

INTO THE BREACH



The Alchemist



THE FLYING PINCUSHION

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*I had discovered, early in my
researches, that their doctrine
was no mere chemical fantasy,
but a philosophy they applied
to the world, to the elements,
and to man himself.*

*-W.B. Yeats,
Rosa Alchemica*

Into the Breach: The Alchemist

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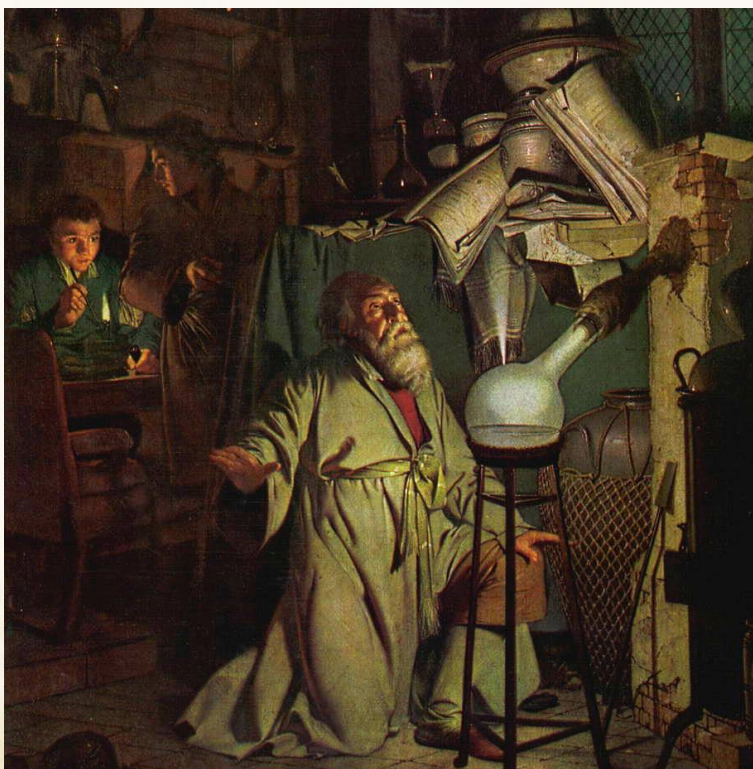
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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the Base Classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For our sixth installment, we make a big bang with the alchemist. With nine new archetypes you are sure to find new ways to mutate and blast your way to knowledge, or victory if such things matter to you. Also you will find new prestige classes, discoveries, and more, all alchemist tested and approved.

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New Archetypes

Academician

The thrill of discovery motivates many alchemists to create bizarre concoctions. The most intellectual among them have perfected the process of research and invention. More likely to be found experimenting in a lab than lobbing bombs in the field, these academicians are devoted to advancing their knowledge of alchemy.

Class Skills: The academician gains all Knowledge skills as class skills.

Academic Specialty

The academician receives the Skill Focus feat in a Knowledge skill of his choice as a bonus feat at 1st level.

This ability replaces Throw Anything.

Explosive Trap (Su)

At 1st level, the academician can create explosive traps – bombs that are placed on the ground and remotely detonated, rather than thrown. An academician can create a number of explosive traps per day equal to his class level + his Intelligence modifier. The academician can place an explosive trap in his square or within an adjacent 5-foot square as a standard action that provokes attacks of opportunity. When placing the trap, the academician selects one of the following methods for triggering the explosion:

Proximity: The trap explodes when any creature in contact with the ground enters its space. If no creature enters its space within 10 minutes per academician level, the trap becomes inert.

Remote Detonation: The academician can cause the trap to explode as a swift action if he is within 10 feet per academician level of the trap. If he does not detonate the trap within 10 minutes per academician level, the trap becomes inert.

Timer: The trap explodes after a fixed number of rounds selected by the academician, up to a maximum of 10 minutes per academician level.

The trap deals the same damage as the bomb of an alchemist of his level to creatures in its space. It also deals splash damage in the same radius as a standard bomb. Because no target is hit directly by the trap, all affected creatures are allowed Reflex saves for half damage. The DC of this save is equal to $10 + 1/2$ the academician's level + the academician's Intelligence modifier. Any discovery that modifies the damage and effects of an alchemist's bomb may also be used to modify an academician's trap. For the purposes of these discoveries, a creature in the trap's space is considered to be the target directly hit by the bomb.

