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ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: ALCHEMISTS

EIGHTEEN NEW DISCOVERIES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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DISCOVERIES

As described in the Pathfinder[®] Roleplaying Game: Advanced Player's Guide TM, discoveries are incredible abilities gained at every even-numbered alchemist level. Grand discoveries are available at 20th level. An alchemist cannot select an individual talent more than once. Discoveries marked with an asterisk (*) modify an alchemist's bombs, and do not stack. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

AUTOPSY (Ex): You can perform an extended study to analyze a dead creature in order to determine some of the specific circumstances surrounding the death of the creature studied. The study requires access to an alchemical laboratory and a minimum of 24 hours of physical experimentation, although you are not necessarily required to perform the analysis in a single 24-hour session. At the conclusion of 24 hours of study, you may make a single Heal check to determine the general events that caused the creature to die. The DC is equal to 20 plus twice the number of weeks that the creature has been dead. Autopsy reveals general information, such as "this creature was killed by a death effect," but not specific detail, such as "this creature was killed by a *finger of death* spell." You also determine the time of death to within a week, and the gender and approximate age of the corpse in question, if such was not immediately apparent.

If you also possess the deep analysis discovery (see below), you may elect to perform an autopsy and a deep analysis at the same time, as a part of the same extended study.

CRAFT WONDROUS ELIXIR (EX): You can craft magical beads, dusts, elixirs, glues, powders, soaps, solvents, and other wondrous items consisting of alchemical materials or potion-like objects as if you had the Craft Wondrous Item feat.

An alchemist must be at least 4th level before selecting this discovery.

COMBINE POTIONS (EX): You can combine two potions in order to combine the potency of both into a single brew. Both potions must duplicate the same spell effect, and combining the brews requires access to an alchemical laboratory and 1 hour of uninterrupted work. The resulting brew has a caster level equal to the combined caster levels of the combined potions, to a maximum caster level equal to your alchemist level.

CORROSIVE BOMB (SU)*: Creatures within the area of your smoke bomb must succeed on a Fortitude saving throw or become coated with a harsh and irritating powder that causes great discomfort and pain. After one round, the corrosive airborne irritant within the cloud dissipates, though creatures that fail their saving throws continue to suffer the effects of the residue for a number of rounds equal to half your alchemist level. Living creatures affected take 1d4 points of acid damage at the beginning of each turn, and take a -2 penalty to their Dexterity scores. A creature so affected may spend a full round action itching and scratching at the residue in order to relieve itself of the effects. Doing so causes the creature to receive 1d4 points of acid damage for every round remaining on the duration of the effect.

An alchemist must have the smoke bomb discovery and must be at least 8th level before selecting this discovery.

CUMULATIVE MUTAGEN (EX): When you imbibe a mutagen that you prepare while under the effects of another mutagen, you immediately recover a number of hit points equal to your Constitution modifier times your Hit Dice. The effects of the latest mutagen that you imbibe replace but do not stack with the effects of the original mutagen.

DEATHLY INDUCTION (SU): You can induce a death-like coma in one willing or helpless creature as a full-round action. Make a Heal check opposed by the Sense Motive checks of any who observe the affected creature. Creatures that succeed on the opposed check believe the afflicted creature to be dead. Closer inspection is nearly impossible to fool; a DC 5 Heal check performed as a standard action reveals the deathlike trance for what it is. Left to its own devices, a creature will awaken in 2d12 hours. The creature can be forced awake before this time with a DC 15 Heal check performed as a full-round action. If an affected creature receives damage while induced, the creature may attempt a Will saving throw with a DC equal to 15 + the damage dealt or awaken. Otherwise, an affected creature remains unconscious for the duration of the deathly induction.

DEEP ANALYSIS (EX): You can perform an extended study on a dead, unconscious, or otherwise helpless creature in order to analyze and better understand the creature and its anatomy. The study requires access to an alchemical laboratory and a minimum of 24 hours of physical experimentation, although you are not necessarily required to perform the analysis in a single 24-hour session. At the conclusion of 24 hours of study, you may make a single Knowledge skill check to identify the creature and learn its properties and weaknesses, even if you have previously performed or failed such a check. You gain a +8 circumstance bonus on the Knowledge check, plus an additional +2 circumstance bonus for every hour beyond the required 24 hour minimum that you spent studying the creature (up to a maximum circumstance bonus of +40 at 20 additional hours of analysis).

If you also possess the autopsy discovery (see above), you may elect to perform an autopsy and a deep analysis at the same time, as a part of the same extended study.

DELAY MUTAGEN (Ex): When you drink a mutagen, you may elect to delay the onset of your transformation for 1 hour by succeeding on a DC 10 Will save. Every hour beyond the first, you must succeed on a new saving throw or transform involuntarily. Every saving throw after the first has a Will saving throw increased by a cumulative +5. At any time, you may transform voluntarily as a swift action.

ELASTIC FLESH (Ex): You gain a +8 circumstance bonus on Disguise and Escape Artist skill checks whenever you are in a mutagenic form.

ETHER DUST (SU): You can create and throw a fistful of alchemical powder that renders ethereal and invisible creatures partially visible on contact. This ability is a standard action that uses up one of your daily uses of the bomb ability, and requires a ranged touch attack to hit. You can throw the dust up to 30 feet, and ethereal and invisible creatures affected are revealed as though outlined by a *glitterdust* effect. The effects of the powder wear off after 1 round.

