorris** (***): *endure, collective transposition*
- **Reymenda** (****): *vision of death, true target*
 - Also gives *tailwind*.
- **Vonymos** (***): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it.
- **Wards of the Pharaoh** (***): *containment, detonate magic*
 - With *detonate magic* being an eighth rank spell, you're only really gaining *containment* from this pantheon for most levels.
- One good choice:
 - **Achaek** (***): *vision of death*
 - Also gives *sure strike* and *invisibility*.
 - **Andoletta** (***): *collective transposition*
 - Also gives *gentle landing*. Utility pick.
 - **Angradd** (**): *blistering invective*
 - Decent if you want some extra fire-based blasting. Also adds *fireball*.
 - **Barzakh** (***): *teleport*
 - *Teleport* is Barzakh's only spell with much heightening use, but they also offer *tailwind* and *knock*.

- **Children of the Night** (**): *shadow raid*
 - You won't be able to use *shadow raid* until level 13, but this pantheon also offers *illusory disguise* and *wall of shadow*. They don't really need to be used in a top rank slot, but it is nice having extra casts of them.
- **Chinostes** (***): *true target*
 - Also the only source of *gecko grip*.
- **Falayna** (***): *cloak of colors*
 - Also gives *sure strike*.
- **Immaculate Growth** (***): *endure*
 - Also gives *entangling flora* and *tangling creepers* for some area control.
- **Imot** (**): *phantasmal calamity*
 - More or less the same as Zyphus since they both give *ill omen* (which you already have) and *phantasmal calamity*, but Imot's *paranoia* is a little more useful than Zyphus's *shatter*.
- **Kaldemash** (**): *true target*
 - You won't be able to use *true target* until level 13, but Kaldemash's spell set is strong enough to be worth taking.
- **Keepers of the Hearth** (***): *mountain resilience*
 - Also gives *enlarge*.
- **Norgorber** (***): *vision of death*
 - Also gives *illusory disguise* and *vision of death*.
- **Ragathiel** (****): *haste*
 - Also gives *sure strike*.
- **Shax** (****): *haste*
 - Also gives *invisibility*.
- **The Readied Strike** (***): *collective transposition*
 - Also gives *telepathy*. Utility pick.
- **Vavaalrav** (***): *mountain resilience*
 - Also gives *momentary recovery*.
- **Vildeis** (**): *synaptic pulse*
 - Vildeis's other spells aren't great, but she's the only deity that grants Ancestors oracles *synaptic pulse*.

- **Vineshvakhi** (***): *chain lightning*
 - Also gives *enlarge*.
- **Ash**
 - Three or more good choices:
 - **Abraxas** (****): *slither, never mind, contingency, detonate magic*
 - Control and defense with a bit of blasting.
 - **Nethys** (****): *force barrage, wall of force, quandary, detonate magic*
 - Blasting and control.
 - **The Last Breath** (****): *endure, containment, prismatic sphere*
 - Defense and control.
 - **Trudd** (****): *endure, haste, mountain resilience*
 - Defense and buffing.
 - Two good choices:
 - **Apep** (***): *hydraulic torrent, monstrosity form*
 - **Cixyron** (****): *toxic cloud, chain lightning*
 - **Dramindyr** (***): *interposing earth, containment*
 - Also gives *magic passage*.
 - **Droskar** (****): *haste, subconscious suggestion*
 - **Groetus** (***): *wave of despair, detonate magic*
 - **Haborym** (**): *phantom prison, wave of despair*
 - *Wave of despair* is nice to have more casts, but it doesn't really need to heighten. *Phantom prison* is more effective at higher ranks when it's an area tool, but it's not the greatest incapacitation effect. *Thunderstrike* has no real bearing on Gifted Power, though you can use it in a max rank slot if you find the occasion to do so.
 - **Hei Feng** (***): *hydraulic torrent, chain lightning*
 - **Ptah** (****): *wall of metal, ferrous form*
 - **Umarik** (***): *howling blizzard, punishing winds*
 - **Vonymos** (***): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it.
 - One good choice:
 - **Angradd** (**): *blistering invective*

- Gives two potential tools to combo with the weakness from *incendiary ashes*: *blistering invective* and *fireball* with firestarter pellets.
- **Azathoth** (***): *synaptic pulse*
 - Also gives *ill omen*.
- **Doloras** (***): *synaptic pulse*
 - Also gives *earthbind*.
- **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
- **Kostchtchie** (***): *howling blizzard*
 - Also gives *enlarge*.
- **Nhimbaloth** (***): *toxic cloud*
 - Also gives *entangling flora*.
- **Qi Zhong** (***): *containment*
 - Also gives *false vitality*.
- **Ragadahn** (****): *brine dragon bile*
- **Ragathiel** (****): *haste*
 - Also gives *sure strike*.
- **Rhan-Tegoth** (***): *phantasmal calamity*
 - Also gives *one with stone*.
- **Scal** (***): *phantasmal calamity*
 - Also gives *liberating command*.
- **Telvrys** (****): *acid grip*
 - Also gives *tangling creepers*.
- **The Tides of Chaos** (****): *subconscious suggestion*
 - Also gives *ill omen* and *invisibility*.
- **Touch of the Sun** (***): *false vitality, fiery body*
- **Zevgavizeb** (***): *dinosaur form, earthquake*
 - Plan for melee capability with this deity, even if it is only in *dinosaur form*.

- **Battle**

- Three or more good choices:

- **Abraxas** (****): *slither, never mind, contingency, detonate magic*

- Control and defense with a bit of blasting.
- **Acavna** (****): *protector tree, containment, wall of force*
 - Party defense and control.
- **Arqueros** (****): *endure, mountain resilience, wall of stone*
 - Defense and area control.
- **Arazni** (**): *animus mine, endure, never mind*
 - This is a stronger pick for a melee build because of *endure*'s defensive value, and because *animus mine* will help deal some passive damage and ease the action economy of getting into melee.
- **Izuyaku** (****): *endure, haste, geyser*
 - Defense, buffing, and blasting.
- **Nethys** (****): *force barrage, wall of force, quandary, detonate magic*
 - Blasting and control.
- **Nyarlahotep** (The Veiled Voice) (****): *subconscious suggestion, never mind, contingency, disappearance, phantasmagoria*
 - Primarily area control and some defense.
- **The Last Breath** (****): *endure, containment, prismatic sphere*
 - Defense and control.
- **Trudd** (****): *endure, haste, mountain resilience*
 - Defense and buffing.
- Two good choices:
 - **Apep** (**): *hydraulic torrent, monstrosity form*
 - **Belech** (**): *enlarge, mountain resilience*
 - **Cihua Coatl** (**): *mountain resilience, true target*
 - You already have *sure strike*, but *mountain resilience* is welcome in a top slot. *True target* is a good enough party buff to be worth having an extra cast of it even if it doesn't need to heighten.
 - **Cixyron** (****): *toxic cloud, chain lightning*
 - **Dramindyr** (**): *interposing earth, containment*
 - Also gives *magic passage*. Better pick for a melee build because of *interposing earth*'s defensive value.
 - **Grask Uldeth** (****): *endure, mask of terror*
 - **Gravelady's Guard** (**): *force barrage, wall of force*

- You could get these spells from Nethys instead. Only reason to pick this pantheon instead is if your party needs you to cast *ghostly weapon* instead of one of Nethys's choices.
- Grundinnar (****): *containment, wall of force*
- Groetus (***): *wave of despair, detonate magic*
- Haborym (**): *phantom prison, wave of despair*
 - *Wave of despair* is nice to have more casts, but it doesn't really need to heighten. *Phantom prison* is more effective at higher ranks when it's an area tool, but it's not the greatest incapacitation effect. *Thunderstrike* has no real bearing on Gifted Power, though you can use it in a max rank slot if you find the occasion to do so. *Thunderstrike* is also a bit better for melee builds.
- Hei Feng (***): *hydraulic torrent, chain lightning*
- Irori (***): *haste, mountain resilience*
- Jaidz (****): *haste, mask of terror*
 - Also gives *tailwind*.
- Korada (****): *slow, containment*
- Lorris (***): *endure, collective transposition*
- Reymenda (****): *vision of death, true target*
 - Also gives *tailwind*.
- Rokoga Gin (****): *haste, true target*
- Umarik (***): *howling blizzard, punishing winds*
- Urgathoa (***): *false vitality, mask of terror*
- Vonymos (***): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it. You can also use *blazing dive* for melee positioning. This is a better pick for melee builds because of *endure*'s defensive utility.
- Wards of the Pharaoh (***): *containment, detonate magic*
 - With *detonate magic* being an eighth rank spell, you're only really gaining *containment* from this pantheon for most levels.
- Ydersius (****): *toxic cloud, mask of terror*
- One good choice:
 - Achaek (**) : *vision of death*

- Also gives *invisibility*.
- **Aleth** (**): *shadow raid*
 - Also gives *wall of shadow*. *Shadow raid* will take a couple extra levels to be viable since it's seventh rank.
- **Andoletta** (***): *collective transposition*
 - Also gives *gentle landing*. Utility pick.
- **Angradd** (**): *blistering invective*
 - Decent if you want some extra fire-based blasting. Also adds *fireball*.
- **Azathoth** (**): *synaptic pulse*
 - Also gives *ill omen*.
- **Chaldira** (***): *cloak of colors*
 - Also gives *laughing fit*.
- **Gogunta** (***): *slither*
 - Also gives *aqueous orb*.
- **Iapholi** (**): *hidebound*
- **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
- **Kaldemash** (***): *true target*
 - Also gives *clairvoyance*. You'll have to wait until level 13 to be able to use *true target*.
- **Keepers of the Hearth** (***): *mountain resilience*
 - Also gives *enlarge*.
- **Kostchtchie** (***): *howling blizzard*
 - Also gives *enlarge*.
- **Kurgess** (***): *haste*
 - Also gives *enlarge*.
- **Ma'at** (***): *containment*
 - Also gives *gentle landing*.
- **Nameless** (***): *synaptic pulse*
 - Also gives *liberating command* and *clairaudience*.
- **Obari** (***): *hydraulic torrent*
 - Also gives *tailwind* and *aqueous orb*.
- **Qi Zhong** (***): *containment*

- Also gives *false vitality*.
- **Ragadahn** (****): *brine dragon bile*
- **Scal** (***): *phantasmal calamity*
 - Also gives *liberating command*.
- **Soralyon** (***): *mountain resilience*
 - Also gives *one with stone*.
- **Telvrys** (****): *acid grip*
 - Also gives *tangling creepers*.
- **The Tides of Chaos** (****): *subconscious suggestion*
 - Also gives *ill omen* and *invisibility*.
- **The Divine Dare** (***): *haste*
 - Also gives *winning streak*.
- **The Readied Strike** (***): *collective transposition*
 - Also gives *telepathy*. Utility pick.
- **Touch of the Sun** (***): *false vitality, fiery body*
- **Urban Prosperity** (***): *containment*
 - Also gives *knock*.
- **Ussharassim** (***): *cloak of colors*
 - Also gives *honeyed words*.
- **Vavaalrav** (***): *mountain resilience*
 - Also gives *momentary recovery*.
- **Venkelvore** (***): *cursed metamorphosis*
 - Also gives *illusory disguise*.
- **Vineshvakhi** (***): *chain lightning*
 - Also gives *enlarge*.
- **Zevgavizeb** (***): *dinosaur form, earthquake*
 - Plan for melee capability with this deity, even if it is only in *dinosaur form*.

- **Blight**

- Three good choices:
 - **Nethys** (****): *force barrage, wall of force, quandary, detonate magic*
 - Blasting and control.
- Two good choices:

- **Charon** (***): *wave of despair, phantasmagoria*
 - *Wave of despair* doesn't really need to heighten, but it's a strong enough spell that you'll be glad for extra casts. Likewise with *phantasmagoria*, but at level 17+.
- **Fandarra** (***): *endure, wall of thorns*
- **Groetus** (***): *wave of despair, detonate magic*
- **Shapes of the Fading Luster** (****): *impaling spike, ferrous form*
- **Tresmalvos** (***): *hydraulic torrent, desiccate*
- **Urgathoa** (****): *false vitality, mask of terror*
- **Vonymos** (***): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it.
- **Weight of the World** (****): *howling blizzard, chain lightning*
- One good choice:
 - **Achaek** (***): *vision of death*
 - Also gives *sure strike* and *invisibility*.
 - **Anubis** (****): *wall of stone*
 - **Azathoth** (***): *synaptic pulse*
 - Also gives *ill omen*.
 - **Barzakh** (***): *teleport*
 - *Teleport* is Barzakh's only spell with much heightening use, but they also offer *tailwind* and *knock*.
 - **Chinostes** (***): *true target*
 - Also the only source of *gecko grip*.
 - **Dammerich** (***): *mountain resilience*
 - Also gives *sure strike*.
 - **Fortune's Fate** (***): *true target*
 - Also gives *ill omen* and *invisibility*. You won't be able to use *true target* until level 13.
 - **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
 - **Narriseminek** (****): *synesthesia*
 - **Norgorber** (***): *vision of death*
 - Also gives *illusory disguise* and *vision of death*.

- **Rhan-Tegoth** (**): *phantasmal calamity*
 - Also gives *one with stone*.
- **Shax** (****): *haste*
 - Also gives *invisibility*.
- **The Lantern King** (**): *cursed metamorphosis*
 - Also gives *illusory disguise* and *laughing fit*.
- **The Pandemonia** (**): *vibrant pattern*
 - Also gives *befuddle* and *hypnotize*.
- **The Tides of Chaos** (****): *subconscious suggestion*
 - Also gives *ill omen* and *invisibility*.
- **Zyphus** (**): *phantasmal calamity*
 - Also gives *ill omen*.

- **Bones**

- Three good choices:
 - **Acavna** (****): *protector tree, containment, wall of force*
 - Party defense and control.
- Two good choices:
 - **Charon** (**): *wave of despair, phantasmagoria*
 - *Wave of despair* doesn't really need to heighten, but it's a strong enough spell that you'll be glad for extra casts. Likewise with *phantasmagoria*, but at level 17+. Third spell is *grim tendrils*, though, which you already have.
 - **Cihua Coatl** (****): *mountain resilience, true target*
 - Third spell is *sure strike* which, while you don't need to spend a top spell slot on it, is a very welcome spell in your kit.
 - **Embaral** (****): *endure, slow*
 - **Fandarra** (**): *endure, wall of thorns*
 - **Gravelady's Guard** (**): *force barrage, wall of force*
 - This pantheon is your only means of gaining this spell combination, but Bones oracles already get the third spell, *ghostly weapon*.
 - **Groetus** (**): *wave of despair, detonate magic*
 - **Haborym** (**): *phantom prison, wave of despair*

- *Wave of despair* is nice to have more casts, but it doesn't really need to heighten. *Phantom prison* is more effective at higher ranks when it's an area tool, but it's not the greatest incapacitation effect. *Thunderstrike* has no real bearing on Gifted Power, though you can use it in a max rank slot if you find the occasion to do so.
- **Irori** (***): *haste, mountain resilience*
- **Lorris** (***): *endure, collective transposition*
- **Sithhud** (****): *slow, howling blizzard*
- **Vonymos** (***): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it. You can also use *blazing dive* for melee positioning.
- **Vorasha** (***): *toxic cloud, monstrosity form*
- **Weight of the World** (****): *howling blizzard, chain lightning*
- One good choice:
 - **Achaekek** (***): *vision of death*
 - Also gives *sure strike* and *invisibility*.
 - **Anubis** (****): *wall of stone*
 - **Azathoth** (***): *synaptic pulse*
 - Also gives *ill omen*.
 - **Barzakh** (***): *teleport*
 - *Teleport* is Barzakh's only spell with much heightening use, but they also offer *tailwind* and *knock*.
 - **Children of the Night** (***): *shadow raid*
 - You won't be able to use *shadow raid* until level 13, but this pantheon also offers *illusory disguise* and *wall of shadow*. They don't really need to be used in a top rank slot, but it is nice having extra casts of them.
 - **Chinostes** (***): *true target*
 - Also the only source of *gecko grip*.
 - **Dalenydra** (**): *contingency*
 - You won't be able to use *contingency* until level 13, but Dalenydra also offers *liminal doorway*. It doesn't really need to be used in a top rank slot, but it is nice to have an extra cast now and again.

- **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
- **Norgorber** (***): *vision of death*
 - Also gives *illusory disguise* and *vision of death*.
- **Ragadahn** (****): *brine dragon bile*
- **Rhan-Tegoth** (***): *phantasmal calamity*
 - Also gives *one with stone*.
- **Shax** (****): *haste*
 - Also gives *invisibility*.
- **Sicva** (***): *toxic cloud*
 - Also gives *entangling flora*.
- **Soralyon** (***): *mountain resilience*
 - Also gives *one with stone*.
- **The Tides of Chaos** (****): *subconscious suggestion*
 - Also gives *ill omen* and *invisibility*.
- **Touch of the Sun** (***): *false vitality, fiery body*
- **Urgathoa** (**): *mask of terror*
 - You won't be able to use *mask of terror* until level 13.
- **Vavaalrav** (***): *mountain resilience*
 - Also gives *momentary recovery*.
- **Zyphus** (***): *phantasmal calamity*
 - Also gives *ill omen*.

- **Cosmos**

- Three good choices:
 - **Acavna** (****): *protector tree, containment, wall of force*
 - Party defense and control.
- Two good choices:
 - **Apep** (***): *hydraulic torrent, monstrosity form*
 - **Cixyron** (****): *toxic cloud, chain lightning*
 - **Dramindyr** (***): *interposing earth, containment*
 - Also gives *magic passage*.
 - **Groetus** (***): *wave of despair, detonate magic*
 - **Pulura** (***): *cloak of colors, teleport*

- Her third spell is *dizzying colors*, which you already have.
- **Shivaska** (***): *phantom prison, slither*
- **Tolte Coatl** (***): *tailwind, quandary*
- **Tresmalvos** (***): *hydraulic torrent, desiccate*
- One good choice:
 - **Azathoth** (***): *synaptic pulse*
 - Also gives *ill omen*.
 - **Children of the Night** (***): *shadow raid*
 - You won't be able to use *shadow raid* until level 13, but this pantheon also offers *illusory disguise* and *wall of shadow*. They don't really need to be used in a top rank slot, but it is nice having extra casts of them.
 - **Corosbel / Velgaas** (**): *subconscious suggestion*
 - The weaker options for *subconscious suggestion*. Both also offer *charm*, which you can and should heighten as an incapacitation effect. Their respective third spells, *nightmare* and *distracting chatter*, are about equally situational, though *distracting chatter* is better if you have a forgiving GM.
 - **Cosmic Caravan** (**): *falling stars*
 - Also gives *translocate*. You won't be able to use *falling stars* until level 17.
 - **Kaldemash** (***): *true target*
 - You won't be able to use *true target* until level 13, but Kaldemash's spell set is strong enough to be worth taking.
 - **Ma'at** (***): *containment*
 - Also gives *gentle landing*.
 - **Nhimbaloth** (***): *toxic cloud*
 - Also gives *entangling flora*.
 - **Rhan-Tegoth** (***): *phantasmal calamity*
 - Also gives *one with stone*.
 - **Thalaphyrr** (***): *slow*
 - Thalaphyrr's other spells are really bad, but *slow* is very strong. You have no other deity that grants *slow*.
 - **The Tides of Chaos** (****): *subconscious suggestion*

- Also gives *ill omen* and *invisibility*. This pantheon is a significantly stronger pick for *subconscious suggestion* than Corosbel or Velgaas.
 - **The Devourer** (****): *acid grip*
 - **Vavaalrav** (***): *mountain resilience*
 - Also gives *momentary recovery*.
- **Flames**
 - Two good choices:
 - **Droskar** (****): *haste, subconscious suggestion*
 - **Haborym** (**): *phantom prison, wave of despair*
 - *Wave of despair* is nice to have more casts, but it doesn't really need to heighten. *Phantom prison* is more effective at higher ranks when it's an area tool, but it's not the greatest incapacitation effect. *Thunderstrike* has no real bearing on Gifted Power, though you can use it in a max rank slot if you find the occasion to do so.
 - **Pulura** (***): *cloak of colors, teleport*
 - **Ptah** (****): *wall of metal, ferrous form*
 - **Tolte Coatl** (***): *tailwind, quandary*
 - One good choice:
 - **Anras** (**): *chain lightning*
 - **Kaldemash** (***): *true target*
 - You won't be able to use *true target* until level 13, but Kaldemash's spell set is strong enough to be worth taking.
 - **Ma'at** (***): *containment*
 - Also gives *gentle landing*.
 - **Qi Zhong** (***): *containment*
 - Also gives *false vitality*.
 - **Ragathiel** (****): *haste*
 - Also gives *sure strike*.
 - **Rhan-Tegoth** (***): *phantasmal calamity*
 - Also gives *one with stone*.
 - **The Devourer** (****): *acid grip*
 - **Touch of the Sun** (***): *false vitality, fiery body*

- **Life**

- Three good choices:

- **Arazni** (****): *animus mine, endure, never mind*
- **Isis** (****): *wall of force, migration, metamorphosis*
 - Control, buffing, and personal defense.
- **Izuyaku** (****): *endure, haste, geyser*
 - Defense, buffing, and blasting.
- **The Last Breath** (****): *endure, containment, prismatic sphere*
 - Defense and control.

- Two good choices:

- **Charon** (***): *wave of despair, phantasmagoria*
 - *Wave of despair* doesn't really need to heighten, but it's a strong enough spell that you'll be glad for extra casts. Likewise with *phantasmagoria*, but at level 17+.
- **Cihua Coatl** (****): *mountain resilience, true target*
 - Third spell is *sure strike* which, while you don't need to spend a top spell slot on it, is a very welcome spell in your kit.
- **Fandarra** (***): *endure, wall of thorns*
- **Gravelady's Guard** (****): *force barrage, wall of force*
- **Korada** (****): *slow, containment*
- **Mephistopheles** (***): *blistering invective, subconscious suggestion*
- **Shivaska** (***): *phantom prison, slither*
- **Sifkesh** (***): *suggestion, wave of despair*
 - Also gives *ill omen*.
- **Vonymos** (****): *endure, falling sky*
 - *Falling sky* is unique to this deity, though as an eighth rank spell, you'll have to wait a few levels before being able to use it.
- **Vorasha** (***): *toxic cloud, monstrosity form*
- **Wards of the Pharaoh** (****): *containment, detonate magic*
 - With *detonate magic* being an eighth rank spell, you're only really gaining *containment* from this pantheon for most levels. You do already gain this pantheon's third spell, *soothe*.

- One good choice:

- **Achaek** (***): *vision of death*
 - Also gives *sure strike* and *invisibility*.
- **Anubis** (****): *wall of stone*
- **Barzahk** (***): *teleport*
 - *Teleport* is Barzahk's only spell with much heightening use, but they also offer *tailwind* and *knock*.
- **Chinostes** (***): *true target*
 - Also the only source of *gecko grip*.
- **Dalenydra** (**): *contingency*
 - You won't be able to use *contingency* until level 13, but Dalenydra also offers *liminal doorway*. It doesn't really need to be used in a top rank slot, but it is nice to have an extra cast now and again.
- **Doloras** (***): *synaptic pulse*
 - Also gives *earthbind*.
- **Immaculate Growth** (***): *endure*
 - Also gives *entangling flora* and *tangling creepers* for some area control.
- **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
- **Kaldemash** (***): *true target*
 - You won't be able to use *true target* until level 13, but Kaldemash's spell set is strong enough to be worth taking.
- **Norgorber** (***): *vision of death*
 - Also gives *illusory disguise* and *vision of death*.
- **Shax** (****): *haste*
 - Also gives *invisibility*.
- **Srikalis, Sritaming, and Sribaril** (****): *haste*
 - Also gives *sure strike*.
- **Touch of the Sun** (**): *fiery body*
 - This pantheon is your only means of gaining *fiery body*, though you already have both *soothe* and *false vitality*. You'll also have to wait until level 13 to use *fiery body*.
- **Urban Prosperity** (***): *containment*
 - Also gives *knock*.

- Venkelvore (**): *cursed metamorphosis*
 - Also gives *illusory disguise*.
- Vineshvakhi (**): *chain lightning*
 - Also gives *enlarge*.
- Zyphus (**): *phantasmal calamity*
 - Also gives *ill omen*.

- Lore

- Three or more good choices:

- Abraxas (****): *slither, never mind, contingency, detonate magic*
 - Control and defense with a bit of blasting.
- Acavna (****): *protector tree, containment, wall of force*
 - Party defense and control.
- Isis (****): *wall of force, migration, metamorphosis*
 - Control, buffing, and personal defense.
- Nalinivati (**): *subconscious suggestion, confusing colors, contingency*
 - Control and defense. Nalinivati also offers *invisibility* if you don't want to double up on incapacitation effects.
- Nethys (****): *force barrage, wall of force, quandary, detonate magic*
 - Blasting and control.
- Nyarlathotep (The Faceless Sphinx) (****): *animus mine, suggestion, wave of despair, hidden mind, phantasmagoria*
 - Passive damage, control, and the only means of getting *hidden mind*.
- Nyarlathotep (The Veiled Voice) (****): *subconscious suggestion, never mind, contingency, disappearance, phantasmagoria*
 - Primarily area control and some defense.

- Two good choices:

- Cixyron (****): *toxic cloud, chain lightning*
- Fandarra (**): *endure, wall of thorns*
- Grundinnar (****): *containment, wall of force*
- Irori (**): *haste, mountain resilience*
- Isph-Aun-Vuln (**): *toxic cloud, warp mind*
- Jaidz (****): *haste, mask of terror*

- Also gives *tailwind*.
 - **Korada** (****): *slow, containment*
 - **Lorthact** (***): *force barrage, slow*
 - You already have *never mind*.
 - **Mephistopheles** (***): *blistering invective, subconscious suggestion*
 - **Nyarlathep (The Crawling Chaos)** (***): *suggestion, phantasmagoria*
 - Also gives *humanoid form*.
 - **Ptah** (****): *wall of metal, ferrous form*
 - **Shapes of the Fading Luster** (****): *impaling spike, ferrous form*
 - **Urgathoa** (***): *false vitality, mask of terror*
 - **Vorasha** (***): *toxic cloud, monstrosity form*
 - **Wards of the Pharaoh** (***): *containment, detonate magic*
 - With *detonate magic* being an eighth rank spell, you're only really gaining *containment* from this pantheon for most levels.
- One good choice:
- **Andoletta** (***): *collective transposition*
 - Also gives *gentle landing*. Utility pick.
 - **Angradd** (**): *blistering invective*
 - Decent if you want some extra fire-based blasting. Also adds *fireball*.
 - **Barzakh** (***): *teleport*
 - *Teleport* is Barzakh's only spell with much heightening use, but they also offer *tailwind* and *knock*.
 - **Casandalee** (****): *wall of force*
 - Also gives *carryall*. You already have *hypercognition*.
 - **Children of the Night** (**): *shadow raid*
 - You won't be able to use *shadow raid* until level 13, but this pantheon also offers *illusory disguise* and *wall of shadow*. They don't really need to be used in a top rank slot, but it is nice having extra casts of them.
 - **Cormion** (****): *subconscious suggestion*
 - Also offers *illusory disguise*. Doesn't need to take up a top rank cast, but its heightened effects are nice if you need them.
 - **Dammerich** (***): *mountain resilience*

- Also gives *sure strike*.
 - Erecura (**): *subconscious suggestion*
 - Also gives *invisibility*.
 - Kaldemash (**): *true target*
 - You won't be able to use *true target* until level 13, but Kaldemash's spell set is strong enough to be worth taking.
 - Kurgess (**): *haste*
 - Also gives *enlarge*.
 - Ma'at (**): *containment*
 - Also gives *gentle landing*.
 - Mazludeh (****): *wall of stone*
 - Narriseminek (****): *synesthesia*
 - Norgorber (**): *vision of death*
 - Also gives *illusory disguise* and *vision of death*.
 - Qi Zhong (**): *containment*
 - Also gives *false vitality*.
 - Soralyon (**): *mountain resilience*
 - Also gives *one with stone*.
 - Ssila'meshnik (**): *synaptic pulse*
 - Also gives *liberating command* and *mirror's misfortune*.
 - The Readied Strike (**): *collective transposition*
 - Also gives *telepathy*. Utility pick.
 - The Tides of Chaos (****): *subconscious suggestion*
 - Also gives *ill omen* and *invisibility*.
 - Urban Prosperity (**): *containment*
 - Also gives *knock*.
 - Vineshvakhi (**): *chain lightning*
 - Also gives *enlarge*.
 - Ydajisk (**): *blistering invective*
 - Also gives *honeyed words*.
- Tempest
 - Three or more good choices:
 - Izuyaku (****): *endure, haste, geyser*

- Defense, buffing, and blasting.
 - **Nyarlahotep** (The Faceless Sphinx) (****): *animus mine, suggestion, wave of despair, hidden mind, phantasmagoria*
 - Passive damage, control, and the only means of getting *hidden mind*.
- Two good choices:
 - **Embaral** (****): *endure, slow*
 - **Isph-Aun-Vuln** (***): *toxic cloud, warp mind*
 - **Pulura** (***): *cloak of colors, teleport*
 - **Shapes of the Fading Luster** (****): *impaling spike, ferrous form*
 - **Sithhud** (****): *slow, howling blizzard*
 - **Umarik** (***): *howling blizzard, punishing winds*
 - **Vorasha** (***): *toxic cloud, monstrosity form*
- One good choice:
 - **Casandalee** (****): *wall of force*
 - Also gives *carryall*.
 - **Gogunta** (***): *slither*
 - Also gives *aqueous orb*.
 - **Lubaiko** (***): *fiery body*
 - You'll have to wait until level 13 to use *fiery body*, but Lubaiko does at least also gives *ill omen*.
 - **Kostchtchie** (**): *howling blizzard*
 - Also gives *enlarge*.
 - **Qi Zhong** (***): *containment*
 - Also gives *false vitality*.
 - **Ragadahn** (****): *brine dragon bile*
- **Time**
 - Three or more good choices:
 - **Lorthact** (****): *force barrage, slow, never mind*
 - **Nyarlahotep** (The Veiled Voice) (****): *subconscious suggestion, never mind, contingency, disappearance, phantasmagoria*
 - Primarily area control and some defense.
 - Two good choices:

- **Dramindyr** (**): *interposing earth, containment*
 - Also gives *magic passage*.
- **Gravelady's Guard** (****): *force barrage, wall of force*
- **Groetus** (**): *wave of despair, detonate magic*
- **Irori** (**): *haste, mountain resilience*
- **Korada** (****): *slow, containment*
- **Lissala** (**): *animus mine, never mind*
 - *Animus mine* is a decent spell for some passive damage. *Never mind* isn't the strongest incapacitation effect, but keeping one at max rank is a good way to mitigate the incapacitation issues.
- **Shapes of the Fading Luster** (****): *impaling spike, ferrous form*
- **Shivaska** (**): *phantom prison, slither*
- One good choice:
 - **Achaek** (**): *vision of death*
 - Also gives *sure strike* and *invisibility*.
 - **Angradd** (**): *blistering invective*
 - Decent if you want some extra fire-based blasting. Also adds *fireball*.
 - **Azathoth** (**): *synaptic pulse*
 - Also gives *ill omen*.
 - **Cosmic Caravan** (**): *falling stars*
 - Also gives *translocate*. You won't be able to use *falling stars* until level 17.
 - **Doloras** (**): *synaptic pulse*
 - Also gives *earthbind*.
 - **Fortune's Fate** (***): *true target*
 - Also gives *ill omen* and *invisibility*. You won't be able to use *true target* until level 13.
 - **Imot** (***): *phantasmal calamity*
 - Also gives *ill omen*.
 - **Lubaiko** (**): *fiery body*
 - You'll have to wait until level 13 to use *fiery body*, but Lubaiko does at least also gives *ill omen*.
 - **Nameless** (***): *synaptic pulse*

- Also gives *liberating command* and *clairaudience*.
- **Nhimbaloth** (***): *toxic cloud*
 - Also gives *entangling flora*.
- **Rhan-Tegoth** (***): *phantasmal calamity*
 - Also gives *one with stone*.
- **Ssila'meshnik** (***): *synaptic pulse*
 - Also gives *liberating command* and *mirror's misfortune*.
- **The Devourer** (****): *acid grip*
- **The Divine Dare** (***): *haste*
 - Also gives *winning streak*.
- **The Lantern King** (***): *cursed metamorphosis*
 - Also gives *illusory disguise* and *laughing fit*.
- **The Pandemonia** (***): *vibrant pattern*
 - Also gives *befuddle* and *hypnotize*.
- **Vineshvakhi** (***): *chain lightning*
 - Also gives *enlarge*.
- **Ydajisk** (***): *blistering invective*
 - Also gives *honeyed words*.

Ancestries

Ancestries

Yellow (**) and red (*) rating ancestries have their own sub-tabs within the Ancestries tab. I've only included green (***) and blue (****) ancestries in the main body of the Ancestries section because there are so many ancestries now that the section was getting cumbersome to navigate.

I deliberately did not include certain heritages and ancestry feats. If it's not in the guide, consider it either too situational for me to include it or outright bad (*). That's not to say you should always avoid the options the guide doesn't list - just be aware that those options will tend to be situational or otherwise highly specialized.

I generally only list the ancestry-related lore feats if they're particularly valuable for certain builds. Otherwise, consider any ancestry-related lore feat a decent choice to overcome the general lack of skills if you're interested in more trained-proficiency skill diversity. The ancestry lore feats can also patch an initial gap to give you a trained proficiency in a skill you plan to develop long term. Ancestry lore feats can also help overcome an INT penalty or give you a flexible skill pick or two depending on your mystery.

In the case of heritages and feats that only grant one specific type of resistance, you can comfortably take them since they're almost certain to come up at some point. These are always worth talking over with your GM, though, assuming said GM is willing to work with you on choices that you can expect to be useful. No one likes a dead feat(ure). Just be aware that Bones, Flames, and Tempest oracles cannot benefit from certain resistances while cursed (void / vitality, fire, and electricity, respectively).

Weapon familiarity feats haven't been entirely remastered, and most likely not all will be. Consult with your GM whether they're willing to make all weapon familiarity feats work the way the remastered ones do. For ancestries that haven't been remastered yet, I lump the weapon familiarity feat chains together because the oracle ordinarily doesn't have a way to gain critical specialization effects. The second feat in each chain, assuming your GM keeps non-remastered ancestries as-is, grants critical specializations in the related weapons. You should be aware that weapon crits aren't exactly reliable on a caster chassis, especially if you're using a weapon that involves a save against your class DC.

For feats and heritages that improve your saves for certain traits (mostly emotion), be aware that, if it's a feat that improves something tied to Will saves (emotion effects), these features mostly become redundant at level 7. Feats in this vein typically include a circumstance bonus, and that stays useful even when you're already upgrading successes into critical successes for all Will saves.

Common ancestries

Elf (***)

Best baseline speed of any ancestry. CON penalties are always painful, although the extra INT is nice for Lore oracles. Coupled with the CON penalty, the 6 HP is going to be rough for Life oracles. If the CON flaw hurts too much, just run a two free attribute boost build instead. Elf heritages are fairly generic and tend to appeal to any build.

- Heritage:
 - Ancient (***/**): You can get a head start on a multiclass archetype. See the archetypes section below for further analysis of good archetype choices. Especially focus on archetypes with a good dedication feat. Bard, cleric, sorcerer, and especially psychic are good for some extra early cantrips, while champion is good for early medium armor proficiency. Champion and cleric also grant sanctification. This is also a means of gaining a weak dedication feat without having to expend a class feat slot, such as ranger, swashbuckler, or thaumaturge. Ranger is a decent choice if you ultimately want master perception proficiency.
 - Cavern (**): Darkvision is always good.
 - Seer (**): You get *detect magic* and so can ignore both the skill and oracle feats that would grant it, as well as free up a cantrip slot. Especially good for Lore oracles to get that circumstance bonus to Identify Magic.
 - Whisper (**): Helps a bit with your poor perception progression, providing a buff to Seek. Since Seek is one of the most frequently useful features of perception, that's a noticeable buff, but it won't make a huge difference unless you're

investing in WIS. It also helps with flat checks to target concealed / hidden targets.

