

Player Paraphernalia

KNOTTY
WORKS

THE METAMORPHOSIS
NEW ORACLE MYSTERY

#91

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #91

BY THE KNOTTY-WORKS

Welcome to issue ninety-one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces Joshua Hennington's original concept, the Metamorphosis oracle mystery. Built upon the bones of the eidolon's evolutions, this mystery grants the character the ability to completely transform herself based on her whims and desires.

Metamorphosis

Some have a unique gift to tap into powers that alter their bodies in unimaginable ways. Oracles that harness the mystery of Metamorphosis, channel their power in a myriad of ways, transforming into creature from their dreams or nightmares, if only for a few moments at a time.

Evolution Pool

The revelations of this oracle mystery focus on evolutions, temporarily altering her body in a way that suits her. Known as an evolution pool, these evolutions help guide her along the path to true metamorphosis. As a **swift action**, the oracle may grant herself up to 2 points of evolutions chosen from the list of evolutions granted to a summoner's eidolon. This amount increases by 1 at 7th level, 13th level, and 19th level. The oracle is limited in the evolutions she may choose, based on revelations she has selected.

The oracle can tap into her evolution pool a number of times per day equal to 1 + ½ her class level, maintaining the evolutions for a

number of minutes equal to her Charisma modifier each time.

She may not have more natural attacks from her chosen evolutions than an eidolon of her equivalent level. For the purpose of these evolutions, a humanoid metamorphic is treated as a biped eidolon with the limbs (arms) and limbs (legs) evolutions. In order to access certain evolutions (such as sting and tail slap), the oracle must have prerequisite evolution.

Class Skills

An oracle with the metamorphic mystery adds **Bluff**, **Intimidate**, **Perception**, and **Stealth** to her list of class skills.

Bonus Spells

Monkey Fish (2nd), *Lesser Evolution Surge* (4th), *Adjustable Disguise* (6th), *Evolution Surge* (8th), *Baleful Polymorph* (10th), *Polymorph* (12th), *Greater Evolution Surge* (14th), *Frightful Aspect* (16th), *Shapechange* (18th).

Note: When casting evolution surge spells, you may only apply known evolutions.

Revelations

An oracle with the Metamorphosis mystery can choose from any of the following revelations.

Natural Evolutions (Su)

You gain access to the **Bite**, **Claws**, **Hooves**, **Improved Natural Armor**, **Pincers**, **Slam**, and **Tail** evolutions in your evolution pool.

Disjointed Wings (Su)

You grow bizarre wings that take on a form you choose from your back. You gain a fly speed equal to your base size. If you are medium sized or smaller, you have good maneuverability; for each size larger you are than medium, the maneuverability worsens by one step.

You also gain the [Flight](#) evolution in your evolution pool, but it can only be used to change your flight to magical or increase your speed while flying.

In addition, the [Wing Buffet](#) evolution is added to your evolution pool. You must be at least 7th level before selecting this revelation.

Elemental Attunement (Ex and Su)

You gain [energy resistance](#) 5 to a single energy type, chosen when you select this revelation (acid, cold, electricity, fire, or sonic). If you are 5th level or higher, your resistance increases to 10 and you gain access to the [Energy Attacks](#) evolution in your evolution pool, but it must correspond to the energy chosen for your resistance. This evolution may only be applied to natural attacks gained through evolution pool. At 10th level, your energy resistance increases to 15, and 20 at 15th level.

You may add [Immunity](#) to your evolution pool at 7th level, but it only applies to the energy type you have chosen for this revelation.

Evolution Focus (Su)

Your evolution pool is more potent, gaining gain two additional evolution points at 11th level and 16th level. You must be 11th level to select this revelation.

Heightened Senses (Su)

You gain [darkvision](#) 60 ft and scent. If you already have [darkvision](#), its range increases by 30 ft, and if you already have scent, its range doubles.

At 7th level, you gain the [Blindsense](#) and [Tremorsense](#) evolutions in your

evolution pool. At 11th level, you gain the [Blindsight](#) evolution in your evolution pool.

Maneuver Mastery (Su)

You gain access to the [Grab](#), [Magic Attacks](#), [Pull](#), [Push](#), [Reach](#), [Sting](#), [Tail Slap](#) and [Trip](#) evolutions in your evolution pool. At 7th level, you gain access to the [Rake](#), [Rend](#) and [Trample](#) evolutions in your evolution pool.

Morphic Minion (Ex)

You gain the [Familiar Bond](#) as a bonus feat regardless of the [Iron Will](#) prerequisite. In addition, the chosen familiar is highly mutable, with 2 evolution points that may be used to grant it one or more evolutions. You may change these evolutions at the beginning of each day after eight hours of rest. In addition you may apply points from your evolution pool to the familiar. Evolution points taken from your evolution pool for your familiar are not available for your own evolutions.

Any evolutions granted to your familiar must be chosen from your evolution pool. However, you may not apply the large evolution to your familiar, you may grant your familiar the [Flight](#) evolution. Your familiar counts as an eidolon for the purpose of evolution surge spells, but the restrictions on these spells that you follow are unchanged.

This revelation qualifies in regards to any feats that require a familiar, and you may choose [Improved Familiar Bond](#) without the [Iron Will](#) prerequisite. If you choose the [Evolved Familiar](#) feat, chosen evolutions must come from your evolution pool.

You must be at least 7th level to take this revelation.

Size Enhancement (Su)

You gain access to the [Large](#) evolution in your evolution pool. You must be at least 13th level to select this revelation.



Gary Dupuis

Unnatural Movement (Su)

You gain access to the [Climb](#), [Gills](#), [Limbs](#), and [Swim](#) evolutions in your evolution pool. At 11th level, you also gain access to the [Burrow](#) and [Web](#) evolutions in your evolution pool.

Incredible Resilience (Su)

You gain access to the [Fast Healing](#) and [Spell Resistance](#) evolutions in your evolution pool. You must be at least 11th level to select this revelation.

Final Revelation

You become a master of awakening the ever-changing beast within. You gain the ability to use your evolution pool at will. You may also change your form as a [standard action](#) that does not provoke [attacks of opportunity](#). You may choose to take the form of a known animal, humanoid, or plant type ranging in size from tiny to huge as

desired. You may choose to take the form of a known small or medium elemental, magical beast or monstrous humanoid up to 3 times per day. And you may choose to take the form of a large or huge giant type or a small or medium sized dragon once per day.

You gain the physical characteristics of the form chosen, but your ability scores, hit dice, saving throws, and other class or racial features do not change. You gain any natural attacks and the [natural armor bonus](#) of the form chosen. You may not access your evolution pool while in an altered form.

There is no limitation on the duration once you assume a new form. If you are reduced to 0 or fewer hit points, become [unconscious](#), or are killed, you immediately revert back to your original form.

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