

Spheres Apocrypha: Alchemical Poisons





### ALCHEMY SPHERE TALENTS LINGERING POISON Your poisons remain potent by an au

#### *CONTROLLED RUPTURE*

**Addendum:** You can take this talent a second time. If you do, the selected squares are not affected by any effects of the thrown splash weapon.

### DEGENERATING POISON (TOXIN)

You may choose for your poison to inflict a penalty of -2 to one ability score of the target (except Constitution) instead of making the target fatigued. The penalties from multiple applications of Degenerating Poison stack. For every 5 Craft (alchemy) ranks you possess, you may increase the penalty of this poison by -2. You may apply all of this penalty to a single ability score, or divide it in units of -2 between multiple ability scores. You choose which ability scores receive penalties, and how the penalty is divided, when creating this poison.

#### FOCUSING POISONING

When a creature within line of sight fails a save against one of your poisons you may spend an immediate action to regain martial focus.

#### FOOD POISONING

The effects of your ingested poisons last for 24 hours in addition to its normal duration (this extra duration is still doubled by the Potent Poison talent). For every 4 ranks in Craft (alchemy) you possess, your ingested poisons last for another 24 hours (also doubled by the Potent Poison talent). In addition, if a target is affected by an ingested poison with further effects on consecutive failed saves, it must attempt an additional save against that poison at the beginning of each 24 hour period in which its affected by the poison: A successful save does not end the poison's effect, but a failed save causes a new effect as normal for that poison which lasts for the remaining duration of this poison. The first of these additional saves happens after the unmodified duration of the poison (normally 1 minute). Your poisons remain potent by an additional number of rounds equal to your practitioner modifier. You can expend martial focus when you create a poison with one of the following additional effects:

If it was a contact, ingested or injury poison a creature that attempts a save against it must attempt a new save against the poison at the beginning of each of their turns for a number of rounds equal to your practitioner modifier.

If it was an inhaled poison the area it affects when thrown remains poisoned for a number of rounds equal to your practitioner modifier; creatures that enter or begin their turns in this area must attempt a save against this poison (a creature only needs to attempt a save against this poison once per round, regardless of how many times it might enter the poisoned area).

#### **NOXIOUS BREATH**

Whenever you could throw an inhaled poison, instead of throwing the poison as a splash weapon you can have it affect either a cone-shaped spread with a length of twice the radius of the poison, or a line-shaped spread with a length four times the radius of the poison. As normal for cones and lines this spread starts from any corner of your square.

#### PAINFUL VENIN (TOXIN)

**Addendum:** You can take this talent a second time. If you do, the damage from this talent applies to all your Alchemy sphere poisons. When creating a poison with this (toxin) talent, this extra damage stacks with the poison's normal damage.

#### SLOWING POISON (TOXIN)

You may choose for your poison to halve all the creature's speeds instead of making them fatigued. Apply this reduction to a creature's speeds after any other reductions. Creatures who fail two consecutive saving throws against this poison have their speeds reduced to a quarter of their normal amounts, and creatures who fail three consecutive saving throws have their speeds reduced to 5 feet. This cannot reduce a target's speed to less than 5 feet.

#### SWIFT TOXICOLOGY

You can create poisons as a move action even if you do not have access to an alchemist's lab or alchemist's crafting kit. If you have an alchemist's lab or alchemist's crafting kit, you can expend martial focus to create a poison as a swift action. You may still apply created poisons to a weapon as part of the same action used to create it.

#### VULNERABILITY VENOM (TOXIN)

You may choose for your poison to decrease one of the creature's energy resistances by your Craft (alchemy) ranks instead of making the creature fatigued. You choose which energy resistance to decrease when the poison is created.

## ALCHEMY SPHERE LEGENDARY TALENTS

#### WITCH DOCTOR'S CURSE [CURSE]

**Prerequisites:** Craft (alchemy) 5 ranks, Alchemy sphere ((poison) package, Food Poisoning, Potent Poison).

You may expend martial focus when creating a poison to create a curse poison. A curse poison is a magical effect and a curse: It is permanent and can only be cured by effects that specifically cure curses such as the Break Enchantment talent of the Life sphere or the *remove curse* spell.

# ALCHEMY SPHERE DRAWBACKS

#### NARROW TOXICOLOGY (REQUIRES (POISON) PACKAGE)

Choose one of contact, ingested, inhaled, or injury. You can only make poisons of the chosen type. You must choose a (toxin) talent as the bonus talent granted by this drawback.

#### VENOMOUS DRAGON (REQUIRES (POISON) PACKAGE)

Whenever you try to make toxic gases, you never quite get it right. Maybe the poison's too light, and it spreads too thin to be of any harm, or maybe it is too heavy and it falls too low to harm anyone. Luckily, you have learned a special technique to get as much poison as you want, wherever you want. You must choose the Noxious Breath talent with the bonus talent granted by this drawback. You cannot throw inhaled poisons as a splash weapon, but can still use the Noxious Breath talent when you would normally be able to.

## **KEDITS**

Creative Director: Adam Meyers Author: Severino Guimarães Nobre Neto Editor: Johannes Luber Layout: Rachel Meyers Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http:// paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Spheres Apocrypha: Casting Traditions 2 and all other Drop Dead Studios product names and their respective logos are trademarks of Drop Dead Studios in the U.S.A. and other countries.

All Drop Dead Studios characters, character names, and the distinctive likenesses thereof are property of Drop Dead Studios. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions— is Product Identity. All other content is considered Open Game Content

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document**. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook**. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Spheres of Power** © 2014, Drop Dead Studios; Authors: Adam Meyers, Tyler Keene, Ryan Ricks, Owen Stephens

**Spheres of Might** © 2017, Drop Dead Studios; Authors: Adam Meyers, Michael Sayre, Andrew Stoeckle, N. Jolly