- Ancestry feats:

- (1) **Ancestral Linguistics** (***): As a CHA character without much use for INT, languages can be a limitation when you're trying to perform face functions. Getting a flexible language will help quite a bit so long as you're able to get a downtime day (or *dreaming potential*) to switch languages.
- (1) **Ancestral Longevity** (**): Flexible trained skills can help plug gaps if need be.
 - (9) **Expert Longevity** (**): One skill up to expert. Not great, but it gives you a little bit of skill monkey functionality. Lore oracles can get a lot of lore skill flexibility here since the retraining is automatic, no downtime required, and should consider this feat to be **green** (***).
 - (13) **Universal Longevity** (**): On-demand skill flexibility once per day. Mostly useful for swapping lores, but you might find yourself facing terrain challenges that may need, say, athletics or acrobatics at this level. You may also find use Aiding allies with more applicable skills from time to time.
- (1) **Demonbane Warrior** (**): Though limited to one type of enemy, demons come up fairly frequently in Paizo adventures and are an easy enough bad guy for any GM to slot in that you're likely to see use from this feat. The fact that its weapon / unarmed damage bonus scales with weapon dice will keep it somewhat relevant at all levels. The additional damage for sin vulnerabilities will be nice from time to time, too, since it isn't Strike-reliant.
- (1) **Elemental Wrath** (**): This feat hasn't gotten a remaster update. *Acid splash*'s remaster equivalent is *caustic blast*. Spell components no longer exist, so the change to cast *acid splash* with only verbal components no longer applies. If your GM is willing to give this feat a little attention, they should take away the manipulate trait from *caustic blast* as all spell components but verbal included the manipulate trait pre-remaster. So long as your GM will play ball (they should, this is a pretty easy one), you'll get *caustic blast* as an innate spell, with only the concentrate trait, and that does a damage type which you choose when you take the spell. Just be aware that you may hit allies with splash damage. *Caustic blast*

is a weaker spell than, say, the comparable reflex-targeting *electric arc*, but this version gives you build flexibility with damage type.

- (1) **Elven Verve** (***): Slowed is a **nasty** debuff. Overcoming it more easily and reducing its duration is good. It probably won't come up terribly often, but the fact that you get the same bonus for the immobilized and paralyzed conditions help this feat be more frequently valuable, especially because of your poor fortitude progression. Note that this feat works against effects that would render you grabbed or restrained, too, since the language is "against effects that would impose the immobilized" condition.
- (1) **Elven Weapon Familiarity** (**): Shortbows are the best you'll get from ancestry weapon feats. Otherwise, d8 finesse with the elven curve blade or reach finesse with the elven branched spear are decent options for a midline melee build.
- (1) **Forlorn** (***): Good across the board since emotion effects are common and you already have a good will save. The circumstance bonus will still be effective beyond level 7.
- (1) **Nimble Elf** (****): Getting a baseline 35 foot speed is fantastic no matter what.
- (1) **Otherworldly Magic** (****): As always, getting innate spells from other traditions' spell lists is quite nice. The arcane list has a lot to offer, with *electric arc* a clear standout (unless you're a Tempest oracle). *Slashing gust* is a decent alternative for Tempest oracles, as is *live wire*.
- (1) **Wildborn Magic** (****): The Mualijae ethnicity will give you access to this feat, so it's pretty easy to get around the uncommon trait. Cantrip versatility and access to more damage types is awesome. The same spells that were great from Otherworldly Magic are also on the primal list.
 - (5) **Wildborn Adept** (***): Three extra cantrips isn't bad. Converting them over to their remaster equivalents is a pretty welcome upgrade, too - *light*, *vitality lash*, and *tangle vine* are all useful tools. Only *tangle foot* is unavailable to you from the divine list, but still, three extra cantrips, and good ones at that.
- (5) **Ageless Patience** (***): +2 is a pretty sizable bonus to help out with your poor perception.
- (5) **Ancestral Suspicion** (**): Mostly valuable for Battle oracles, who are more vulnerable to controlling effects due to their curse's penalty to saves against spells.

- (5) **Elven Instincts** (***): Helpful no matter what and gives you more options among general feats since it mostly replaces Incredible Initiative. If you're playing a stealth build, you may be better off with Incredible Initiative, though.
- (9) **Brightness Seeker** (***): Synergizes nicely with Lore oracles since it augments your divination powers. Even if you're not a Lore oracle, an extra daily use of *augury* is great. It also has the added benefit of a very reliable self-buff reaction after using the innate spell.
- (9) **Elf Step** (***): This can get you out of a tight spot or get you into position for flanking safely. Especially useful in combination with the Feather Step general feat.
- (9) **Otherworldly Acumen** (****): It's only a second rank spell, but you get access to **any** one second rank spell from the arcane spell list (or primal, if your GM allows uncommon options and you take the Wildborn Magic feat) that you can swap out with minimal downtime (or *dreaming potential*). There are quite a few second rank spells that will maintain value throughout the game. *Tailwind* is an outstanding choice.
- (17) **Magic Rider** (**): *Teleport* is available to several mysteries through Divine Access. This removes some of its limitations. For spells that you cast, it currently only works on *umbral journey*, *collective transposition*, *teleport*, *interplanar teleport*, and rank 9 *ethereal jaunt* due to the requirement of you being a target of the spell. *Collective transposition* tends to be the best choices for this feat. You might be able to convince your GM to let it work with *translocate* + a dimensional knot, but you're technically not a target of that spell since it has no targets.

Gnome (****)

You really can't go wrong as a gnome caster. This heritage provides so much flexibility with its baseline attribute modifiers. As a small ancestry, your skill actions with athletics will be limited, but considering how little incentive the Battle mystery has to get into melee, that's fine. Gnome provides a wealth of useful heritages and feats for any build.

- Heritage:

- **Chameleon** (***): Works somewhat well with stealth-oriented builds provided you have an hour to spare here and there to change your coloration. Since you generally want a lot of DEX, that's a decent option, especially with the initial Darkness domain spell. If you're using stealth for initiative frequently, the bonus directly translates to an initiative bonus as well, which is outstanding on top of Oracular Warning.
 - **Fey-Touched** (****): Innate spells are great, and the primal spell list provides welcome damage type versatility, not to mention the fact that you can swap out your chosen cantrip once per day. If you take an archetype that grants a primal focus spell, this can qualify you for Energized Font later.
 - **Sensate** (***): Your perception doesn't scale well. Automatically detecting creatures' locations is a good way to overcome this detriment even if they do stay Hidden.
 - **Umbral** (***): Darkvision is always good.
 - **Wellspring** (****): Innate spells are great, and having access to either the arcane or occult spell list to pull a cantrip from is even better. If you want the Energized Font feat, you'll either have to choose a divine cantrip or plan to take an archetype that grants a focus spell from a tradition that matches the cantrip you choose.
- Ancestry feats:
 - (1) **Animal Accomplice** (***): Familiars are good. You're not even restricted on what kind of familiar, other than a roleplay nudge to pick a creature with a burrow speed. If you ever want to make it better, though, you'll need an archetype.
 - (1) **Animal Elocutionist** (**): Expands the scope of diplomacy a bit. Since low-level adventures often feature animals, you might be able to resolve some encounters without combat.
 - (1) **Empathetic Plea** (****): This is an amazing defensive benefit for a CHA-based class. If you take this, plan to focus on diplomacy. You effectively get a reaction-based universally-typed resistance, but that also stacks with any resistances you may have. Casters generally want to deliberately build for reactions - this is a solid one to start with at level 1, especially if someone else in your party can debuff will saves (say, with Bon Mot). Your GM might even rule

that using Bon Mot isn't a hostile action, in which case you can sometimes Bon Mot your way to damage reduction provided you have the skill feat.

- (1) **First World Magic** (****): Innate spells are great, and the primal spell list provides welcome damage type versatility. If you take an archetype that gives you a primal focus spell, this can qualify you for Energized Font later.
- (1) **Gnome Obsession** (***): Good if you plan to use Recall Knowledge much, and great for a Lore oracle with INT investment. You should discuss with your GM as to your choice's value in the campaign, but it does also offer flexibility by way of minimal downtime.
 - (5) **Eclectic Obsession** (**): Like its prerequisite, this feat is mostly good for Lore oracles. Getting a flexible lore once per day for a single action is a decent way to quickly react to knowledge needs, but it won't ever go beyond trained proficiency. Make sure to pick a highly specific lore so you get the -5 DC modifier.
- (1) **Gnome Polyglot** (**): Can be useful if you plan to emphasize the face skills and makes the Multilingual skill feat worth taking. Multilingual is helpful if you plan to use Bon Mot frequently or to augment Demoralize in the rare cases where Intimidating Glare won't work.
- (1) **Grim Insight** (***): A nice way to turn the tables on enemies trying to Demoralize you. Even outside of the ubiquitous Demoralize action, fear effects are common. Note that this requires the umbral gnome heritage. Its success upgrade is redundant at level 7, but throwing out a free Off-Guard on occasion is quite good for a first level feat.
- (1) **Illusion Sense** (***): If nothing else, it helps overcome magical invisibility, and might notify you about invisible creatures to boot.
 - (5) **Intuitive Illusions** (**): The only spell to which this applies by default is *mirror image*. With Divine Access, though, you can also use *hypnotize*, *vibrant pattern*, *confusing colors*, or *replicate*. There are a couple other spells that qualify, but those tend to be the best ones.
 - Divine Access options:
 - *Ocular overload* is a good option for Lore oracles with Kelinahat as their Divine Access choice.

- Ancestors, Ash, Battle, Blight, Cosmos, Flames, and Tempest oracles can get *cloak of colors*, though Ash and Blight oracles don't have a good deity option to do so.
 - Ancestors, Ash, Battle, and Life oracles can get *prismatic sphere* from The Last Breath pantheon.
- (5) **Natural Illusionist** (***): Free scaling spells are nice. This synergizes well with a stealth focus, though *illusory disguise* is also useful for social infiltration.
- (1) **Life-Giving Magic** (***): Temporary HP is great, especially to absorb the damage from *life link* for Life oracles. It even works when you cast innate cantrips.
- (1) **Razzle-Dazzle** (**): It's a free action and several of your spells inflict the dazzled condition. It won't be a useful feat on every build, but if you're picking spells for control options it'll be a welcome addition. You can also apply the same free action to the blinded condition, which you'll mostly have access to via spells from the Divine Access class feature. *Revealing light* and *blindness* are the two default divine list choices.
- (1) **Theoretical Acumen** (**): Synergizes well with Lore oracles (especially lore skills from the Additional Lore feat), although the once per day frequency is fairly limiting.
- (5) **Energized Font** (****): This is a fantastic feat if you have good focus spells. Note that you can only qualify for this with the Wellspring heritage unless you have an archetype that grants a non-divine focus spell. If you take the Wellspring heritage but don't choose a divine cantrip, you will also need an archetype that grants a focus spell matching your chosen spell tradition. If you are going the archetype route, be aware that, without the Free Archetype variant rule, you'll be expending your second and fourth level class feat selections in order to qualify for Energized Font at level 5.
- (9) **Cautious Curiosity** (***): You'll need the Wellspring heritage for this one, but that's not exactly a detriment. Getting *disguise magic* as a day-long buff for one PC in your party and second rank *silence* provides for a nice augment to stealth functionality. It also helps protect whoever gets *disguise magic* from being targeted for dispels.

- (9) **First World Adept** (***): You already have access to *revealing light*, but it's a great spell. *Invisibility* is useful too, though you'll want to get it from Divine Access if you plan to ever use the 4th rank version.
- (13) **Instinctive Obfuscation** (***): You'll need an arcane or occult innate spell, but one use of a slightly less effective *mirror image* per day is yet another strong defensive benefit.

Goblin (***)

No one wants to lose WIS, but if you like the CHA / DEX / free baseline boosts, you sort of can manage it with oracle's will save scaling. Otherwise, just go for two free boosts or go with the +4 / +3 / +2 / 0 / 0 / 0 build. Darkvision without spending a feat is great.

- Heritage:
 - **Unbreakable** (***): You get 10 HP rather than 6 and get access to four feats, most of which are useful.
- Ancestry feats:
 - (1) **Bouncy Goblin** / (9) **Roll with It** (**): A bonus on Tumble Through gives you a way to get into position or out of a bad situation. Roll with It can put you into worse danger, but it will also help mitigate damage when you eat a melee Strike.
 - (1) **Burn It!** (**): This rating is primarily for Ash and Flames oracles, though other mysteries can potentially benefit with Divine Access and spell picks like *divine immolation*. Extra fire damage is useful, even if it's not a ton.
 - (1) **Goblin Scuttle** (***): Pairs well with the Feather Step general feat. Whether you're in melee or at range, being able to Step as a reaction is useful for you since you won't tend to have much in the way of reaction choices this early on.
 - (9) **Skittering Scuttle** (***): The extra speed for a Stride, even at half speed, as compared to a Step will be nice for getting into better position, but be wary of movement-triggered reactions.
 - (1) **Goblin Song** (***): Among the best uses for performance. Unfortunately, it requires you to invest in performance, which is not a particularly useful skill

outside of feats like these. Since this action competes with Demoralize and Bon Mot, you should be aware of each debuff's uses if you have access to all three. Goblin Song is for spammable area perception / will debuffing (set up for effects like third rank *fear* or Create a Diversion / Fleeing Diversion), Bon Mot for spammable single target perception / will debuffing, and Demoralize for a comprehensive single target debuff once per target per encounter for a round or two. Be aware that Goblin Song does not become an area effect until you have expert proficiency in performance, so until then, it's essentially a worse version of Bon Mot.

- (5) **Loud Singer** (***): Extra range for your own safety and one extra target. The value of the extra target will fall off as you increase your performance proficiency, but the range won't.
- (1) **Very Sneaky** (*** / *): This feat is helpful if you plan to be trained in stealth and have no further stealth proficiency increases, with no access to Swift Sneak or Legendary Sneak. If you do invest in stealth, Very Sneaky's ability to partially divorce Sneaking from cover / concealment is decent until you get Legendary Sneak, at which point you should retrain Very Sneaky.
 - (13) **Very, Very Sneaky** (*** / ** / *): Like Very Sneaky, this feat is most valuable if you stay trained in stealth and no more. If you're investing in stealth, you probably already have Swift Sneak by the time you can take Very, Very Sneaky, which means its only value is in fully separating the Sneak and Hide actions from cover / concealment. That value disappears once you have Legendary Sneak, which is available only two levels after Very, Very Sneaky. If you're not investing in stealth beyond trained proficiency, this feat will make stealth much easier to employ.
- (1) **Twitchy** (***): Mostly useful for the initiative bonus, which you can replace with the Scout activity if someone in your party likes giving that buff out rather than, say, Searching. Otherwise, it provides solid passive synergy with Oracular Warning. The bonus to AC will be especially nice if you're building for thievery, but will still come in handy often enough that you'll appreciate it keeping you safer from hazards.
- (5) **Vandal** (**): Only really worth taking if you've also taken Twitchy since both will help out in a thievery / trap breaker role.

- (13) **Unbreakable-er Goblin**: Extra 10 HP and no more fear of fall damage. Requires unbreakable heritage.
- (17) **Reckless Abandon** (***): It's only once per day, but turning a failure, and especially a critical failure, into a success against a harmful effect is incredible. On top of this, it minimizes damage from one effect. Note, however, that it only applies to effects that occur on your turn.

Halfling (****)

DEX / WIS / free with a STR flaw will mostly be fine, but you'll either have to go unarmored or suffer the armor check penalty for wearing light armor. Bonuses to Seek for hidden and undetected creatures is somewhat helpful in overcoming the oracle's poor perception progression, especially alongside the baseline attribute boosts since you get extra WIS. A versatile heritage wouldn't go amiss here, especially if you want to use Halfling Luck.

- Heritage:
 - **Jinxed** (***): (U) You have to give up the Halfling Luck feat chain, but halfling has so many other good feats that you'll be fine. Being able to throw out a minute-long clumsy once per day is solid, especially because it offers the rare benefit of targeting will (meaning Bon Mot synergy) for a reflex and AC debuff.
 - **Nomadic** (**): Can be useful if you plan to emphasize the face skills and makes the Multilingual skill feat more valuable. Multilingual is helpful if you plan to use Bon Mot frequently or to augment Demoralize in the rare cases where Intimidating Glare won't work.
 - **Observant** (**): Helps a little with enemies trying to Lie to you, as well as against Sneak, Hide, Feint, and Create a Diversion.
 - **Twilight** (**): Low-light vision isn't the most exciting upgrade, but it'll at least let you take full advantage of torches and / or the *light* cantrip.
- Ancestry feats:
 - (1) **Adroit Manipulation** (***): (U) If you're going to be the thievery person in your party, Picking Locks with relative ease right from level 1 is a very useful upgrade.

The Mihrini ethnicity grants access for an easy means of getting around the uncommon trait. Works especially well with the sneaky key consumable item.

- (1) **Distracting Shadows** (**): Works well with stealth builds, enabling non-terrain options for stealth actions.
 - (13) **Ceaseless Shadows** (****): Downright amazing for stealth builds since creatures now give you standard cover and allow you to Take Cover. You can get +2 or **+4** to your AC, reflex saves, and stealth from relaxing (or Hiding, actions permitting) behind your allies while you blast enemies from relative safety. Use the Cover [graphic](#) to determine the squares from which you'd gain the cover bonus. Unlike with similar stealth-related ancestry feats, you can mostly ignore Legendary Sneak. Its only additional value in tandem with Ceaseless Shadows is that it allows you to Avoid Notice while using another exploration activity.
 - Note: With certain build and / or party setups, Ceaseless Shadows can give you easy access to greater cover. If there is a two-size difference between you and a party member, and between that party member and an enemy / enemies, you automatically gain standard cover from them, which upgrades to greater cover with Ceaseless Shadows. Cases where you can automatically get greater cover:
 - One of your party members is frequently under the effects of *enlarge*, a polymorph spell, or another effect that would make them large or huge rather than medium (giant instinct barbarian with Giant's Stature, for example), and enemies are small or medium, respectively
 - One of your party members is playing a large ancestry and enemies are small
 - Someone in your party has a large animal companion that frequently uses ranged functions like the camel's spit, occupying the back line near you, and enemies are small
 - You are mounted on an animal companion and facing small enemies
 - Using *shrink* on enemies

- (1) **Folksy Patter** (**): Hiding your intent from enemies while communicating with allies comes up as a valuable tool somewhat often. You'll want to invest in deception.
- (1) **Halfling Lore** (**): If you're having trouble fitting both CHA- and DEX-based skills into your build, this feat will help that issue, though you're going to be hard-pressed to fit this feat in alongside all the other great halfling feats.
- (1) **Halfling Luck** (****): Halfling Luck is very limited in its use frequency, but you're almost certainly going to fail a skill check and / or saving throw at least once per day. Among the best ancestry feats, bar none. Coupled with judicious hero point usage, you can really make this one stretch, too.
 - (5) **Shared Luck** (****): This makes your Halfling Luck more versatile. Share the love with your party. Giving an ally a reroll on a failed save can make a huge difference, even if it is only once per day.
 - (9) **Guiding Luck** (****): This is essentially a once-per-day reroll for an attack or perception and nothing else, but both of those are worthy uses for a once-per-day reroll. Note that the Seek and Sense Motive actions are secret checks. Speak with your GM about how this will work for rerolls. Also note that the once-per-day reroll for a perception check or attack roll is independent of Halfling Luck's frequency.
 - (13) **Incredible Luck** (****): Much better frequency at once per hour, though it does not interact with Shared Luck or Guiding Luck at all.
- (1) **Intuitive Cooperation** (**): (U) Although uncommon, I'm including this because you gain access with an ethnicity. If you and your GM are fine with the Jaric ethnicity from the Mwangi Expanse, this is a great way to boost your Aid action, plus incentivizing allies to Aid you.
- (1) **Unfettered Halfling** (**): Casters really don't like the Grabbed condition. This helps quite a bit.
- (1) **Watchful Halfling** (**): It's situational, but the situation where your fighter or barbarian friend gets possessed and spends actions wrecking your party is a particularly bad one. Helping said ally break out of a nasty condition like that is highly useful when the situation arises.
- (5) **Cultural Adaptability** (****): There are a lot of great first level ancestry feats out there, plus you get some flexibility with your later ancestry feats.

- (9) **Helpful Halfling** (***): Aid is a great way to use your third action. This makes your Aid that much more useful for your allies. The feature that essentially allows you to negate crit fail effects on aid checks falls off somewhat once your skill value is 20 or higher since a nat 1 just turns your success into a failure. That said, it does make it a lot less risky to Aid with skills that aren't a major focus of your build.
- (9) **Unhampered Passage** (***): Casters don't like being Grabbed. *Unfettered movement* helps a ton against creature abilities like Grab, though being unable to heighten it means it won't provide much value against magical effects.
- (17) **Shadow Self** (***): A straight upgrade for any build that relies on stealth, which tends to synergize well with the Darkness domain. Invisibility once per hour without expending a spell is wonderful, especially considering that this can alleviate a reliance on a particular deity from Divine Access to get the *invisibility* spell.

Human (****)

As usual, you can't go wrong building as a human. It offers a wealth of universally useful feats and is the only way to get a first level class feat at level 1. You can also get a general feat or two at level 1.

- Heritage:
 - **Skilled** (**): Helps overcome the oracle's general lack of skills. One of few ways to gain automatic skill progression, although it only goes to expert. One use for this heritage, though feat-heavy, is to take Cooperative Nature, either the Rogue or Investigator Dedication feat, and Skill Mastery at level 8 for an extra skill with which to grant an improved Aid crit success bonus.
 - **Versatile** (****): There are quite a few great general feats. Getting one at level 1 is even better.
- Ancestry feats:

- (1) [Adapted Cantrip](#) (****): There are quite a few great cantrips that aren't on the divine spell list. If you're not a Tempest oracle, you can't go wrong with *electric arc*. *Slashing gust* is a good choice as well, especially alongside *sure strike* and / or debuffs like Demoralize. *Live wire* is also a good choice for single target encounters.
 - (5) [Adaptive Adept](#) (****): Good arcane choices include *ant haul*, *befuddle*, *buoyant bubbles*, *fleet step*, *gentle landing*, *jump*, *kinetic ram*, *leaden steps*, *seashell of stolen sound*, *sure strike*, and *tailwind*. Good primal choices include *ant haul*, *buoyant bubbles*, *fleet step*, *foraging friends*, *gentle landing*, *jump*, *lose the path*, *negate aroma*, *seashell of stolen sound*, and *tailwind*. These are all utility spells, but as you level, that's all your first rank slots are good for anyway. Getting access to the good utility spells from other lists is decent for a fifth level ancestry feat. They can't heighten at all, but the fact that you cast them as divine spells means you can use their respective consumables / items, so a second rank wand of *tailwind* becomes an option for you. That's one of the best uses for this feat since those are fifth level items and will generally be available right around when you get the feat.
- (1) [Arcane Tattoos](#) / (5) [Ornate Tattoo](#) / (9) [Virtue-Forged Tattoos](#) (**** / ***): (U) Discuss this feat chain with your GM before taking it. Since spell schools don't exist in the remaster, your GM will have to tweak these feats a bit. If they're willing to work with you, innate spells are great. The two noteworthy additions here are *electric arc* and *tangle vine*. Much like with Adaptive Adept, there are some standout first and third rank spells that don't need heightening. The Varisian ethnicity or New Thassilon nationality grant access. Varisian ethnicity is a pretty easy access requirement, so Arcane Tattoos being uncommon shouldn't be much of a limitation, if any.
- (1) [Cooperative Nature](#) (****): Aid is a great way to use your third action, whether you use it to follow up on a spell or because you're lacking for options without chancing the MAP. This is a significant bonus to your Aid checks, giving you a much better chance of critically succeeding and providing better bonuses to your allies. Not only will this get you into crit range on your Aid checks sooner, it's also highly useful at early levels considering how huge of a bonus it gives.

- (1) **Dragon Spit** (****): Innate spells are great, and you get access to one of several solid offensive cantrips. This has not been remastered, so talk to your GM about converting the spell selection to their remastered versions. Requires Tian-Dan ethnicity.
- (1) **General Training** (****): General feats are awesome, especially since human is the only consistently accessible way to get them at level 1.
- (1) **Gloomseer** / (5) **Darkseer** (** / ***): (U) Low-light vision is okay, but darkvision is great. Receiving the blessing of Zun-Kuthon is wonderfully thematic for oracles, too. Nidalese ethnicity grants access.
- (1) **Natural Ambition** (***): As a caster, you don't get a class feat at level 1, so this is a nice choice if you want metamagic right off the bat. If you want a second option for a cursebound ability early, this is the way to do it. Oracular Warning is a great choice no matter your build, especially if someone in your party is frequently Scouting. In general, builds will do just fine without a level 1 class feat, but it eases the pain of having all those level 1 and 2 feat options and only being able to pick one of them at level 2. If you plan to use Knowledge of Shapes, this feat is also a great way to get access to a spellshape feat and still leave you open for, say, a domain spell at level 2.
- (1) **Natural Skill** (**): Helps overcome the oracle's general lack of skills.
- (1) **Unconventional Weaponry** (**): See other ancestries' weapon familiarity feats for good options. Note that, unlike most ancestry-related weaponry feats, this will never give you weapon critical specialization effects. Not that that's a huge detriment since your weapon proficiency won't go past expert.
- (1) **Witch Warden** (***): (U) A bonus against curses is a welcome buff. Also grants highly situational benefits against witches and hags. Kellid ethnicity grants access.
- (5) **Clever Improviser** (**): You're basically just occupying an ancestry feat with a general feat. Untrained Improvisation is pretty good, but you'll only really want to occupy the ancestry feat slot if all your general feats are going to be spoken for.
- (9) **Multitalented** (***): A great way to branch your build out. Some dedication feats are outstanding all on their own. See the Archetypes section of the guide for good choices. Rogue is a standout if you're built for Demoralize and spell attacks due to the Dread Striker feat.

- (9) **Shory Aeromancer** / (13) **Shory Aerialist** (**): Requires you to be Garundi, Mauxi, or Tian-Yae. *Fly* is a great addition as an innate spell, and the extra speed plus bonus to maneuver in flight from Shory Aerialist is even better. You can skip Shory Aeromancer if you pick *fly* for your repertoire.
- (13) **Advanced General Training** (**): General feats are awesome, although your build may be all set on them by this point. This can also get you a skill feat if there's one you absolutely need.
- (13) **Bounce Back** (**): Not dying is a neat feature. Ancestors oracles in particular may appreciate this feat due to how dangerous the clumsy condition can be.
- (17) **Heroic Presence** (**): Temporary hit points are great all around, and the 10 minute duration means you'll be able to pre-buff most of the time. If you're casting this, you're likely a willing creature, so you should be able to get its benefits as well. The will save buff for mental effects will be very helpful for Battle and Lore oracles.

Leshy (**)

For most builds, the CON/WIS/free boosts and INT flaw are perfectly fine. Lore oracles will suffer for the INT flaw, though, and should definitely choose two free attribute boosts instead. As a small ancestry, your skill actions with athletics will be limited. The reliance on sun (or darkness, for fungus leshies) is easily overcome.

- Heritage:

- **Chrysanthemum** (**): (U) A bonus to fortitude saves is always welcome, even if it is only against poisons. One free antidote per day is decent too since it scales.
- **Fruit** (**): While not a ton of healing, it's basically a one action *heal* at max rank once per day for any one person. Ideally, you'll have a free hand with which to walk around holding the fruit so that you don't have to Interact to pluck it in an encounter. Especially useful for Life oracles while under their curse since it isn't magical healing.
- **Fungus** (**): Darkvision is always great. Note that it changes the way your Plant Nourishment works.

- **Gourd** (***): Great for a once-per-encounter consumable so that you can draw it without the extra action. Scrolls in particular are a fantastic choice here so that you don't have to spend an action Interacting to draw before Activating. Same for potions and elixirs.
 - **Leaf** (***): While it's generic, having some vertical freedom in movement is often useful.
 - **Root** (**): A little extra HP is nice.
- **Ancestry feats:**
 - (1) **Ageless Spirit** (**): Helps get around the general lack of skills, which offsets the INT flaw.
 - (1) **Grasping Reach** (**): Reach is nice if you're going for a melee build, though you could just use a reach weapon instead.
 - (1) **Leshy Superstition** (****): A bonus to saves as a reaction is always useful. Works for Debilitating Dichotomy due to the divine trait.
 - (9) **Lucky Keepsake** (****): Even better when the bonus is permanent.
 - (1) **Pyrophilic Recovery** (***): (U) This rating is specifically for Flames oracles. You don't technically need to have the uncommon pine heritage for this feat, but it does grant you access if your GM cares or you're playing in PFS. This feat won't fully overcome the Flames curse damage, but will help you recover from some of it.
 - (1) **Seedpod** (**): Gives you an unarmed ranged Strike that doesn't require a free hand. It's not as much damage as a shortbow will be, but it's an occasional way to fill a third action if you need damage. It also gives you something to use Bspell Strikes with while leaving your hands free for things like staves and consumables.
 - (1) **Undaunted** (***): Emotion effects are common and you have a good will save. Shrug these effects off with ease.
 - (5) **Leshy Glide** (**): Budget flight that will help you overcome some terrain challenges for a couple levels before you find other means of flight. Requires leaf heritage or the Cat Fall acrobatics skill feat.
 - (5) **Noble Bloom** (***): (U) Chrysanthemum heritage gives access. Keep an ally from going into the dying condition once per day as a reaction.

- (5) **Ritual Reversion** (**): If you've got some scouting capability (namely, stealth) this will help you blend in and observe while gathering intel. Mostly useful for social infiltration, but most games will have some aspect where scouting for info will be highly useful. It's also somewhat of an escape tool if you get caught while scouting.
- (5) **Speak with Kindred** (**): This one really depends on your GM, but opening up a new avenue with which to use diplomacy isn't a bad idea, especially considering how ubiquitous plants tend to be. The circumstance bonus is sizable, too.
- (9) **Bark and Tendril** (***): Innate spells are great. *Oaken resilience* won't scale, but *entangling flora* is a helpful control tool.
- (9) **Spore Cloud** (***): This is a solid debuff that can provide a means of escape for casters in a tight spot. Battle oracles will frequently be in place to make it useful.
- (13) **Cloak of Poison** (**): Two actions is a lot for how little damage this deals, but it's decent if you've got stealth rounds or a round where everyone is positioning / buffing. It's also passive damage and a decent way for a midline melee build to stride up near melee and buff while the front line gets into place.
- (17) **Flourish and Ruin** (***): Innate spells are great. *Field of life* won't scale, but it's still a useful healing tool, especially on Life oracles who often run around in *life-giving form*. *Tangling creepers* is a solid area control spell.
- (17) **Regrowth** (****): You already get access to *regenerate*, but it's a very useful spell. Flames oracles should consider it almost entirely as a party support tool since their curse's fire damage deactivates *regeneration*. Life oracles also won't get much personal use out of it since their curse will negate the healing, though their party will appreciate it.

Orc (***)

Two free attribute boosts. Darkvision is always great. A little extra HP never goes amiss, either. Unfortunately, there's really not much in the way of good high-level feats, but there are enough great feats that you'll be able to fill those slots with lower level options. Flames oracles in particular have some great options here, between several solid temporary HP choices and a significant circumstance bonus to fortitude saves while taking persistent damage.

- Heritage:

- **Battle-Ready** (***): The only other easy way to get Intimidating Glare at level 1 is the warrior background, which more-or-less locks you into CON + CHA for your background boosts (unless you want to suffer a STR build). If you'd rather have Intimidating Glare right from the get-go without being essentially locked into a CON boost, this heritage is a great way to go about it.
- **Grave** (***): Effects with the death trait tend to be nasty. Death and void effects also tend to target fortitude, where the circumstance bonus will be very welcome due to your relatively poor proficiency.
- **Hold-Scarred** (***): 12 HP and Diehard are solid buffers against becoming dead.
- **Rainfall** (***): The athletics bonus is okay if you're already getting it trained from your mystery (Battle). Otherwise, what you really want here is the bonus to saves against diseases since your fortitude progression is poor.

- Ancestry feats:

- (1) **Hold Mark** (***): While situational by nature, getting a passive bonus to saves is nothing to sneeze at. The extra skill isn't too bad either since you generally won't have much in the way of skills, and three out of the four are solid picks for oracles.
- (1) **Orc Ferocity** (***): Not dying is nice. If you or someone in your party can create magical tattoos, the One Hundred Victories tattoo is great alongside Orc Ferocity, especially with the hold-scarred orc heritage.
 - (5) **Defy Death** (***): Partial Toughness (less the HP), except it also stacks with Toughness. Not quite as strong as dwarf's Mountain's Stoutness, but still, being harder to kill is good, especially if your curse is particularly scary like those of Ancestors and Life.
 - (9) **Undying Ferocity** (***): Temporary hit points to make it that much more likely that you stay in the fight.
 - (13) **Incredible Ferocity** (**): More reliable with the greater frequency, though you're hopefully not getting downed enough in one day that you should need this feat. Better if you're playing a midline melee build.

- (1) **Orc Superstition** (****): Bonuses on all saves are good for every build. Works for Debilitating Dichotomy due to the divine trait.
 - (9) **Pervasive Superstition** (****): Even better when the bonus is permanent.
 - (13) **Spell Devourer** (***): Temporary HP is great, although it's limited to the end of your following turn. That temp HP will be especially useful for Life oracles using *life link*, Flames oracles, and midline melee builds. It also triggers from your own save against Debilitating Dichotomy, though it's up to your GM whether the temp HP applies before or after you take damage from Debilitating Dichotomy.
- (1) **Orc Warmask** (**): Useful on Lore oracles at its base. Just remember that Dubious Knowledge does nothing if you get crit fails on Recall Knowledge checks.
 - (5) **Mask of Power** (***): *Phantom pain* won't scale, but it's decent for a couple levels. You already have access to *fear*, but getting it and *sure strike* as innate spells is nice. Between this and Mask of Rejection, I'd pick this if only for *sure strike*, but both are good feats.
 - (5) **Mask of Rejection** (***): Rerolling a failed save as a reaction with a +2 bonus is awesome, even if it's only against one tradition once per day.
 - (9) **Mask of Pain** (***): Inflicting mental damage as a reaction to Demoralizing an enemy is a solid upgrade. It's only once per day per target, but that's still going to give you a lot of uses. Demoralize -> Mask of Pain -> damaging spell -> Foretell Harm makes for a pretty potent damage turn.
- (5) **Victorious Vigor** (**): Temporary HP is good, even if it's only until the end of your next turn. Life and Flames can put temp HP to great use, but Life oracles will have to deliberately build for some offensive options.
- (9) **Death's Drums** (**): It's good, though situational. Effects that require fortitude saves tend to be scary, and this will help a whole lot in the situations where you're Wounded or suffering persistent damage. For Flames oracles, this is **purple** (****) due to their curse's persistent damage.

Uncommon ancestries

○

Catfolk (***)

For the baseline attribute set, if you're willing to suffer a WIS flaw, the DEX/CHA/free boosts are fantastic. Otherwise, just run two free attribute boosts (an especially good choice on Battle oracle since the Stupefied condition is rough). Catfolk have a diverse array of feats at every level they're available, which is infrequent for most ancestries. You've got quite a few meaningful choices with this ancestry, even if they don't always outperform some of the more synergistic ancestry options. Stealth and fortune are generally the two big themes with catfolk feats.

- Heritage:
 - **Flexible** (***) : A little more terrain availability is situationally helpful, but the bonus to Escape attempts is nice. You don't like being grabbed.
 - **Hunting** (***) : Your perception doesn't scale well. Automatically detecting creatures' locations is a good way to overcome this detriment.
 - **Liminal** (***) : You get *detect magic* and so can ignore both the skill and oracle feats that would grant it, as well as freeing up a cantrip slot. Also provides a slight bonus for Lore oracles.
 - **Nine Lives** (***) : Not dying is nice.
 - **Sharp-Eared** (***) : +2 is a notable bonus to Seek, and most of the time hearing will apply.
- Ancestry feats:
 - (1) **Cat Nap** (***) : Temporary hit points are great on the mysteries that need a buffer (Flames, Life).
 - (5) **Focused Cat Nap** (***) : Refocusing as part of your nap time is a significant improvement.