Explosive traps are cunningly camouflaged and difficult to detect, requiring a Perception check with a DC equal to $10 +$ the academician's level + the academician's Intelligence modifier to notice. Dispel magic can neutralize an explosive trap, as can a successful Disable Device check (DC equals $10 +$ the academician's level + the academician's Intelligence modifier). Any attempt to pick up and move an explosive trap without disarming it triggers the explosion.

At 1st level, an academician cannot have more than one explosive trap placed and active at the same time. If he places another explosive trap, the previous trap becomes inert. At 5th level and every five levels thereafter, the number of traps that the academician can have active simultaneously increases by one, to a maximum of five traps at 20th level. When he places a trap in excess of this limit, the academician chooses which of the previously placed traps becomes inert. An academician may not have more than one active trap in any five-foot square.

This ability modifies and replaces bombs.

Insightogen (Su)

At 1st level, an academician discovers how to create an insightogen that he can imbibe to gain a temporary burst of insight. The rules for brewing an

insightogen are identical to those for the alchemist's mutagen ability.

When an academican brews an insightogen, he selects one of the following effects:

Flash of Knowledge: The academican makes a single Knowledge check with a +10 insight bonus. This check may be made untrained. The check must be made within 10 minutes per academican level.

Instant Discovery: The academican selects one discovery for which he meets all prerequisites. He gains the use of this discovery for 10 minutes per academican level.

Invented Formula: The academican can create one extract of any level that he could normally create, selected from the alchemist class formulae list, even if he does not know the formula. The extract takes 1 minute to brew and does not count against the academican's total number of extracts per day. The extract must be both brewed and consumed within 10 minutes per academican level or the knowledge of the formula is lost and the extract becomes inert.

All limitations of mutagens apply to insightogens as if they were the same substance—an academican can only maintain one insightogen at a time, an insightogen that is not in an academican's possession becomes inert, drinking an insightogen makes a non-academican sick, and so on.

This ability replaces mutagen.



Amazing Insight (Su)

At 14th level, when the academican brews an insightogen, he can select two of the three possible effects, gaining both benefits when he imbibes it.

This ability replaces persistent mutagen.

Grand Discovery

At 20th level, in addition to the choices available to all alchemists, the academican may select the following as his grand discovery:

Explosives Mastery: The academican may place and activate up to five explosive traps on five different 5-foot squares within 30 feet as a single standard action. He is able to safely toss them to their positions. Each of these traps may have a different trigger mechanism. In addition to the standard triggers for explosive traps, the academican may invent a trigger for each trap, causing it to explode under any condition he specifies, using the guidelines for setting conditions found in the *contingency* spell. Traps created using this ability do not expire - they remain active until they are triggered or until the academican chooses to render them inert.

This ability modifies grand discovery.

Botanist

All manner of sentient species grow crops and utilize plants for everything from clothing to curing disease. However due to their humble and uncomplaining way plants are overlooked in how diverse and astoundingly powerful they truly are. The botanist puts his hands to soil and his mind to work to unlock all the hidden potential left in the green growing things of the world, and finds them lush with possibilities yet undreamed.

Weapon proficiencies: A botanist gains proficiency with the thorn bow and thorn bracer.

Green Thumb (Ex)

At 1st level, the botanist adds half his class level (minimum +1) as a bonus to all Knowledge (nature) and Profession (farmer, gardener, and herbalist) skill checks. The botanist must have at least one rank in the skill in order to receive these bonuses.

Additionally the botanist gains a +1 dodge bonus to his Armor Class and a +1 bonus to damage against any opponent he and his plant companion are flanking in melee or that have been successfully hit by both with ranged attacks.

This ability replaces Brew Potion.

