

Spheres Apocrypha: Alchemy Poisons 2





ALCHEMICAL POISONS 2

This apocrypha further expands the amount of options available for poisoners and workers of blighted craft that interact with the world.

ALCHEMY SPHERE BASIC TALENTS

ACADEMIC ENHANCER (TOXIN)

You may choose for your *poison* to not cause fatigue, but instead to enhance the mental aptitude of those subjected to it (this talent cannot be used with a contact or inhaled *poison*). Those who are under the effects of this *poison* gain a +2 alchemical bonus to either their Intelligence, Wisdom, or Charisma (chosen upon creation) and a -2 penalty to one of the creature's physical scores for I minute. If this enhances the creature's Intelligence, it applies a penalty to their Strength. If it enhances the creature's Wisdom, it applies a penalty to their Dexterity. If it enhances the creature's Charisma, it applies a penalty to their Constitution. At the end of this talent's duration, the creature must succeed at a Fortitude save or be sickened for 10 minutes. If you possess at least 10 ranks in Craft (alchemy), this bonus increases by +2. A creature cannot benefit from an Academic Enhancer more than once per hour.

CATALYZED POISON (TOXIN)

You must expend an existing non-Alchemy sphere poison in your possession as part of creating this *poison*, and the type of *poison* created must be of the same type (inhaled, injury, etc.) as the poison expended. Instead of causing fatigue, your *poison* makes the target suffer the effects of the expended poison. Creatures who fail consecutive saving throws against this *poison* are subject to the secondary and tertiary effects of this *poison* (if any).

The poison is still treated as an Alchemy sphere *poison*; using your Alchemy sphere DCs, and benefiting from your Alchemy sphere talents, and its effects (excluding damage) lasting as long as an Alchemy sphere *poison*.

CONCENTRATION AID (TOXIN)

You may choose for your *poison* to not cause fatigue instantly, but instead to enhance the concentration of those subjected to it (this talent cannot be used with a contact or inhaled *poison*). Those who are under the effects of this *poison* gain a +3 alchemical bonus to their concentration checks, but suffer an equivalent penalty to Perception checks for 1 minute. At the end of this talent's duration, the creature must succeed at a Fortitude save or be fatigued for 10 minutes. If you possess at least 10 ranks in Craft (alchemy), this bonus increases by +2. A creature cannot benefit from a concentration aid more than once per hour.

GRACELESS TINCTURE (TOXIN)

Instead of becoming fatigued, the target suffers a -5 penalty on Sense Motive checks, and reduces the DC to influence its attitude with Diplomacy or Intimidate checks by 5. When creating a graceless tincture, the duration is increased from 1 minute to 1 day. For every 4 ranks in Craft (alchemy) you possess, the penalty to Sense Motive checks increases by 3 and the DC to influence the creature is increased by 1.

HABIT FORMING

You can imbue *poisons* you create with the Alchemy sphere with highly addictive qualities. Whenever a creature fails a saving throw against your Alchemy sphere *poison*, it must attempt a Fortitude saving throw. On a failed saving throw, the creature develops an addiction to that *poison*. Creatures who fail their saving throw gain a minor addiction, which increases to moderate and severe with additional subsequent failed saving throws against this talent. Penalties from this addiction begin 24 hours after first becoming addicted.

- A minor addiction causes the creature to suffer a -2 penalty to Constitution.
- A moderate addiction increases this penalty to -4 to Strength and Constitution.
- A severe addiction increases this penalty to -6 to Strength, Dexterity, and Constitution.

These penalties are suppressed for 24 hours whenever the creature fails a saving throw against the *poison*.

Each day the creature does not fail a saving throw against your Alchemy sphere *poisons*, it may attempt a Fortitude save against your Alchemy sphere DC. After succeeding at a save in this fashion, the DC is reduced by 2. If it succeeds at 2 consecutive saves, its addiction also reduces by one level (or disappears, if it only has a minor addiction).

INCURABLE

Your poisons are resistant to any kind of cure. When subject to an alchemical or magical cure, the applicator of the effect (or the victim if there is no other relevant applicator) must succeed at a magic skill check against a DC of your ranks in Craft (alchemy) + 11 as part of the action to apply the cure. If the applicator lacks a MSB they can substitute a check of 1d20 + their ranks in Heal. A failed check means that the poison is not cured and another application of any kind of cure will not work until the victim of the poison attempts another save to resist the poison.

PILL POPPER

Whenever you would only be able to benefit from an Alchemy sphere *poison* once an hour, you can instead benefit once every 10 minutes.

ALCHEMY SPHERE LEGENDARY TALENTS

CONTAGION

Prerequisites: Alchemy sphere.