- (1) **Cat's Luck** (**): Only allows you to reroll a failed reflex save once per day, but that is at least helpful for one of your weaker saves.
 - (5) **Expanded Luck** (***): All saves instead of just reflex.
 - (5) **Lucky Break** (**): Mostly helpful to Escape, but you might find uses for it in terrain challenges from time to time.
 - (9) **Sense for Trouble** (***): Better initiative is great, especially because your perception doesn't scale well. Synergizes quite well with Oracular Warning, especially if you've got a circumstance bonus to initiative (Scouting or Incredible Initiative, usually).
 - (9) **Luck of the Clowder** (****): Granting fortune on a save to allies in addition to yourself is outstanding, though the 10 foot range may make positioning difficult.
 - (17) **Reliable Luck** (****): Fortune on a save once per hour. Outstanding.
- (1) **Catfolk Dance** (**): It's a great feat, but you generally don't have much reason to be in a position where you can use it. If you're playing a midline melee build, you'll be able to pull it off sometimes, but it is a risky pick. Since it's a circumstance penalty, you can stack it with the clumsy condition, which is most accessible against targets with metal armor for Tempest oracles via *thunderstrike*. Tempest and Flames oracles can really put reflex debuffs to good use, too. Other personal options for clumsy stacking don't come online until much later: *necrotize* at 6th rank; *synesthesia* for Lore oracles via Divine Access (Narriseminek) at level 11 / 6th rank; or *volcanic eruption* for Battle, Flames, or Tempest oracles via Divine Access (Yamatsumi) at 7th rank. Otherwise, talk to your party and see if one of them is interested in building for debuff synergy. Dirty Trick (especially for Swashbucklers) is a great early option. Arcane and primal casters have rank 1 spells that will work too.
- (5) **Graceful Guidance** (**): Being able to Aid an ally's saves, even if it's only for reflex saves, is a solid improvement to Aid, but it is hard to predict when you'll need to buff an ally's save.
- (5) **Light Paws** (***): Casters want to have options to get away from danger. Although it'll compete with most spell usage, if you've got a single action focus spell, it's a good way to set up your positioning when there's difficult terrain around.

- (5) **Pride Hunter** (***): Not as good as the halfling stealth feats, but still lets you get a 50% miss chance off of allies.
- (5) **Well-Groomed** (**): Diseases won't come up a ton, but they can be pretty nasty, and your fortitude save progression isn't great. The bonus here will help.
- (9) **Evade Doom** (**): Not dying is good, but your chances of success on a DC 17 flat check are rather poor.
 - (17) **Ten Lives** (**): Same as above, but with death instead of the doomed condition.
- (9) **Predator's Growl** (***): Inflicting Frightened as a reaction is decent, although this comes online pretty late. Note that the trigger requires a successful Seek check, and you don't have great perception. It's much better with the sharp-eared heritage, especially if you also have Canny Acumen or an archetype feat granting you master proficiency in perception.
- (9) **Silent Step** (***): Coupled with Pride Hunter, you can do some useful stealthy things if you're built for stealth. This will give you solid action economy to get foes Off-Guard before a two action spell attack.
- (9) **Wary Skulker** (***): Also synergizes well with stealth builds. Especially alongside Oracular Warning and the fact that using stealth for initiative is often a meaningful buff for an oracle, you can really hammer out some initiative improvements here. Note that Incredible Scout won't improve your own initiative, but if you're going to be Scouting often anyway, your party will appreciate the extra +1.
- (13) **Black Cat Curse** (****): When you really need to stick a debuff on a hard target, this can make it happen.
- (13) **Caterwaul** (***): Extra support as a reaction once per day is nothing to sneeze at. Keep an ally up and able to get away from danger, perform a healing action, or whatever the case may be to get them back in the encounter. It's basically ferocity for a friend.
- (17) **Elude Trouble** (***): Getting out of danger or into position as a reaction is great for every build.

Centaur (***)

With a CHA flaw, you'll want to take two free boosts instead. The 30 foot base speed is solid, but the large size can make it hard for you to move in tight spaces and turn you into an easier target. That said, the size can help a little with a midline melee build, though you will still want a reach weapon. Darkvision is always good. If your campaign affords you time and reason to craft, Skilled Herbalist + Herbal Forager can be good on a WIS-heavy build. Soothing tonics and especially numbing tonics are good choices. While there aren't a ton of feats on offer, there are enough good selections that you'll get consistent value from this ancestry at nearly every level.

- Heritage:
 - **Budding Speaker** (****): Extra cantrips are always welcome, and with the option to take a primal cantrip, you have quite a few good selections available here. *Electric arc* and *slashing gust* are always good choices.
 - **Fleetwind** (****): Starting off with a base 35 ft. speed is outstanding.
 - **Ironhoof** (**): Nothing too exciting on its own, but it sets you up for a d8 finesse attack if you want that for a midline build.
 - **Ponygait** (****): Solves the size issue and gives you a permanent circumstance bonus to your worst save.
- Ancestry feats:
 - (1) **Centaur Weapon Familiarity** (**): Shortbow.
 - (1) **Practiced Brawn** (**): If you have the athletics to back it up, being able to Shove enemies 10 feet away with relative ease can be far better than Stepping out of reaction range, though Stepping can't fail.
 - (1) **Steelhoof** (**): d8 finesse attack for a midline build. Requires the ironhoof heritage.
 - (5) **Distant Archer** (**): If you're using a shortbow, you'll be able to attack out to 120 ft. without penalty.
 - (5) **Proud Mentor** (****): Not being able to penalize allies with Aid, and getting temp HP sometimes, are both great upgrades to your Aid action.
 - (5) **Speaker in Training** (***): Either *bless* or *fleet step* will be welcome as an innate spell.

- (9) **Mentor of Legends** (***): Heroism as an innate spell is decent even if it can't heighten, plus your allies will appreciate the extra temp HP.
- (9) **Stubborn Defiance** (***): You're probably not too terribly worried about failing will saves (except for Battle and Lore), but getting fortune once per hour against mental effects will really keep you safe from them. This feat makes a major strength of the oracle chassis even stronger.
- (13) **Incredible Sprint** (**): For as much speed as you have, you may not find a need for this feat often, and it competes with spells since it's a two action activity. That said, if you really need to get out of danger or get into position, this feat will do it for you.
- (13) **Miraculous Medic** (***): *Breath of life* as an innate spell. Solid.
- (17) **Starshot Arrow** (***): If you're using a shortbow, essentially getting a free ghost touch rune, your choice of force or spirit damage, and an on-demand speed penalty with a chance to immobilize is a good upgrade to your Strikes.

Hobgoblin (***)

For baseline attribute modifier builds, DEX / INT / free boosts lend themselves well to Lore oracle, although the WIS flaw will hurt no matter your build. You're generally better off with two free attribute boosts. Darkvision is always great. If you're primarily going with the hobgoblin ancestry for the shortbow proficiency, you're not really missing out on any other ancestry feats. Hobgoblin doesn't offer much in the way of heritages, but the one good heritage it offers is a solid pick. A versatile heritage wouldn't go amiss, though.

- Heritage:
 - **Elfbane** (***): Bonuses on all saves as a reaction is good for every build.
- Ancestry feats:
 - (1) **Cantorian Reinforcement** (***): Your campaign may or may not have much in the way of poisons and diseases. If it does, you'll love this feat. Diseases in particular can be really nasty.

- (1) **Hobgoblin Weapon Familiarity** (**): This rating assumes your GM is willing to treat this feat the same way as its remastered cousins. Shortbow proficiency is the only truly worthy choice here, but a STR build can also put the breaching pike to good use.
- (1) **Remorseless Lash** (**): You're almost certainly very capable of inflicting the frightened condition, but only midline melee builds can really get away with using this feat. That said, maintaining the frightened condition on an enemy is quite potent.
- (1) **Sneaky** (***) / *): Great for stealth builds prior to gaining Legendary Sneak, at which point you should retrain this feat. If you're only ever going to be trained in stealth, this feat retains its value.
- (1) **Stone Face** (**): Fear effects are common, and you can shrug off Demoralize attempts with ease.
- (1) **Vigorous Health** (**): Low chance to shrug off Drained, but when you do, that's one less use of *sound body* / one less night of rest required.
- (5) **Agonizing Rebuke** (**): The extra damage is nice, but it's hard to keep frightened up long enough for it to make much of a difference. Better if you can fit in the swashbuckler archetype and its Antagonize feat (or have a swashbuckler ally with Antagonize), but even that is fairly easy for enemies to overcome. If you have a bard ally running Dirge of Doom, this feat will get lots of mileage, though you'll still need to pay attention to the 30 foot limitation.
- (5) **Runtsage** (**): There are several good first level goblin feats that you can get right off the bat, though you won't gain access to any good level 13 feats.
- (9) **Cantorian Rejuvenation** (**): Once per day heal. Useful on everyone, but especially on the Flames and Life mysteries. Life oracles can get around their curse's healing penalty and get some extra temp HP to boot. It's not a ton of HP considering *heal* is giving out 5d8+40 healing at level 9, but it's got its uses.
- (9) **Fell Rider** (**): Great if you take the Beastmaster archetype or a similar archetype that grants an animal companion. If you do, you should go for a companion that doesn't require you to Strike as part of its support benefits.
- (9) **Pride in Arms** (**): It doesn't hand out a ton of temp HP, but mitigating some damage for an ally is a solid way to use your reaction.
- (9) **Squad Tactics** (**): Decent for a midline melee build with reach, assuming you have two other people in your party who are frequently in melee.

- (17) **Cantorian Restoration** (**): Significant reaction-based healing for an ally who's about to die.
- (17) **Rallying Cry** (****): The quickened condition alone is enough to merit a blue rating here, but the fairly beefy amount of temp HP is the cherry on top.

Kobold (**)

While the baseline DEX / CHA / free boosts are excellent, a flaw to CON can be difficult to handle. Darkvision is always great. If your GM lets you use legacy kobolds, you can get a few decent feats that are related to your draconic exemplar - Kobold Breath, Dragon's Breath, Dracomancer, Elite Dracomancer, and Dragonblood Paragon have some solid offerings, though Dracomancer and Elite Dracomancer were functionally replaced with Evolved Spellhorn and Resplendent Spellhorn.

- Heritage:

- **Dragonscaled** (**): 10 ancestry HP, plus some situational save bonuses. Dragon breath tends to be reflex and sleep / paralysis effects tend to be fortitude, though, so the bonuses will help shore up your weaker saves occasionally.
- **Heavenscribe** (**): Face / exploration value in that you can no longer decrease a target's attitude with Make an Impression or Request.
- **Spellhorn** (****): An innate arcane cantrip is always a welcome addition. Also gives you access to the Evolved Spellhorn feat line.

- Ancestry feats:

- (1) **Cringe** (**): If you find yourself under attack, this will help mitigate crits somewhat.
- (1) **Dragon's Presence** (**): So long as you have good WIS, you should have a good enough will save to be able to ignore the drawback of this feat. Mostly, you want this feat for the bonus to Demoralize.
- (1) **Scamper** (**): A nice escape tool.
- (5) **Ally's Shelter** (**): Using an ally's save instead of your own for fortitude and reflex saves is good, but it's only once per day and requires you to be near an

ally with good saves. This feat will work best if you have a ranged martial or a kineticist in your party, though it will also be functional for midline melee builds.

- (5) **Winglets** (**): Helps your Leaps, mostly. Battle oracles are the only mystery that can really put Long Jump to any use.
 - (13) **Hatchling Flight** (**): Fairly poor fly speed, especially compared to the flight from ancestries like awakened animal, sprite, and strix. You can at least buff it a little with effects / feats that improve your speed.
 - (17) **Wyrmling Flight** (****): Permanent flight is always good.
- (9) **Briar Battler** (**): You've got a few ways to create difficult terrain. Doing so will enable you to improve your AC sometimes. Taking Cover in difficult terrain can also help with your initiative if you're rolling stealth.
- (9) **Close Quarters** (**): It will only work with another small creature, but with the right group it will give you a little extra freedom of choice in where you can end your Strides.
- (9) **Evolved Spellhorn** (****): There are several excellent choices available to you on the arcane list. *Air bubble, alarm, ant haul, befuddle, buoyant bubbles, fleet step, gentle landing, helpful steps, humanoid form, interposing earth, jump, kinetic ram, schadenfreude, and sure strike* work well for first rank spells. *Acid grip, brine dragon bile, burrow ward, create food, disguise magic, enlarge, false vitality, gecko grip, helpful wood spirits, hidebound, knock, propulsive breeze, revealing light, see the unseen, spy's mark, tailwind, thermal remedy, tremorsense, water breathing, and water walk* work well for second rank spells.
 - (13) **Resplendent Spellhorn** (****): *Aqueous orb, clairaudience, cloud dragon's cloak, cozy cabin, croak voice, earthbind, fashionista, feet to fins, ghostly weapon, haste, humanoid form, illusory disguise, mind of menace, one with stone, oneiric mire, pocket library, safe passage, scrying ripples, shadow projectile, shared invisibility, slow, time jump, translate, tremorsense, and wooden double* are decent for third rank. *Acid grip, airlift, brine dragon bile, carryall, clairvoyance, confusion, containment, countless eyes, darkness, elemental sense, enlarge, fly, hidebound, illusory disguise, invisibility, invisibility curtain, resist energy, rigid form, spy's mark, telepathy, thermal remedy, translate, translocate, unfettered movement, winning streak, wooden double, and zephyr slip* are decent for fourth rank.

- (9) **Fleeing Shriek** (****): Get out of danger, potentially without triggering reactions, and deal some damage to boot. Just be careful not to be too close to allies. A 10 foot emanation should be pretty manageable on that front.
- (13) **Tumbling Diversion** (**): This feat is either an escape tool or a decent action compression tool for DEX melee builds. It requires specific skill investment, though, and acrobatics + deception will lock you out of either diplomacy or intimidation, at a minimum.
- (17) **Benefactor's Majesty** (***): Though only once per day, this feat is a pretty solid defensive benefit.

Samsaran (***)

You'll want to choose two free boosts due to the CHA flaw. Lore oracles will get some value from the cryptomnesia ancestry feature coupled with Untrained Improvisation for highly specific lores.

- Heritage:
 - **Oracular** (****): Arcane cantrips are always welcome for *electric arc* or *slashing gust*.
 - **Sanctuary** (***): This rating is for Lore oracles only. Other oracles have no real use for this heritage. This heritage offers a significant fortune effect once per day for Recall Knowledge.
- Ancestry feats:
 - (1) **All This Will Happen Again** (***): You're not likely to fail or critically fail will saves often. Getting a reaction once per day is great insurance against that ever happening.
 - (5) **And Will Do So Once More** (****): Upgrading to any failed or critically failed save is a significant buff.
 - (17) **This Too Shall Pass** (****): Getting to use the effect once per hour instead of once per day is outstanding.
 - (1) **Elucidating Vision** (***): Darkvision is always good.

- (1) **Remnants of the Past** (***): Not only do you get Adopted Ancestry, which is a fantastic general feat, you're able to select from uncommon ancestries when you do so. That said, samsaran has quite a few good feats, so you may feel you don't have the room for further feats from Adopted Ancestry.
- (1) **Samsaran Weapon Memory** (**): There aren't a ton of great weapon choices with ancestry weapons, but you could get away with a DEX midline gish build using the elven branched spear.
- (5) **All This Has Happened Before** (***): It's only once per day, but a +4 circumstance bonus to initiative is huge. Coupled with the status bonus from Oracular Warning, you can have a massive initiative buff once per day in a significant encounter. It's especially good for Lore oracles for an extra Recall Knowledge early in a fight where you need to know a weakness or low save, though the alternative extra Step will frequently be useful too.
- (5) **Thousand-Year Grudge** (***): Sickened is somewhat of a sidegrade to frightened, but the fact that it can last more than a round is nice, and may waste the target's actions if they try to remove the condition. Especially solid against targets with low fortitude, which means it works quite well for Bones oracles or builds that have poached *siphon life*.
- (9) **I Will Return** (***): Lots of insurance factors against dying here.
- (9) **Memory of Skill** (**): Chances are, you don't need to be the party skill monkey, but you may appreciate, say, having a better chance to Aid once per day. For Lore oracles, you can make yourself trained in a highly specific lore to Recall Knowledge.
- (9) **Secrets of the Past** (**): Lore oracles might appreciate having an extra use of *hypercognition* once per day.
- (13) **Water to Water** (***): Two uses of *translocate* per day is a welcome addition.
- (17) **The Cycle Continues** (***): Not dying is good.

Tengu (***)

The main unique value here is if you really like Roll the Bones of Fate. Otherwise, you've got a few solid innate cantrip options, flight, and misfortune to choose from.

- Heritage:

- **Mountainkeeper** (***): You already have access to *vitality lash*, but it's a solid cantrip to have in your arsenal and will free up a pick in your repertoire.
 - **Skyborn** (***): Eventually leads to flight, and flight is good.
 - **Stormtossed** (**): Tempest oracles in particular have access to spells like *mist* (though it's up to your GM whether mist and fog are the same thing) via Divine Access. Being able to target enemies concealed in rain and fog will be helpful sometimes if you're built to use said effects.
- Ancestry feats:
 - (1) **Mariner's Fire** (***): Innate spells are great, and this gives you both cantrip and damage type diversity on most mysteries. Flames oracles should not take this feat unless playing in an aquatic campaign.
 - (1) **One-Toed Hop** (***): Basically gives you a slightly stronger Feather Step since a vertical Leap moves you up three feet and forward five feet. As such, you can use One-Toed Hop into (greater) difficult terrain. With the sylph versatile heritage, you can take Wind Pillow to get Powerful Leap without athletics investment, which basically gives you a ten foot step with the same difficult terrain improvement.
 - (1) **Squawk!** (***): Ignore the critical failure effect of Bon Mot in encounters, or for the social exploration activities like Make an Impression, Coerce, Gather Information, etc.
 - (1) **Storm's Lash** (****): Innate spells are great, and this gives you both cantrip and damage type diversity on most mysteries. Tempest oracles should not take Storm's Lash. I don't have (17) Hurricane Swing listed because most builds won't get any use out of it, but you might like it if you're building for Tengu Weapon Familiarity.
 - (1) **Tengu Weapon Familiarity** (**): Elven curve blade for DEX midline builds, maybe greatsword for STR Battle oracles and *weapon storm* usage. Neither is a particularly great option since midline melee builds are much better off with a reach weapon, but you can make it work if you really want.
 - (5) **Eat Fortune** (**): Fortune and misfortune effects aren't exactly common, but they're easy to spot and tend to be bad for you and your party. Counteracting an

enemy's action **without having to make a counteract check** is great despite its frequency. You could couple this feat with Roll the Bones of Fate since said feat doesn't bear the fortune or misfortune traits, but the Cursed Possibilities result does on an individual basis. As such, you can disrupt a positive effect for an enemy or a negative effect for an ally.

- (13) **Jinx Glutton** (**): Once per hour instead of once per day.
- (5) **Soaring Flight** (***): Requires skyborn heritage, but grants flight for 5 minutes per day (effective equivalent to an innate *fly* spell).
 - (9) **Soaring Form** (****): Permanent fly speed.
- (5) **Tengu Feather Fan** (**): *Gust of wind* is okay as an innate spell.
 - (9) **Wind God's Fan** (**): *Wall of wind* isn't very exciting, but you at least get a second use for *gust of wind* and flexibility to decide between the two spells.
 - (13) **Thunder God's Fan** (**): Fifth rank *lightning bolt* won't do you much good. If you're taking this feat, it's just for the extra daily fan usage for *gust of wind* or *wall of wind*. You might get use out of the innate *lightning bolt* in low threat multi-target encounters, but that's about it.
- (13) **Harbinger's Caw** (***): Only once per day, but applying misfortune to (most likely) an attack as a reaction is a good use for your reaction.

Wayang (***)

DEX / CHA / free is a great boost spread, but the CON flaw will be frustrating. Darkvision is always good. There are several strong options on offer here. This ancestry is particularly well-suited to a build that focuses on performance. Neither of the level 17 feats is particularly useful, but there's enough at the lower levels that you'll be able to fill that feat slot just fine.

- Heritage:
 - **Shadow of the Courtier** (**): The performance sidegrade isn't especially meaningful unless you're building for performance-based archetypes (with significant exceptions among the ancestry feats), but getting fortune to Make an Impression once per day will be helpful from time to time.

- **Shadow of the Hermit** (***): *Telekinetic projectile* is an acceptable offensive option. *Eat fire* is decent too, especially for Flames oracles.
 - **Shadow of the Wanderer** (****): Extra speed is always great.
- Ancestry feats:
 - (1) **Dance of the Mousedeer** (***): It's not great having to rely on performance, but at least you'll add some value to the skill. That said, being able to get cover, and potentially greater cover, with a single action from a performance check is a strong boost to your AC. Since it targets perception, this couples well with Bon Mot, and you can force a critical success with an orchestral brooch starting in the mid levels.
 - (1) **Refined Motion in Darkness** (*** / *): Great for stealth builds prior to gaining Legendary Sneak, at which point you should retrain this feat. If you're only ever going to be trained in stealth, this feat retains its value.
 - (5) **Dissolution's Clarity** (****): Once per day focus point recharge. Especially strong for Cosmos oracles with *cloak of shadow* since they'll have easy access to darkness in which to use this feat.
 - (9) **Dance of the Tiger** (****): Being able to render an enemy frightened with performance, and potentially keeping them frightened for an entire encounter, is quite the upgrade for the performance skill. As with Dance of the Mousedeer, you can force crit successes with orchestral brooches. Since this effect targets will, you can also pair it with Bon Mot.
 - (9) **Dissolution's Sight** (***): There aren't a ton of challenges that require greater darkvision, but being able to activate it once per hour will ensure you have the tool when needed.
 - (9) **Shadow Tempo** (***): Getting to Stride as a reaction is good, if limited in how and when you can use it. Make sure your allies know if you plan to take this feat so that they can set you up to use it.
 - (13) **Dance of the Jester** (***): Gives your performance skill some control and potential debuff options. Drope Prone will cause the target to become off-guard, Release will get rid of its weapon, Stand can trigger your allies' reactions, and Step / Stride helps with battlefield positioning. Since it targets fortitude, Bones

oracles can pair this with *soul siphon*. As with the previous two Dance feats, orchestral brooches can force a crit success.

Rare ancestries

Android (***)

You're best off choosing two free attribute boosts. The penalty to diplomacy is painful, but you could focus your build toward intimidation and / or deception instead. You won't gain much from the heritages, so consider taking a versatile heritage if you really want to play an android oracle. Luckily, a lot of the feats are useful.

- Heritage:
 - **Polyglot** (**): Can be useful if you plan to emphasize intimidation and diplomacy and makes the Multilingual skill feat worth taking. Multilingual is helpful if you plan to use Bon Mot frequently or to augment Demoralize in the rare cases where Intimidating Glare won't work. Just be aware that this isn't as good a heritage as other ancestries with a similar language-oriented heritage because of the diplomacy penalty.
 - **Warrior** (**): Lets you use martial weapons on a midline build without having to rely on a general feat / focus spell.
- Ancestry feats:
 - (1) **Cleansing Subroutine** (**): Especially helpful against the odd virulent poison. You don't have great fortitude, but when the dice are nice, it'll be that much more effective in ridding you of poison effects.
 - (1) **Emotionless** (**): Emotion and Fear effects are common and you have good will saves. Shrug off Emotion and Fear effects with ease.
 - (1) **Memory Recovery** (**): Helps a bit with your skill limitations. Especially useful for Lore oracles to access appropriate lore skills.
 - (1) **Nanite Surge** (**): Even with an INT boost, you still won't have a lot of skills. This can help make the meaningful skill checks (Demoralize) stick.

- (5) **Protective Subroutine** (****): Being able to get a +2 status bonus to saves as a reaction is great.
- (9) **Offensive Subroutine** (****): +1 status bonus to attack rolls as a reaction is solid. Note that it says attack rolls, not Strikes, meaning it also functions on spell attacks.
- (13) **Consistent Surge** (****): Once per ten minutes instead of once per hour.
- (1) **Nightvision Adaptation** (***): Darkvision is always good.
- (1) **Proximity Alert** (***): Helpful no matter what and gives you more options among general feats since it mostly replaces Incredible Initiative. If you're playing a stealth build, you're better off with Incredible Initiative, though.
- (1) **Radiant Circuitry** (***): You already have access to *faerie fire*, but it's a great spell. *Invisibility* is readily available through Divine Access, but this mitigates your reliance on certain deities if you want it for your build anyway.
- (5) **Advanced Targeting System** (***): Innate *sure strike* is fantastic for spell attacks.
- (5) **Inoculation Subroutine** (**): Especially helpful against the odd virulent disease. You don't have great fortitude, but when the dice are nice, it'll be that much more effective in ridding you of disease effects. Coupled with Cleansing Subroutine, you'll have some okay protections against both poisons and diseases.
- (5) **Nanite Shroud** (***): Imposing a 20% miss chance is decent.
- (9) **Repair Module** (***): It's only once per day, but fast healing can make a big difference. Flames and Life oracles in particular will appreciate this feat.
- (13) **Revivification Protocol** (***): Once per day, you can shrug off the dying condition without having to roll. Not as amazing as some other similar ancestry feats, but still, you want things that help you get out of the dying condition.

Automaton (***)

Take two free attribute boosts rather than STR. Although your perception isn't great, coupling effects like the *alarm* spell with the reduced need for sleep can be handy. The enhancements for automaton feats are also pretty cool and open up some options that other ancestries don't get.

Note that automatons generally don't have versatile heritages (nor do you necessarily need or even want one). You'll need to consult with your GM if you want to take one.

- Heritage:
 - **Hunter** (***/**): Get a speed boost if your hands are free. Useful, although getting a staff is probably going to stop you from using the effect much.
 - **Mage** (****): Gaining any one arcane cantrip as an innate spell is fantastic. This also gives you access to the fantastic Core Attunement feat.
- Ancestry feats:
 - (1) **Arcane Communication** (***): You already have access to *message*, but this means you don't have to spend actions for your nonverbal communication. The enhancement gives it a 10 foot range, which is pretty good. Silent communication is frequently a valuable tool.
 - (1) **Arcane Eye** (***/****): Darkvision and an enhancement for *see the unseen* once per hour as an innate spell.
 - (1) **Automaton Lore** (**): Unlike with most ancestry lore feats, the enhancement allows you to increase your proficiency as high as master. For most builds, it'll just help you get around the lack of skills. For Lore oracles, though, this is better, since they can put both arcana and crafting to good use (though moreso arcana). Lore oracles should consider this feat to be **green** (***).
 - (1) **Energy Beam** (**): Gives you a ranged Strike for occasional third-action damage. The enhancement puts it almost on par with a shortbow.
 - (1) **Reinforced Chassis** (***): Gives armor with a low need for DEX and no armor check penalty.
 - (5) **Arcane Safeguards** (***): It comes online later than most other ancestry feats that give a bonus to saves as a reaction, but it's still just as good as every other ancestry feat that does it. The advantage with this feat is that you upgrade successes to crit successes against arcane effects. The temp HP from the enhancement is quite nice, too.
 - (9) **Arcane Camouflage** (****): Innate spells tend to be good, and *blur* and *invisibility* are no exception. Considering that your AC will never be the highest,

having other defensive tools is a huge benefit. Especially nice once enhanced, since you get two casts of each at a more effective level. Requires hunter heritage.

- (9) **Arcane Propulsion** (** / ***): Fly speed is always good, and the enhancement effectively makes it permanent.
- (9) **Core Attunement** (**** / *****): Any one first and second rank arcane spell of your choice as innate spells once per day. Outstanding. Requires mage heritage, which is the best heritage choice to begin with. The enhancement is unrivaled for innate spell feats, granting you a fifth and sixth (or lower) rank arcane spell.
 - 1st rank suggestions: *Air bubble, alarm, ant haul, befuddle, buoyant bubbles, fleet step, gentle landing, helpful steps, humanoid form, interposing earth, jump, kinetic ram, schadenfreude, sure strike*
 - 2nd rank suggestions: *Acid grip, brine dragon bile, burrow ward, create food, disguise magic, enlarge, false vitality, gecko grip, helpful wood spirits, hidebound, knock, propulsive breeze, revealing light, see the unseen, spy's mark, **tailwind**, thermal remedy, tremorsense, water breathing, water walk*
 - 5th rank suggestions: *Burrow ward, carryall, clairvoyance, cloak of colors, command, fashionista, illusory scene, scouting eye, scrying ripples, shadow projectile, share lore, slither, stagnate time, translocate, tremorsense, **wall of stone**, wave of despair*
 - 6th rank suggestions: *Acid grip, airlift, blood vendetta, brine dragon bile, cast into time, chromatic image, collective transposition, day's weight, endure, hidebound, ice storm, marvelous mount, roaring applause, slow, tangling creepers, telepathy, truesight, unexpected transposition, wall of force, zephyr slip*
- (9) **Lesser Augmentation** / (17) **Greater Augmentation** (** / ***): The Lesser version is how you augment your 1st and 5th level ancestry feats. Also allows you to swap your enhancement between feats with a week of downtime. There are plenty of good choices to enhance, but this is also competing against other really great 9th level ancestry feats. The Greater version works similarly, but with 1st, 5th, 9th, or 13th level ancestry feats. You can also use Greater to enhance Lesser for less of a downtime requirement when swapping out your 1st or 5th level enhancements.

- (13) **Arcane Locomotion** (**): Climb and swim speeds are inherently situational, but the enhancement gives you an extra 5 feet of movement speed. Especially helpful with the hunter heritage. Ordinarily the extra movement speed would rate as blue, but it comes online far later than comparable ancestry feat speed improvements.
- (13) **Astral Blink** (***/****): *Translocate* as an innate spell, and the ability to avoid movement-triggered reactions once it's enhanced.
- (13) **Core Rejuvenation** (**): Very similar to Orc Ferocity. Although it won't mitigate your Wounded condition, it will help you stay in the fight and get to a safe place. The enhancement upgrade, as usual, helps even more with its added temporary HP.

Awakened Animal (***)

CON / WIS / free boosts are a good defensive spread and the INT flaw is fine for all but Lore oracles. You'll have lower AC without realistically being able to start with +3 DEX, though.

- Heritage:
 - **Flying** (****): No fall damage and very early access to flight.
 - **Running** (****): 30 ft. speed is great.
- Ancestry feats:
 - (1) **Awakened Magic** (****): Primal cantrip. *Electric arc* and *slashing gust* are top contenders.
 - (1) **Natural Senses** (**): Your choice of darkvision or an imprecise sense, either of which is helpful. Also offers echolocation out to 10 feet.
 - (1) **Take Flight** (****): Less fly speed than most other ancestries' initial flight feats, but you get flight way earlier than most any other ancestry. Requires flying animal heritage.
 - (5) **Strong of Wing** (****): Brings your fly speed up to a much more manageable number.

- (9) **Full Flight** (****): Permanent fly speed far earlier than you can get it from most any other ancestry feat.
- (5) **Late Awakener** (***): One of very few ways to get multiple heritages. Requires you to have a versatile heritage.
- (5) **Natural Ambassador** (**): Adds some utility to the diplomacy skill by allowing you to use it on all animals.
- (5) **Scurry!** (***): Requires you to be tiny. A free Stride at the start of every encounter can help quite a bit with positioning, especially in encounters where you're caught unprepared. The cover requirement seems limiting, but since the level of cover isn't specified, you can just move such that there's an ally between you and an enemy for lesser cover.
- (5) **Wild Stride** (**): Using this ability will stop you from casting most spells, but if you really need to get out of a bad situation it'll help.
 - (17) **Awakened Stride** (**): Same action limitation as Wild Stride, but with more distance and a little defense from concealment.
- (13) **Sharpened Senses** (***): Free action Seek is nice even if your perception isn't all that great. Especially useful if you have an imprecise sense from Natural Senses (or precise, but again, echolocation has a significant range limitation).
- (17) **Fearsome Form** (****): *Mask of terror* is a great spell. Getting it as an innate spell is helpful no matter the build. You won't ever get the heightened version, but even the single target version is strong.
- (17) **True Senses** (**): *Truesight* can be helpful, but its level will be limiting for the required counteract check(s).

Fleshwarp (***)

With no attribute flaw, you might as well just take two free attribute boosts. The bonus to saves against diseases and poisons is nice since you have poor fortitude progression. There aren't a ton of feats available, and none at 17, but you can fill every ancestry feat slot with something generally valuable.

- Heritage:

- **Cataphract** (**): Medium armor helps reduce your reliance on DEX if you want to play a STR midline build, and sets you up for easy access to heavy armor from an archetype or a second Armor Proficiency feat at level 3.
 - **Created** (**): Improves your buff to saves against diseases.
 - **Shapewrought** (** / ***): Situational until and unless you get Debilitating Dichotomy, at which point you'll be very glad for the mental damage resistance.
- Ancestry feats:
 - (1) **Deepvision** (***): Darkvision is always good.
 - (1) **Startling Appearance** (**): Intimidating Glare at level 1 if you don't care to take the warrior background for it. This is worth retraining if and when you have the skill feat slot availability to take Intimidating Glare in one of them instead, though you will also lose a trained skill.
 - (5) **Gaping Flesh** (***): Imposing sickened is a nice way to make it harder for enemies to keep harming you. It's only once per day, but throwing down a universal debuff as a reaction is pretty good.
 - (5) **Powerful Guts** (***): Sickened is a common enough condition that being able to throw off higher stacks of it with relative ease will make your action economy much friendlier. Plus, less save attempts needed to overcome those higher stacks.
 - (5) **Transposable Compliance** (**): Helps a little with Treat Wounds if you're the party medic.
 - (5) **Uncanny Awareness** (***): Imprecise senses help overcome your poor perception progression somewhat, and motionsense will almost always apply.
 - (9) **Slip the Grasp** (***): You don't want to be grabbed. This can help quite a bit. In particular, ignoring the MAP for a second Escape attempt is great, especially since you don't have to spend another action to do so. Being able to Step or Stride to safety after is outstanding, too.
 - (13) **Augment Senses** (***): You don't want to be flanked. Although your perception isn't great, having increased range on your Seek attempts is nice, though with the remaster changes to Seek it may not matter much.
 - (13) **Spew Tentacles** (***): Getting *slither* as an innate spell is good.

Goloma (***)

With no attribute flaw, you might as well just take the two free attribute boosts. Getting the best perception features from this ancestry will require you to take Canny Acumen (perception) or an archetype that grants master proficiency in perception, meaning the perception improvements won't matter as much for levels 11-16 (or just 11 with an archetype). This ancestry will work best in a group that doesn't have a highly perceptive class like a ranger or rogue, especially if you build a secondary WIS priority. The 30 foot baseline speed is nice to have. Note that you don't start off speaking Common, though you do speak a "local dialect."

- Heritage:
 - **Farsight** (**): Only gives low-light vision, but sets you up to take a feat for darkvision.
 - **Frightful** (**): Gives you Intimidating Glare at level 1 if you didn't want to get it from the warrior background.
 - **Insightful** (***) : Helps with perception's social uses.
 - **Vigilant** (***) : Every group wants someone with *detect magic*, and the adjustment to detect can be helpful for a poor perception progression class.
- Ancestry feats:
 - (1) **Goloma Courage** (***) : You have good will save progression, and fear effects are common. Shrug off fear effects with ease. It even provides a greater bonus against Demoralize attempts. Although feats like this are fairly common among the various ancestries, this is among the best.
 - (1) **Pierce the Darkness** (***) : You'll need to be a farsight goloma, but darkvision is always good.
 - (1) **Watchful Gaze** (***) : Not being flanked is always beneficial even if it does cost an action.
 - (9) **Constant Gaze** (***) : It's not total permanent protection from flanking, but it will passively stop flanking in most situations. If you're fighting enemies above your level, you'll still need to use Watchful Gaze to prevent them flanking you.

- (5) **Ambush Awareness** (***): The equivalent of both Incredible Initiative (perception only) and Pilgrim's Token from one feat.
- (9) **Defensive Instincts** (***): You don't want to be in a situation where you can actually use this feat, but sometimes things just don't go your way. This will help you mitigate things not going your way.
- (13) **Arcane Sight** (***): Lets you double up on Search and *detect magic* in exploration mode.
- (17) **True Gaze** (**): Getting *true seeing* once per hour for a single action is solid, but you still have to contend with the fact that it'll be limited by counteract checks in its otherwise most useful situations.