Organic Bombs (Su)

At 1st level, the botanist gains bombs much like those of normal alchemist's, however a botanist's arsenal is grown rather than mixed. The bomb is in fact a fast-growing, fist-sized thorny fungus that contains a volatile gas pocket. These fungus bombs deal piercing damage rather than fire damage, but otherwise act in all ways as a normal alchemist's bomb, including range, number per day, and ability to be modified by discoveries as normal bombs.

This ability modifies bombs.

Verdant Mutagen (Su)

At 1st level, the botanist is able to create mutagens like other alchemists, however it functions not only on the botanist but on his plant companion as well. When the mutagen is imbibed by the botanist, he gains a +2 natural armor bonus and a slam attack (1d6 for Medium botanists) for 1 minute per class level. One of his mental statistics (player's choice) takes a -2 penalty and his base land speed is halved for the duration of the verdant mutagen's effect; the penalty to movement stacks with other factors that reduce movement speed such as armor and encumbrance. If the mutagen is given to the plant companion, it functions as a normal alchemist's mutagen for the plant companion, enhancing one physical statistic and reducing the corresponding mental statistic as normal. If a plant companion's Intelligence is reduced to 0, it gains the mindless quality until the verdant mutagen's effects end.

This ability modifies mutagen.

Plant Companion (Ex)

At 2nd level, the botanist forms a deep bond with a single creature of the plant type. He must spend 8 hours preparing a unique extract containing a small amount of his blood and costing 500 gp in materials. The botanist must select a plant from the following list: archer bush, ascomoid, bloodbush, *crawling vine, *carnivorous flower, leaf ray, phlogiston, *puffball (floating fungus), *sapling treant, singing shrieker, thorny, or vampire rose.

*Statistics for the carnivorous flower, crawling vine, puffball, and sapling treant may be found in the Pathfinder Advanced Race Guide.

Once given a dose of extract, the plant companions Intelligence increases to 1 if it did not have an Intelligence score previously, and it also gains a 5-ft. base land speed if it had a 0-ft. base land speed previously. A botanist's effective druid level is equal to his class level and stacks with levels in any other class that grants an animal companion.

The botanist may only have one plant companion at a time, but may freely change the plant he bonds with by feeding a new plant from his plant companion list a new dose of the unique extract. Once done the old plant companion reverts to its normal state and the new companion gains the benefits of this ability.

This ability replaces poison use, swift poison, poison resistance gained at all levels, and the discovery gained at 2nd level.

Enhanced Verdant Mutagen (Su)

At 10th level, the botanist's verdant mutagen becomes more complex and provides additional benefits when imbibed by the botanist or his plant companion. In addition to the bonuses granted by verdant mutagen when consumed, the botanist gains the immunities of the plant type, DR 5/slashing, and grows a covering of thorns that act as armor spikes. The botanist is considered proficient with this weapon while using verdant mutagen. The thorns also add +1d4 piercing damage to the botanist's slam attack gained from verdant mutagen.

When the botanist's plant companion is given an enhanced verdant mutagen, in addition to the normal bonus and penalty it gains one of the following special abilities for the duration of the verdant mutagen's effect:

Dense Bark: Plant companion gains a +4 natural armor bonus that stacks with any other natural armor it has and also gains DR 5/-. Additionally if the plant companion has a slam attack, that attack deals damage as if the plant companion were one size category larger and is considered magic for overcoming damage reduction, reach however remains unchanged.

Healing Balm: The plant companion creates a salve that heals an amount of damage equal to $3d8 +$ the companion's hit dice, though extracting it causes $1d8 +$ the companion's hit dice of damage to the plant companion. The plant companion can generate this $1/$ round as long as the mutagen is active, though it cannot do so if it has half or less of its full hit points. Harvested salve becomes inert when the mutagen's duration expires.

Miracle fruit: The plant companion grows $1d4+3$ strange-colored fruit which cure non-magical diseases and neutralize poisons. The effective caster level equals $10 + 1/2$ it's hit die $+$ it's Constitution modifier. Once used up-these fruit do not re-grow unless another dose of verdant mutagen is taken, and if not used up by the time the mutagen's effect ends, they become inert and rot swiftly away to mush.

