



ORACLE

An old elf in rich, elegant robes stares at a diplomat as her eyes turn milky white. When the colour returns, she turns to the king beside her and whispers in his ear. The king banishes the diplomat from his kingdom.

A firbolg invites a stranger into his home. They sit and share in a meal. When the man leaves the firbolg's home his face is ashen and sombre, for he has learned what he came to find out: the day of his death.

A soldier darts around the battlefield. Around him, blades seem to whirl past just inches from his most vital places. In the distance, a man in a priest's garb stares intently at the soldier, chanting under his breath.

Oracles are blessed with two simple yet powerful abilities: immense psychic power and the gift of being able to see into the future. Though the future is indistinct, this insight into the possibilities of fate allows Oracles to steer the courses of the lives around them into the path of great fortune, or great misfortune.

THE MALLEABLE FUTURE

The future is not, as some might believe it to be, predetermined. Indeed, few events are truly certain. The future exists merely as a set of probable outcomes as a result of probable actions. An Oracle is someone who intuits these cosmic probabilities, seeing before them the many branching paths of how the future may play out.

Naturally, seeing these paths allows Oracles the ability to determine which is walked. They are also able to equip themselves far more ably to be ready for whatever the future may bring, for they know better than any other exactly what that may be.

THE POWER OF THE MIND

Seeing and understanding the ever-shifting strings of fate and the future is not for the mentally weak. Oracles are possessed of remarkable minds, able to handle the information of millions of possible futures all at once. This task, however, requires most of their mental attention. The few times they are able to lend their immense mental capabilities toward tasks such as learning magic and fighting, the results are often devastating.



THE ORACLE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Predictive Defense, Foresight (2 rolls)	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Prophetic Arcana (1 spell)	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Oracle Sect, Whispers of the Mind	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Prophetic Arcana (2 spells)	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Foresight (3 rolls), Oracle Sect feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	Advanced Precognition	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Prophetic Arcana (3 spells)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Prophetic Arcana Improvement	4	12	4	3	3	3	2	—	—	—	—
11th	+4	Foresight (4 rolls)	4	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	13	4	3	3	3	2	1	—	—	—
13th	+5	Prophetic Arcana (4 spells)	4	14	4	3	3	3	2	1	1	—	—
14th	+5	Oracle Sect feature	4	14	4	3	3	3	2	1	1	—	—
15th	+5	Perfect Precognition	4	15	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	15	4	3	3	3	2	1	1	1	—
17th	+6	Foresight (5 rolls)	4	15	4	3	3	3	2	1	1	1	1
18th	+6	Prophetic Arcana (5 spells)	4	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	15	4	3	3	3	3	2	1	1	1
20th	+6	Purest Prophecy	4	15	4	3	3	3	3	2	2	1	1

CREATING AN ORACLE

When creating an Oracle, first consider the origin of your gift. Is foresight genetic in your family, passed down through your bloodline? Or are you a one-off mutation? Perhaps your power was granted by a god or other elder being. Indeed its exact origin may be unknown to you, and this mystery may be the driving force behind you becoming an adventurer.

Additionally, consider how your gift has informed your life thus far. In highly developed societies, many Oracles use their gifts to find their way into positions of power, often as advisers to nobles or consultants to those willing to pay coin to learn even just a little about the future. Alternatively, in tribal societies, an Oracle might take on a leadership role or have a privileged status within the tribe. For you this may have been a benefit, or it may have been a burden. Further still, in some societies Oracles may be treated with suspicion or outright hostility, leaving you an outcast.

QUICK BUILD

You can make an Oracle quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Wisdom. Second, choose the Sage background. Third, choose the *Guidance* and *Vicious Mockery* cantrips, along with the following 1st-level spells: *Detect Magic*, *Guiding Bolt*, *Identify*, and *Mage Armor*.

CLASS FEATURES

As an Oracle, you gain the following features.

HIT POINTS

Hit Dice: 1d6 per Oracle level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier for every Oracle level above 1st

PROFICIENCIES

Armour: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Arcana, History, Insight, Medicine, Nature, Perception, Persuasion, and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff, or (b) a dagger
- (a) a component pouch, or (b) an arcane focus
- (a) a diplomat's pack, (b) a priest's pack, or (c) a scholar's pack

SPELLCASTING

As you magically peer into the future and follow the strands of fate you learn how to manipulate the weave of magic to augment your natural gift. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the bottom of this segment for the oracle spell list.

CANTRIPS

You know two cantrips of your choice from the oracle spell list. You learn additional oracle cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Oracle table.