Kashrishi (***)

With no attribute flaw, you might as well just take the two free attribute boosts. Emanating dim light from your horn won't do you much good without feat support or a versatile heritage. The bonus to Sense Motive, however, is quite good. This ancestry offers quite a few useful feats and a couple decent heritages.

- Heritage:

- **Nascent** (***): Extra ancestry feats tend to be a nice addition.
- **Trogloshi** (***): If nothing else, it potentially frees up a cantrip slot. Plus, compared to the *light* cantrip, it costs one fewer action to activate.
- **Xyloshi** (**): Nothing too exciting on its own, but it sets you up for a d8 finesse attack if you want that for a midline build.

- Ancestry feats:

- (1) **Community Knowledge** (****): +2 status bonus to a skill check once per hour as a reaction. Supercharge your Demoralize attempts and push for those crit successes, or juice up your Recall Knowledge checks for Lore oracles.
- (1) **Crystal Luminescence** (***): Basically replaces the light cantrip with a single action, but you can also passively activate it with the same effects that would otherwise activate the default Glowing Horn ancestry feature. Potentially even

better if you take it a second time with the Troglosi heritage, assuming you want / need the extra light range. Taking it a second time also has the added benefit of being able to use Crystal Luminescence as a free action for troglosi kashrishi.

- (1) **Emotional Partitions** (***): Emotion effects are common and you have a good will save. Shrug off those effects with ease.
- (1) **Open Mind** (***): *Telekinetic projectile* is an acceptable offensive option. *Eat fire* is decent too, especially for Flames oracles.
 - (5) **Unlock Secret** (****): *Ill omen, kinetic ram, liberating command, lose the path, seashell of stolen sound, and sure strike* are good occult-only choices.
 - (9) **Transcendent Realization** (****): *Clairaudience, cozy cabin, day's weight, haste, illusory disguise, laughing fit, loose time's arrow, mind of menace, oneiric mire, roaring applause, sea of thought, shadow projectile, stupefy, telekinetic maneuver, translate, and tremorsense* can all be useful.
 - (13) **Reimagine** (**): Easier retraining via *dreaming potential* if you feel that you need retraining. For a spontaneous caster, retraining is most useful if and when you feel the need to swap out spells without waiting for a level up.
 - (5) **Well of Potential** (***): While a single action recharge of a focus point once per day is an amazing benefit, you'll have to take an archetype to get an occult focus spell in order to make this feat function.
- (1) **Puncturing Horn** (**): d8 finesse attack for a midline build if you have the xylosi heritage.
 - (5) **Fighting Horn** (**): Technically Puncturing Horn isn't a strict prerequisite since you can bypass it if you have the xylosi heritage. Taking this feat alleviates the need for an item bonus to athletics, though you'll be hard-pressed to fit STR and DEX into a functional build. Think of this feat as an enabler for the odd tertiary athletics skill action in situations where you being the athletics user would be viable. This is mostly a Battle oracle feat since other midline builds don't have much room or incentive for athletics.

- (5) **Empathic Calm** (***): Getting a scaling innate *calm* is unusually good for an incapacitation spell. *Sanctuary* is a welcome addition as well.
- (9) **Fortified Mind** (***): You don't have to worry too much about the fascinated condition, but potentially being able to shrug off becoming stupefied is a solid benefit.
- (9) **Telekinetic Slip** (***): It's only once per day, but the Grabbed condition is very bad for you. Having a better chance to remove the Grabbed condition as a reaction is a welcome benefit.
- (13) **Kashrishi Revivification** (***): Helps get you out of the dying condition once per day. Essentially the same as Orc Ferocity, although it never gets improved.
- (17) **Cleansing Light** (***): Once per day no-save area dazzled condition that only hits enemies, plus *restoration* heightened to fourth rank for removal of several nasty conditions.

Poppet (***)

If you plan to run a build with the baseline attribute modifier set, DEX penalties are never fun, even if CHA / CON / free boosts are great. If you don't want to deal with a DEX flaw, just choose two free attribute boosts instead. Darkvision is good as usual. The weakness to fire damage is rough and should really warn Flames oracles off of this ancestry, though there is an uncommon heritage that can circumvent the issue.

- Heritages: For the most part, there's nothing unique about the heritages. No fall damage and void resistance are fine, but not unique enough to be worth a description below.
 - **Tsukumogami** (***): (U) This rating is mainly for Flames oracles since it's the only way to make the poppet ancestry viable for them. This heritage does give you access to a couple good feats, though.
- Ancestry feats:
 - (1) **Harmless Doll** (***): Useful for leveraging your deception skill for some scouting.

- (1) **Helpful Poppet** (****): Aid is a great way to use a third action. Being more likely to succeed / critically succeed and essentially unable to critically fail is outstanding.
- (1) **Miniscule Mentee** (***): Familiars tend to be useful.
- (1) **Quadruped** (****): 30 feet of movement speed is always nice.
- (1) **Shiny Button Eyes** (***): Basically just Canny Acumen at level 1, which is a great feat for oracles. The bonus against illusions tends to be helpful against magical invisibility. You can retrain out of this feat for levels 11-16, then back into it at 17.
- (1) **Sudden Terror** (**): Requires tsukumogami heritage. The upgrades to Demoralize are great, but setting up the situation where you'll get said upgrades is action-intensive since you'll have to be hidden.
- (1) **Wash Out** (**): Especially helpful against the odd virulent poison. You don't have great fortitude, but when the dice are nice, it'll be that much more effective in ridding you of poison effects.
- (5) **Histrionic Injury** (***): Things that want to hit you in melee will fairly often have weak will saves, so you're likely to land the stupefied condition, which is a solid use of your reaction even if it's only available once per day.
- (5) **Insulated Poppet** (***): Does away with the tsukumogami heritage's weakness.
- (5) **Sealed Poppet** (***): Does away with the standard fire weakness. Note that you can't have the stuffed heritage if you want this feat.
- (13) **Awaken the Obake** (***): Requires tsukumogami heritage. Area *fear* as an innate spell is useful.
- (13) **Reanimating Spark** (***): Helps get you out of the Dying condition once per day and get somewhere safe. Essentially the same as Orc Ferocity, although it never gets improved.
- (13) **Squirm Free** (***): You really don't want to be Grabbed. This will allow you to attempt to Escape from the grabbed, immobilized, or restrained condition without having to worry about the MAP.
- (17) **Restitch** (****): You already have access to *regenerate*, but getting it as an innate spell is great. It helps that *regenerate* is a strong spell.
- (17) **Soaring Poppet** (***): Fly speeds are always nice, although this one will never go beyond 15 feet.

Skeleton (***)

If you want to run the baseline attribute set, DEX / CHA / free boosts and an INT flaw are very workable for any mystery besides Lore. Compared to the undead archetypes, your undead hunger is very manageable: you just collect bones as you adventure around to repair yourself. Inherent protection against death effects and diseases / poisons is pretty good, and you only have to rest for 4 hours per day rather than 8. Void healing can be frustrating, but you can overcome that issue with the Nudge the Scales feat (automatic for Bones and Life oracles). Speaking of Bones oracles, they can give themselves a ridiculous amount of fast healing with the undeath domain's *malignant sustenance* from level 12+ while playing this ancestry, though they have to choose to heal from void effects to do so. That's also possible for other mysteries at level 20 with Paradoxical Mystery + Nudge the Scales.

- Heritage:
 - **Fodder** (****): Extra speed is always great.
 - **Sturdy** (***): Not dying is good.
- Ancestry feats:
 - (1) **As in Life, So in Death** (****): Adopted Ancestry on its own is already a great feat, but this version in particular is excellent: you can choose **any** ancestry with it. Getting the ability to passively disguise yourself as not being undead will likely be quite valuable for you since undead don't tend to have great reputations in Golarion. Even if you're playing a home game in a different setting, it's probably not advisable to run around advertising your status as an undead.
 - (1) **Collapse** (***): Being able to negate a critical hit's extra damage is useful, though the ensuing off-guard condition and need to Stand may just end up inviting more pain. Alongside acrobatics investment (or the Acrobat Dedication feat) and the eventual Kip Up skill feat, recovering from being prone eventually becomes much more manageable.
 - (1) **Play Dead** (**): *Tree shape*, but as an always-available ancestry feat. You've certainly got the CHA to pull off a high deception DC. Situational, but you can be

creative with it. Combine with stealth investment if you want to use it for scouting / intel gathering.

- (1) **Undead Empathy** (**): As a class with high CHA, this can really expand your capability to talk your way out of situations. It'll very much depend on how willing your GM is to let you talk your way around encounters, though.
- (5) **Past Life** (**): Additional Lore is a great feat, but you may or may not care about getting one more trained skill. Lore oracles will like this feat the most.
- (5) **Well-Armed** (**): Extra reach for midline melee. Bones oracles can get 15 feet of finesse weapon reach with *object memory* and the chain sword, assuming your GM allows you to have access to one. Otherwise, in order to achieve 15 feet of reach, you're stuck with STR-based ancestry weapons (gnome flickmace or breaching pike), which you can achieve with As in Life, So in Death and an appropriate ancestry weapon feat. All that said, you can just use a regular one-handed finesse weapon like the rapier without having to mess with heavy feat investment, you'll just only get 10 feet of reach. That's acceptable for a midline melee build.
- (9) **Bone Missile** (**): If you're building for shortbow usage (most likely from As in Life, So in Death) you'll be able to deal a bit of extra void damage, though that is at the cost of your own HP.
- (9) **Skeleton Resistance** (**): It's not much resistance, but it is against a lot of different types.
- (17) **Necromantic Heir** (**): Extra healing once per hour if you heal from void effects. By this level, though, your party almost certainly has their exploration mode healing figured out. You have better things to do with your two- or three-action effects in encounters than cast a relatively low-rank *harm*, though there are some use cases for it like adding a little extra one-action damage or healing.

Sprite (***)

The baseline DEX / INT / free boosts coupled with a STR flaw will work best on a Lore oracle. Though there are no level 17 feats, there's plenty on offer to fill all of your ancestry feat slots. Though I don't have it listed below because it requires investment in subpar features, you can use this ancestry to gain the ability to use diplomacy on animals if you so desire.

- Heritage:

- **Draxie** (**): Subtle communication tends to be useful every now and again, especially if you're investing in stealth.
- **Luminous** (**): Pseudo-*light* cantrip, freeing you up to pick a different cantrip.
- **Nyktera** (***): +2 to Seek is nothing to sneeze at.
- **Pixie** (**): Allows you to overcome the inherent 0 foot reach that sprites have. This will ease movement requirements for offensive touch spells.

- Ancestry feats:

- (1) **Corgi Mount** (***): You are restricted to the Scent ability, but it's a decent familiar ability. It still provides some flexibility and Scent is useful. The big drawback here is that you can't ever give it different movement speed types, though you can still move efficiently if using it as a mount (especially with Fast Movement). If you ever want to make it better, you'll need an archetype.
- (1) **Evanescant Wings** (****): Less fly speed than most other ancestries' initial flight feats, but you get flight way earlier than most any other ancestry.
 - (5) **Energize Wings** (****): Brings your fly speed up to a much more manageable number.
 - (9) **Hero's Wings** (****): Permanent fly speed far earlier than you can get it from most any other ancestry feat.
- (1) **Fey Cantrips** (**): The baseline cantrips aren't exciting, but grigs can get *detect magic* and draxies can get *prestidigitation*.
- (1) **Sprite's Spark** (**): Gives you a ranged Strike for occasional third-action damage.
- (5) **Catchy Tune** (**): Gives a little ability to kite enemies, though the 5 foot penalty won't make a huge difference. Since it relies on performance, you can force the crit success effect with an orchestral brooch.
- (5) **Fey Disguise** (** / ***): You'll have to be creative or be in the right campaign setting to get use out of it, but getting *illusory disguise* as an innate spell can be useful. The fact that it heightens is unusually valuable, especially since later

ranks allow you to impersonate specific individuals, and eventually for your whole party.

- (9) **Fey Magic** (***): You already have access to *faerie fire*, but it's a great spell. Your GM will probably buy off on *faerie fire* having been thematically replaced with *revealing light*, though *faerie fire* doesn't require a save for its effects. Both are good spells. *Invisibility* is nice to have too, even if it never heightens.
- (13) **Invisible Trickster** (****): Gaining *invisibility* as a 4th level innate spell is great, especially because you can cast it once per hour rather than the usual once per day.

Yaoguai (***)

CON / CHA / free boosts with INT flaw are good unless you're a Lore oracle. Being able to shapeshift into an inanimate object will have some scouting utility occasionally. This ancestry also offers one of very few ways to get multiple heritage effects, namely if you choose a versatile heritage.

- Heritage:
 - **Born of Animal** (**): Extra speed when your hands are unoccupied, though you're likely to have a hand occupied often once you have a staff. The humanoid form also provides a situational benefit when Demoralizing / Coercing animals and beasts.
 - **Born of Celestial** (***): Extra divine cantrip from yaoguai form and a bonus to religion checks in humanoid form, which is mostly helpful with a couple of master rank religion skill feats.
 - **Born of Elements** (****): The humanoid form effect will rarely offer any value, but getting *electric arc* or *slashing gust* from yaoguai form is great.
- Ancestry feats:
 - (1) **Natural Mutagen** (***): One auto-scaling mutagen per day for free. There are several good options here, but energy mutagen tends to be the most reliably useful mutagen. Cognitive mutagen is a decent choice for Lore oracles.

Drakeheart, juggernaut, quicksilver, sanguine, and silvertongue all have fairly common use cases depending on your build, though you can also give the mutagen to a party member.

- (1) **Polymorphic Escape** (**): Low chance to automatically mitigate several annoying conditions.
- (1) **Twilight Dweller** (** / ***): Gives eventual darkvision, though you'll have to take the feat twice or have a versatile heritage that grants low-light vision.
- (5) **Among Humanity** (***): Being able to impersonate specific individuals with *illusory disguise* tends to be useful.
 - (9) **Forever Among Humanity** (**): Whether or not you need to use an hour-long *illusory disguise* more than once per day will depend on your campaign.
- (5) **Awakened Yaoguai Heritage** (***): Allows you to grab a regular yaoguai heritage if you chose a versatile heritage at level 1.
- (5) **Bold Defiance** (***): Temporary HP once per ten minutes when you change shape, which will tend to be most useful with the born of celestial heritage since both its forms provide value.
- (5) **Immobile Form** (**): Gives a bonus to your deception when you Change Shape, which helps with scouting utility. Best used with the born of elements heritage and some stealth investment on top of the deception investment.
- (9) **Brilliant Vision** (***): Mitigates quite a few sources of concealment and gives *see the unseen* as an innate spell, which is frequently useful.
- (9) **Quick Recovery** (***): Not dying is good.
- (9) **Unleash Yaoguai Might** (**): One of a few decent effects depending on your heritage. Born of celestial tends to be the best since both of its forms are useful. Note that this combines with Bold Defiance if you have both feats, though Unleash Yaoguai Might is only once per day.
 - (17) **Legendary Monster** (***): Allows you to Unleash Yaoguai Might at will and gives you one of a few decent additional rider effects once per day, namely *fly* or a little extra spirit damage on spell attacks.
- (13) **Unnerving Terror** (****): Throwing out area frightened and off-guard without affecting your allies is quite the debuff even if it's only once per day.

Common versatile heritages

There's technically no longer a restriction on which ancestries can take aiuvarin or dromaar as a versatile heritage. There are several mentions of the only known aiuvarins and dromaars being of human descent, and of both heritages being most typically from human parents somewhere along the line. None of that is rules text, though. If you're going to pick one of these heritages on a non-human ancestry, you may want to discuss doing so with your GM due to lore limitations rather than rules limitations.

Aiuvarin (***)

See the [elf](#) ancestry for information about their feats. Note that aiuvarin with the human ancestry can take the feat Multitalented without having to worry about the archetype's attribute modifier prerequisites, which makes this potentially a fantastic option if you want to take an archetype. The aiuvarin modification to Multitalented can be used to grab the Monk Dedication feat to qualify for Perfection's Path at level 12+, which will give you master proficiency in either fortitude or reflex saves. Other major draws from the elf ancestry feat list include innate spell diversity and improvements to both your speed and Step distance.

- Ancestry feats:
 - (1) [Elf Atavism](#) (**): Access to some of the more useful elf heritages like cavern elf for darkvision. In the right campaign / circumstances, it can combine well with Wandering Heart.
 - (5) [Inspire Imitation](#) (**): You'll likely find the most use for it from intimidation, but it'll depend largely on party composition and your group's skill picks. Lore oracles may do well with Recall Knowledge skills too. Adds some action compression to the human feat Group Aid if your party is built for lots of Demoralize and / or Recall Knowledge.
 - (9) [Pinch Time](#) (**): Although you can only cast it on yourself, gaining *haste* as an innate spell is good.

Dromaar (***)

See the [orc](#) ancestry for information about their feats. Major draws from the orc ancestry feat list include the Orc Ferocity line for more survivability and the Orc Superstition line for improvements to saves. Flames oracles may appreciate this versatile heritage for access to Death's Drums.

- Ancestry feats:
 - (1) **Monstrous Peacemaker** (**): There are a **ton** of intelligent non-humanoids and non-human humanoids in this game system. How frequently you interact with them will depend on your GM, but you're likely to at least get some use from this feat at some point if you're the party face.
 - (1) **Orc Sight** (***) : Darkvision is always great.
 - (1) **Overlooked Mastermind** (**): Chances are, you're going to get yourself into trouble at some point. If you have good deception, this can help you Lie your way out of bad situations.

Uncommon versatile heritages

Ardande (***)

Ancestries that already have low-light vision will cause the ardande heritage to give you darkvision, which is good. Ardande offers lots of good defensive effects, plus a few control options.

- Ancestry feats:
 - (1) **Ambersoul** (***) : Automatic penalty for most melee enemies attempting multiple attacks against you.
 - (1) **Elemental Eyes** (***) : Darkvision is always good.
 - (1) **Grove-Harbored** (***) : Passive bonus to saves against poisons, plus plant and wood effects. With your poor fortitude progression, that bonus and its associated save improvement are likely to be useful for you.

- (1) **Springsoul** (**): *Tangle vine* is a decent innate cantrip.
- (5) **Noble Resolve** (**): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
- (5) **Read the Roots** (**): Two actions to Seek with tremorsense brings casting limitations, but it's decent in stealth rounds to try to find undetected enemies. It also has the advantage of being able to find and potentially deny burrowing enemies, which tend to be difficult to counter.
- (5) **Treespeech** (**): Gives you some extra value for the diplomacy skill, allowing you to speak with common plants like trees.
- (9) **Kizidhar Magic** (**): *Entangling flora* and *one with plants* are both useful innate spells.
- (13) **Planar Sidestep** (**): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.
- (13) **Wooden Mantle** (**): *Mantle of the unwavering heart* is quite the buff, giving you access to two of four effects. Both of the numeric bonuses are untyped, which technically "don't exist" according to Paizo clarifications made a few years ago, but here they are. Looking at the other mantle spells, they're likely supposed to be status bonuses. Fast healing plus a bonus to saves against poisons and diseases, a no-save sickened 1 aura, or a bonus to saves against mental effects are the best of the options. If your GM lets the spell's language slide and allows the RAW untyped bonus, this feat is **purple** (****) for the purposes of Debilitating Dichotomy.
- (17) **Wood Ward** (****): The potential to turn a crit into a hit or a hit into a miss, plus a big amount of damage mitigation, both once per hour. Solid. It also works against ranged attacks, including spell attacks. The ward persists for a few rounds if the initial attack misses, which means you can Take Cover behind it for greater cover on subsequent rounds. The difficult terrain it causes is unlikely to come up often, but it's still nice to have.

Changeling (**)

Ancestries that already have low-light vision will cause the changeling heritage to give you darkvision, which is good. There are enough good feats here that this versatile heritage will fit well alongside most any ancestry.

- Ancestry feats:

- (1) **Hag's Sight** (***): Darkvision is always good.
- (1) **Moon May** (***): You already have access to it, but *guidance* is a good cantrip.
- (1) **Virga May** (****): Gaining *electric arc* as an innate cantrip is great. This feat is nearly useless for Tempest oracles, though they can get temp HP from *electric arc* with Maiden's Mending if willing to invest that heavily in ancestry feats.
- (1) **Maiden's Mending** (**): There aren't many options that changeling provides which both a) you want to take and b) initiate this feat's trigger, but temporary HP is always good if you can find a way to make it work with your build. Pairs best with Virga May, though Moon May also works.
- (5) **Called** (***): Grants a bonus to saves against mental effects, which will make you very resistant to said effects with your excellent will progression. Especially helpful with Debilitating Dichotomy.
- (5) **Mist Child** (***): Works well with stealth builds. Also helpful if you have access to effects like *blur* or fourth rank *invisibility*, and it improves the concealment from Invoke the Elements.
- (9) **Invoke the Elements** (***): Deterring enemies from approaching you with passive damage is a good way to not be in danger, and the concealment is a helpful defensive tool. The only real choice for a prerequisite lineage feat is Virga May.
 - (17) **Stormy Heart** (***): Once per 10 minutes rather than once per day.
- (9) **Occult Resistance** (***): Passive bonuses to saves are always welcome even if this one only applies against occult effects.
- (13) **Hag Magic** (****): You have some very strong utility options here. *Clairvoyance* is a major standout, but you might also like *clairaudience*, *earthbind*, *illusory disguise*, *humanoid form*, or *water walk*. *Spellwrack* is listed as an eligible spell, but that fact contradicts the feat's language since it's a sixth rank spell. The spell requires you to "choose one common spell of fourth rank or lower from those available to a coven," a requirement that *spellwrack* does not meet.

That said, if your GM is permissive, getting a sixth rank spell out of this feat is a great choice.

Custom Mixed Heritage (***)

Think of this as an alternate option to Adopted Ancestry. You'll want to choose a base ancestry that has a good attribute spread and features, and an ancestry with good feats to tie to the heritage. This option is a decent way to go about getting some of the better feats in niche ancestries without having to suffer their poor lists or attribute spreads. It is pretty munchkin-y, though, and requires your GM to be very willing to work with you on creating a highly unique ancestry choice for your character. This section is a little different from the other ancestry / heritage sections because it offers no unique feats (unless your GM homebrews some as suggested in the rules entry). As such, I'll list good choices for base ancestries based on certain categories. The sky's the limit on heritage-tied ancestries since the value there is entirely based on which feats you want to snipe. Note that some ancestries don't make sense for custom mixed heritages like the constructed ancestries, fleshwarps, samsarans, skeletons, and yaoguai. You'll probably be hard-pressed to convince your GM that leshy should be a candidate, too.

- Attribute modifiers: If your build doesn't need STR, halfling and gnome are some of the best options attribute modifier-wise.
 - Common: elf, gnome, goblin, halfling, leshy
 - Uncommon: azarketi, catfolk, kobold, merfolk, tanuki, tripkee, wayang
 - Rare: anadi, awakened animal, sarangay, shoony, sprite, yaksha
- Features: Darkvision is a common feature here. If you're getting darkvision or low-light vision from the base ancestry, you won't have to worry about the low-light vision caveat from your heritage-tied ancestry choice.
 - Common: dwarf, goblin, halfling, orc
 - Uncommon: fetchling, hobgoblin, kobold, minotaur, wayang
 - Rare: kashrishi, shisk, surki

- Speed:
 - Common: elf
 - Uncommon: centaur
 - Rare: goloma

Dragonblood (***)

One of few versatile heritages that doesn't give low-light vision or darkvision by default. That said, almost all of the feats this heritage offers are worth taking.

- Ancestry feats:
 - (1) **Breath of the Dragon** (***) : A little bit of renewable area damage that lets you choose which save you target when you pick the feat. If you're playing a mystery other than Flames or Tempest, picking an exemplar that targets reflex (adamantine, diabolic, empyreal, or fortune) is a great idea since the divine list is so lacking in reflex-targeting spells. If you're playing a goblin and have the feat space, you can combine this feat with Goblin Song to debuff will in an area and select a respective exemplar (mirage or omen). Bones oracles can use *soul siphon* to set up for a fortitude-targeting effect (conspirator or horned), though they can't easily apply drained to multiple targets. Pairs well with the Divine Dragonblood feat since both divine exemplars target reflex. Value falls off a bit as you build a spell repertoire that can target all saves, but you can still think of this feat as an ability that can sometimes function as a pseudo-cantrip.
 - (9) **Formidable Breath** (***) : Helps keep your breath effect relevant.
 - (17) **Lingering Breath** (****) : Area control plus persistent damage makes this a much more competitive use of your actions at the higher levels, especially if you're playing a lizardfolk midline melee build with Terrain Advantage. Coupled with Formidable Breath, you can create quite a respectable patch of difficult terrain.
 - (1) **Divine Dragonblood** (***) : Bonuses to initiative are always welcome, especially if you frequently use stealth. It's not as effective as the Incredible

Initiative general feat, but it does free you up to take other general feats if need be. Also gives a free skill pick.

- (1) **Draconic Sight** (***): Darkvision is always good, though this feat is only realistically available for ancestries that have low-light vision. Otherwise, it just gives you low-light vision and can't be taken a second time.
- (1) **Scaly Hide** (***): Removes the need for armor, though it's not fully online until level 5.
 - Note: If your goal with this feat is to maximize AC for a midline or frontline build, you're better off with heavy armor starting at level 5. That said, you won't have the STR to mitigate the armor check penalty until level 5 (or 2 with Gradual Ability Boost), so Scaly Hide can plug that early level gap where you'd suffer harsh penalties to STR- and DEX-based skills. Unfortunately, you can't retrain Scaly Hide, though.
- (5) **Draconic Scent** (***): Imprecise senses can help a little with your poor perception progression.
- (5) **Dragon's Flight** (****): Flight is always great, and this feat comes without the limitations that you see on quite a few flight feats at this level.
 - (9) **True Dragon's Flight** (****): Permanent flight is great.
- (5) **Traditional Resistances** (***): Helps your defenses against magical effects of your exemplar's tradition. Technically situational, but you're bound to come across the situation where this feat applies.

Duskwalker (***)

Ancestries that already have low-light vision will cause the duskwalker heritage to give you darkvision, which is great. Lots of good feats here with some unique features like a bonus to saves against death effects.

- Ancestry feats:
 - (1) **Chance Death** (***): Not dying is good, though you'll ideally never be in a position or situation to use this feat.
 - (1) **Gravesight** (***): Darkvision is always good.

- (1) **Nosoi's Mask** (**): Level 1 Intimidating Glare and early access to an item bonus to intimidation. Unfortunately, it requires you to be trained in crafting. Once you have access to a better item bonus and a skill feat slot for Intimidating Glare, you should retrain both this feat and your crafting proficiency.
- (1) **Willing Death** (***): Decent once-per-day support tool to keep an ally from gaining the wounded condition.
- (5) **Lifesense** (**): The range is limited, but imprecise senses are useful.
- (5) **Shoki's Argument** (***): Although you already have access to it, *vitality lash* is among the better offensive divine cantrips. If your GM isn't willing to give this feat a coat of remaster paint, *disrupt undead* is almost as useful, it just has a little less target flexibility. The diplomacy proficiency is a little extra frosting (though at this level it will likely translate to a free skill proficiency instead).
- (5) **Spirit Soother** (**): You'll want some WIS in your build to back this feat up. Campaign-dependent, but in a game where you can expect to run into lots of haunts (Abomination Vaults, for example), you'll appreciate the passive and / or extra attempt to find said haunts.
- (5) **Ward Against Corruption** (***): On top of the bonus to saves against diseases, the bonus against death effects is most welcome. You're likely to run into undead as enemies at some point in most any game, but especially in a game where you expect them to be common, this feat can be outstanding. This feat pairs very nicely with ancestries that grant a feat with a bonus to saves against poisons.
- (9) **Spirit Strikes** (**): It's a small bonus, but it allows you to hit positive and negative energy weaknesses with reliability.
- (13) **Calaca's Showstopper** (***): It's only once per day, but it is a strong area control effect that won't affect allies. This is a bit better than *synaptic pulse* since the incapacitation trait in this case is based on your level rather than a spell rank. It does require expert proficiency in performance, though, so it'll pair best with an ancestry that incentivizes performance proficiency (goblin, sprite).
- (13) **Resist Ruin** (***): *False vitality* once per day is worth it all on its own.
- (17) **Olethros's Decree** (**): Once a day, one of your bow Strikes does an extra 60 damage with a basic fortitude save. If you're building for shortbow usage, you might as well get some extra damage once per day.
- (17) **Yamaraj's Grandeur** (***): Decent reflex-targeting blasting with a chance to impose sickened 2.

Ifrit (***)

Fire resistance and lesser effects from environmental heat effects. This heritage provides some unique value for most builds.

- Ancestry feats:
 - (1) **Ember's Eyes** (**): You can take this up to twice to gain, first, low-light vision, and second, darkvision. If you already have low-light vision, you only need to take it once for darkvision. Darkvision is always good.
 - (1) **Inner Fire** (**): Getting access to *ignition* (or *produce flame*, if your GM doesn't want to remaster-fy this feat) as an innate cantrip is decent. Pointless for Flames oracles, for whom this feat is **red** (*).
 - (1) **Sinister Appearance** (**): Intimidating Glare at level 1. You should retrain this feat if and when you have a skill feat slot for Intimidating Glare.
 - (5) **Firesight** (**): This one really depends on your choice of ancestry, otherwise it's entirely situational. If you take the *eat fire* cantrip from another ancestry feat, you'll be able to use the concealment effectively without punishing yourself. Also useful if you have an alchemist in your party with the Smoke Bomb feat, or if someone (probably an alchemist) is using smoke balls.
 - (5) **Heat Wave** (**): Fire damage is somewhat common. Being able to gain concealment as a reaction to fire damage is a nice defensive benefit. For Flames oracles, this feat is **blue** (****) because they'll be able to use this effect once in just about every encounter.
 - (5) **Noble Resolve** (**): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
 - (9) **Charred Remains** (**): Great for Flames oracles and still useful for other blasters since *divine immolation* is available at this level. At level 13, you can couple this with *sunburst* instead. This feat has some synergy with the lizardfolk ancestry's Terrain Advantage ancestry feat. Both are level 9 feats, though, so you're only really going to be able to put this combination to use at level 13 and higher (unless playing a game with the Ancestry Paragon variant rule).

- (9) **Scorching Disarm** (**): A little utility for STR melee builds.
- (13) **Planar Sidestep** (***): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.
- (13) **Radiant Burst** (***): Blinded is a very potent condition. Even on a successful save, you're still throwing out dazzled. With only a 10 foot range, you're not likely to affect allies, so this is a decent defensive tool if enemies get near you.
- (17) **Blazing Aura** (****): As a reaction at the start of a turn, dealing area damage in a decently sized emanation and quickening your allies for one round is quite the effect, even if it is only once per day.

Nephilim (***)

Low-light vision or darkvision if you already have low-light. Since this is the replacement for the aasimar, aphorite, ganzi, and tiefling versatile heritages, I include their non-remastered feats here. There aren't exactly limitations on taking tiefling feats as an aasimar and vice versa, but the Pathfinder Society clarification states that the aasimar and tiefling traits are not interchangeable. Make sure to discuss with your GM any specifics if you want to take the legacy feats. The relatively easy access to flight alone makes this a universally useful heritage, but there's all sorts of value to be had here.

- Ancestry feats:

- (1) **Aeonbound** (**): Essentially extra HP once per day from a failed Treat Wounds check, plus insurance against taking damage from a crit fail.
 - (5) **Offensive Analysis** (****): (L) Innate *sure strike* is always a welcome addition.
 - (9) **Preemptive Reconfiguration** (***): (L) It's only available once per day, but reducing any damage type as a reaction can make a world of difference. You can combine this with Crystalline Dust, the legacy version of Extraplanar Haze, for an extra use per day, and with the legacy feat Ancillary Motes for additional extra uses. Your GM may even be extra forgiving and allow you to use Extraplanar Haze + Ancillary Motes together rather than having to rely on Crystalline Dust.

- (13) **Impose Order** (***): Replaces a crit fail skill check with, essentially, Assurance, or negates misfortune, once per day. Works with Roll the Bones of Fate for Bones and Lore oracles.
 - (17) **Channel the Godmind** (***): For when you absolutely, positively must detect enemies and hidden things.
- (1) **Angelkin** (**): Multilingual is decent if you're using Bon Mot, especially if you can pair it with Gnome Polyglot (say, with Ancestral Paragon at level 3). This will be best on a Lore oracle who can put the society proficiency to good use and get a few extra languages out of their INT score.
- (1) **Battleblooded** (**): Intimidating Glare at level 1. You can't retrain this feat, unlike similar effects, but there are at least some good battleblooded feats after this.
 - (5) **Call to Battle** (***): Hopefully you're not going unconscious too terribly often, but if and when an enemy is able to make it to the backline (or you're a midliner in danger all the time anyway), you'll be able to recover from said condition with relative ease and safety, no acrobatics required.
- (1) **Emberkin** (**): (L) This one really depends on your choice of ancestry, otherwise it's entirely situational. If you take the *eat fire* cantrip from another ancestry feat, you'll be able to use the concealment effectively without punishing yourself. Also useful if you have an alchemist in your party with the Smoke Bomb feat, or if someone (probably an alchemist) is using smoke balls.
- (1) **Faultspawn** (***): Bonus to saves as a reaction. Useful.
 - (5) **Towering Presence** (**): Extra reach and a little extra damage for a STR midline build. You'll want to be built for heavy armor to offset the clumsy penalty somewhat. Just don't take this feat on a centaur or minotaur.
 - (17) **Dominion Aura** (***): (L) It's not a lot of damage up front, but it only takes a single action to use, plus you get a minute of passive damage in a 10 foot aura. That should be a good size to not harm allies, just be sure no one tries to come use Battle Medicine on you.
- (1) **Halo** (***): Getting *light* as an extra cantrip will free up a cantrip slot for you. If your whole party has darkvision, you can give this one a pass.
- (1) **Lawbringer** (***): Bonus to saves against emotion effects will help you shrug those effects off with ease.

- (1) **Musetouched** (***): You don't like being grabbed or restrained, and this helps quite a bit with those conditions.
- (1) **Nephilim Eyes** (***): Darkvision is always good.
- (1) **Nephilim Lore** (***): Essentially two free skill picks since you already have religion and almost certainly want either diplomacy or intimidation (or both).
- (1) **Nimble Hooves** (****): Extra speed is always great.
- (1) **Proteankin** (**): Random resistance to acid, electricity, or sonic damage and a bonus to saves against effects imposing the controlled condition. The random nature makes this feat less than reliable, but it gets better with later feats. The bonus against being controlled is decent too, especially for Battle oracles contending with their curse.
 - (9) **Glory and Valor!** (**): Decent for a melee build.
 - (13) **Alter Resistance** (***): This can overcome the random nature of your resistance and apply the correct resistance as a reaction. It happens after you take the damage, but you can expect that you'll take that type of damage again from the same creature.
 - (13) **Arise, ye Worthy!** (***): *Breath of life* is a divine spell, so you already have access to it. Still, it's good to have an extra means of bringing your allies back to life.
- (5) **Extraplanar Haze** (**): Concealment for a few rounds per day isn't much, but an imposed 20% miss chance can help you survive.
 - Note: the legacy version of this feat, Crystalline Dust, is an aphorite feat. You may be able to convince your GM to let you take Ancillary Motes to get more uses per day out of Extraplanar Haze. If not, you'll have to play an aphorite and take the legacy version.
- (5) **Extraplanar Supplication** (***): An extra cast of *bane* or *bless* (chosen when you select the feat) is a welcome addition. Note that you can also take either legacy version of this feat (Empyrean Blessing or Malicious Bane) if you want to be able to cast both, or get an extra cast of whichever you selected.
- (5) **Scion of Many Planes** (***): Gain an extra lineage feat, which isn't something you'll find in most versatile heritages.
- (9) **Celestial Magic** (**): Requires a celestial lineage feat. *Revealing light* is the only real meaningful choice here, mostly due to counteract rules limiting the

effectiveness of the condition removal spells. *Humanoid form* is okay for the second choice.