Potent Biology: The plant companion gains a $+2$ alchemical to the DC of any saving throw an opponent must make against any special ability the plant companion has, including poison and spore-based abilities. Additionally any creature that fails a save against the plant companion's special ability is affected for the ability's maximum duration. If the ability has no duration or save, then this ability has no effect.

Vicious Thorns: The plant companion grows long, sharp thorns. A plant creature that does not possess thorns normally does $+1d6$ piercing damage when making natural attacks. If the plant companion already has thorns (ranged or melee), it instead gains $+2$ to attack rolls and damage with them and increases the critical threat range by 1.

This ability replaces poison immunity and the discovery gained at 10th level.

Formulae

The botanist adds the following to the list of formulae he is able to learn.

- 1st- detect plants or animals, entangle, goodberry
- 2nd- barkskin, green sight, forest friend ^(UC), tree shape, warp wood, wood shape
- 3rd- plant growth, speak with plants, spike growth
- 4th- arboreal hammer, command plants
- 5th- awaken (plants only), tree stride, wall of thorns
- 6th- fire seeds, ironwood, liveoak, transport via plants

Humoralist

To the humoralist the elements dwell within each of us, waiting to be harnessed and released. From yellow bile there is fire, black bile is earth, phlegm is water, and blood is air. The body is nature's alchemy lab.

Elemental Temperament (Su)

At 1st level, the humoralist can create a connection to the elemental planes that mimics the domain spells of a cleric. To do so the humoralist ingests infusions that intentionally alter his body chemistry to create an imbalance favoring one of the bodily humors which, are each connected to a different element. Brewing an infusion follows all rules for brewing a mutagen save that $3 +$ humoralist's Intelligence modifier of doses can be maintained at a time.

These infusions give the humoralist access to domain spells of the elemental domain corresponding to the humor, though also causes a side effect. The humoralist's class level is treated as his cleric level to determine what spells he has access to. Spells are treated as spell-like abilities and can be used once each, unless another infusion is ingested to add additional uses.

Yellow Bile: Imbalance makes the humoralist passion driven and grants access to the spells of the fire domain. The cost of this passion imbalance is a -2 penalty to Will saves and Wisdom based skill checks. A second drink doubles the penalty. A third requires a Will save DC $10 +$ humoralist level or it results in $1d4$ Wisdom damage though the abilities are still granted.



Black Bile: Imbalance makes the humoralist melancholic while granting him access to the spells of the earth domain. The cost of this melancholy is a -2 penalty to Strength-based skill and ability checks, attacks, and damage. A second drink doubles the penalty. A third requires a Will save DC 10 + humoralist level or it results in 1d4 Strength damage though the abilities are still granted.

Phlegm: Imbalance makes the humoralist overly calm while granting him access to the water domain spells. The cost of being so calm is a -2 penalty to initiative and Reflex saves. A second drink doubles the penalty. A third requires a Will save DC 10 + humoralist level or it results in 1d4 Dexterity damage though the abilities are still granted.

Blood: Imbalance makes the humoralist amorous while granting him the ability to access air spells. The amorousness taps into the humoralists bodily health reserves causing a -2 to his Fortitude saves and all Constitution related abilities. A second drink doubles the penalty. A third requires a Will save DC 10 + humoralist level or it results in 1d4 Constitution damage though the abilities are still granted.

Also due to his unstable nature, the humoralist's bombs gain +1d6 damage every four levels rather than every two.

This ability replaces mutagen and modifies bombs.

Temperamental Resistance (Su)

At 2nd level, a humoralist gains a +2 bonus on all saving throws against the damage caused by his current elemental temperament (yellow bile for fire, black bile for acid, phlegm for cold and blood for lightning). This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, a humoralist becomes completely immune to damage associated with the element he is utilizing.

This ability replaces poison resistance.

Temperament Stacking (Su)

At 3rd level, a humoralist can attempt to cause more than one imbalance (though never with opposed elements) by making a Fortitude save with a DC equal to 10 + 1/2 the humoralist level. Success means he can gain the benefits and drawbacks of more than one humor, failure means the humoralist is sickened for 2d4 rounds.

This ability replaces poison use.