SPELL SLOTS

The Oracle table shows how many spell slots you have to cast of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *Charm Person* and have a 1st-level and a 2nd-level spell slot available, you can cast *Charm Person* using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the oracle spell list.

The Spells Known column of the Oracle table shows when you learn more oracle spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the oracle spells you know and replace it with another spell from the oracle spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your oracle spells. Your access to magic comes from your intuiting of the weave as a clairvoyant, while your mastery of spells comes from rote learning. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an oracle spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast any oracle spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, "Equipment" in the *Player's Handbook*) as a spellcasting focus for your Oracle spells.

PREDICTIVE DEFENSE

Where others rely on agility to avoid their foes, you can instead intuit where they are likely to strike. You may use Wisdom in place of Dexterity for AC calculations, including those granted by spells such as *Mage Armor*.

FORESIGHT

Starting at 1st level, you roll 2 percentile dice (d100) at the start of each day, recording the results from the foresight table below. You can expend a result to affect any attack roll, saving throw or ability check made by you or a creature that you can see, using the effect you roll on the foresight table. You must choose to do so before the roll.

Each recorded Foresight roll can be used only once. When you finish a long rest, you lose any unused Foresight rolls.

FORESIGHT RESULTS

Result	Effect
96 — 100	The roll automatically succeeds
81 — 95	The roll gains advantage
66 — 80	The roll gains a +3 bonus
51 — 65	The roll gains a +2 bonus
36 — 50	The roll suffers a -2 penalty
21 — 35	The roll suffers a -3 penalty
06 — 20	The roll gains disadvantage
01 — 05	The roll automatically fails

The number of percentile dice you roll at the start of each day increases as you gain Oracle levels, becoming 3 at 6th level, 4 at 11th level and 5 at 17th level.

PROPHETIC ARCANA

Starting at 2nd level, you are able to glimpse the future and prepare spells accordingly. At the end of each long rest you may select 1 spell from your known spells, which you may cast once at the lowest level without consuming a spell slot before your next long rest. The spell must be of 1st level or of a level up to one less than your highest level spell slot, up to a maximum of 5th level.

The number of spells you can prepare in this manner increases as you gain Oracle levels, becoming 2 at 5th level, 3 at 9th level, 4 at 13th level and 5 at 18th level. You may not prepare the same spell more than once at a time with this feature, and the combined level of the spells prepared may not exceed your Oracle level.

ORACLE SECTS

At 3rd level, you join a Sect based on your desired vocation as an Oracle. Choose the Sect of the Farseer, the Sect of the Soothsayer, or the Sect of the Strategist, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 6th and 14th level.

WHISPERS OF THE MIND

Also starting at 3rd level, you are able to read the subconscious thoughts of those around you. If you spend at least 1 minute observing or interacting with another creature outside of combat, you learn one of the following about its capabilities.

- One of its secrets, fears, or sources of shame.
- One of its bonds, desires, or sources of pride.
- Whether or not it knows a creature you are thinking of.

The answer you seek might be shrouded in cryptic or riddled wording. You may only ever use this feature once on any given creature.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ADVANCED PRECOGNITION

When you reach 7th level, your skills in magical prophecy have become more advanced than those of a regular diviner. Divination spells you cast, such as *augury*, only begin to return random results when cast a third time before taking a long rest, instead of starting on the second casting.

PROPHETIC ARCANA IMPROVEMENT

Starting at 10th level, your glimpses of the future become more defined and you can devote more power to the spells you prepare with your Prophetic Arcana feature. When you cast a spell you have prepared with your Prophetic Arcana feature, you may cast it at one level higher than its lowest level, up to a maximum of 6th level.

PERFECT PRECOGNITION

When you reach 15th level, your divination skills are flawless. Divination spells you cast such as *augury* never return random results.

PUREST PROPHECY

At level 20, your powers of foresight have improved such that you can prepare your most powerful spells as contingencies for the myriad potential futures. You may prepare spells of up to 8th level with your Prophetic Arcana feature, however you may only prepare one spell at a time above 5th level.

ORACLE SECTS

Truly only an Oracle can understand another Oracle. As such, Oracles tend to organise themselves into groups where similarly-minded individuals can share their experiences and knowledge with one another. These groups refer to themselves as Sects, and each attracts Oracles of a certain vocation or persuasion.

SECT OF THE FARSEER

Farseers dedicate themselves to learning how to peer into the future with greater clarity than other diviners. Often it is Farseers who are the sources of prophecy in the world, as it is they who are able to ascertain which cosmic events are certain no matter what course of action is taken.