- (9) **Divine Countermeasures** (***): Technically situational, but you're bound to save against divine effects.
- (9) **Divine Wings** (***): Flight is always good, though this version is limited since you can only get it once per day.
 - (17) **Eternal Wings** (****): Permanent flight.
- (9) **Fiendish Magic** (***): Requires a fiendish lineage feat. Far better than Celestial Magic. *Shatter* isn't great, but the rest are all good choices.
- (13) **Purge Sins** (***): (L) Being able to counteract all poisons and diseases affecting you with a religion check is decent. Just make sure to invest in WIS if you plan on taking this feat.
- (13) **Slip Sideways** (***): Requires a fiendish lineage feat. Fifth rank *translocate* is a welcome innate spell.
- (17) **Divine Declaration** (***): Though you already have access to it, seventh rank *divine decree* is decent for an innate spell.

Sylph (***)

Ancestries that already have low-light vision will cause the sylph heritage to give you darkvision, which is great. The fact that you can gain a permanent fly speed on any ancestry, and reduce the feat investment requirement for ancestries that already do give access to a fly speed from three to two, makes this a universally useful heritage.

- Ancestry feats:

- (1) **Elemental Eyes** (***): Darkvision is always good.
- (1) **Smokesoul** (***): Synergizes well with stealth builds. Also useful if you have *eat fire* from another ancestry feat. More useful if you plan to take Airy Step.
- (1) **Swift** (****): Extra speed is always great.
- (1) **Wind Pillow** (**): Helps a bit with terrain challenges prior to getting flight. Retrain once you can fly.

- (5) **Cloud Gazer** (**): Situational, but fog tends to be a relatively common magical concealment tool. Overcoming the miss chance will be helpful from time to time. More useful if you plan to take Airy Step.
- (5) **Noble Resolve** (**): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
- (9) **Djinni Magic** (**): *Gust of wind* and *invisibility* are both nice to have as innate spells.
- (9) **Wings of Air** (**): Flight is always good, though this version is limited since you can only get it once per day.
 - (17) **Eternal Wings** (****): Permanent flight.
- (13) **Airy Step** (**): Providing concealment for you and your friends, which also applies to the triggering effect, plus being able to Step to a different location or Escape and Step, for a reaction is quite good for action economy purposes.
- (13) **Planar Sidestep** (**): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.

Yellow (**) ancestries

Yellow (**) Ancestries

Common ancestries

Dwarf

Bad speed, great HP. You can't really afford the CHA flaw, so you'll want to go with two free boosts. Darkvision without spending a feat or heritage is great. There are certainly other ancestries with better heritages and feats, but some are of decent value.

- Heritage:
 - **Ancient-Blooded** (***): The circumstance bonus to saves as a reaction is great no matter what, especially for Battle oracles.
 - **Death Warden** (***): This heritage will help you succeed on saves against void effects and effects originating from undead. There aren't a ton of void effects out there, but there are some notable spells: *harm*, *enervation*, the vampiric spells, and *void warp* are fairly common, among a few others. It can help quite a bit for Bones oracles who need to worry somewhat about void damage. That's also true for Battle oracles to a lesser extent.
 - **Forge-Blessed** (**): It's always nice to get innate spells, but the fact that the one you get from this heritage is only once per week instead of once per day is significantly worse of a feature than most other ancestry-based innate spells. Dranngvit's *tailwind* or Grundinnar's *anticipate peril* will be decent picks, though if your family venerates Dranngvit, you might have some explaining to do.
 - **Strong-Blooded** (**): Being able to overcome virulent poisons more easily is decent.
- Ancestry feats:
 - (1) **Clan Lore** (***): Despite being a feat that gives two trained skill proficiencies, this one's relatively valuable because it gives you quite a bit of flexibility in which skills you can choose. Lore oracles will appreciate Clans Oriddus (religion and society for a free pick + an INT skill) and Runebinder (arcana and occultism) the

most, while Battle oracles will appreciate Clan Stonefist (athletics for a free pick and intimidation). Considering how little most oracle builds (less Lore) need INT, getting some flexibility in your skill picks can be a nice way to build your character to fit your party and build ideal.

- (1) **Dwarven Doughtiness** (**): Shrug off the frightened condition more quickly. You shouldn't frequently be failing will saves against effects that inflict the frightened condition, but this will really help keep that debuff off you. That said, it's going to be a while before you commonly see anything throwing out effects that impose Frightened 2 or higher.
- (1) **Dwarven Weapon Familiarity**: If actually engaging in melee, Battle oracles tend to function best with reach weapons. The long hammer grants not only a reach option, but the trip trait as well for an extra layer of safety when putting that athletics skill to use. If you're building this route, expect to have low WIS in order to build for STR.
- (1) **Eye for Treasure** (**): Decent on Lore oracles if you're going to be the party's loot identifier, especially paired with Quick Identification.
- (1) **Mountain Strategy** (**): Extra damage is useful for a melee build or if you set yourself up to get shortbow proficiency from Adopted Ancestry (though the shortbow route is feat-intensive). It is limited, but valuable in the right adventure. The Special entry can remove those limits somewhat: with GM buy-in, you can, by RAW, customize the creature traits to which this feat applies. At later levels, you may want to retrain this feat since +1 to damage becomes relatively small and you may no longer be fighting the same types of enemies.
- (1) **Unburdened Iron** (**): You generally don't need STR. If you want to build for medium or heavy armor and are prepared to accept the check penalty, this feat will help mitigate one of the more annoying aspects of armor STR requirements... though you're still a dwarf with 20 ft. speed.
- (5) **Defy the Darkness** (***): There aren't many consistent ways to get greater darkvision, a feature which allows you to overcome almost all darkness effects. You give up the ability to use spells with the Darkness trait, but unless you're a Cosmos oracle that's not too big a deal. Even for Cosmos oracles, this feat doesn't lock you out of much - namely, the Darkness domain spells. For all oracle builds, this will lock you out of *darkness*, *chilling darkness*, and *eclipse burst*. For

the purposes of Divine Access, stay away from deities that grant *penumbral shroud*.

- (5) **Sheltering Slab** (**): No one likes being flanked. Just be aware of the terrain requirements.
- (5) **Tomb-Watcher's Glare** (**): Requires the death warden heritage. If your campaign features undead frequently, having the occasional passive debuff as a rider effect on your actions with saves will be useful.
- (9) **Heroes' Call** (***) / (**): You already have access to *heroism*, but it's a good spell. Getting it as an innate spell more or less frees up spell slots / repertoire picks. On top of the innate spell, you can also get temporary HP in a pinch. The drawback here is that *heroism* doesn't scale, though a +1 status bonus is still useful at all levels.
- (9) **Kneel for No God** (**): Adds some situational value to the Call on Ancient Blood reaction. Note that this requires the Ancient-Blooded heritage and that the Vahird ethnicity grants access.
- (9) **Mountain's Stoutness** (**): Extra HP is a good choice, especially since it stacks with the Toughness general feat. Especially useful for Life oracles, for whom this feat is **blue** (****).
- (9) **Stone Bones** (**): It's a low chance, but negating critical hits will help keep Battle oracles near the front lines.
- (13) **March the Mines** (**): It's not much of a burrow speed, but it's an extra movement speed type. Burrow speed tends to come up less often than fly and climb speeds, but the fact that you can move an ally with you is a beneficial support feature.
- (13) **Telluric Power** (**): A little extra damage in melee much of the time.
- (17) **Stonewall** (**): It's a once-per-day reaction that lets you ignore damage from a nasty effect (typically a crit). The Petrified condition can be scary, though, even if it is only up for a short time. While Petrified, it is very easy for enemies to land crit attacks on you since you have 9 AC. By this level, even a 1 on the die is going to result in a hit against 9 AC, which means any other die result will be a crit. Being Petrified stops you from suffering effects that wouldn't affect stone, but it doesn't stop you from being hit with Strikes. 8 hardness is a drop in the bucket compared to the almost-certain followup crit. With all that in mind, since the

petrified condition ends with the current turn, using this reaction on an enemy's final action will be perfectly safe.

Uncommon ancestries

Athamaru

STR / WIS / free boosts are nothing exciting, but INT is an acceptable flaw except for Lore oracles. If nothing else, you can use that STR to fill out light armor and then never boost it again. Otherwise, you're better off with two free boosts. Oddly, unlike similar aquatic ancestries, you have no requirement to submerge in water. 20 ft. land speed is never fun, and naturally the compensation is a 25 ft. swim speed. The coral symbiotes feat chain is decent, but the fact that you have to spend a few levels needing to submerge yourself in water every 24 hours renders it a dud for quite some time. Unfortunately, though, there's just not much going for this ancestry aside from the odor feats.

- Heritage:
 - **Hopeful** (**): Being large is a double edged sword. You don't really want to be a large target for enemies to go after, but the size coupled with a reach weapon can be helpful for a midline build. It also increases the size of the heritage's aura, which is a decent buff to help allies overcome fear effects.
 - **Kaleidoscopic** (**): You'll want effects that render you concealed to your enemies, like Cosmos oracle's *moonbeam* and / or *dizzying colors*. If that's the case, throwing out misfortune on the concealed flat check as a reaction is a pretty solid defensive benefit.
- Ancestry feats:
 - (1) **Community-Minded** (**): Helps a bit with your poor perception, specifically against Lies and Impersonation.
 - (1) **Emit Defensive Odor** (**): Most of these type of feats take two actions, but this one being only one makes it much more usable than similar feats from other ancestries. Think of it more as a defensive tool to punish enemies that get into

melee with you than something you want to walk in and drop on an enemy. Just be wary of enemies with poison immunity, like undead.

- (5) **Noxious Odor** (***): Adding sickened is a nice upgrade.
- (9) **Persistent Odor** (***): Adding persistent damage is a nice upgrade too.
- (13) **Rapid Pheromone Recovery** (***): Once per hour instead of once per day.
- (17) **Offensive Odor** (***): More damage or change from an emanation to a cone.
- (1) **Pheromonal Message** (**): Silent communication comes up as a useful feature from time to time.
- (13) **Attuned Electroreceptors** (**): Essentially lifesense with some extra frosting on it, but only goes out to 20 feet. The extra imprecise sense is a decent way around your poor perception.

Kholo

If you plan to run the baseline attribute modifiers, STR/INT/free bonuses and a WIS flaw are odd for an oracle. For the most part, you're better off running a two free boost build. There isn't a ton on offer here, but the good options are valuable for any build.

- Heritage:
 - **Cave** (***): Darkvision is always good.
 - **Dog** (**): The extra speed is nice, but within a few levels you're going to want to have a staff and / or wand in hand most of the time.
 - **Sweetbreath** (***): Make an Impression is frequently useful.
 - **Witch** (**): A bonus to Create a Diversion can be helpful for stealth builds.
- Ancestry feats:
 - (1) **Ask the Bones** (**): Lore oracles will naturally put this feat to best use, getting a free action Recall Knowledge once per day, possibly with a circumstance bonus. Since every oracle is trained in religion, you can at least use this feat for the odd religion RK.

- (1) **Hyena Familiar** (***): Familiars are good. If you ever want to make it better, though, you'll need an archetype.
- (1) **Pack Hunter** (****): Aid checks are highly useful for casters to be able to squeeze value out of their third action. Being able to receive better Aid checks from your allies is icing on the cake.
- (1) **Sensitive Nose** (**): Scent isn't the strongest of imprecise senses, but it's at least an easy away around your poor proficiency for Seek checks.
- (5) **Affliction Resistance** (***): Your campaign may or may not have much in the way of poisons and diseases. If it does, you'll love this feat. Diseases in particular can be really nasty.
- (5) **Distant Cackle** (**): *Ventriloquism* can be a useful tool for a creative player.
- (5) **Rabid Sprint** (**): Requires the dog heritage. You may not find a need for this feat often, since it competes with spells for action usage. That said, if you really need to get out of danger or get into position, this feat will do it for you.
- (9) **Ambush Hunter** (***): Handing out the Scouting initiative bonus synergizes well with Oracular Warning, and being able to Avoid Notice at the same time will help your initiative bypass your poor perception. You'll want to invest in stealth with this feat.
- (9) **Breath Like Honey** (***): Requires the sweetbreath heritage. Very helpful on Make an Impression checks. *Enthrall* is pretty weak, though.
- (9) **Grandmother's Wisdom** (**): *Augury* is useful sometimes.
- (9) **Laughing Kholo** (**): Battle Cry and (essentially) Intimidating Glare for one feat. If you already have Intimidating Glare, retrain it. This feat is only really useful if your build is hurting for skill feats, but it does qualify you for the outstanding Legendary Laugh.
 - (17) **Legendary Laugh** (****): Doubles the range of Demoralize and adds some damage every time you use it. Great upgrades.

Kitsune

While this ancestry doesn't have a ton to offer, it can be very useful for social infiltration tools. It's also got some added value for builds that focus heavily on Demoralize.

- Heritage:

- **Celestial Envoy** (**): Coupled with Divine Aegis, you have reactions to give you bonuses against all types of spells. If your GM is willing to play ball, it's technically a way to tell whether or not you even should use Divine Aegis: if the trigger condition for Invoke Celestial Privilege does not occur, that means both that you cannot use the Invoke Celestial Privilege reaction and that the spell against which you're saving is not divine. You should then use Divine Aegis instead. The fact that it requires a class feat to make it as effective as other ancestries' equivalent isn't great, though.
- **Dark Fields** (***): The equivalent of Intimidating Glare plus temporary HP as a reaction when a creature becomes frightened. Flames and Life oracles in particular will appreciate having an occasional source of temp HP.
- **Empty Sky** (**): Basically just grants you Kitsune Spell Familiarity, but at least it's some cantrip flexibility.

- Ancestry feats:

- (1) **Foxfire** (**): Gives you a ranged Strike for occasional third-action damage.
- (1) **Kitsune Spell Familiarity** (**) / (5) **Kitsune Spell Mysteries** / (13) **Kitsune Spell Expertise** (***): Extra innate spells are generally pretty good. All of your options are already on the divine list but any extra spells are helpful. You can swap between any one of the three during daily preparations for each feat. While Kitsune Spell Mysteries requires you to have an innate spell from either your heritage or a kitsune ancestry feat, the only way to satisfy that requirement is through Kitsune Spell Familiarity.
- (1) **Star Orb** (***): Although it's not going to offer as much utility as most familiars, the Innate Surge master ability is useful for you as a once-per-day focus point battery.
 - (5) **Rekindled Light** (** / ***): Basically ferocity for an ally with a little extra healing, but it takes your star orb out of commission for the day. If you've already used Innate Surge, that's not too much of an issue, though.
 - (13) **Killing Stone** (**): Its damage won't ever scale, but *toxic cloud* is a decent innate addition to your arsenal.

- (5) **Myriad Forms** (**): Only really useful for Dark Fields builds so that you can Change Shape into a tailless form.
- (5) **Shifting Faces** (***): Useful for infiltration, which may come up from time to time.
 - (9) **Many Guises** (** / ***): Two more uses of Shifting Faces per day. If and when you have Larger than Life, it's much better.
 - (13) **Larger than Life** (***): While the size change isn't likely to do you much good, the circumstance bonus to Intimidation is.
- (9) **Fox Trick** (***): A bit of relaxed action economy for stealth usage. Hide is the best choice, but Create a Diversion can be useful too.

Lizardfolk

Your best bet for attribute modifiers is to go with two free boosts. There aren't a ton of feats on offer here, but a few are strong. Consider a versatile heritage if you'd like to augment the feat selection.

- Heritage:
 - **Frilled** (**): Essentially free Intimidating Glare. You also get a two-action version of Demoralize that allows you to Stride and inflict frightened 2, but you don't have a whole lot of reason to get up adjacent to enemies.
 - **Unseen** (***): Works well with stealth, including initiative checks.
- Ancestry feats:
 - (1) **Bone Magic** (****): Innate spells are great, and the primal spell list provides welcome damage type versatility. *Electric arc* is one of your best options, though *slashing gust* is a good alternative for Tempest oracles.
 - (1) **Consult the Stars** (**): Helps overcome the general lack of skills.
 - (1) **Parthenogenic Hatchling** (**): The bonus to saves against diseases is nice, but unfortunately doesn't include saves against poisons.
 - (5) **Guided by the Stars** (****): Once per day free action to take the better of two rolls for a skill check or save. This is great despite its limited frequency.

- (9) **Terrain Advantage** (**): A relatively easy means of imposing off-guard for midline melee builds.
- (13) **Primal Rampage** (***): *Unfettered movement* as an innate spell is great. The 5 resistance from *mountain resilience* isn't a whole lot, but you can self-buff with both of these spells at once for 3 actions.
- (17) **Blue Rider** (****): *Mask of terror* is a great spell. Getting it as an innate spell is helpful no matter the build. You won't ever get the heightened version, but even the single target version is strong.

Minotaur

Your best bet for attribute modifiers is to go with two free boosts. Large size isn't really doing you any favors on its own, but there are a few feats that make it somewhat valuable. Darkvision is always good, though. There really aren't any consistently good offerings for heritages, so you should almost always go with a versatile heritage if you want to play a minotaur. Most of the feats on offer are only valuable for specific builds.

- Heritage:
 - **Ghost bull** (**): The circumstance bonus against the confused condition will be somewhat helpful for Battle and Lore oracles due to their curse debuffs.
- Ancestry feats:
 - (1) **Friendly Nudge** (**): Battle oracles can get something occasionally useful out of their forced athletics proficiency by Shoving their allies into better positions.
 - (13) **Shift the Little Ones** (**): Adds some party utility to your Strides, though having the expert athletics requirement limits this feat's value to niche builds.
 - (1) **Keen Nose** (**): Imprecise scent will help a little with your poor proficiency. The fortitude bonus isn't likely to come up often.
 - (1) **Pantheon Magic** (***): You might appreciate an extra divine cantrip, especially if your party is light on casters.

- (5) **Alarming Disappearance** (**): Though it'll be hard for you to Hide due to your size, getting the frightened condition as a rider is a nice upgrade.
- (5) **Puzzle Solver** (***): Only really useful for Lore oracles, but this will sometimes help you set up skill actions like Bon Mot and Demoralize when you Recall Knowledge.
- (5) **Stretching Reach** (**): Though the action required to enter the stance is annoying, it'll help a bit with a STR build, especially for Battle oracles who want to use *weapon storm*.
- (9) **Friendly Fling** (***): It's very nearly a tit-for-tat trade, essentially giving an ally a 20 foot Stride and a Strike for two of your own actions, assuming they weren't going to use their reaction for something else. Ideally, your ally will have some piercing resistance, but by this level 1d6 damage isn't too bad.
- (13) **Phantom Charm** (**): Requires ghost bull heritage. There aren't a ton of misfortune effects out there, but you can at least mitigate your own bad luck with Roll the Bones of Fate on a Bones or Lore oracle.
- (13) **Threatening Pursuit** (**): It takes some setup to get yourself to an unobserved state, but dropping an area Demoralize before a blasting or debuff spell is a good way to help land effects. It'll generally be more useful for your allies due to the action requirements behind you becoming unobserved.
- (17) **Into the Labyrinth** (****): *Quandary* is a very strong spell and welcome as an innate spell.

Nagaji

An important point up front, in case it matters to your GM: Nagaji are currently listed as both rare and uncommon in the Impossible Lands PDF. With no attribute flaw, you might as well take two free attribute boosts. Aside from Disruptive Stare, there's nothing really special here, but it's not a terrible ancestry by any means.

- Heritage:

- **Sacred** (***): The fact that you get the circumstance bonus to resist **any** effect that would result in you becoming grabbed, restrained, or prone is quite good.

- **Venomshield** (**): Circumstance bonus to saves against poison is occasionally helpful with your poor fortitude progression.
- Ancestry feats:
 - (1) **Cold Minded** (***): Emotion effects are common and you have a good will save. Shrug off those effects with ease.
 - (1) **Nagaji Spell Familiarity** (**): *Detect magic* is really the only consistently useful option, but you also don't normally have access to *telekinetic hand* if you'd prefer to diversify your repertoire a tiny bit. *Daze* isn't great, but it's your only will-targeting cantrip. At least you get to select which of the three you want on a daily basis.
 - (5) **Nagaji Spell Mysteries** (***): Requires you to have an innate spell from your heritage or another ancestry feat. Since nagaji have no heritages that offer innate spells, Nagaji Spell Familiarity is functionally a prerequisite. The only choice that really matters here is *fleet step* since *charm* and *heal* won't scale, but extra movement speed is always nice.
 - (1) **Serpent's Tongue** (**): Imprecise scent can help overcome your poor perception somewhat.
 - (1) **Water Nagaji** (**): Although inhaled poisons / effects may not come up often, Breath Control is a useful feat to help shrug off their effects. Side benefits of a swim speed and better survivability in the water aren't much on their own, but as a total package, it's a decent feat, if situational.
 - (5) **Hypnotic Lure** (**): Single target action denial is frequently useful, though dangerous for you. Since it doesn't have the incapacitation trait, you can potentially waste boss actions by forcing them to stride toward you with smart positioning.
 - (5) **Skin Split** (**): Persistent damage is a notorious PC killer. Being able to outright end it without a check, even at the cost of two actions, is a decent safety benefit, though you can only use this feat on persistent damage that results from something affecting your skin.
 - (13) **Disruptive Stare** (****): While not every spell has the concentrate trait, enough of them do that you're almost certainly going to get value from this spell.

Debuffing your target's spell attacks / DCs or outright disrupting their casts for a reaction is an outstanding tradeoff.

- (13) **Pit of Snakes** (***): The three actions required to use this effect are quite limiting, but dropping a bit of ongoing area damage and grabbed condition is potent
- (17) **Breath of Calamity** (***): Although it can't heighten beyond seventh level, *chain lightning* is a decent blasting spell and still deals respectable damage into the highest levels given the technically unlimited number of targets. Adding a chance to inflict the blinded condition is a welcome cherry on top.
- (17) **Prismatic Scales** (***): *Prismatic armor* is a decent defensive spell, although it will never heighten to provide the 10 resistance.

Ratfolk

The baseline DEX/INT/free boosts and STR flaw are good for Lore oracles and workable for all other mysteries. If you don't care about INT, take two free boosts instead. Unfortunately, there aren't a whole lot of good heritage or feat options for this ancestry.

- Heritage:

- **Deep** (***): Darkvision is always great.
- **Desert** (*** / **): Get a speed boost if your hands are free. Useful, although getting a staff is probably going to stop you from using the effect much.
- **Longsnout** (***): Imprecise scent helps overcome your perception limitations somewhat, and the circumstance bonus to Seek is significant.
- **Sewer** (***): Helps overcome your poor fortitude progression somewhat, if only for poisons and diseases.

- Ancestry feats:

- (1) **Rat Familiar** (***): Familiars are good. Although you're restricted to only a rat familiar, there are no restrictions on its abilities. Note that you'll need an archetype if you ever want to make the familiar stronger.

- (1) **Ratspeak** (*): Necessary for Call the Swarm, but otherwise a very limited expansion to your diplomacy skill.
 - (17) **Call the Swarm** (***): A sizable burst of difficult terrain and a bit of ongoing damage, though the three actions required are limiting.
- (1) **Skull Creeper** (*** / **): Mostly useful if you don't want to get Intimidating Glare from your background, which is perfectly viable at early levels. Once you have easy access to +1 or higher item bonuses and have the space to fit Intimidating Glare into a skill feat slot, you should retrain this feat. That said, there are so few useful feats on offer with this ancestry that you may prefer to just leave it and free up a skill feat slot.
- (5) **Cornered Fury** (**): Somewhat of a consolation prize if you get critically hit, but it does allow you to potentially turn the tables and crit them right back. Generally, you don't want to be in a place where enemies can hit you to begin with, but if you eat a crit from a ranged attack or spell attack, you'll be able to fire back with more confidence.
- (5) **Lab Rat** (***): Gives the same benefit as the sewer ratfolk heritage, but if you have that heritage, this feat will also prevent you from crit failing saves against poisons / diseases.
- (9) **Overcrowd** / (13) **Shinstabber** (**): Overcrowd will only work with another small creature, but both of these feats will give you a little extra freedom of choice in where you can end your Strides.
- (9) **Uncanny Cheeks** (**): Getting access to consumables as you need them can be powerful. You'll really want (1) **Cheek Pouches** (*) if you plan on taking this feat, though. Scrolls, for example, are light bulk, which means you can only pull scrolls out of your cheeks if you have Cheek Pouches. Unfortunately, Cheek Pouches is pretty much useless, so you're burning a first level ancestry feat in order to make Uncanny Cheeks valuable.
- (13) **Skittering Sneak** (**): Useful if you're only trained or expert in stealth and don't already have Swift Sneak.
- (17) **Greater than the Sum** (**): *Enlarge* won't do you a whole lot of good, but since it's sixth rank, your allies might appreciate it as a means of becoming huge.

CON / CHA / free is a good boost set, but the WIS flaw is always painful. You could get away with a +4 CHA / +3 CON / +2 DEX / 0 / 0 / 0 starting spread if you want maximum HP, which is somewhat viable for *life link* usage (and similar regular divine spells like *share life*). There are a couple unique and useful effects here, but for the most part it's a deception-oriented ancestry, which means it will work best in a game where you can expect to employ social infiltration frequently.

- Heritage:
 - **Courageous** (**): You're probably not going to gain the frightened condition often unless you stick with a -1 or 0 WIS for your character's entire career, but getting a buffed Stride as a reaction when you do is a nice way to reposition yourself.
- Ancestry feats:
 - (1) **Teakettle Form** (*): Doesn't really do much on its own. It's like a more readily-available version of Prescient Planner. You and your allies aren't likely to find much sudden pressing need for mundane items, but it may come up from time to time. You could also technically use it for deception purposes if you need to hide as a simple object. I've only listed this feat because it's a prerequisite.
 - (5) **Statue Form** (**): Decent infiltration tool if you expect that sort of situation in your game. You'll probably want some WIS to help out your perception if that's the case, though.
 - (9) **Rolling White Bottle Form** (***): This rating assumes you're investing in acrobatics and have the Nimble Crawl skill feat. Ideally, you'll also have Kip Up. If that is the case, Dropping Prone is a very efficient way for you to move about when you don't expect a better use for your reaction.
 - (5) **False Priest Form** (***): You're probably investing in deception as a tanuki since so much of their feat set uses it. If that's the case, being able to use deception to Recall Knowledge sometimes is a solid upgrade for you, especially if you're playing a Lore oracle. Getting *divine lance* as an innate cantrip is nice too, even if it's already a divine spell. *Haunting hymn* isn't so great, though.
 - (5) **Hasty Celebration** (***): Handing out a +2 circumstance bonus to an attack for all allies as a reaction every now and again is quite the buff for your party. You

may not get to use it every hour it's available, but the fact that you can use the reaction after an enemy crit fails a save against your effects makes it much more likely than just from crit attacks. Note that it's any attack roll, though, so your spell attacks can trigger the reaction. The off-guard condition is worth it for this strength of a buff.

- (5) **Ponpoko** (*): Doesn't really do much on its own, but it's a prerequisite.
 - (13) **Ponpoko-Pon!** (**): It's an okay blasting tool that will almost always be available to you. It's not a lot of damage, but in medium and low threat encounters, it'll help a lot with your longevity for the day. If you've got a turn to spare, you can combine it with a Choral from *summon celestial* to set yourself up for better blasting.
- (9) **Many Faces** (**): Another decent infiltration tool since third rank *illusory disguise* lets you impersonate specific people, especially for the hour long duration and three uses per day.
- (17) **Landscape Form** (**): If your party needs a place to rest at night, you can provide it, though by this point you've probably already figured out another means of comfortable nightly rest.
- (17) **Start the Festival!** (***): A sizable burst of difficult terrain and a bit of ongoing damage, though the three actions required are limiting. This feat has a little extra oomph compared to its cousins from other ancestries: you can Hide in it when transformed into a raccoon dog, and your allies don't suffer the difficult terrain.

Tripkee

DEX / WIS / free boosts with a STR flaw is a favorable attribute modifier spread provided you either plan to be unarmored or can accept the armor check penalty. The more interesting feats from this heritage require some deliberate and investment-heavy build decisions to make them work, but it will provide you with a rather unique character if you do so.

- Heritage:
 - **Poisonhide** (**): Getting a little extra damage in a fairly common situation once per hour as a reaction is okay, though you should avoid the situations in which the reaction would apply.

- **Snap tongue** (*): On its own, it doesn't really do anything. I only have this heritage listed here because it's a prerequisite for a decent feat.
 - **Thick skin** (***): Getting a circumstance bonus to saves against diseases and poisons is a nice way to overcome your poor fortitude progression.
- Ancestry feats:
 - (1) **Hunter's Defense** (**): Lore oracles will get the best use out of this since they have the most incentive to have a strong nature skill, but healer builds can put it to good use too. This works against quite a few creature types, too. If you start with a 16 in WIS and place all skill boosts into it as soon as possible, plus attribute boosts to WIS at every opportunity, your nature DC will be equal to the baseline AC of a champion at levels 4 and 17-20. It will outpace the champion's baseline AC at levels 4, 5, 8-12, and 16. If you start with a 14 in nature and place the same boosts, your nature DC will be equal to a champion's baseline AC at 5 and 7-9, and outpace it at 11 and 12. This is a strong defensive feat, but requires significant investment to make it work.
 - Secondary considerations of a WIS- / nature-focused build include Debilitating Dichotomy and Treat Wounds. If you're going for a healer build, it's not a bad idea to take the Field Medic background for Battle Medicine at level 1, archetype into Medic at level 2 for the expert medicine proficiency, then take Natural Medicine and never place another skill boost into medicine. Your Battle Medicine won't be the strongest, but you'll be able to Treat Wounds with nature from that point on, including the use of Ward Medic and Continual Recovery. That is a very feat-heavy setup, though, and you won't have Continual Recovery until level 3 at the earliest.
 - (1) **Nocturnal Tripkee** (***): Darkvision is always good.
 - (1) **Terrifying Croak** (***): Essentially doubling the duration of the frightened debuff from Demoralize is a significant upgrade, though other effects that include a Demoralize as a subordinate action (Battle Cry, for example) won't benefit.
 - (1) **Tripkee Weapon Familiarity** (**): Shortbow.
 - (5) **Fantastic Leaps** (**): Sometimes, Leaping is a very simple way to overcome terrain challenges, especially difficult terrain. With the Fleet general feat, you'll be

able to Leap 25 feet horizontally. Battle oracles will have a relatively easy time of getting Powerful Leap as well, which can get your horizontal Leaps up to 30 feet.

- (5) **Long Tongue** (***): Reach for touch spells. There are alternatives, like the sorcerer archetype + aberrant bloodline spell, but those tend to be pretty feat-heavy.
- (5) **Vomit Stomach** (**): Being able to automatically overcome sickened up to sickened 2 is good due to your poor fortitude progression, but you don't really gain much in the short term since you'll be off-guard. It's also not an especially efficient action tradeoff since you'll probably want to Stride away from danger due to the off-guard condition.
- (13) **Hop Up** (**): If and when you become unconscious in an encounter, not triggering reactions as soon as you're conscious again is a helpful defensive tool. You should try to stay out of that kind of position as much as possible, though. More useful for midline melee builds.
- (17) **Unbound Leaper** (**): Either replaces the value of Fantastic Leaps in order to get your horizontal Leap distance up to 30 feet, or improves Fantastic Leaps to get your horizontal Leap up to 40 feet. By this level, it's pretty easy to employ a second rank wand of *tailwind* to get a 40 foot Stride, so you're probably not improving your speed any. That said, being able to Leap over difficult terrain will still be occasionally useful, and the extra distance will be helpful from time to time. You almost certainly have access to some sort of flight by this level, too, but if not you may appreciate the 30 or 35 foot vertical Leap for some terrain challenges. You'll want some sort of fall mitigation, like the windweb heritage, if that's the case, though.

Rare ancestries

Ghoran

With no attribute flaw, you might as well just take the two free attribute boosts. There are a few good feats here, but otherwise nothing too attractive.

- Heritage:

- **Ancient Ash** (**): Helps overcome the oracle's general lack of skills. One of few ways to gain automatic skill progression, although it only goes to expert.
 - **Enchanting Lily** (**): Chances are, this is a free trained skill for you since you're probably going to have Diplomacy trained anyway. If not, it's a means of gaining a very useful skill. The generally-available bonus to Make an Impression will help your face role endeavors, too.
 - **Strong Oak** (**): The fact that you get the circumstance bonus to resist **any** fortitude- or reflex-targeting effect that would result in you becoming grabbed, restrained, or prone is quite good.
 - **Thorned Rose** (**): Decent if you're frequently in melee. Punishing enemies who Strike you and potentially applying persistent damage to them isn't bad, although it's only once per day without feat investment. Note that there is an error here - this feat describes the persistent damage as bleed damage in one place and piercing damage in another. It's probably supposed to be bleed damage.
- Ancestry feats:
 - (1) **Ancient Memories** (**): Flexible trained skills can help plug gaps if need be.
 - (9) **Endless memories** (**): One skill up to expert. Not great, but it gives you a little bit of skill monkey functionality. Lore oracles can get a lot of lore skill flexibility here since the retraining is automatic, no downtime required, and should consider this feat to be **green** (**).
 - (13) **Eternal Memories** (**): On-demand skill flexibility once per day. Mostly useful for swapping lores, but you might find yourself facing terrain challenges that may need, say, athletics or acrobatics at this level. You may also find use Aiding allies with more applicable skills from time to time.
 - (1) **Ghoran Weapon Familiarity** / (5) **Practice** (**): The only unique addition here is the thorny whip, which you may find useful if only for the reach and trip traits. Knocking targets Prone with the critical specialization effect is nice, even if it won't come up terribly often for you. Otherwise, any of the other weapons offer a useful trait or two and all have respectable critical specialization effects.
 - (5) **Murderous Thorns** (**): One of its prerequisites, the Hidden Thorn feat, isn't all that great and this feat doesn't make it much better for you. If you chose the

Thorned Rose heritage, though, this feat will allow you to use its reaction once per hour instead of once per day.

- (9) **Perfume Cloud** (***): Once per hour defensive tool that can dazzle and potentially blind a creature, plus limiting the range of their vision on a failure or worse. Use this and run away.
- (13) **Violent Vines** (***): *Murderous vine* won't ever heighten, but it's at least a decent ranged single target control tool. Plus, innate spells are almost always welcome. Even better, it's usable once per hour. Bones oracles can set *murderous vine* up well with *soul siphon*.
- (17) **Ghoran's Wrath** (***): *Nature's reprisal* won't ever heighten, but it's a large area control tool which only affects your enemies. If you're in an area with plant-based difficult terrain, you'll also get some passive damage and greater difficult terrain. Plus, you can use it once per hour unlike most innate spells.

Strix

The only real feature this ancestry offers is early access to flight, but that's available from the far-superior awakened animal and sprite ancestries (though awakened animals require a heritage to get flight).

- Heritage:

- **Nightglider** (***): Darkvision is always good.

- Ancestry feats:

- (1) **Fledgling Flight** (****): Less fly speed than most other ancestries' initial flight feats, but you get flight way earlier than most any other ancestry.
 - (5) **Juvenile Flight** (****): Brings your fly speed up to a much more manageable number.
 - (9) **Fully Flighted** (****): Permanent fly speed far earlier than you can get it from most any other ancestry feat.
 - (9) **Ferocious Gust** (**): Essentially *gust of wind* every 10 minutes. While it's nice to have the equivalent of an innate spell available that often, you're still in the

mid-level (or higher) range by now, so a first rank spell effect isn't often going to be the best use of your actions.

- (9) **Wing Step** (***): Extra distance on your Step actions can get you positioned better more readily. Especially useful with the Feather Step general feat.

Surki

Darkvision is always good. This ancestry offers one of the very few ways to get multiple heritage effects. There are a few good feats, but nothing especially unique beyond the lantern heritage's reflex-targeting metamorphosis effect. That is at least useful if you need to bolster your offensive arsenal since the divine tradition is awfully light on reflex-targeting spells (less so for Flames and Tempest oracles).