Alternately, you can apply the dust to a fire-based light source (such as a candle or a torch) in order to reveal all such creatures within the area illuminated by the light source, which adopts an unearthly silvery quality for 1 round. Any ethereal and invisible creatures within the area are outlined for 1 round before this effect fades.

FECUND FORMULA (SU): You can create and throw an alchemicallytreated formula that causes immediate and instantaneous plantlike growth. This ability is a standard action that uses up one or more of your daily uses of the bomb ability, and can be thrown or sown up to 30 feet. A formula affects a 10-foot square and causes a thick tangle of green growth to take root and grow in the affected spaces. Treat the affected area as though it contained light undergrowth. At your option, you may expend a second daily use of your bomb ability when you create and throw a fecund formula in order to cause the growth to generate a dimly-luminescent fungus throughout the undergrowth that causes the affected area to radiate dim light in a 5-foot radius, equivalent to the light generated by a candle. The growth persists for a number of rounds equal to your alchemist level before decaying.

Alternately, you can expend ten uses of your daily bomb ability to cause a permanent area of light undergrowth (to include luminescent fungus at your option) to take root. The area to be affected must contain fertile soil, and the plants must be tended to and cared for the in same way that any naturally-growing plant would. Sowing the formula in this manner requires one minute of uninterrupted work.

An alchemist must be at least 4th level before selecting this discovery.

LETHAL INJECTION (EX): Whenever you would deal unarmed strike damage to a creature with a successful grapple maneuver, you may choose to inject the creature with a potion or dose of poison instead. If you have the infusion discovery, you may inject an opponent with one of your extracts instead. As a part of the action used to perform the grapple maneuver, you create and prepare a special alchemical syringe with which you deliver the potion or poison. Using this ability uses up one of your daily uses of the bomb ability.

LOBOTOMIZE (EX): You can subject a helpless living creature to an invasive alchemical process that permanently reduces the creature's Intelligence, Wisdom, and Charisma scores to 1. The creature gains an indifferent attitude with regard to other creatures and takes a -8 penalty on ability checks, attack rolls, initiative checks, saving throws, and skill checks. The effects of a lobotomy are permanent, and can only be removed by a *wish* or *miracle* spell. The process requires 1d4 hours of uninterrupted work and access to an alchemical laboratory.

MAD MUTAGEN (SU): You may choose to grant a mutagen that you create a dizzying confusion effect. When you imbibe a mad mutagen, you gain a form of controlled *confusion* (as the spell). The effect only manifests when you enter a situation that is stressful or dangerous (such as combat). You may roll twice to determine your actions each round, taking the most desired result, and you are never required to attack the last creature that attacked you. While confused in this way, you gain immunity to fear and to other confusion and insanity effects and you gain a +4 insight bonus on weapon damage rolls.

NECROTIC MUTAGEN (SU): You gain the benefits of a *false life* spell whenever you imbibe a mutagen. As long as you retain at least one temporary hit point from this effect, you gain a +2 bonus on Fortitude saving throws and on Will saving throws against mind-affecting effects. The caster level of this *false life* effect is equal to your caster level.

GRAND DISCOVERIES

ALCHEMICAL INTELLIGENCE (SU): You can concoct a miraculous alchemical reagent capable of elevating mindless organic creatures to a state of rudimentary sentience. Creating and applying the reagent requires access to an alchemical laboratory, 1 hour of work, and a willing or helpless organic and mindless subject creature (such as a flesh golem, an ooze, an organic undead, or a vermin). That creature permanently gains an Intelligence score of 1 and is no longer mindless.

ELEMENTAL ALCHEMY (SU): You have unlocked an immensely potent alchemical secret: a volatile formula capable of converting alchemical energies into elemental life. Whenever one of your bombs kills a living creature with a direct hit, you may elect to convert the life energies of the slain creature into a living elemental creature. The elemental has a type which corresponds to the type of energy damage that your bomb deals (air elementals may be produced by electricity damage, earth elementals by acid damage, fire elementals by fire damage, and water elementals by cold damage). Other types of energy damage are not attuned to this ability and cannot produce elemental life. An elemental given life by your bomb has the same size as the creature slain, and is in no way beholden to you or under your control. **RADIATION BOMB** (EX)*: When you create a bomb, you can choose to have the bomb inflict 1d4 points of Constitution drain rather than inflicting energy damage. The amount of Constitution drain dealt by a radiation bomb is reduced by 1 for each radiation bomb that hit the target in the past 24 hours, to a minimum of 1 point of Constitution damage. Creatures that suffer a direct hit and creatures that would receive splash damage from your radiation bomb are also exposed to a deadly but invisible effect called radiation poisoning.

Furthermore, the area affected by your bomb becomes permanently suffused with radiation poisoning. This is an extraordinary effect that may not be removed or neutralized by any mortal spell save for a *wish* or *miracle* spell with a caster level of at least 20th. In addition to the effects detailed below, prolonged exposure to radiation poisoning may cause mutation or wreak havoc on local ecosystems or on entire species. Though radiation poisoning is a contact poison, it also lingers in the air. Airborne contact exposes a creature to the poison normally. Ability score damage caused by radiation poisoning can be removed by normal means. The effects of radiation are described below:

Radiation poisoning–contact; *save* Fort DC 20; *frequency* 1/minute for 10 minutes; *effect* 1d3 Con drain; *cure* 2 consecutive saves.

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