CLAIRVOYANT ACUITY

Starting at 3rd level, you gain proficiency in the Wisdom (Insight) skill if you do not have it already. If you already have this proficiency, you may double your proficiency bonus for this skill.

PROPHETIC VISIONS

Starting at 3rd level you begin having prophetic visions. At the end of each long rest you may perform a meditative ritual that lasts 1 minute wherein you attempt to discover some certainty in the future of someone around you. You may nominate one friendly creature you can see at the start of the ritual to be the subject of your meditation. You then roll a percentile die (d100) that determines the nature of your vision. The creature receives a benefit based on the nature of the vision that lasts until your next long rest.

The Prophetic Visions are listed in the table below, and their effects are described in the section below the table.



PROPHETIC VISIONS

Result	Vision
81 — 100	Saved from the Brink
61 — 80	Performs Beyond Limits
41 — 60	Blessed by Luck
21 — 40	Dodges by an Inch
01 — 20	Unnaturally Resilient

SAVED FROM THE BRINK

If the creature receives damage that would reduce it to 0 hit points, it may reduce the incoming damage by an amount equal to your Wisdom modifier (minimum of 1) + your Oracle level. If this would prevent the creature from being reduced to 0 hit points, it may use its reaction to disengage and move up to its speed.

PERFORMS BEYOND LIMITS

Once before your next long rest, at the start of the creature's turn, it can choose to give itself advantage on all attack rolls, saving throws and ability checks it makes until the start of its next turn.

BLESSED BY LUCK

The next 3 times the creature rolls a 1 on the d20 for any attack roll, ability check or saving throw it may reroll the die. The creature must use the new roll when it does this.

DODGES BY AN INCH

The next 3 times the creature would suffer a critical hit, it instead counts as suffering a normal hit.

UNNATURALLY RESILIENT

The creature has advantage on its first saving throw for each ability.

TRUESIGHT

Starting at 6th level your ability to see with clarity extends to the physical world. As an action, you may grant yourself Truesight to a range of 60ft for the next minute.

You can use this feature twice. You regain all expended uses when you finish a long rest.

RECURRING VISIONS

Starting at 14th level, you may use your Prophetic Visions feature at the end of every short and long rest.

SECT OF THE STRATEGIST

Strategists are Oracles who have found their way into the military hierarchy. Here they use their ability to see into the future to devise battle plans and give their armies an edge in the field. During the heat of battle they do not shy away from combat, using their ability to manipulate fate to see their soldiers safe through the chaos of battle.

MARTIAL INSIGHT

Starting at 3rd level, you are able to learn some of your enemy's martial capabilities through your psychic abilities. As an action on your turn you may target one enemy you can see to learn of their defenses by making a Wisdom (Insight) check contested by a DC equal to the target's Armor Class. On a success, you learn the exact number of their Armor Class, as well as the armor's composition.

BATTLE CHANTS

Starting at 3rd level, you learn the ways of twisting fate and fortune to see your soldiers safe through battle. You learn three Battle Chants. On your turn you may activate a Battle Chant as an action, granting its effects for the next minute to one creature other than yourself that you can see within 90 feet. Maintaining a Battle Chant counts as concentrating on a spell. You may end a Battle Chant at any time on your turn (no action cost). Additionally, you may change the target of an active Battle Chant as a bonus action on your turn, or as a reaction when one of your allies would benefit from the battle chant.

The Battle Chants you know are as follows:

DIRE FORTUNE

Whenever the target of this Battle Chant has less than half of its maximum hit points remaining and is targeted by a weapon attack, you may impose disadvantage on the attack roll.

CLEAR MIND

Whenever the target of this Battle Chant makes a Constitution saving throw to maintain concentration, it may add your Wisdom modifier (minimum of 1) to the roll.



READIED REFLEX

Whenever the target of this Battle Chant makes a Dexterity saving throw to avoid the effects of a spell, trap, ability, or environmental effect, it has advantage on the saving throw.

You may use your Battle Chant feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

MULTIMIND

Starting at 6th level, you have honed your ability to focus on your battle strategy while actively contributing to the fight. You can concentrate on a Battle Chant and on a spell simultaneously. You make only one Constitution saving throw to maintain concentration for both the Chant and the Spell; if you fail the save, you lose concentration on both.

GENERAL'S STAMINA

Starting at 14th level, there is no limit to the number of times you may use your Battle Chants.