- Heritage:
 - **Elytron** (**): No fall damage and eventual access to two solid evolutions.
 - **Lantern** (**): Pseudo-*light* cantrip and eventual access to two solid evolutions.
- Ancestry feats:
 - (1) **Sequestered Spell** (****): Gain an innate cantrip from whichever tradition you chose for your magiphage feature. Arcane and primal are your best bets for the usual offensive options, *electric arc* or *slashing gust*.
 - (5) **Secondary Adaptation** (***): Gives you a second surki heritage, or a first surki heritage if you went with a versatile heritage.
 - (9) Grand Metamorphosis: Several great options from this feat, and you can take it more than once.
 - **Elytron** (***): *Fly* as an innate spell or the ability to throw down an unrecoverable sickened condition on a single target.
 - **Lantern** (***): Single-action, reflex-targeting area damage or a small area of dazzled / blinded condition(s).
 - (9) **Nodal Healing** (**): Faster encounter mode healing might be occasionally useful if and when your party runs into ambushes or back-to-back encounters,

but it's very GM-dependent. This feat only really matters because it's a prerequisite.

- (17) **Nodal Regeneration** (****): You already get access to *regenerate*, but it's a very useful spell even if you can only use it on yourself. Flames oracles should consider it almost entirely as a party support tool since their curse's fire damage deactivates *regeneration*. Life oracles also won't get as much use out of it since their curse will negate the healing.

Yaksha

CON / CHA / free boosts with INT flaw are good unless you're a Lore oracle. Though lacking for good feats at most levels, you can at least fill out your ancestry feat slots with the level 5 feats.

- Heritage:
 - **Deny the Firstborn Pursuit** (***): Mental resistance for the purposes of Debilitating Dichotomy. The Recall Knowledge buff may be useful from time to time for Lore oracles. Naturally, it's a lot better if your campaign features fey frequently.
 - **Deny the Traitor's Rebirth** (***): Darkvision is always good.
 - **Respite of Loam and Leaf** (****): Primal innate cantrip. *Electric arc* or *slashing gust* will generally be your best options. The edict isn't too bad, either, you just have to show some love to plants and soil.
- Ancestry feats:
 - (1) **Ash-Piercing Gaze** (**): Build-dependent, but you'll be able to overcome your own smoke- and mist-based concealment effects, which you'll typically have access to via items or Divine Access. *Eat fire* is also an option if you get it from your heritage.
 - (1) **Unwavering Guide** (***): Gives your party the full Scouting bonus without having to wait for an archetype or general feat, which stacks quite nicely with Oracular Warning (which is free for Battle and Cosmos oracles).
 - (5) **Colugo's Traversal** (***): Innate spells that will help you overcome vertical terrain challenges.

- (5) **Stem the Tide** (***): Even two spell ranks behind, *protector tree* offers good damage mitigation.
- (5) **Withstand the Storm** (***): Decent resistance against a flexible energy damage type once per day.
- (13) **Adamantine Mantra** (***): You already have access to *blessing of defiance*, but it's a decent buff, especially in its two action application since the one and three action versions are hard to predict appropriately.

Uncommon versatile heritages

Dhampir

Ancestries that already have low-light vision will cause the dhampir heritage to give you darkvision, which is always good. Dhampirs heal from void healing, so be aware of that and pick spells accordingly. Alternatively, you can take the Nudge Fate feat, which Bones and Life oracles get for free.

- Ancestry feats:
 - (1) **Adhyabhau** (***): Emotion effects are common and you have good will saves. Shrug off those effects with ease.
 - (5) **Feed on Pain** (***): Gaining temporary HP as a reaction to dealing mental damage is valuable for every build, especially because it works with Debilitating Dichotomy.
 - (1) **Eyes of the Night** (***): Darkvision is always good.
 - (1) **Nocturnal Charm** (***): The Lie, Gather Information, and Make an Impression activities are all highly valuable uses of your CHA skills. Getting a bonus on them against humanoids (which are very common) will be frequently helpful.
 - (1) **Old Soul** (**): An easy means of overcoming the general lack of skills. Better than most comparable skill proficiency-granting feats since you get to pick any two.
 - (1) **Straveika** (***): A bonus to the two social aspects of perception, which will help you in your face role responsibilities as a CHA character.

- (5) **Necromantic Physiology** (**): Bonus to saves against diseases, which will help alongside your poor fortitude progression. Best paired with an ancestry that grants a similar bonus to saves against poisons.
- (9) **Slip into Shadow** (**): Especially useful for Cosmos oracles, but there are several ways to get a spell with the Darkness trait. Being able to Hide and impose a 50% miss chance is a great defensive benefit.
- (17) **Symphony of Blood** (**): You already have access to *vampiric exsanguination*, but it's still nice to have an extra innate blasting spell.

Hungerseed

The heritage itself doesn't give you anything of value. There are a few okay feats, but nothing special beyond *haste* as a reaction.

- Ancestry feats:

- (1) **Hungry Eyes** (**): You can take this up to twice to gain, first, low-light vision, and second, darkvision. If you already have low-light vision, you only need to take it once for darkvision. Darkvision is always good.
- (1) **Oni Form** (**): Decent if you're playing a STR midline build with a reach weapon. You'll really want to build for heavy armor in order to offset the clumsy penalty as much as possible. Unfortunately, you have to Sustain the effect, so you should consider this a tool that will fill a similar role to the Step action: it gives you an extra 5 feet of reach exclusively due to your size increase, assuming you increase your size in a direction toward your target. This feat does not actually give you reach, you'll just be bigger.
 - (9) **Greater Transformation** (**): No more need to Sustain the effect, and your reach actually increases. With a reach weapon, large size, and some extra reach, you'll have quite a bit of melee range, which will be nice for you to be able to cast from relative safety while still remaining within 15 feet of enemies for Strikes.
- (5) **Bloodsoaked Dash** (**): Decent to get you out of danger, but there are very easy ways to get a 10 foot status bonus to your speed, such as a second rank *tailwind*. At this level, you're not far off of the point where buying a wand of

second rank *tailwind* is of negligible cost, though if your party can't support using one this feat is more valuable.

- (5) **Storming Gaze** (***) / (**): Reflex-targeting blasting with scaling damage. The cone isn't very big, though, and you'll quickly have access to better blasting effects. It is at least renewable, putting it about on par with a cantrip.
 - (13) **Tempest Gaze** (***) : Keeps your Storming Gaze damage and area relevant, though less frequently available. That's fine, though, as you shouldn't really rely on this effect as a core ability anyway.
- (13) **Oni Rampage** (***) : *Haste* as a reaction is pretty good, though you have to be in danger to use it. Life oracles using *life link* can put this to great use, scooting out of danger with the extra Stride if and when the strain of absorbing allies' damage gets to be too much.

Suli

Ancestries that already have low-light vision will cause the suli heritage to give you darkvision, which is great. There aren't a ton of great feats on offer, but the defensive benefits of this heritage are universally useful and cover common damage types.

- Ancestry feats:
 - (1) **Dualborn** (***) : Resistance to two common damage types is helpful. Your choices in this feat have interactions with several other feats.
 - (1) **Elemental Embellish** (**): This functions as the equivalent of Intimidating Glare. Once you can fit Intimidating Glare into a skill feat slot, you should retrain this feat.
 - (1) **Elemental Eyes** (***) : Darkvision is always good.
 - (5) **Elemental Bulwark** (***) : As a reaction, you gain resistance to the triggering damage. Dualborn restricts this to your chosen types, but its resistance stacks with the resistance granted from this feat. Otherwise, this is a very versatile defensive reaction.
 - (13) **Improved Elemental Bulwark** (***) : Better resistance values.

- (5) **Noble Resolve** (***): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
- (13) **Planar Sidestep** (***): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.

Talos

Detect metal and electricity resistance. Not too exciting, but getting a cantrip from a versatile heritage is unusual. There's not much here that you couldn't get elsewhere, though. It's a heritage with a lot of value for unarmed builds, which isn't an especially good build path for an oracle.

- Ancestry feats:

- (1) **Elemental Eyes** (***): Darkvision is always good, though you'll need to pick an ancestry with low-light vision in order to select this feat.
- (1) **Reflective Defense** (***): Inflicting dazzled as a reaction is decent.
- (5) **Noble Resolve** (***): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
- (9) **Natural Magnetism** (***): Both *magnetic attraction* and *magnetic repulsion* are decent as innate spells.
- (13) **Planar Sidestep** (***): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.
- (17) **Metallic Skin** (***): Decent defensive benefit and the speed penalty isn't too terrible by this level, especially if you're in the back line. Note that it is an untyped penalty, so it will stack with the cursebound 4 penalty for Tempest oracles.

Undine

You gain a swim speed and can breathe in water. There are a few useful things here, but you could get the majority of what this provides from other heritages. If you're in an aquatic campaign, this is naturally a much stronger choice, especially for Flames oracles (specifically for the Steam Spell feat).

- Ancestry feats:

- (1) **Aquatic Eyes**(***): You can take this up to twice to gain, first, low-light vision, and second, darkvision. If you already have low-light vision, you only need to take it once for darkvision. Darkvision is always good.
- (1) **Brinesoul** (**): As a reaction, dealing persistent acid damage and the sickened condition is a solid deterrent.
- (1) **Genie Weapon Familiarity** / (5) **Flourish** (**): Ransours give Battle oracles reach, and tridents are uniquely useful for them because of the Thrown trait. Especially with a returning rune, the trident can solve action economy issues for Battle oracles. Wish Blade is useful for Battle oracles for its Two-Hand 1d10 trait and because the Resonant trait allows you to hit a weakness twice in a turn, provided you have good positioning.
- (1) **Mistsoul** (**): This one is situational, but better if you've got certain party synergies or build picks. If you take the *eat fire* cantrip from another ancestry feat, you'll be able to use the concealment effectively without punishing yourself. Also useful if you have an alchemist in your party with the Smoke Bomb feat, or if someone (probably an alchemist) is using smoke balls. Alternatively, if someone in your party is frequently using effects like *mist*, you'll be able to improve the defensive utility of the concealed (and maybe hidden) condition. You can take Marid Magic later on in order to get access to your own *mist* effect if you like.
- (5) **Noble Resolve** (**): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
- (9) **Marid Magic** (**): *Hydraulic push* and *mist* (or *obscuring mist*, if your GM doesn't care to remaster-fy this feat) are nice additions to a controller's kit. *Mist* can be annoying to use due to its three action cast, though.

- (13) **Planar Sidestep** (***): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.
- (17) **Tidal Shield** (***): This is a powerful group defensive benefit.

Rare versatile heritages

Beastkin

This heritage is restricted to humanoid ancestries. It's mostly useful for the senses, but there are a couple other useful features. It's also got some improvements for melee builds. Bat is one of the best choices for this heritage because you can take darkvision, (precise) echolocation, and flight from the feats, which are basically all of the best offerings. Choosing scorpion as your animal as an elf or goloma may allow you to get darkvision, (precise) tremorsense, and a final speed of up to 50 feet (assuming you take the Fleet general feat). Your GM may rule that you have to take a climb speed with Animal Swiftiness since cave scorpions have a climb speed. Most scorpions don't have a climb speed, though, so you may be able to talk your way into the extra 10 feet of speed.

- Ancestry feats:
 - (1) **Animal Senses** (***): A choice of sense is awesome. Darkvision or scent are the best choices. Note that this is restricted by your animal type, up to your GM's discretion.
 - (1) **Quick Shape** (** / ***): Free action to Change Shape upon rolling initiative. Ease your action economy. Depending on what you have available for Change Shape, this can be very useful.
 - (5) **Animalistic Resistance** (***): Significant bonus to saves against both poisons and diseases, though it doesn't bear the save outcome upgrade that most similar feats offer.
 - (5) **Greater Animal Senses** (*** / ****): Echolocation and tremorsense are both good as imprecise senses. Note that this is restricted by your animal type, up to your GM's discretion. The real value is in the fact that you can take it a second time to make your echolocation or tremorsense become precise.

- (9) **Pack Tactics** (**): This may be useful depending on your party composition, especially since melee oracles generally want to use reach weapons. If you've built for an archetype to have an animal companion, it'll be easier to get the effect.
- (17) **Animal Swift** (****): It comes online late, but 5 (or 10) feet of extra movement speed, plus a potential fly speed, is very good.

Reflection

The baseline benefit of being able to automatically Impersonate your progenitor is highly situational. The only consistent value from this heritage comes from a couple feats that help mitigate the self-harming effects of Debilitating Dichotomy. Otherwise, it's mostly useful for social infiltration campaigns.

- Ancestry feats:

- (1) **Clone-Risen** (** / ***): It's only once per day, but you can at least use the bonus and resistance against Debilitating Dichotomy.
- (1) **Mirror-Risen** (***): It's only once per day, but a 50% chance to force a miss or force a crit Strike to downgrade to a success is a good way to keep yourself alive.
- (1) **Warped Reflection** (****): With the right party and an agreeable GM, this has very strong debuff potential. A bard keeping up Dirge of Doom or a swashbuckler making smart use of Antagonize can keep the frightened condition on an enemy and thus keep the Stupefied rider effect on as well. Even without that, though, it's basically a better version of Demoralize. To top it off, since you're a caster, you have the best possible progression for this effect's DC.
- (5) **Mistaken Identity** (***): Fortune on a save against a mental effect once per minute (Debilitating Dichotomy), though you come out frightened 1. If you're primarily using this feat for Debilitating Dichotomy, the frightened condition is more or less immaterial assuming Debilitating Dichotomy occupies your final two actions. Otherwise, having someone in your party like a thaumaturge with the regalia implement will help get rid of the frightened condition faster.

Red (*) ancestries

Red (*) Ancestries

Uncommon ancestries

Azarketi

If you're running the baseline attribute set, CON / CHA / free with a WIS penalty is great on the boost side and painful on the flaw side. There isn't much else going for this ancestry, even if you opt for two free attribute boosts. Land speed is as low as that of the dwarf ancestry, but the swim speed may be situationally useful (and is a meaningful improvement in an aquatic-focused campaign). With the restriction that you need to submerge yourself in water every day, you should consult with your GM before choosing this ancestry. The fact that you have to overcome the ancestry's flaw with a heritage (barring an aquatic campaign or a setting that is always near water) is a significant detriment to this choice. You could potentially get around the issue with an atmospheric breathing suit, though your GM has to be willing to grant you one at first level since it costs 100 gp. The other, cheaper assistive devices, pelagic helmet and supramarine chair, include water components, but do not explicitly moisturize you. Additionally, many of the ancestry feats on offer only function in aquatic environments.

- Heritage:
 - **Ancient Scale** (***): Darkvision is always great. You can also help out your low-light vision friends.
 - **Inured** (**): This helps mitigate the requirement to submerge yourself.
 - **Mistbreath** (***): On par with most ancestries for average land speed and still gets a swim speed. If you're not in an aquatic campaign, choose this heritage.
- Ancestry feats:
 - (1) **Algollthu Bound** (**): Helps a little with the Battle and Lore curses, though fighting algollthus will be rough for you.
 - (1) **Cynical** (**): Helps a little with your poor perception DC. Enemies trying to deceive you is pretty common.
 - (1) **Hydraulic Deflection** (***): Basically a buckler that doesn't require a hand.

- (5) **Marine Ally** (**): Familiars are good, but this is restricted to having a swim speed or the Amphibious ability. If you ever want to make it better, you'll need an archetype.
- (9) **Replenishing Hydration** (**): Useful for Battle, Bones, and Life oracles that need the extra healing. It's less readily available than other ancestries' self-healing feats though.
- (13) **Hydraulic Maneuvers** (**): Your maneuvers get a range of 15 feet. Good for Battle oracles, although the fact that it costs you an action to activate is punishing. Note that using this feat negates any item bonuses to athletics.

Fetchling

As an ancestry with no baseline attribute flaw, you might as well just take two free boosts. Darkvision is always great. Given that this is the shadow ancestry, it tends to be most valuable for stealth builds. They offer a few select useful feats, but on the whole there's not much to choose from here. A versatile heritage with numerous useful feats will significantly improve this ancestry.

- Heritage:
 - **Liminal** (***): Helpful for any mystery to overcome perception issues somewhat.
 - **Wisp** (**): A bonus on Tumble Through gives you a way to get into position or out of a bad situation.
- Ancestry feats:
 - (1) **Shadow Blending** (**): 10% lower chance to hit you as a reaction. This is great. Note that it only applies if you have the Concealed or Hidden condition because of dim light or darkness, though. Cosmos oracles will have the easiest time putting this feat to good use due to the *cloak of shadow* domain spell.
 - (1) **Shrouded Magic** (***): *Telekinetic projectile* is an acceptable offensive option. *Eat fire* is decent too, especially for Flames oracles.
 - (1) **Shrouded Mien** (**): Decent for stealth builds.

- (1) **Slink** (**): Faster Sneak. Great for stealth builds. Note that it requires you to remain in dim light or darkness. You can retrain this if and when you get the Legendary Sneak skill feat.
- (5) **Extinguish Light** (**): Considering how many other of this ancestry's feats rely on dim light, darkness, concealment, and / or the hidden condition, this is one way to make those feats work.
- (5) **Lightless Litheness** (**): Turning successes into critical successes on Escape attempts is great, as is turning the crit success effect into a Step to help evade reactions. You'll almost certainly want to invest in acrobatics if you find this feat useful often.
- (9) **Shadow Sight** (**): Greater darkvision will help you overcome magical darkness. The once-per-hour frequency isn't actually likely to be all that limiting since greater darkvision doesn't tend to be necessary very often.

Merfolk

DEX / CHA / free are great boosts, but the CON flaw is annoying. Unfortunately, you have to be in an aquatic environment every day. Your speed is also terrible, though you can mostly mitigate that issue with a supramarine chair. There's very little in the way of good feats here.

- Heritage:
 - **Abyssal** (**): Darkvision is always good.
 - **Carcharodon** (**): The imprecise scent can help a bit with your poor perception.
 - **Reef** (**): Mostly useful to help against virulent poisons, though those don't tend to come up terribly often.
- Ancestry feats:
 - (1) **Merfolk Lore** (**): Good skills for an Lore oracle.
 - (9) **Ill Tide** (**): Misfortune once per day is a welcome tool. Despite needing a critical failure, its trigger is pretty forgiving.

- (9) **Shore Gift** (**): Fixes the speed issue, but by this point, you've already gone 9 levels with an assistive device. Also doesn't fix the reliance on being in / near an aquatic environment.
- (13) **Sea Witch** (***): *Aqueous orb* is pretty good, but *control water* is terrible.
- (17) **Doom of Sailors** (****): Misfortune on saves is a nice setup for your allies even if it is only once per day.
- (17) **Kraken's Call** (***): Area grabbed condition plus some damage, though the 30 foot burst will likely be hard to place well since it can affect your allies.

Vanara

There are a couple feats that work okay for STR midline builds, but that's about it.

- Heritage:
 - **Ragdyan** (***): If nothing else, you can take *detect magic* and free up a repertoire cantrip slot.
 - **Wajaghand** (***): Emotion effects are common and you have a good will save. Shrug off those effects with ease.
- Ancestry feats:
 - (1) **Canopy Sight** (**): Low-light vision isn't particularly exciting, but it's at least better than normal vision.
 - (1) **Sudden Mindfulness** (**): The trigger requiring you to save against something that makes you dazzled or fascinated is situational, but being able to render the target off-guard in response for a reaction is decent.
 - (1) **Vanara Weapon Familiarity** (**): Your best choice here is the bo staff for a STR midline melee build.
 - (5) **Darting Monkey** (**): Decent defensive benefit for midline melee builds.
 - (9) **Ragdy's Dance** (**): You may be able to get out of a bad flanking position with this feat.
 - (9) **Rakshasha Ravaged** (**): It's only against occult spells, making it situational, but a passive buff to saves is welcome.

- (13) **Vanara Battle Clarity** (**): Refusing to be off-guard in certain conditions will be useful sometimes.

Rare ancestries

Anadi

DEX / CHA / free is a great boost spread, but the CON flaw will be frustrating. Other than that, there's really not much here. Also note that you don't start off speaking Common.

- Heritage:
 - **Adaptive** (***): There are lots of good first level ancestry feats that you can gain through Adopted Ancestry, though you can only choose medium ancestries.
 - **Spindly** (***): Movement speed is always welcome. Normally this would be blue, but having to deal with both the lack of good options / attribute modifiers and declining a versatile heritage for this specific ancestry's speed boost is not the most optimal choice.
- Ancestry feats:
 - (1) **Reassuring Presence** (***): Removing debuffs from allies is a great support tool, and the frightened condition is common.
 - (1) **Studious Magic** (****): There are some great cantrips on the arcane list. Getting to choose one is valuable.
 - (9) **Studious Adept** (***): Adding *mirror image* as an innate spell is good, although it comes online somewhat late.

Conrasu

You're best off choosing two free attribute boosts due to the CHA flaw. There aren't a whole lot of useful feats here, but there is at least one decent heritage. That said, there are plenty of other ancestries that grant innate cantrips. Note that you don't start off speaking Common.

- Heritage:
 - **Rite of Invocation** (****): This gives you access to any one of a lot of great cantrips.
 - **Rite of Knowing** (***): This rating is for Lore oracles only. Other oracles have no real use for this heritage. This heritage offers a significant fortune effect once per day for Recall Knowledge.
 - **Rite of Light** (**): A little extra healing for your allies can be nice, but it's mostly valuable at early levels when your party's medicine / exploration mode healing hasn't come online yet. Requires feats to maintain value.

- Ancestry feats:
 - (1) **Ceremony of Protection** (***): Basically a buckler if you need the extra AC or are otherwise lacking for something to do with your third action.
 - (9) **Ceremony of Fortification** (***): On-demand resistance to physical damage types, and with built-in immediate type flexibility at that, will frequently be useful if you're under pressure, especially as a midline melee build.
 - (1) **Conrasu Weapon Familiarity** (**): Shortbow.
 - (5) **Ceremony of Knowledge** (**): You're basically just occupying an ancestry feat with a general feat. Untrained Improvisation is pretty good, but you'll only really want to occupy the ancestry feat slot if all your general feats are going to be spoken for.
 - (5) **Ceremony of Sunlight** (**): Much stronger than the ancestry's normal healing, which can be more helpful occasionally with the rite of light heritage. That said, your party is probably all set on exploration mode healing at this point.
 - (17) **Ceremony of Sun's Gift** (**): Your party will no longer need to heal you between encounters provided you have access to sunlight. If your party is tying resources into healing, this feat will be much more useful, but if someone in your party is investing in medicine it'll just save time. Party-dependent.

Large size can be helpful if you want to get into melee, but you're generally better off taking the medium size heritage. As for attribute boosts, you're best off with two free boosts since you don't want the CHA penalty. There are a handful of melee feats on offer, but considering that oracle doesn't have much use for melee builds, they're too specialized to include here.

- Heritage:

- **Plane-Hopper** (***): Extra occult cantrip. Also drops you back down to medium size, which is generally a good idea as a psychic.
- **Weaver** (**): Helps a bit if you often Search in exploration mode and have good WIS.

- Ancestry feats:

- (1) **Jotun's Eyes** (***): Darkvision is always good.
- (1) **Plane-Stepping Dash** (***): Get around movement-based reactions once per day, plus some extra speed if you don't already have a ready status bonus to speed and want to take an extra Stride or two.
 - (13) **Plane Hop** (**): Action-intensive, but it gives you vertical mobility and safe movement once per encounter.
 - (17) **Planar Traveler** (****): Additional movement safety and vertical mobility once per hour for a free action.
- (9) **Build the First Walls** (****): *Wall of stone* is a really strong spell. Though this version of it is weaker than usual, containing enemies is still a very powerful tool, especially because it has no save.
- (9) **Jotun's Boost** (**): Movement support to an ally if you don't care to cast a spell.
- (9) **Plane Step** (**): Decent use of defensive actions if you don't want to cast a spell.
- (13) **Smoothing Stomp** (***): Action-intensive, but it's solid utility for an ancestry feat, allowing you to overcome difficult terrain even if it comes from an enemy's effect.

Sarangay

STR / CHA / free with WIS flaw sort of works for a midline build. You have an alternative in a heritage, or you can just do two free boosts. There's not much worth your time from this ancestry.

- Heritage: The unlisted heritages aren't terrible, they just don't offer anything noteworthy.
 - **Full Moon** (**): Swaps your STR boost for WIS and your WIS flaw for CON. You're probably not going to want to suffer the CON flaw any more than the WIS flaw, but it at least gets you out of the STR boost. Also grants Folk Healer.
- Ancestry feats:
 - (1) **Awakened Jewel** (***): *Telekinetic projectile* is an acceptable offensive option. *Eat fire* is decent too, especially for Flames oracles.
 - (1) **Folk Healer** (**): Bonus to Treat Wounds if you happen to be the party medic.
 - (5) **Smoke Through Bamboo** (***): Requires new moon heritage. 10 foot Step helps a whole lot with enemies that have reach and reactions.
 - (9) **Paralyzing Jewel** (***): Area stunned condition that doesn't affect allies is a solid tool, though it does bear the incapacitation trait.
 - (13) **Light-Bending Jewel** (***): Fourth rank *invisibility* or *translocate* once per day.

Shisk

With no attribute flaw, you might as well just take the two free attribute boosts. Darkvision is always good. This ancestry mostly only works for Lore oracles due to its feat selections, though even they have a very limited set of workable options.

- Heritage:
 - **Lorekeeper** (***): Useful almost exclusively for Lore oracles. Other mysteries should ignore this heritage.

- **Spellkeeper** (***): Gaining a single cantrip from either occult or primal is great. *Electric arc* and *slashing gust* are always good choices.
- Ancestry feats:
 - (1) **Shisk Lore** (**): Lore oracles will appreciate having a few more lore skills.
 - (5) **Bristle** (***): Basically a buckler if you need the extra AC or something to occupy your third action.
 - (9) **Dig Up Secrets** (**): An extra cast of *hypercognition* every day is okay for Lore oracles.
 - (13) **Secret Eyes** (***): *Scouting eye* is a strong scouting spell.
 - (17) **Fountain of Secrets** (****): This rating is only for Lore oracles. Getting a free action to Recall Knowledge every round, plus extra information on both successes and crit successes, is outstanding. Outside of encounters, you basically just always gain more info from Recall Knowledge.

Shoony

While the baseline DEX /CHA / free boosts are great, the associated CON flaw is rough. Unfortunately, even with good attribute boosts, this ancestry offers very little in the way of heritages and ancestry feats. Steadfast Ally is fantastic, but that's about it.

- Heritage:
 - **Bloodhound** (***): Your perception doesn't scale well, but an imprecise sense helps mitigate that somewhat. The survival bonus won't do much for most builds, but still, it's a free perk on top of something universally useful.
- Ancestry feats:
 - (1) **Esteemed Visitor** (**): With your CHA, you likely won't have to worry too much about critical failures on diplomacy checks, but this really gives you a safety net.
 - (1) **Scamper Underfoot** (**): A bonus on Tumble Through gives you a way to get into position or out of a bad situation.

- (5) **Tough Tumbler** (**): This feat isn't worded especially well since, RAW, you can only move through an enemy's space with a success on Tumble Through, and the feat does not change that fact. If your GM is a willing sort, though, it appears that the intent of this feat is to allow you to still move through an enemy's space on a failure to Tumble Through, which will give you a much more reliable means of getting out of a bad position.
- (5) **Loyal Empath** (***): It'll be somewhat difficult to predict enemy actions well enough to use this. Still, being able to Aid an ally's will saving throw is pretty great. It'll be most easily used to help out your allies while they're under an ongoing effect such as the confused condition.
- (13) **Steadfast Ally** (****): Being able to throw out as much as a +4 to an ally's will save once per round as a reaction, no preparation required, is hands-down amazing.

Vishkanya

Not much on offer here. The main draw of this ancestry is its ability to Envenom your Strikes, which isn't something you really want to or can afford to do.

- Heritage:
 - **Elusive** (**): Less effective than similar heritages since the bonus only applies to Escape checks, but it's better than nothing.
 - **Scalekeeper** (***): Useful almost exclusively for Lore oracles.
 - **Venom-Resistant** (**): Your campaign may or may not have much in the way of poisons. If it does, you'll love this feat. Even if they don't come up often, the much easier ability to overcome virulent afflictions is very helpful.
- Ancestry feats:
 - (1) **Alabaster Eyes** (***): Darkvision is always good.
 - (1) **Lesser Enhance Venom** (*): Only useful to improve the frequency of Envenom, though you don't have much reason to use Envenom at this level. Only really matters for Restoring Blood.

- (9) **Moderate Enhance Venom** (**): Brings the frequency down to 10 minutes, which is as good as it gets for Restoring Blood.
- (5) **Restoring Blood** (**): Change your innate venom to give a bit of healing. Life oracles can put this to good use since it skirts their curse. Otherwise, it's an occasionally useful support tool.
- (9) **Viper Strike** (**): Enables safe movement for a midline melee build.
- (13) **Venom Purge** (**): You'll really want to invest fully into medicine if you plan to take this feat so that you have the best possible chance of succeeding at the required Counteract check. If that is the case for you, though, you can remove some nasty effects from yourself with relative ease.

Uncommon versatile heritages

Oread

This heritage is mostly redundant. If you want a geniekin heritage, you're better off with any of the others.

- Ancestry feats:
 - (1) **Elemental Eyes** (***): Darkvision is always good.
 - (5) **Noble Resolve** (***): Mental effects are somewhat common and tend to be nasty. Getting not only a passive buff to save against them, but also awareness of who used them, is quite valuable.
 - (5) **Treacherous Earth** (**): This can provide a nice escape tool or a way to make it difficult for enemies to approach.
 - (9) **Earthsense** (***): Tremorsense out to 30 feet is a solid imprecise sense.
 - (9) **Shaitan Magic** (***): Worth it for *revealing light* (or *glitterdust*, if your GM doesn't want to remaster-fy this feat) alone, but it's also nice to have extra uses of *resist energy*.
 - (13) **Planar Sidestep** (***): It's only once per day, but reducing incoming damage from a melee Strike by 25 is a big swing in your favor. Even if you rarely end up near melee, it's a great emergency tool.

Background, Skills, Skill / General Feats

Noteworthy backgrounds

Academy Dropout, Eidolon Contact, Street Preacher: Good choices for Lore oracles. Dubious Knowledge will see frequent use.

Anti-Tech Activist, Bandit, Reclaimed: Early multitarget face function with Group Coercion.

Archaeologist: Good choice for Lore oracles. More lore skills are welcome.

Barrister, Fightbreaker: Early multitarget face function with Group Impression.

Cannoneer, Junker, Laborer: Take the non-STR option since most builds won't need STR. Hefty Hauler helps if you want any kind of heavy gear or just generally don't want to worry about encumbrance. If you're playing a STR build, you can skip these backgrounds unless your party is relying on you to carry everything, in which case you want to pick STR from the background and will appreciate Hefty Hauler.

Combat Chaplain: Free skill pick and Recognize Spell. Not a bad way to start off, especially since it gives you a useful reaction right from level 1.

Deckhand, Martial Disciple, Sky Rider: Take DEX since most builds won't need STR. DEX or WIS is fine for the sky rider background. Early Cat Fall will help mitigate some terrain challenges and retains great value if you plan to invest in acrobatics.

Emissary, Printer, Translator: Extra languages are always welcome in a face role, especially if you plan for diplomacy to be your primary focus in your skills. Even better with an ancestry that gives 3 languages per Multilingual.

Farmhand, Firebrand Follower: Good choices for a STR build to be able to use athletics skill actions while under the MAP.

Field Medic, Once Bitten: Common backgrounds that grant Battle Medicine at level 2, which you'll need if you want to take Medic Dedication. Even if you don't plan to take Medic Dedication, if you're investing in WIS, having an extra bit of non-magical healing once (or more,

depending on party build) per day is very welcome. Warfare lore and undead lore both tend to be pretty useful.

Fire Warden: While Breath Control isn't the strongest general feat, this is the only common background that gives a general feat instead of a skill feat.

Gambler: Lie to Me helps evade your poor perception progression somewhat, assuming you plan to invest in deception.

Guard, Night Watch, Tax Collector: Quick Coercion lets you Coerce much more quickly without having to wait for roleplay to shake out, and may let you solve the occasional encounter before it starts.

Herbalist, Plant Whisperer: Natural Medicine sets you up to take Herbalist Dedication at level 2 should you want alchemical healing, such as for Life oracles to get around their curse.

Magical Misfit: Trick Magic Item is a great feat if you're building for WIS and / or INT and have the tradition-associated skills. Best used with focus on arcana, nature, and occultism.

Pilgrim: Free skill pick and Pilgrim's Token for an occasional buff to initiative.

[Quartermaster](#) (****): One of the best common backgrounds for a CHA class. You'll get both a needed CHA boost and the Intimidating Glare skill feat.

Raised by Belief: Lots of attribute and skill flexibility, and you can get Assurance in something useful like athletics or medicine. If you pick a deity that you know will feature heavily in your game, you'll also appreciate the lore skill.

Spell Seeker, Student of Magic: Gives you an early reaction with Recognize Spell. Best on Lore oracles due to the synergy with Recall Knowledge skills.

Warrior: One of the best skill feats for a CHA build at level 1: Intimidating Glare. Most builds will want CON rather than STR.

Skills

This section contains a general breakdown of how useful it is for an oracle to invest in any given skill. Lore is not considered here due to its wide variety of options and narrow usage. For a better analysis of Lore as a skill, see the Untrained Improvisation general feat.

Acrobatics (*): Generally most useful for flight. Your GM may or may not make you deal with aerial Maneuvering while flying. It's not exactly a fleshed-out system, though, so your GM may just ignore it. If your GM does make you deal with aerial Maneuvering, this skill becomes **yellow** (**) at later levels because flight ends up being relatively common / necessary. If you're playing a gish build, you may like having acrobatics for Tumble Through since you'll want high DEX anyway.

Arcana (**): Mostly useful for Lore oracles. Quite a few good skill feats if you decide to invest in it, but you likely won't have the leftover ability boosts to keep your INT relevant for any mystery besides Lore. Arcana doesn't have many associated creature types for Recall Knowledge.

Athletics (*): Not even Battle oracles can really do much with athletics unless there's heavy feat investment toward becoming less DEX-reliant.

Crafting (*): Even Lore oracles with decent INT won't have much room for crafting.

Deception (**): It's on the weaker end of CHA skills and doesn't really add anything useful to the average oracle build.

Diplomacy (****): Several outstanding feats are available here and even the skill actions are awesome.

Intimidation (*****): What's not to love here? It has some of the best skill feats in the game and has a tangible combat benefit on top of its exploration mode uses.

Medicine (*)**: WIS isn't something you necessarily must prioritize, but this skill is a nice complement to the divine spell list and to a class that generally builds to support. Quite a few great feats, but you'll have to deliberately orient your build around it.

Nature ()**: Mostly useful for Lore oracles. Not much in the way of useful skill feats here, but Recall Knowledge tends to be useful and nature is used frequently for it.

Occultism ()**: Mostly useful for Lore oracles. Most builds won't have the INT to support it. There are a middling number of useful skill feats. Occultism also covers a fairly large number of creatures.

Performance (*): Despite keying off of CHA, this skill does very little and there isn't much in the game to make it useful, including a lack of functional skill feats. Your proficiency increases are too valuable to waste here. There are rare cases of it bumping up to **yellow (**)** value if you take the right ancestry and ancestry feats (see: Goblin Song), but be aware that by doing so you're bumping out another useful skill when you're already pretty limited on skills.

Religion (*)**: Mostly useful for Lore oracles. Several of the skill feats are quite good, most especially Sacred Defense for the temp HP on Life oracles. You may be able to fit it in depending on whether or not you build toward WIS. Recall Knowledge tends to be useful, especially in a game with lots of fiends and / or undead.

Society (*): Mostly useful for Lore oracles. Not a lot of great skill feats here and, unfortunately, most of the good ones exist to overcome low CHA. You won't have low CHA if you have the stats to spare for the INT that this skill will require. For Lore oracles, this is **yellow (**)**.

Stealth (*)**: DEX is very useful for oracles, and stealth can do wonders to overcome their poor perception progression for initiative rolls. Lots of great skill feats here, and at expert stealth you can overcome part of the armor check penalty if your STR isn't up to snuff.

Survival (*): Only invest in it if your party really needs it. Not much in the way of good skill feats.

Thievery ()**: Most builds will have the DEX to be able to do something with this skill. There isn't much in the way of good skill feats, though.

Noteworthy skill feats

The things colored to represent their **situational** (**) use are done so to represent the fact that they only really work with a limited set of mysteries, and frequently only one. Bear in mind that this section does not exist to condemn other skill feats. There are plenty of skill feats like Recognize Spell that are good on basically any build. I won't list universally useful skill feats here. This section exists expressly to point out some great synergies that you might not otherwise take.