When you create a *poison* you may create a disease instead. The disease functions like the *poison* (and benefits from Alchemy sphere talents like a *poison*) with the following changes:

- It gains an onset period of I hour, but its duration is increased to I week (this duration is still doubled by the Potent Poison talent). If you possess the Delayed Poison talent the onset period can be increased by a number of days equal to I/2 your ranks in Craft (alchemy). The increase in duration applies only to any penalties of the *poisons* not the benefits.
- Instead of attempting a save to resist the *poison* every round, the save is made every 24 hours. If you possess the Lingering Poison talent and expend martial focus as part of creating a contact, ingested or injury disease, a creature that attempts a save against it must attempt a new save against the disease every 24 hours for a number of days equal to your practitioner modifier.

- If you possess the Food Poisoning talent and create an ingested disease, for every 4 ranks in Craft (alchemy) you possess, your ingested *poisons* last for another week (also doubled by the Potent Poison talent). A successful save does not end the disease's effect, but a failed save causes a new effect as normal for that *poison* which lasts for the remaining duration of this disease.
- If you possess the Catalyzed Poison talent, you expend an existing disease in your possession in place of a poison.
- Your diseases can affect that which you selected with Swift Toxilogy.

You cannot be infected by diseases you created.

If you possess at least 10 ranks in Craft (alchemy) to select this talent a second time and make your diseases contagious.

Creatures that remain within 30 feet of the infected for more than 30 minutes without protective clothing (any clothing item that grants any sort of bonuses against disease counts), become carriers and must attempt a saving throw as normal after the onset period. The disease will only spread to creatures of the same type (or subtype if the creature is humanoid or is an outsider), but for every 4 ranks in Craft (alchemy) you possess, you may select another creature type (or subtype) from the rangers list of favored enemies to also be susceptible to infection.

MINDROT

Prerequisites: Alchemy sphere.

When you create a *poison* you may have it be resisted by Will saving throws instead of Fortitude saving throws (the effect is still treated as a Fortitude saving throw for the purposes of racial immunities and resistances). This is chosen at the time of its creation.

SORCERERS SCOURGE (TOXIN)

Prerequisites: Craft (alchemy) 5 ranks, Alchemy sphere (Witchbane).

You may choose for your *poison* to induce a -1 caster level penalty to the creature instead of causing fatigue. Creatures who fail two consecutive saving throws against this increase this penalty by 1, and creatures who fail three consecutive saving throws, and every failed consecutive saving throw thereafter increase this penalty by 2. Casters with a penalty to their caster level that exceeds their base caster level cannot cast spells.

FEATS

ARKANE VENIN

You can create magical *poisons* that vex their target with your hexes when the *poison* hits their biological complexes.

Prerequisites: Alchemy sphere, casting class feature.

Benefit: You may choose for your *poison* to afflict creatures with a magical effect of your creation instead of making them fatigued. Creating the *poison* takes the longer of your *poison* creation time and the effect's casting time and requires an expenditure of a spell point (in addition to any other spell points spent as part of casting the spell). This *poison* may be contact, ingested, or injury (chosen when created). The spell effect may not be modified by an instill talent.

If created as a contact or injury poison, the effect targets (for a targeted effect) or is centered on the nearest corner of the space of (for an area effect) the first creature struck by the poison. If the poison is used as part of an attack imbued with a strike talent (or through similar methods such as spell traps or vial arrows imbued with other effects) it immediately loses its potency. Once the spell effect is activated the poison loses its potency, and as such is always consumed on the first successful strike.

If created as an ingested *poison*, the creature failing its Fortitude saving throw is the target of a targeted effect, and is the point of origin for an area effect. If multiple creatures ingest the *poison*, the creature that ingests the *poison* first is the target of the effect, unless the effect targets multiple creatures at which point it affects a number of targets up to the maximum number of targets.

Regardless of method, cones, lines, and other shapes resolve themselves in a direction chosen when the *poison* is created. Any spell points required for the effect are spent when the *poison* is created and as lost when the *poison* loses its potency. Effects that target multiple creatures only target the struck (for a contact or injury *poison*) or whomever fails its Fortitude saving throw (for an ingested *poison*). All choices regarding the sphere effect must be made when the *poison* is created and cannot be changed. You may not choose to concentrate on an effect created in a *poison*.

DESIGNER DRUGS

You can fine tune your alchemical *poisons* to your own biology to get the most bang for your buck.

Prerequisites: Craft (alchemy) 7 ranks, Alchemy sphere (Pill Popper).

Benefit: Whenever you are subject to one of your Alchemy sphere *poisons* that has a benefit and a drawback (such as Performance Enhancer or Academic Enhancer), you can increase both the benefits and penalties by 2.

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