SECT OF THE SOOTHSAYER

Soothsayers offer advice and guidance to those who need it most. Often finding their way into royal courts and the personal counsel of nobles, Soothsayer Oracles draw upon their clairvoyant abilities and vast knowledge to guide those around them.

SOOTHER OF MIND

Starting at 3rd level, you gain proficiency in the Charisma (Persuasion) skill if you do not already have it, and you may use Wisdom instead of Charisma for your Persuasion skill.

SOOTHER OF BODY

Also starting at 3rd level you gain the *Spare the Dying* cantrip if you do not have it already. It counts as an Oracle cantrip for you and does not count against your number of cantrips known. You may also select spells from the expanded spell list below this section for use with your Prophetic Arcana feature.

SECT OF THE SOOTHSAYER EXPANDED SPELLS

Spell level Spells

1st	<i>cure wounds, healing word</i>
2nd	<i>lesser restoration, prayer of healing</i>
3rd	<i>mass healing word, revivify</i>
4th	<i>charm monster (XGtE), death ward</i>
5th	<i>greater restoration, reincarnate</i>

FORESEEN RECOVERY

Starting at 6th level, you see the path toward restoring people to wellness, allowing you to follow it fastidiously. Whenever you use your Prophetic Arcana feature to cast a spell that restores hit points to a creature, the spell restores the maximum number of hit points possible.

FATE'S PROTECTION

Starting at 14th level, you have begun to foresee events that would bring about a creature's demise and prepare yourself accordingly. Whenever a creature you can see within 60 feet of you other than yourself suffers damage that would reduce it to 0 hit points, you may use your reaction to cast a spell using your Prophetic Arcana feature that can restore hit points, with the creature being the target of the spell.



SPELLS

ORACLE SPELLS

CANTRIPS (0 LEVEL)

Dancing Lights
Friends
Guidance
Light
Mage Hand
Mending
Message
Minor Illusion
Thaumaturgy
Vicious Mockery

1ST LEVEL

Bane
Beast Bond (XGtE)
Cause Fear (XGtE)
Charm Person
Comprehend Languages (ritual)
Detect Good and Evil
Detect Magic (ritual)
Detect Poison and Disease (ritual)
Dissonant Whispers
Faerie Fire
Feather Fall
Guiding Bolt
Identify (ritual)
Mage Armor
Shield
Sleep

Speak with Animals (ritual)

2ND LEVEL

Aid
Augury (ritual)
Beast Sense (ritual)
Calm Emotions
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Find Traps
Invisibility
Locate Animals or Plants (ritual)
Locate Object
Mind Spike (XGtE)
Misty Step
See Invisibility
Silence
Zone of Truth

3RD LEVEL

Bestow Curse
Clairvoyance
Counterspell
Dispel Magic
Enemies Abound (XGtE)
Fear
Glyph of Warding
Haste
Hypnotic Pattern

Magic Circle
Remove Curse
Sending
Speak with Dead
Speak with Plants
Tongues
Water Breathing

4TH LEVEL

Arcane Eye
Banishment
Confusion
Dimension Door
Divination (ritual)
Freedom of Movement
Greater Invisibility
Locate Creature

5TH LEVEL

Awaken
Commune (ritual)
Commune With Nature (ritual)
Contact Other Plane (ritual)
Dominate Person
Dream
Far Step (XGtE)
Geas
Legend Lore
Modify Memory
Passwall
Rary's Telepathic Bond (ritual)

Scrying
Synaptic Static (XGtE)
Telekinesis
Teleportation Circle

6TH LEVEL

Arcane Gate
Contingency
Eyebite
Find the Path
Mental Prison (XGtE)
True Seeing

7TH LEVEL

Etherealness
Forcecage
Plane Shift
Teleport

8TH LEVEL

Dominate Monster
Feeblemind
Mind Blank
Telepathy

9TH LEVEL

Astral Projection
Foresight
Gate
Psychic Scream (XGtE)
Time Stop
Wish

MULTICLASSING

Oracles follow all the normal rules for multiclassing. The following table function as an addition to those listed on pages 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class Ability Score Minimum

Oracle Intelligence 13 and Wisdom 13

MULTICLASSING PROFICIENCIES

Class Proficiencies Gained

Oracle One skill from the class's skill list

ART CREDITS

(In order of appearance)

Vindusan by Loles Romero.

Untitled by GrafitArt

1109 by Sapphire Art.

Royal Researcher by Woong Seok Kim.

Dwarf Scholar by Gloria Ocete.