(1) **Additional Lore** (**): The oracle class doesn't have much use for INT (barring Lore oracles), but having an extra skill that receives automatic proficiency increases is a handy way to better interact with your game. You get to choose the category to boot, so it's going to be a good, applicable lore no matter what. If your GM is willing to play ball and give you an idea of the more common enemy types in session 0, even better.

(1) **Arcane Sense** (**): I'd be remiss if I didn't bring this up. This is the more readily accessible version of your level 12 feat Magic Sense and, although there's not a whole lot of competition over cantrip slots, technically replaces *detect magic*, albeit at a noticeably worse progression rate. If you find that your build just can't fit *detect magic* in, this is a valuable feat, assuming you plan to invest in arcana.

(1) **Bon Mot** (****): Great setup action for your, and your party's, will-targeting effects. Also helps with stealth actions due to the perception penalty, as well as some deception functions. Just be aware of its reliance on shared language.

(1) **Impressive Performance** (**): While performance generally isn't of much use, being able to use it for Make an Impression means you can force crits with orchestral brooches.

(1) **Intimidating Glare** (*****): You probably don't have the INT to have a lot of languages. You do have the CHA to make the Demoralize action, independent of language, a good choice.

(1) **Multilingual** (**): There are some ancestries that will allow you to get a third language from this feat every time you take it. It pairs well with feats and effects like Bon Mot that either require

you to or work better when you share a language with your target. Plus, as a CHA-based class, you're likely the face of your group and will perform your face duties more readily when you can speak with more NPCs. It's also got the added benefit of rules-sanctioned access to uncommon languages for those of you playing at a PFS table or a table with a GM that's heavily restrictive on uncommon options.

(2) **Armored Stealth** (***): Since you probably do have the DEX for stealth, and probably don't have the STR to mitigate the armor check penalty, this feat will be useful for most builds to keep their stealth from suffering a debuff. If you're not playing an ancestry with a STR penalty, once you have +4 DEX, you can retrain this feat. If you're playing a STR gish, give this one a pass.

(2) **Terrifying Resistance** (***): A +1 circumstance bonus to saves is on par with some of your focus spells. You likely have the CHA to make it happen consistently, though you should be aware that spellcasters tend to have good will saves.

(2) **Unmistakable Lore** (**): Naturally, Lore oracles can put this to good use, for whom this feat is **blue** (****). You only need to be at expert proficiency in a single lore to get access to this feat.

(7) **Battle Cry** (****): Free action to Demoralize a target at the start of every encounter. Fantastic.

(7) **Battle Prayer** (**): Some oracle builds will have a focus on WIS. Though it hasn't been updated for the remaster, it should be well within reason for your GM to adjust it to deal spirit damage instead of alignment damage.

(7) **Consult the Spirits** (**): Free information. Lore oracles probably have good occultism and / or religion to be able to put this feat to good use.

(7) **Disturbing Knowledge** (**): Single target short duration debuff at master proficiency. AoE debuff at legendary proficiency. Lore oracles will appreciate this. Couple this with Bon Mot to debuff a target's will save and give yourself a better chance at inflicting the Confused condition.

(7) **Evangelize** (**): Debuffs to will saves are always great. Inflicting the Stupefied condition can work heavily in your favor. It won't stack with Bon Mot's debuff to will saves and it doesn't last anywhere near as long, but the Stupefied condition is still a good debuff to have in your tool kit.

(7) **Sacred Defense** (**): Temporary HP for a single action without expending a spell slot is useful for quite a few builds. It does require master proficiency in religion, though.

(7) **Terrified Retreat** (****): Always nice to have options for the third action after casting a spell. Forcing foes to retreat is magnificent. You almost certainly have the CHA to have a decent chance at landing the critical success. Combine with something like Bon Mot to really make it stick.

(15) **Scare to Death** (****): Kill 'em all.

Noteworthy general feats

(1) **Adopted Ancestry** (** / ****): You get an additional level 1 class feat if you choose the human ancestry's Natural Ambition feat. See the Ancestries section of the guide for other good choices - there are quite a few despite being limited to the common ancestries (unless you're playing a skeleton).

(1) **Armor Proficiency** (**): Necessary for STR gish builds.

(1) **Canny Acumen** (** / ****): Fortitude saves or perception. As stated among the class feats, the fortitude choice is particularly nice if you want to take the Blaze of Revelation feat and not die. If you go with fortitude, this feat will be useful from levels 3 (or 1, if taking it through the human ancestry feat General Training) through 8 and 17 through 20. If you go with perception, this feat will be useful from levels 3 (or 1) through 10 and 17 through 20. Retrain out of it during the middle levels if you can. Ancestors oracles will have an easy time retraining this feat due to *dreaming potential*.

(1) **Fast Recovery** (**): This is one of those feats that's just generally useful. Although the extra HP on a rest will basically just ease your end-of-day healing requirements, it's still a potentially handy thing to have for the more HP-dependent mysteries (Battle, Bones, Life). Overcoming virulent diseases / poisons more easily is situational, but very helpful when such a dangerous situation comes up. It'll also really help Bones oracles mitigate any further levels of the Drained condition, making those instances where they get Drained on top of their curse less scary.

(1) **Fleet** (****): Movement speed is universally great. You may be hard-pressed to find room for this in your build, though, despite how valuable it is. Ash oracles in particular will like this feat to reduce the impact of their minor curse.

(1) **Incredible Initiative** (****): Useful for everyone. If you plan to play a build that relies on a skill (stealth) more often than perception for initiative, this will be more valuable than most any other initiative-related feat. Couples nicely with Oracular Warning.

(1) **Shield Block** (**): Useful for gish builds.

(1) **Toughness** (***): Extra HP is always nice, as well as the eased recovery DC. Life oracles will like this the most for *life link*, as well as gish builds for not dying in melee.

(1) **Weapon Proficiency** (**): Useful for gish builds if you don't want to rely on an ancestry weapon, do want to rely on an advanced ancestry weapon, or don't want to rely on the action-heavy *object memory* or the awful *weapon trance*.

(3) **Keen Follower** (**): If you've got good DEX and are trained in stealth, and someone else in your party is investing in stealth + has the Quiet Allies feat, you'll be able to help your party out quite a bit with group stealth activities. Otherwise, it's often nice just to have a bonus to exploration mode skills, especially stealth.

(3) **Prescient Planner** / (7) **Prescient Consumable** (**): Prescient Planner isn't all that great, but Prescient Consumable will let you pull out a scroll every time you go back to town. If you've got a low-rank, long-lasting buff like *false vitality* or *tailwind*, that extra scroll will be more-or-less immediately usable. Otherwise, it can give you one of those utility spells that you don't need until and unless you do.

(3) **Robust Health** (***): Helps stretch out the day's healing resources, potentially freeing up your spells for uses other than *heal*. Especially useful for Life oracles to self-administer.

(3) **Untrained Improvisation** (***): Recall Knowledge is an untrained action. Lore skills are skills. You are now able to use any and every Lore your mind can come up with. Since highly specific

Lores automatically get the -5 DC modifier (Very Easy), Lore oracles can use this feat to always have an appropriate Lore skill handy for Recall Knowledge checks. For Lore oracles, this is blue (****). Note that this doesn't really clash with the various feats that Lore oracles get to cheese the Lore skill system: they still have several ways to gain trained or better proficiency to make their Recall Knowledge that much more likely to succeed. Even for uses outside of Recall Knowledge, this will give you some capability to attempt tasks you otherwise don't have the skill increases to do.

(11) **Incredible Investiture** (***): Your build will almost always have a heavy bent toward CHA. Take advantage of it and get more cool magic items. Especially with the addition of accessory runes and more useful magical tattoos, it's now much easier to hit your limit of invested items. This feat helps ease that issue.

(11) **Incredible Scout** (**): Provides synergy with Oracular Warning, assuming you're not always on *detect magic* duty.

Items

Items

The list of items below is non-exhaustive. I've written this list to specify items which are generally useful for the oracle class or which stand out for a particular mystery or two. Ratings with a mystery name next to them indicate the value of that item specifically for that mystery or set of mysteries, although some of those items can still be used in other mysteries' builds. I have not listed universally useful items such as those that grant senses, speed, or movement speed types, or expected progression items like fundamental runes. The items listed below also generally do not consider item bonuses in their ratings.

Runes

Any of the energy damage runes are fine if you Strike often. Reinforcing runes are also a good idea if you're running a melee build with a shield.

(5) **Assisting** (**): While you can mitigate bulk issues with spacious pouches, this armor property rune may help if you're struggling to find or buy them.

(5) **Fearsome** (**): If you're built for weapons, you might as well keep them runed up. While you're not likely to crit often with your Strikes, a passive debuff will be welcome when it happens.

(6+) **Quenching** (**) (Ash, Blight): Reduces the danger of persistent acid and fire damage, passively making them easier to remove.

(6+) **Ready** (**): Armor property rune that will help protect you against night ambushes while you're sleeping, assuming you don't have a means of sleeping in armor. It won't work for heavy armor builds.

(7) **Conducting** (**): A little extra damage on a weapon Strike, squeezing a bit more value onto your third action. Shortbows are a great choice for this rune, provided you choose an ancestry which can grant you long-term proficiency. Stacks with the resonant trait if you want to use a wish blade for a little extra Strike damage.

(7) **Wounding** (**): A little extra bleed damage if you frequently Strike.

(8+) **Invisibility** (**): Extra uses of second rank *invisibility* if you need them for scouting or infiltration.

(9+) **Advancing** (**): Requires a heavy armor build. Gives you some action compression with movement after you kill a creature.

(9+) **Extending** (**): Eases melee concerns somewhat for melee builds.

(9) **Pontoon** (**): Accessory rune that will help mitigate a situational need for a swim speed if you have no other options.

(13) **Energy Adaptive** (***): Reaction-based energy resistance that lasts until you change it, and you can change it once per hour.

(14) **Soaring** (***): Extra fly speed, and you can cast *gentle landing* as much as you want.

Consumables

Scrolls are always welcome consumables.

(1) **Marvelous Miniature** (Ladder) (***): Solve low-level terrain challenges.

(1) **Potion of Emergency Escape** (***): Does what it says on the tin.

(1+) **Thunderbird Tuft** (**) (Tempest): Causes you to deal some passive electricity damage to attackers when you use *thunderstrike*, though using this catalyst adds an action to the cast.

(1) **Ogre Spider Filament** (**): If you have *spider sting* from Divine Access, you'll be able to use it to inflict clumsy instead of enfeebled.

(1+) **Potency Crystal** (**): You can pull ahead of the fundamental weapon rune curve with your Strikes at certain levels. 1, 9, and 15 are where the item is ahead of potency runes, and 1-3,

9-11, and 15-18 are where the item is ahead of striking runes. If you're running a build that uses Strikes + Bspell Strikes, you might as well keep a potency crystal or two on hand.

(1) **Wolliped Fleece** (**): If you have *chilling spray* from Divine Access, you'll be able to create difficult terrain with it, though using this catalyst adds an action to the cast.

(2) **Effervescent Ampoule** (***): Solves aquatic terrain challenges at low levels.

(2) **Kirin Echo Chime** (**): If you have *gust of wind* from Divine Access, you'll be better able to control flying creatures, though using this catalyst adds an action to the cast.

(2) **Mesmerizing Opal** (**): Gives melee builds a means of forcing off-guard with a Feint.

(2) **Onyx Panther** (**): Extra speed while Sneaking.

(2) **Spun Cloud (White)** (***): Item bonus to speed for anyone that starts their turn in the cloud.

(3) **Feather Step Stone** (***): Ignore difficult and greater difficult terrain for a turn.

(3) **Candle of Inflamed Passions** (**): Your allies can suffer the debuff this inflicts, so be careful not to use it when fighting enemies that rely on emotion effects. In the right circumstances, though, a no-save, single action activation penalty to enemy saves against emotion effects can be quite powerful.

(3+) **Clinging Bubbles** (***): Amplifies the effectiveness of your difficult terrain effects, debuffing a target's speed for a single action. It'll take some clever positioning and a turn or more to get the bubbles onto your intended target, though.

(3) **Matchmaker Fulu** (***): One-off sizable buff to Make an Impression, one of the best uses for diplomacy in exploration mode.

(3) **Psychic Warding Bracelet** (****): Low-level, sizable one-off status bonus that will work for your own Debilitating Dichotomy saves.

(3+) **Retrieval Prism** (****): Allows you to draw an item as a free action, which is great for pulling out the right consumable for the right situation.

(3) **Seventh Prism (Triangular)** (***) (Cosmos): Increases the dazzled duration from *dizzying colors*.

(4+) **Dazzling Rosary** (***) (***): Gives *spiritual armament* a chance to inflict dazzled.

(4) **Dischoran Rubble** (***) (***): 2d10 extra damage on *noise blast* for a single action is pretty decent for a few levels.

(4+) **Potion Patch** (****): Especially for Life oracles, having potions ready to go with a single action such that you don't need to Interact to draw them is outstanding for your action economy. Note that this item does not work for alchemical consumables, though.

(5+) **Euphoric Loop** (***) (***): Cheap and turns *charm* into a much more direct control tool, if action intensive.

(5) **Eye of Enlightenment** (**) (Lore): For a Lore oracle with a shortbow, this talisman provides a means of getting Recall Knowledge action compression.

(5) **Familiar Morsel** (***) (***): If you have a familiar, you can make it more robust for an hour by feeding it one of these. You'll have to pre-select the ability you want the familiar to gain when you buy the familiar morsel.

(5+) **Firestarter Pellets** (***) (Flames): Adding some persistent damage to *fireball* is a great way to get extra mileage out of one of the most iconic blasting spells.

(5) **Gravemist Taper** (***) (***): Makes *mist* a slightly stronger control tool and allows it to inflict frightened. Just make sure your allies are aware they can suffer the effects too.

(5+) **Healer's Gel** (***) (Life): While *heal* isn't necessary for most mysteries, extra temp HP after using *heal* on yourself is a godsend for Life oracles.

(5) **Nightpitch** (***): *Darkness* was already a decent control spell. Throwing difficult terrain into the mix can really shut down a group of enemies.

(5) **Tricky Liniment** (***): Gives you an all-day bonus to Escape using acrobatics.

(6) **Feather Token** (Balloon) (***): Scouting tool that will let you see further and get above obstructing features like canopies.

(7+) **Grim Trophy** (***): Turn Demoralize into a multi-target effect.

(7) **Spun Cloud (Black)** (***): Single-action concealment for your party that your party will not suffer in return.

(8) **Gallows Tooth** (**): An easy means of forcing a creature to become off-guard for melee builds. Requires master proficiency in intimidation, but that should be no problem.

(8) **Quenching Potion** (****): Great candidate for a potion patch on most of the mysteries that have weakness in their cursebound effects (Ash, Battle, Blight, Bones).

(8) **Potion of Quickness** (****): Single action *haste* is outstanding and is a candidate for potion patch.

(8) **Potion of Flying** (***): Single action fly speed and it's a candidate for potion patch.

(9) **Potion of Minute Echoes** (**): Lets you temporarily overcome your perception issues somewhat by turning your hearing into a precise sense at the cost of a Seek action. Also a candidate for potion patch.

(10+) **Ruby Capacitor** (***): Extra staff charges.

(12) **Incense of Distilled Death** (**): Fast healing 4 if you have void healing, namely from Nudge the Scales. The skeleton ancestry or an undead archetype will work as well.

(13) **Kushtaka Relic** (**): It's a good idea to keep one of these on hand in case an ally gets possessed. If they do, you'll be able to use *spirit blast* to try to remove their possession.

(16) **Ghost Dust** (***): Free action fourth rank *invisibility*.

Spellhearts

Dealing a little extra damage with Strikes after casting a spell from a spellheart is useful if you incorporate Strikes into your action sets often.

(3) **Jolt Coil** (****): *Electric arc* if you didn't already have it from an ancestry, or get it so you can retrain the ancestry feat that gave you *electric arc*. You're out of luck if it came from a heritage, though. Also gives either resistance 2 to electricity or a bit of extra electricity damage on your Strikes.

(3) **Trinity Geode** (***): If you already have *electric arc*, *scatter scree* is a good reflex-targeting alternative in case you're fighting enemies with electricity resistance.

(3) **Perfect Droplet** (**): *Spout* can be useful as an AoE cantrip against the right grouping of enemies. The greater value from this spellheart is the fact that, when affixed to a weapon, it essentially allows you to Tumble Through without having to rely on an acrobatics check.

(3) **Rime Crystal** (***): *Frostbite*. Also gives either resistance 2 to cold or a bit of extra cold damage on your Strikes.

(3) **Trinity Geode** (***): *Scatter scree* is a decent alternative to *electric arc*. The physical damage resistance, though a lesser amount, will apply more frequently than that granted by, say, a jolt coil, too.

(7) **Enigma Mirror** (***): While you already have access to *forbidding ward*, *mirror image* is a nice addition.

(7) **Warding Statuette** (**): Affix it to a weapon and you'll get a status bonus to AC every time you Strike an adjacent enemy. Note that this is less effective if you're using a reach weapon due

to the adjacency requirement. If you're going to use this spellheart long-term, retrain (or swap out at level-up) the *shield* cantrip out of your repertoire as soon as possible.

(8) **Brightbloom Posy** (***): *Tanglefoot* for speed debuffing. You can speak with flowers if you attach it to your armor, giving your CHA skills a little more versatility, or your Strikes can cause their target to be sickened after using a plant effect (including *tanglefoot*). You could already cast *soothing blossoms*, but this way you won't have to pick a somewhat situational spell for your repertoire.

(9) **Saurian Spike** (**): *Gouging claw*. Also gives imprecise scent. No real reason to affix it to a weapon.

Held items

(1) **Cantrip Deck** (***): Extra flexibility at early levels.

(2) **Flask of Fellowship** (***): Early buff to Make an Impression.

(4) **Jug of Fond Remembrance** (***): Circumstance bonus to diplomacy, larger for Make an Impression or Request. Also gives a significant circumstance bonus to Recall Knowledge, but the stupefied 1 after will be painful. Best used when you Recall Knowledge before an encounter.

(4+) **Staff of Healing** (***): If you're building for support, it's basically extra support spell slots. If you're not building for support, it'll offload some support capability into a staff so that you can keep focusing your build on blasting/controlling. It also gives a small bonus to *heal* spells' healing.

(6+) **Accursed Staff** (***): Quite a few good spells right from the jump. If you're frequently using curse spells, you can also get a reliable means of giving yourself temp HP. *Ymeri's mark*, *inevitable disaster*, *suspended retribution*, *canticle of everlasting grief*, and *spiritual epidemic* all work well for the temp HP, as well as the spells the staff has on it.

(6+) **Guardian Staff** (***): Very similar to the Staff of Healing, giving you lots of support and defense tools that will help you prop your allies up. Unlike the Staff of Healing, many of the

spells on offer with this item are great choices for your repertoire as well. You can also spend an action to give an ally within 10 feet of you a +1 circumstance bonus to their AC - the equivalent of them Raising a Shield with a buckler.

(6) **Cloud Pouch** (**): Lets you create a *mist*-like effect for two actions once per day, though you have to place the effect on yourself. You can move the effect by Sustaining it.

(6+) **Staff of Protection** (**): *Resist energy* is the only consistently useful spell, but you might find situational uses for *alarm*, *environmental endurance*, and *repulsion*.

(6+) **Staff of Providence** (**): *See the unseen*, *augury*, *safe passage*, *scouting eye*, *scintillating safeguard*, *truesight*, *energy aegis*, *divine inspiration*, and *foresight* are all pretty nice to have on a staff. It also helps a little with religion Recall Knowledge checks.

(8+) **Fortune's Coin** (**): Reaction to potentially give yourself a 12 or 14 on the die instead of a failed check.

(9) **Anointed Waterskin** (**): Best used generically for its single action *bless*. For a more niche use, its ten vials of holy water per day can fuel *holy cascade* (especially for Tempest oracles who deal extra damage with this spell).

(10) **Standard of the Primeval Howl** (**): If you have the Battle Cry skill feat, you'll be able to Demoralize as a reaction sometimes.

Worn items

(2+) **Goz Mask** (**): Lets you ignore concealment from your (or your party's) *mist*-like effects at the cost of an action.

(3) **Bracelet of Dashing** (**): A minute-long buff that will help you get into (if you're playing a melee build) or out of danger more easily.

(4) **Belt of Good Health** (**): Although 4 HP won't feel like much after a few levels, every little bit helps, especially if you're using any HP battery effects like *share life* or *life link*.

(4+) **Cloak of Repute** (**): Provided your GM is willing to play ball with the Request action and there are NPCs with a friendly attitude or who can be made friendly, turning your Request successes into critical successes can be extremely useful.

(4+) **Healer's Gloves** (***): Extra healing once per day on another creature for a single action.

(4) **Lifting Belt** (**) (Battle): Useful for Battle oracles who've been designated the party pack mule and are running *ant haul* every day.

(4) **Mask of Mercy** (***): Getting to roll twice and take better once per day for any action with the healing trait is a meaningful upgrade at all levels. It does require you to use an action, though.

(5+) **Bravery Baldric** (***): Only *restoration* is subpar. The rest of the spells this item offers are pretty good. Starting at level 7, you're going to critically succeed often on fear effects. If you've got an ancestry feat that upgrades those saves into crit successes for levels 5 & 6, as well as granting a circumstance bonus to do so, even better.

(5) **Diplomat's Badge** (***): (Lore): Solid way to get a big bump to diplomacy checks early on, based on a level 5 average DC Recall Knowledge check.

(6+) **Charm of Resistance** (***): Resistance is always welcome, even if it's only against one type per item.

(6) **Vaultbreaker's Harness** (***): Single action to gain an item bonus to speed as often as you like.

(7) **Masquerade Scarf (Greater)** (***): Infinite uses of second rank *illusory disguise*, though it's the same as first rank *illusory disguise*. It won't be the perfect infiltration tool, but if you're in a campaign where you find deception to be a frequently useful skill, this is an outstanding item. You certainly have the CHA to pull it off.

(10) **Accolade Robe** (**) (Lore): Action compression to retrieve an item and Recall Knowledge, which is good if you like to use consumables.

(10+) **Prognostic Veil** (****): Extra focus point once per day, item bonus to religion (useful for the likes of Sacred Defense), and a once-per-day reaction to give an ally a buff to a save that scales with your cursebound level. The greater version allows you to use the reaction on an attack roll instead of a saving throw. All great things that you very much want. With the focused trait on this item, you won't be able to get extra item-based focused points, so this is the one you want.

(10) **Shadow Signet** (****): Provided you have Recall Knowledge checks covered either from yourself or from your party, being able to turn spell attacks into save-targeting spells of your choice between fortitude and reflex is a powerful improvement. There is a ton of analysis out there about how useful the shadow signet is. Since the divine list doesn't have a ton of reflex-targeting spells, this item is an alternative means of overcoming that issue if you didn't get a reliable reflex-targeting spell out of Divine Access.

(11) **Oracular Crown** (**): (L) Similar to the prognostic veil, but as a legacy item, it won't be fully functional unless your GM is willing to give it a coat of paint. No matter what, you'll be able to recharge a focus point once per day. The healing activation may not work if your GM is stingy, but it maps to cursebound 1 / 2 / 3 pretty easily. Life oracles won't be able to use the healing effect due to their curse penalty.

(13) **Propulsive Boots** (***): Being quickened for extra movement once per day is solid.

(15+) **Cloister Robe** (Greater) (***): Devoted vestments, but with damage resistance against divine effects when you use a domain spell, and it functions as explorer's clothing with level-appropriate fundamental runes. The major version improves the fundamental runes. This has the focused trait, so it's either this or the prognostic veil.

(17) **Necklace of Allure** (**): Well, at least it's a CHA apex item... That said, fourth rank *charm* at this level is more or less worthless due to the incapacitation trait.

(17) **Troubadour's Cap** (**): Same boat as necklace of allure. *Prismatic spray* at least does something, but its DC is awfully low.

(18) **Mask of Allure** (****): Far and away the better CHA apex item choice over Circlet of Persuasion and Troubadour's Cap, even if it is a level higher.

Grafts & tattoos

(3+) **Gliding Membranes** (**): If you are at least trained in acrobatics and have no means of reducing fall damage, you'll at least be able to stop yourself from landing prone when you fall.

(3+) **Spry Sinews** (**): Specifically useful combined with the tengu feat One-Toed Hop, giving your Leap action more safe distance.

(3) **Varisian Emblem (Avaria)** (***): *Longstrider* is decent, even if it is the first rank version.

(3) **Varisian Emblem (Carnasia)** (***): *Liberating command* is among the more long-lived first rank spells.

(4+) **Faith Tattoo** (***/****): Requires you to worship a deity. The greater version can get you all-day *tailwind* every day depending on your deity. There are a few other good first rank spells, but if nothing else, you can get an extra *heal* per day if you update your tattoo as you level.

(5) **Boozy Bottle** (***): Being off-guard may be better than dealing with persistent damage or a poison effect. The item bonus to saves against poisons is welcome alongside your poor fortitude progression, too.

(7) **Constricting Whip Tail** (**): Gives STR builds a way to grapple while using a two-handed weapon.

(8) **Gills** (**): You won't have to worry about suffocating quickly if you try to use magic underwater.

(9+) **Wyrms on the Wing** (***): The energy resistance is far more important than the other effects, though a fly speed is always welcome.

(17) **Swooping Wings** (**): Fly speed if you don't have it from something else. Spells can make your fly speed faster, but this way you're not beholden to spell expenditures.

Archetypes

Archetypes

Multiclass Archetypes

Life oracles may appreciate the alchemist archetype for non-magical healing, but fitting the INT in is difficult. The aiuvirin version of Multitalented can get around that issue. Similarly, melee builds will have a hard time getting both the STR and DEX for the fighter's Reactive Striker feat, but aiuvirin can circumvent that issue. If you're after proficiency increases, you can gain master reflex from swashbuckler or rogue, master fortitude from barbarian, either master reflex or fortitude from monk, or master perception from investigator or ranger.

Bard (***)

As with any spellcaster multiclass, you'll get extra daily spell slots, albeit at a slower rate than your oracle spells. The highest spell level you'll get from the archetype is 8th. They're occult, which means they function off of your occult spell attack/DC progression. That'll be a slower progression than your divine and it will cap at master, provided you take all appropriate feats. Still, you have high CHA and can mostly deal with having slightly lower DCs for the exchange of more spell versatility. Much of the kit here will be beneficial for heavy support builds.

- (2) Bard Dedication: Two cantrips plus trained in occultism and performance. Not bad. You'll select a muse, but that's only for feat availability. You won't get any of the muse's benefits.
- (4) Basic Bard Spellcasting: One spell known and one spell slot per day per accessible spell rank. You'll get second rank spells at level 6 and third rank spells at level 8.
- (4) Basic Muse's Whispers: Gain a first or second level bard feat. If you only get one, get Esoteric Polymath.
 - Bardic Lore: Lore oracles will appreciate this. Requires enigma muse.
 - Emotional Push: Lets you set up a Strike or spell attack with a reaction, making a target off-guard. Requires you to use emotion spells. *Ancestral touch* is a focus spell option. *Fear*, *calm*, *warrior's regret*, *agonizing despair*, *impending doom*, *roaring applause*, *implement of destruction*, *confusing cry*, *invoke spirits*, *blinding fury*, *inexhaustible cynicism*, and *canticle of everlasting grief* all work from the divine list.

- Esoteric Polymath: You won't get extra spell slots, but this way, you'll at least have some day-to-day flexibility to change out what you can cast from your bard slots. Requires polymath muse.
- Hymn of Healing: Infinite healing out of combat. The fast healing can help quite a bit with the Flames curse.
- Lingering Composition: Requires maestro muse. There are some good composition cantrips available to you. This will help your action economy and give you an extra focus point if you don't have three already. Note that you don't lose the focus point if you fail the check.
- Loremaster's Etude: Very similar to *scholarly recollection*, but as a free action and with fewer applications. Lore oracles may enjoy this.
- Martial Performance: Requires warrior muse. Decent action compression if you're using a weapon frequently.
- Uplifting Overture: This will require you to understand your party's build structure and whether or not they use skill actions in combat frequently. If they do, you can really help them land those critical success Trips / Shoves / Demoralizes / etc.
- Versatile Performance: Eases some of your skill rank requirements. Note that it only allows you to use performance for a few specific things from the other skills; it won't outright replace diplomacy, deception, and intimidation. Requires polymath muse.
- (6) Advanced Muse's Whispers: Gain a bard feat up to half your level. There's nothing here worth replacing your level 20 class feat, but there's good stuff if you're playing with the free archetype variant rule.
 - (8) Combat Reading: Awesome for Lore oracles. Doesn't function off of the difficulty scaling for Recall Knowledge. It's only once per day per enemy, but all of it is very good information to have.
 - (8) Courageous Advance: Requires warrior muse. You won't want to take this until level 10+ because you'll need *courageous anthem*. Still, it'll help one ally get to a better position.
 - (8) Rallying Anthem: Decent defensive buffs.
 - (8) Triple Time: Everyone likes extra movement speed.
 - (12) Dirge of Doom: Frightened is a decent debuff to inflict, and this will make sure it stays on your enemies.

- (12) Harmonize: Requires maestro muse. Have multiple compositions up. You'll want Lingering Composition to get the most value out of this.
- (16) Fortissimo Composition: Requires maestro muse. Increased bonuses from either *courageous anthem* or *rallying anthem*. Note that you don't lose the focus point if you fail the check.
- (16) Know-It-All: Extra information from Recall Knowledge checks. Lore oracles will like this. Requires enigma muse.
- (20) Courageous Assault: Requires warrior muse. You'll need *inspire courage*, but this will allow one ally to make a melee Strike as a reaction when you cast it.
- (20) Ode to Orobouros: Keep one ally from dying as a reaction.
- (20) Symphony of the Unfettered Heart: Counteract an ally's grabbed, immobilized, paralyzed, restrained, slowed, or stunned condition.
- (6) Counter Perform: Using your performance for a party-wide save is a powerful way to leverage your CHA, assuming you're investing in performance.
- (8) Anthemic Performance: You get this much later than a bard would, unfortunately. Still, it's a great buff and, as you can see above, there are several ways to make it even stronger.
- (8) Occult Breadth: An extra spell known and an extra spell per day for all but your two highest available bard spell ranks. If you picked this archetype for extra daily occult spells, you want this feat. It works especially well with Esoteric Polymath.
- (12) Expert Bard Spellcasting: Initial access to fourth rank spells, plus fifth rank spells at level 14 and sixth rank spells at level 16.
- (18) Master Bard Spellcasting: Initial access to seventh rank spells, plus eighth rank spells at level 20.

Champion (***)

You get some strong synergistic benefits from this archetype, but the +2 STR requirement will lock most builds out of being able to choose it. The easiest way to handle the STR issue is to take Armor Proficiency so you can drop DEX in favor of STR, then wear heavy armor. Unlike baseline oracle, this will lock you in to a deity and its edicts / anathema. If you're only after the *lay on hands* functionality, take the blessed one archetype instead. If you're only after armor, you could take the sentinel archetype instead, but champion offers more and better options than sentinel does.

- (2) Champion Dedication: This is what forces you to select a deity as well as your cause. For now, the cause gives you no extra features. You'll also become trained in religion for a free skill pick and your deity's skill. Additionally, you become sanctified, which lends your sanctification to your Strikes and spells, as well as gaining a champion's aura. Further, you get training in medium armor that keeps pace with your armor proficiency. This is one of the best feats for a STR melee build, especially if you plan to get heavy armor proficiency with another feat (usually Armor Proficiency).
- (4) Basic Devotion: Gain a first or second level champion feat.
 - Brilliant Flash: Requires grandeur cause and won't come online until you have the Champion's Reaction feat. It'll add off-guard to the dazzled condition when you use Flash of Grandeur.
 - Deity's Domain: Gives you more flexibility with your domain spells since you're not limited to the four that your mystery grants.
 - Desperate Prayer: One extra focus point per day as a free action.
 - Divine Grace: Getting a bonus to saves as a reaction is great, although you may already have an ancestry feat that does the same thing. This also only works on spells, so it won't help you with Debilitating Dichotomy.
 - Divine Health: Helps mitigate your poor fortitude proficiency somewhat.
 - Iron Repercussions: Requires obedience cause and won't come online until you have the Champion's Reaction feat. Turn Iron Command's mental damage into persistent mental damage.
 - Nimble Reprisal: Requires justice cause and won't come online until you have the Champion's Reaction feat. It'll allow you to use Retributive Strike with a ranged weapon or get a bit of extra mobility if using a melee weapon, which is especially effective with a reach weapon.
 - Oath of the Avenger: Makes *lay on hands* work more like *touch of the void* when used offensively.
 - Weight of Guilt: Requires redemption cause and won't come online until you have the Champion's Reaction feat. Being able to select between enfeebled and stupefied from Glimpse of Redemption is great, especially setting yourself and your allies up for a will-targeting effect.
- (4) Champion Resiliency: Being in melee, you're going to want the extra HP.

- (4) Devout Magic: *Lay on hands*, *shields of the spirit*, or *touch of the void*. All of them have uses, but *touch of the void* is the most dangerous for you since it's at touch range for damage and debuffing. That said, if you're melee anyway, throwing down a -2 status penalty to AC is hefty, especially coupled with flanking. *Shields of the spirit* requires you to wield a shield, but provides some party defense and passive damage. *Lay on hands* gives infinite out-of-combat healing as well as single action healing and an AC buff for an ally in encounters.
- (6) Advanced Devotion: Gain a champion feat up to half your level.
 - (8) Accelerating Touch: Everyone likes movement speed, though the buff won't stack with *tailwind* if you have that spell from Divine Access.
 - (8) Cruelty: Requires *touch of the void*, which you can use to inflict enfeebled.
 - (8) Mercy: Requires *lay on hands*. Being able to counteract conditions with a focus spell is outstanding, but you'll be much more able to do so with the blessed one archetype.
 - (12) Expand Aura: If you've got nothing else to do with a third action, you can set yourself up for double range on your Champion's Reaction.
 - (12) Reactive Strike: Useful for melee builds.
 - (12) Smite: Useful for melee builds to deal a bit of extra damage.
 - (16) Advanced Deity's Domain: If your deity gives you a particularly useful advanced domain spell, this is how you get it.
 - (16) Greater Cruelty: Requires Cruelty. You'll be able to inflict clumsy or stupefied with *touch of the void* if you like.
 - (16) Greater Mercy: Requires Mercy. Adds conditions you can counteract depending on what you've chosen with Mercy.
- (6) Champion's Reaction: Any of these options will be good to have in your kit.
 - Grandeur affects an enemy with *revealing light* for dazzled condition and some effects against concealed / hidden / invisible enemies. Requires you to be sanctified holy.
 - Justice can grant allies resistance to damage and allows you to make a melee Strike as a reaction, provided the target is in reach. This is your most offensive option and best used with a reach weapon.
 - Liberation allows allies to get out of grabbed, restrained, or immobilized conditions plus Step away. This is the most situational, but can make a big

difference when a melee ally is immobilized or a caster ally is grabbed / restrained.

- Obedience can either force an enemy to drop prone or take mental damage. Combines well with a psychic that can inflict a mental damage weakness with *psi daze*.
- Redemption can outright prevent damage or grant resistance to an ally while debuffing an enemy with *enfeebled*. This is your most defensive option and will also give you extra debuffing capability. Note that *Weight of Guilt's* stupefied condition will not stack with the will save debuff from *Bon Mot*. Requires you to be sanctified holy.
- (6) Devout Blessing: Blessed Armament will give you an extra rune on your weapon. Fearsome tends to be the best choice, but the flexibility is nice if you're going to face enemies against which the ghost touch or vitalizing rune will be beneficial. If you're using a shield, Blessed Shield will give you a bit more resilience. Blessed Swiftmess is the most universally applicable of the three, giving you movement speed and the occasional party defense buff.

Cleric (***)

If nothing else, you can load utility and flexibility into cleric spell slots. You'll cast off of WIS instead of CHA for cleric spells, so be aware of that if you try to use anything with a DC. Additionally, you can prepare Divine Access spells in your cleric spell slots, provided you have appropriate ranks available, since they are divine spells for you.

- (2) Cleric Dedication: Two extra divine cantrips. You probably don't need more divine cantrips, but if your group is light on casters this will come in handy. You'll have to choose a deity, which adds edicts and anathema, but also gives you the option of sanctification so that you can sanctify appropriate spells. Also gives trained proficiency in your deity's skill and a free skill pick because you're already trained in religion.
- (4) Basic Cleric Spellcasting: Since cleric is a prepared caster, you can slot any one divine spell in each of the spell slots you gain per day. This allows you more flexible heightening options, more flexible daily spell choices, as well as just flat out more spells. You'll get a second rank spell slot at level 6 and a third rank spell slot at level 8. You can

comfortably use these slots for buff spells and keep your own spell slots for offensive / debuffing options. Spellcasting is why you want this archetype.

- (4) Basic Dogma: Gain a first or second level cleric feat. There's nothing here worth replacing your level 20 class feat, but there's good stuff if you're playing with the free archetype variant rules.
 - Communal Healing: A little extra group healing from *heal*. Nothing about the feat specifies that the healing is magical, even though it results from a spell, so Life oracles can evade their curse with this feat.
 - Divine Castigation: Gives your *heal* spells more damage versatility.
 - Domain Initiate: Gives you more flexibility with your domain spells since you're not limited to the four that your mystery grants.
 - Emblazon Armament: A little extra shield hardness or weapon damage for a melee build.
 - Panic the Dead: Passive debuffing when you use *heal* against undead.
 - Sap Life: Heal yourself when you deal damage with *harm*. Nothing about the feat specifies that the healing is magical, even though it results from a spell, so Life oracles can evade their curse with this feat.
- (6) Advanced Dogma: Gain a cleric feat up to half your level. There's nothing here worth replacing your level 20 class feat, but there's good stuff if you're playing with the free archetype variant rule.
 - (8) Channel Smite: Deal extra damage on melee Strikes at the cost of *heal* / *harm* expenditure.
 - (8) Directed Channel: Potentially better blasting.
 - (8) Divine Infusion: Adds an extra damage component from your *heal* and *harm* spells when your melee allies Strike. It's more effective with allies that can make multiple Strikes with a lesser MAP such as a flurry ranger.
 - (8) Expanded Domain Initiate: Gain a domain spell from one of your deity's alternate domains.
 - (8) Raise Symbol: Gain a circumstance bonus to saves for a turn, which works for Debilitating Dichotomy.
 - (8) Restorative Strike: Buffs your Strike if you use your deity's weapon, as well as allowing you to heal yourself or an ally as part of the Strike. Good for melee builds.
 - (12) Cast Down: Prone as part of your damaging *heal* / *harm* casts.

- (12) Divine Rebuttal: Cleric version of Reactive Strike (different triggers, though), which can also buff allies' saves.
- (12) Selective Energy: Stop your *heal* and *harm* spells from affecting creatures you don't want to benefit / damage.
- (16) Advanced Domain: If your deity gives you a particularly useful advanced domain spell, this is how you get it.
- (16) Emblazon Energy: Requires Emblazon Armament. Adds a little more weapon damage or makes your shield effective against energy effects.
- (16) Surging Focus: One extra focus point per day as a free action, but only when an ally drops to 0 HP.
- (16) Void Siphon: *Harm* spells can inflict drained on crit fail.
- (16) Zealous Rush: Action compression for melee builds.
- (20) Replenishment of War: Passive temp HP generation for melee builds.
- (20) Shield of Faith: Domain spells give you an AC buff, including the domain spells from oracle class features.
- (8) Divine Breadth: An extra spell known and an extra spell per day for all but your two highest available bard spell levels. You picked this archetype for extra daily divine spells, so you want this feat.
- (12) Expert Cleric Spellcasting: Initial access to fourth rank spells, plus fifth rank spells at level 14 and sixth rank spells at level 16.
- (18) Master Cleric Spellcasting: Initial access to seventh rank spells, plus eighth rank spells at level 20.

Psychic (***)

Psychic frontloads a lot of its value and, frankly, you can get the most useful features out of psychic with nothing but the dedication and Psi Development. Levels 2, 4, and 10 are good points to take psychic feats.

- (2) Psychic Dedication: Trained in occultism and a standard psi cantrip from your chosen conscious mind. Psi cantrips are mostly why you'd want to take anything from this archetype, and the fact that you get one immediately from the dedication is outstanding. You do have to wait until later levels to get a unique psi cantrip, though.
 - *Mage hand*: Single target speed debuff.

- *Telekinetic projectile*: (SpA) Great single target ranged damage and forced movement.
- *Guidance*: Overcomes the hour long immunity and allows you to throw out the buff as a reaction.
- *Frostbite*: (SpA) On-demand temp HP.
- *Daze*: (W) Mental damage weakness and will debuff.
- *Message*: Donate actions to your allies.
- *Shield*: Lots of damage absorption, which you can place on an ally and use your own reaction for their defense.
- *Phase bolt*: (SpA) Lower damage, but 100% chance of off-guard for its spell attack.
- *Warp step*: Single action escape tool that eventually becomes a teleportation effect.
- (4) Basic Psychic Spellcasting: One spell known and one spell slot per day per accessible spell rank. You'll get second rank spells at level 6 and third rank spells at level 8.
- (4) Basic Thoughtform: Gain a first or second level psychic feat.
 - Mental Buffer: Mental damage resistance is great for Debilitating Dichotomy.
 - Psychic Rapport: Easily accessible buff to your social skills, which will work for the likes of Demoralize and Bon Mot. You can use *message* to activate it in exploration mode.
- (6) Advanced Thoughtform: Gain a psychic feat up to half your level.
 - (8) Astral Tether: Give an amp effect to an ally. *Frostbite*'s temp HP is an effective choice.
 - (8) Psi Strikes: A bit better than Bespell Strikes since you can key it off of a cantrip.
 - (12) Parallel Breakthrough: Gain a psi cantrip from outside your chosen conscious mind. See Psi Development for good choices.
 - (12) Strain Mind: Extra casts of amped psi cantrips once you're out of focus points.
- (6) Psi Development: Gain another psi cantrip from your chosen conscious mind, but this time you can choose the unique psi cantrip.
 - *Glimpse weakness*: Single action to set up a little damage, which can also set up the likes of Bespell Strikes.

- *Thermal stasis*: Single action cold and fire resistance.
- *Imaginary weapon*: (SpA) Very high focus spell damage potential if you're comfortable in melee.
- (12) Expert Psychic Spellcasting: Initial access to fourth rank spells, plus fifth rank spells at level 14 and sixth rank spells at level 16.
- (18) Master Psychic Spellcasting: Initial access to seventh rank spells, plus eighth rank spells at level 20.

Ranger (**)

Ranger doesn't offer a whole ton of meaningful features for you, but what is there is pretty good.

- (2) Ranger Dedication: Doesn't give you much. You become trained in survival and gain Hunt Prey, which only really matters for Seek most of the time.
- (4) Basic Hunter's Trick: Gain a first or second level ranger feat.
 - Initiate Warden: Not a ton of good choices here, but it's needed for any other warden spells.
 - *Distracting decoy*: Okay way to get off-guard if you're comfortable being 10 feet away from your target. Helpful if your party doesn't have reliable means of gaining off-guard, like if you're light on melee PCs for flanking or don't have a grappler.
 - *Gravity weapon*: Decent if you plan to use Bepell Strikes.
 - *Slime spit*: Good against single target encounters since the dazzled condition can negate significant damage.
- (4) Ranger Resiliency: Extra HP if you need it in melee or for more Life mystery buffer.
- (6) Advanced Hunter's Trick: Gain a ranger feat up to half your level.
 - (8) Advanced Warden: Several decent options here.
 - *Animal feature*: Nothing special at second rank, but all three options at fourth rank are great to have tied to a focus point.
 - *Hunter's luck*: Useful for Lore oracles if you prefer to use a free action rather than *scholarly recollection's* reaction (albeit for a slightly lesser effect).
 - *Soothing mist*: Infinite out-of-combat healing, persistent damage protection, and some offense against undead.

- (8) Disrupt Prey: Melee reaction.
- (8) Natural Conduit: If someone in your party has an animal companion, you can use it to deliver touch spells, or just help out with your spell positioning in general.
- (12) Additional Recollection: Action compression for Lore oracles, assuming you can Hunt Prey outside of encounters.
- (12) Masterful Warden: Mostly just for melee builds.
 - *Threatening mimicry*: Ally-filter frightened in a fairly small emanation.
 - *Warning stripes*: Single action to deal passive poison damage when you're touched or hit with unarmed attacks.
- (12) Master Spotter: Master perception proficiency, freeing up your Uncanny Acumen pick for reflex or fortitude.

Rogue (**)

Surprisingly, there's not much stealth functionality here. If you want more of a skill monkey role, which Lore can best support with its INT, you can get a bunch of extra skills into the expert and master proficiency levels.

- (2) Rogue Dedication: Trained in stealth, thievery, and any one skill of your choice. You'll want to Avoid Notice often to take advantage of the surprise attack class feature. In fights where you're ahead of enemies on initiative, consider using a spell attack on the first turn to take advantage of the off-guard condition.
- (4) Basic Trickery: Gain a first or second level rogue feat.
 - Mobility: Get out of a bad spot so you can get back to casting safely. Ideally, you'll have at least 30 feet of speed.
 - Overextending Feint: Turn Feint into a defensive tool for a melee build.
 - You're Next: Demoralize as a reaction when you drop an enemy to 0 HP, and with a circumstance bonus to boot. You certainly have the CHA to make this useful.
- (6) Advanced Trickery: Gain a rogue feat up to half your level.
 - (8) Battle Assessment: Your perception isn't great, but still, this is good information to have.
 - (8) Dread Striker: Making enemies off-guard to your spell attacks is good.
 - (16) Inspired Stratagem: Allow each ally one attack or skill check reroll per day.
 - (16) Opportune Backstab: Useful reaction for melee builds.

- (16) Tactical Entry: Free Stride at the start of combat if you roll stealth for initiative.
- (8) Skill Mastery: Each time you take it, one skill at trained proficiency goes to expert proficiency and one skill at expert proficiency goes to master proficiency. This is where all the skill monkey functionality of the archetype comes from.
- (12) Evasiveness: Master proficiency reflex saves. Note that you'll need Canny Acumen (reflex) to qualify for this feat at levels 12-13. If you want to retrain out of Canny Acumen and maintain master reflex at all possible levels, you'll need to wait until level 14 to do so, retrain Canny Acumen and Evasiveness, and take Evasiveness in a level 14 feat slot (or higher).

Sorcerer (***)

Choose this archetype if you want extra spellcasting functionality. This archetype gives you access to any tradition's spell list via the bloodline choices.

- (2) Sorcerer Dedication: You get two cantrips from whichever spell tradition you choose as well as trained proficiency in whichever two skills your chosen bloodline grants. You don't get access to most of the bloodline features.
- (4) Basic Blood Potency: Gain a first or second level sorcerer feat.
 - Blessed Blood: It'll require you to follow a deity, but this is basically just an extra Divine Access, which is **awesome** since it'll give you access to deities you couldn't otherwise use for Divine Access.
 - Dangerous Sorcery: For striker and blaster builds, you seriously want this feat. If for nothing else, this is why you want the sorcerer archetype. Note that it applies to **all** of your spells, not just those cast using a sorcerer spell slot.
 - Enhanced Familiar: Even better familiar. If you have a familiar from your ancestry, you won't need to take the Familiar feat.
 - Familiar: Familiars are good.
- Basic Bloodline Spell: Gain your bloodline's initial bloodline spell.
 - Arcane
 - Imperial: *Ancestral memories* gives a solid buff to a spell attack or a debuff against one of your save effects with no save of its own.
 - Divine

- Angelic: *Angelic halo* adds a bit of healing to nearby allies when you use *heal*.
 - Undead: Very similar to what the Angelic bloodline spell does, but with *harm*.
 - Occult
 - Aberrant: *Tentacular limbs* helps a bit with touch spells.
 - Hag: *Jealous hex* offers a flexible debuff for a single action and based on the target's highest attribute, so it tends to be a pretty effective debuff (except in the case of stupefied since you're targeting will).
 - Primal
 - Elemental: Scaling 1d8 damage for a single action is pretty good.
 - Fey: *Faerie dust* can help another spellcaster ally set up a will-targeting blast or area control effect.
- (4) Basic Sorcerer Spellcasting: One spell known and one spell slot per day per accessible spell rank. You'll get second rank spells at level 6 and third rank spells at level 8.
- (6) Advanced Blood Potency: Gain a sorcerer feat up to half your level. There's nothing here worth replacing your level 20 class feat, but there's good stuff if you're playing with the free archetype variant rule.
 - (8) Arcane Evolution: You won't get extra spell slots, but this way, you'll at least have some day-to-day ability to change out what you can cast from the arcane list.
 - (8) Occult Evolution: The extra skill is fine, but the real money is in having spell flexibility.
 - (8) Split Shot: Turn your striking spells into somewhat of blasting spells.
 - (12) Advanced Bloodline: Gain an advanced bloodline spell.
 - Arcane
 - Genie: Single target reaction denial.
 - Divine
 - Diabolic: Good resistances for a single action.
 - Undead: Single action void damage and temp HP.
 - Primal
 - Fey: Single action invisibility for a round.

- (12) Safeguard Spell: Drop ongoing effects on yourself and punish enemies for approaching you.
- (12) Spell Relay: Help your spellcaster allies stay out of danger. Especially useful for touch spell delivery if you're playing a melee build.
- (16) Bloodline Resistance: Permanent status bonus to saves against all spells and magical effects, including Debilitating Dichotomy. There are stronger versions of this effect you can get by this level, though.
- (20) Greater Bloodline: Gain a greater bloodline spell.
 - Arcane
 - Genie: Weakness 10, reduce resistances by 10, and a speed and save debuff for one target. The weakness effect is helpful if someone in your party consistently creates persistent damage effects.
 - Imperial: Even if you can't reduce a spell's rank, giving out the bonus as a reaction is pretty good.
- (8) Bloodline Breadth: An extra spell known and an extra spell per day for all but your two highest available sorcerer spell levels. It works especially well with Arcane Evolution.
- (12) Expert Sorcerer Spellcasting: Initial access to fourth rank spells, plus fifth rank spells at level 14 and sixth rank spells at level 16.
- (18) Master Sorcerer Spellcasting: Initial access to seventh rank spells, plus eighth rank spells at level 20.

Swashbuckler (**)

Offers some value for melee builds, but that's about it. If you're not playing a melee build, you could get away with dedication + Swashbuckler's Speed + Evasiveness for some generic buffs.

- (2) Swashbuckler Dedication: Grants a trained skill and, essentially, nothing else. Panache doesn't do anything for you on its own.
- (4) Basic Flair: Gain a first or second level swashbuckler feat.
 - Antagonize: Making the frightened condition stick is nice, but "hostile action" has a very broad definition that makes it somewhat easy for enemies to overcome. Still, it can force enemies to narrow their action usage if they want to get rid of the debuff.

- Charmed Life: Getting a bonus to saves as a reaction is great, especially since it's a circumstance bonus. This reaction does work for Debilitating Dichotomy.
- Goaded Feint: Turn Feint into a defensive tool for a melee build.
- One For All: With this, you can rely entirely on diplomacy for the Aid action. You can also gain panache from doing so.
- Retreating Finisher: Trade out the 1d6 damage from Basic Finisher for the ability to Step away from danger if the numbers aren't on your side. Pairs well with Feather Step.
- Unbalancing Finisher: Trade out the 1d6 damage from Basic Finisher to make a target off-guard. Useful if you want to follow up with a spell attack on the next turn or to set up someone else in your party to make a ranged Strike or spell attack.
- You're Next: Demoralize as a reaction when you drop an enemy to 0 HP, and with a circumstance bonus to boot. You certainly have the CHA to make this useful.
- (4) Finishing Precision: Works okay for melee builds and Beshell Strikes since you don't really want to make more than one attack per turn anyway.
- (6) Advanced Flair: Gain a swashbuckler feat up to half your level. There's nothing here worth replacing your level 20 class feat, but there's good stuff if you're playing with the free archetype variant rules.
 - (8) Leading Dance: Gives some forced movement control to the performance skill for melee builds.
 - (12) Reactive Strike: Useful for melee builds.
 - (16) Nimble Roll: Stride away from danger.
 - (16) Vivacious Bravado: Not available until level 16, but temporary HP are great. Grants extra temp HP based on your CHA. It's a lot of temp HP, and Life oracles in particular can use it off of, for example, the Demoralize action for a resource-free turn of damage absorption (assuming *life link* is up). Note that this does not work with One For All.
 - (20) Buckler Dance: If you have Elegant Buckler, it's a permanent +2 circumstance bonus to AC provided the hand wielding the buckler isn't doing something else.
 - (20) Targeting Finisher: Inflict debuffs with your finisher. This is great, but unfortunately, you don't get it until level 20.
- (8) Swashbuckler's Speed: Extra movement speed is great, though you could just get this effect from second rank *tailwind*.

- (12) Evasiveness: Master proficiency reflex saves.

Thaumaturge (**)

Mostly useful to give you a reliable reaction, though there are some other benefits. Lore oracles get the most from this archetype.

- (2) Thaumaturge Dedication: Gives you an implement and esoterica that don't do anything yet, one trained skill, and Glimpse Vulnerability, which, on its own, is only useful for melee.
- (4) Basic Thaumaturgy: Gain a first or second level thaumaturge feat.
 - Enhanced Familiar: Even better familiar. If you have a familiar from your ancestry, you won't need to take the Familiar feat.
 - Familiar: Familiars are good.
 - Turn Away Misfortune: Negate misfortune for yourself on Roll the Bones of Fate.
- (6) Advanced Thaumaturgy: Gain a thaumaturge feat up to half your level.
 - (8) Instructive Strike: Gives Lore oracles action compression for ranged Strikes.
- (6) Implement Initiate: Makes your implement actually do something. This feat is the reason you take the thaumaturge archetype.
 - Amulet: Damage resistance on a reaction, but you have to set up with Glimpse Vulnerability to use it.
 - Bell: Requires you to set up with Glimpse Vulnerability. You'll be able to inflict stupefied, enfeebled, or clumsy with a reaction. Stupefied is tied to a fortitude save and enfeebled / clumsy are tied to a will save.
 - Chalice: Single action renewable temp HP in encounters and infinite out-of-combat healing.
 - Lantern: Better if you improve your perception with WIS investment and Canny Acumen. Otherwise, it's mostly useful for Lore oracles with the status bonus to Recall Knowledge.
 - Regalia: Passive bonus to CHA skills and helps allies out with fear effects. The diplomacy bonus stacks with Lore oracle's *word of truth* buff.
 - Tome: Mostly useful for Lore oracles with the circumstance bonus to Recall Knowledge, though it does also add some free skills that scale up to expert.

- Weapon: Gives melee builds a reaction very similar to Reactive Strike, though you have to set up with Glimpse Vulnerability.
- (8) Magical Knowledge: Very useful for Lore oracles, giving them more effective skills for Recall Knowledge.

Other Archetypes

Acrobat (***)

Mostly useful for the automatic acrobatics scaling, which will help with flight and give you uncontested access to useful skill feats like Kip Up. It can also be helpful for DEX-based melee builds.

- (2) Acrobat Dedication: Automatic proficiency increases for acrobatics. This is great since you're limited on skills. It'll also help occasionally ease the movement speed requirement from difficult terrain.
- (4) Contortionist: Only really useful with Escape checks if you get grabbed. Follow up with a spell attack to take advantage of the Flat-Footed condition.
- (7) Graceful Leaper: It's a skill feat, which is great. It'll reduce your reliance on STR for jumps in terrain challenges.

Beastmaster (***)

Animal companions give you a meaningful third action with Command an Animal. That can be especially useful for movement if you're mounted. You shouldn't expect to rely on most support benefits since they rely on you landing a Strike, but there are several that help anyway. Energizing treat consumables can help quite a bit with action economy. Some animals can get extra speed from alacritous horseshoes, too. A collar of empathy will give your animal companion better scouting capability.

Support benefits:

- ❖ Beetles (8 HP) have 35 ft. speed and the mount special ability which, alongside the support benefit's ability to impose off-guard, makes them a desirable melee mount, especially paired with Side by Side. Battle oracles, for example, can occupy their turns

with something like Command an Animal (Stride + Support) -> *sure strike* -> Strike.

Beetles have no finesse attacks, though, so either their attack accuracy or their AC will suffer.

- ❖ Camels (8 HP) can provide a little bit of defensive utility with the dazzled condition and, since it's a ranged attack, work well with DEX-focused builds to boot. Plus, they have the mount special ability.
 - ❖ Capybaras (6 HP) can provide a circumstance bonus to Strike (including ranged Strikes, so a shortbow works well here if you have proficiency) and eventually, with their advanced maneuver, can apply the clumsy condition. No finesse attacks or mount special ability.
 - ❖ Draft lizards (8 HP) are like a cross between beetles and capybaras and offer the most broad value for oracles if you're going the beastmaster dedication route with your build. Despite having the mount special ability, though, they only have 25 ft. speed. They do offer the same support benefit as capybaras, which you can use alongside a Stride while mounted. With a finesse attack, they're great with a focus on DEX. Their advanced maneuver provides some minor DEX-based multitarget potential.
 - ❖ Dromaeosaurs (6 HP) are all about DEX and flanking.
 - ❖ Goats (8 HP) will get you past climb checks with ease.
 - ❖ Horses (8 HP) are all about mobility, but can allow you to add some damage if you Strike while mounted. That said, since Strike accuracy is a significant limiting factor for casters, you're generally better off with bonuses to Strike rather than to damage.
 - ❖ Legchairs (8 HP) are also all about mobility, but give you the ability to apply lesser cover for, essentially, a hands-free buckler's worth of Raise a Shield (minus any Shield Block damage reduction).
 - ❖ Rootball chairs (8 HP) allow you to ignore difficult terrain and fall damage.
 - ❖ Snakes (6 HP) can prevent you from triggering enemy reactions (and only you) and have a finesse attack. Once you have their advanced maneuver, they've also got some damage value if you use them to grapple enemies, though their kit doesn't do much beyond that to encourage STR investment.
 - ❖ Terror birds (8 HP) are similar to beetles. Key differences are greater speed, 1 point better DEX, 1 point worse CON, and an advanced maneuver that deals persistent bleed damage rather than granting extra mobility.
- (2) Beastmaster Dedication: This just gives you your animal companion.

- (4) Additional Companion: You can have up to four companions. You probably want at least two for a feat at a later level. This will give you support benefit diversity.
- (4) Heal Animal: Keep your animal companion alive. If you're playing an awakened animal, you can use it on yourself.
- (4) Initiate Warden: Gives you an initial ranger warden spell. *Distracting decoy*, *gravity weapon*, or *slime spit* are the usual choices, but *heal companion* and *magic hide* are also viable for this archetype.
- (4) Magic Hide: Like Heal Animal, but gives your companion a status bonus to AC instead.
- (4) Mature Beastmaster Companion: You get this at the same level as a druid, which is awesome. It applies to **all** of your animal companions. Mature animal companions can autonomously Stride or Strike once per turn without you having to Command an Animal.
- (6) Advanced Warden: Gives you an advanced ranger warden spell. *Animal feature*, *hunter's luck*, or *soothing mist* are the usual choices, but *enlarge companion* is also viable for this archetype.
- (6) Beastmaster's Trance: It's a good scouting option.
- (6) Bestial Protection: Passive debuffing for melee builds.
- (6) Companion's Cry: If you really want to focus on using your companion, you can spend an extra action to allow it to do more. This will also allow you to use both your companion's support benefit and advanced maneuver in the same turn, but it'll be hard to fit in any spells when you do so.
- (8) Incredible Beastmaster Companion: **All** of your companions become either nimble or savage.
- (10) Beastmaster Bond: A good scouting tool.
- (10) Enlarge Companion: Enlarged melee creatures tend to get good use out of the extra reach and damage. It's a focus spell, so the same benefits apply as all others.
- (12) Beastmaster's Call: There are tons of good support benefits. This lets you apply an extra one in any given turn.
- (14) Specialized Beastmaster Companion: There are quite a few great animal companion specializations.
- (18) Heightened Instincts: Helps protect your companion against save effects.

Blessed One (****)

This is a great archetype to add some oomph to support builds, or to diversify another build's support options. Thematically, it fits very well with the oracle, too. There isn't a bad feat in the list, but there are a lot of options. Blight oracles become highly effective at removing conditions when combined with their advanced domain spell, and Tempest oracles have some synergistic healing potential with Waters of Creation. Naturally, Life oracles are also slanted toward healing, so this archetype helps their kit quite a bit too.

- (2) Blessed One Dedication: This gives you *lay on hands*, which is decent healing for a single action touch spell. The status bonus to AC is awesome, but only applies to others in your party. Out of combat, this is an infinite amount of reliable healing. All it costs is the time it takes to refocus.
- (4) Blessed Sacrifice: Redirect damage to yourself for later efficient *heal* usage (or other healing effects).
- (6) Mercy: You can take this up to three times to remove different conditions. Grace and Mind tend to be the top priorities, but Body can also be quite helpful for your party martial.
- (8) Blessed Spell: Get the debuff removal effects of Mercy on any of your single-target beneficial spells.
- (10) Greater Mercy: Add conditions to Mercy based on the conditions Mercy could already remove. Body tends to be the best for this feat, but you only have to take it once, unlike Mercy - it automatically adds conditions based on what your Mercy choices.
- (12) Blessed Denial: Reduce the value of frightened, drained, enfeebled, sickened, and stupefied conditions as a reaction. This will help your group deal with these conditions without you having to spend focus points or risk counteract checks, and as a reaction, it's very welcome in your kit.
- (14) Affliction Mercy: Add curses, diseases, and poisons to the list of debuffs you can remove. Even for a Blight oracle, this helps improve their kit since their only normal renewable option to counteract curses is a skill feat.
- (20) Rejuvenating Touch: Temporary HP is fantastic, and your target keeps getting temp HP for ten turns when you use *lay on hands*. Unfortunately, it only works on allies.
- (20) Ultimate Mercy: Allows Mercy to return creatures from death.

Cavalier (***)

Animal companions are great. This archetype focuses on the benefits of having a mount (namely, efficient movement) as compared to beastmaster, which focuses more on companion combat and support benefits. Energizing treat consumables can help quite a bit with action economy. Some animals can get extra speed from alacritous horseshoes, too. A collar of empathy will give your animal companion better scouting capability.

- (2) Cavalier Dedication: This is how you get your companion, but you can only select companions with the Mount special ability. They must be at least one size larger than you.
- (4) Impressive Mount: This is what makes cavalier worth taking. Your mount can autonomously Stride or Strike without you having to use Command an Animal. It also keeps pace with druid for companion advancement. Really, you could stop here and be happy with the extra movement speed.
- (4) Quick Mount: Easier action economy if you start combat while not mounted.
- (8) Incredible Mount: You'll probably want to make your companion nimble.
- (14) Specialized Mount: There are quite a few great animal companion specializations.
- (20) Legendary Rider: Awesome action economy.

Celebrity (***)

Right off the bat, you get a useful reaction for skills. CHA skills tend to be among the most used in encounters, and you have those in spades. Acrobatics, athletics, and stealth are also decent options for this archetype. None of the other feats are all that great, but you'll do just fine slotting the dedication in at a level where you don't have good feat options. If your GM lets you take Firebrand feats, you've got a few more options, but otherwise there's not much else of use that this archetype gives.

- (2) Celebrity Dedication: The Upstage reaction gives you a status bonus to attacks, perception, saves, and skills for a turn. That's quite the buff for a reaction, and it lets you take a skill action to boot. Demoralize in particular is a great candidate for the action economy improvement this feat offers.

Dandy (***)

Lots of roleplay and story benefits here, but it also offers skill feat means of exiting the archetype, and some of them are pretty good. Also helpful for Lore oracles with Gossip Lore.

- (2) Dandy Dedication: Two expert skills if you're already trained in deception and society. You probably don't care about society for most builds, but Lore oracles in particular will appreciate this archetype. Influence Rumor can also be a powerful tool if your GM is willing to work with it.
- (4) Distracting Flattery: Keep NPCs from getting angry at your fellows' shenanigans and failures. This one's also a skill feat, so it's fairly low-cost to grab.
- (4) Gossip Lore: Catch-all lore skill that scales off of society. Great for Lore oracles.
- (7) Fabricated Connections: Skill feat that lets you load some diplomacy utility onto deception. Requires master proficiency in deception. You'll still need diplomacy for the likes of Bon Mot, but if you don't care about that skill feat, the two core exploration uses of diplomacy, Make and Impression and Request, will be shifted over to deception.
- (7) Party Crasher: Requires master proficiency in society. It's basically the "story hack" skill feat that will get you into social events. If your campaign doesn't feature said events, such as a survival-focused campaign, skip this feat. If you're in a city often, though, it tends to be useful for story progression.

Exorcist (***)

The spirit wisp mechanic is essentially an extra focus point pool tied to slightly weaker focus spells. Even in a campaign without many incorporeal undead or haunts, there are a lot of useful tools in this archetype's bag of tricks. If you are playing a campaign with lots of incorporeal undead and haunts, its feats are absolutely worth replacing some of your class feats. On top of all that, having what is, effectively, a third focus point pool gives you a whole lot of longevity, especially since oracle is a four spell slot class.

- (4) Exorcist Dedication: Damage reduction against vitality or void damage, or haunts / incorporeal undead, plus the ability to collect wisps once per day and / or as a 10 minute activity. Combines nicely with Nudge the Scales, though it doesn't work well with the Bones curse.
- (6) Cast Out: Possession doesn't happen too often, but boy is it nasty when something possesses an ally. Keep your friends safe from possession and its often terrifying effects.

- (6) Spirit's Absolution: Basically a weaker *lay on hands*, but not attached to your focus point pool. Infinite out-of-combat healing.
- (8) Spirit's Anguish: Blasting capability, and sonic damage to boot. Not bad.
- (12) Enticing Dwelling: Basically the equivalent of getting two focus points when you Refocus, except not tied to your focus point pool.
- (16) Sense the Unseen: Decent way to overcome that poor perception proficiency. Works well with the halfling's Keen Eyes feature for reduced hidden flat check DC.

Familiar Master (***)

As said in many places throughout this guide, familiars are good. You'll need to know your stuff as far as action economy and what role you need the familiar to fill, though. Particularly good for ancestries that give you a familiar. Useful familiar abilities below:

- ❖ Familiar abilities: Accompanist (goblin or sprite with appropriate performance feats), Ambassador, Darkvision, Dazzling Show, Echolocation, Fast Movement, Flier, Partner in Crime (deception), Play Dead, Second Opinion (Lore oracles), Snoop, Spellcasting, Threat Display (replaces Intimidating Glare), Touch Telepathy
- ❖ Master abilities: Cantrip Connection, **Familiar Focus**, Innate Surge (with appropriate ancestry feat(s)), Restorative Familiar (Life oracles), Spell Battery, Spell Delivery
- (2) Familiar Master Dedication: Either gain a familiar or make the familiar you gained from an ancestry into an enhanced familiar.
- (4) Enhanced Familiar: If you got a familiar initially from the dedication feat, you'll need this to make it into an enhanced familiar.
- (4) Familiar Conduit: The only "range" requirement is line of effect to your familiar. You can gain some serious range on your spells, and it makes touch spell delivery much easier. Note that it is a spellshape effect, though, so you'll need an independent familiar to get it into place for delivery without precluding spellcasting from your action economy.
- (4) Familiar Mascot: There are some great master abilities. Sharing them with your party is quite the buff.
- (8) Mutable Familiar: This is a powerful tool for scouting since you can change out your familiar's movement and sense abilities on the fly.
- (10) Incredible Familiar: More abilities is great.

Herbalist (**)

You'll get a few free healing items per day. This archetype is much better if most of your campaign is set in or allows you to easily access wilderness.

- (2) Herbalist Dedication: Two or four free healing alchemical consumables per day. Great for Life oracles to have some sources of non-magical healing. There is no level limitation to what you can create, you'll just need formulas. Numbing tonics in particular are an excellent choice, especially for Flames and Life oracles.
- (2) Fresh Ingredients: Natural Medicine isn't quite as useful as just using regular old medicine-based Treat Wounds since you won't have medicine skill feat support. Still, getting as much as a +4 circumstance bonus to your Treat Wounds checks will allow you to force critical successes and DC increases much more easily. Also, this is a skill feat, allowing you to take it at the same level you take the dedication feat.
- (4) Poultice Preparation: Eases some action economy requirements to hand off elixirs to your allies, plus makes it noticeably easier for you and your allies to overcome certain common types of persistent damage.
- (6) Advanced Herbalism: Six or eight elixirs per day in wilderness.
- (6) Endemic Herbs: Adds a passive buff to your elixirs depending on terrain.

Loremaster (**)

This is a great supplement for Lore oracles. You'll primarily want INT.

- (2) Loremaster Dedication: Catch-all lore skill that scales with occultism, reducing your need to invest in multiple Recall Knowledge skills somewhat.
- (4) Loremaster's Etude: It functions about the same as *scholarly recollection*, but as a free action and with a little less applicability.
- (4) Orthographic Mastery: Decipher Writing doesn't come up often, but you can decipher all writing with loremaster lore. It's a skill feat, so it's not competing over class feat slots.
- (4) Quick Study: Flexible lore skills are great, especially if and when you have *share lore* from Divine Access.

- (16) True Hypercognition: It's not quite as powerful as *hypercognition*, but you can do it as often as you like without spending any resources.

Medic (**)

If you're planning to invest in WIS, it's not a bad idea to have someone in your party for the medicine skill. You don't strictly need this archetype to be an effective healer, but it'll offload your healing capacity onto renewable skill actions so that you can use your spells for other effects.

- (2) Medic Dedication: Requires Battle Medicine, so you'll either need to get that from your background or take it in your level 2 skill feat slot (or before grabbing this dedication if you take it at a later level). It's better to grab it from your background so that you can take Continual Recovery in your level 2 skill feat slot. Either way, this feat gives you expert proficiency in medicine and improves your Battle Medicine to heal more and ignore the cooldown once per day (or once per hour at master proficiency).
- (4) Doctor's Visitation: Efficient action compression for Battle Medicine, for the most part. It'll also help with Tread Condition if and when appropriate conditions pop up.
- (4) Treat Condition: Skill feat that will help you remove clumsy, enfeebled, or sickened in exploration or encounter mode.
- (6) Holistic Care: Skill feat that expands the scope of Treat Condition.
- (16) Resuscitate: Return allies from death without expending spells.

Scout (**)

Paired with Oracular Warning, you can basically just walk around giving your allies a +4 to initiative. Your party could replace the scout archetype's value by all taking Incredible Initiative, but this will free up general feat picks if your party wants to optimize their initiative.

- (2) Scout Dedication: Mostly useful for stealth builds since you can Scout and Avoid Notice at the same time. Also what improves the Scout exploration activity to grant a +2 bonus to initiative rather than a +1.
- (6) Scout's Speed: If you're not running second rank *tailwind*, you'll get a permanent status bonus to speed.

Sleepwalker (***)

You gain a few useful scouting / information gathering functions with this archetype, giving you some encounter mode value. More importantly, the Daydream Trance and eventual Vision of Foresight give you two very strong defensive tools for Debilitating Dichotomy. You will need to focus at least somewhat on occultism, though, and it's best if and when you gain legendary proficiency in occultism.

- (4) Sleepwalker Dedication: Gain a one minute buff to will saves (higher against mental effects) at the cost of a penalty to perception checks and initiative rolls. Not a bad trade-off, and this feat enables several others in the archetype. As a status bonus to saves, it will stack with the likes of Leshy Superstition / Lucky Keepsake and similar circumstance bonus-granting ancestry feats.
- (6) Vision of Foresight: Single action to give yourself fortune on an upcoming saving throw or skill check. Set yourself up for better chances at landing a (crit) Bon Mot / Demoralize / Create a Diversion, at a bare minimum.
- (8) Waking Dream: Confuse a single target without the incapacitation effect.
- (14) Dream Logic: Strong scouting potential, but it does put you in a dangerous position against enemies with good perception.
- (18) Ever Dreaming: Your Daydream Trance gains an unlimited duration and becomes a free action, plus you aren't debuffed while sleeping and can react to the world while asleep (albeit while slowed 2).

Starfinder

Under construction.