Balanced Temperament (Ex)

At 6th level the humoralist may attempt to balance the humors in himself and in others as a Heal skill check DC 25 that takes a standard action. If successful, the target of the Heal check gains back 2 hit points per humoralist level. The humoralist may only attempt this once per target other than himself in a given day. On himself he may do this anytime his humors are in imbalance though doing so loses all special abilities associated with the humor imbalance.

This ability replaces swift poisoning.



Kiln Crafter

The potter's art is one almost as old as civilization, but those with the knowledge to do so can craft much more than just pots, plates, and mugs. There are ways to make porcelain strong as steel and fitted plates of armor that weigh little more than a set of winter furs. It is with just the right application of fire to the elements of earth that the kiln crafter turns simple clay to sublime substance.

Ceramics Savant (Ex)

At 1st level, a kiln crafter is ever experimenting with new blends and types of earthenware. He gains a bonus to the Craft (pottery) skill equal to 1/2 of his class level (minimum of +1) and also receives an extra skill point at 1st level that is allocated to the Craft (pottery) skill.

When crafting ceramic items a kiln crafter may use his Craft (pottery) skill in place of the normal craft skill check to create weapons (except bows or crossbows) and armor (except chainmail armor or those not made with any metal such as padded and leather armor).

Ceramic weapons function as their normal steel or wood counterparts but have the fragile property and weigh only half as much as normal. Ceramic weapons also gain an enhanced critical threat range, which increases by one, a 20 becoming 19-20, a 19-20 becoming an 18-20, etc. This effect does not stack with the keen magic weapon property or any other effect that increases a weapon's critical threat range. The cost of crafting a ceramic weapon is the same as that of its metal counterpart.

Ceramic armor functions in most ways like steel armor of the same type, but weighs only 1/2 of what the same metal armor would weigh. Ceramic armor also grants DR/bludgeoning equal to its armor bonus: this DR is not increased by magical enhancement bonuses placed on the armor. Ceramic armor also provides fire resistance 5 against normal, but not magical, fire. However, ceramic armor that is broken cannot be repaired using normal means, but only by a kiln crafter or magical means such as the *make whole* spell. The cost of crafting ceramic armor is +250 gp for light armor, +500 gp for medium armor, and +750 gp for heavy armor, but otherwise uses the craft armor skill rules.

This ability replaces Brew Potion.

Clever Shattering (Ex)

At 1st level, the kiln crafter gains Disposable Weapon as a bonus feat even if he does not meet the prerequisites for it.

This ability replaces Throw Anything.

Alchemical Glazes and Additives (Ex)

At 1st level, the kiln crafter through experimentation gains access to a number of special glazes and additives that can enhance and change the properties of the ceramics he produces. Due to the delicate nature of these processes, only one glaze and one additive may be used in the creation of a given item.

Blade Breaker Glaze: When added to a weapon, any sunder combat maneuver attempt that is successful deals an additional 1d6 damage to the weapon or item sundered. When added to a suit of ceramic armor, the armor's DR/Bludgeoning amount is increased by +2.

Conductive Additive: When added to a ceramic weapon, this additive harvests the ambient static electricity in the air and collects it, allowing the weapon to deal +1d4 electrical damage 5/day. This damage does not stack with any weapon special property that deals electrical damage. If added to a suit of ceramic armor, the wearer gains resist electricity 5.



Insulating Additive: When added to a suit of ceramic armor, the resist fire value granted to the wearer is increased to 10.

Razor Glaze: When added to a piercing or slashing ceramic weapon, this glaze produces a superior edge or point, and weapons treated with such a glaze have a +1 to attack rolls and a +2 to damage.

Shatter Proofing Additive: When added to a ceramic weapon, this strengthening metallic additive removes the fragile property of a ceramic weapon.

Spike Glaze: When added to a suit of ceramic armor, this additive creates needle-sharp spikes that function as armor spikes but have a critical threat range of 19-20 x2.

This ability replaces mutagen.

Acid-Weeping Blade (Ex)

At 4th level, the kiln crafter has gained sufficient knowledge to create a ceramic blade that contains a number of vents that are able to deliver strong acid into the injuries the blade inflicts. An acid-weeping blade must have the reservoir located in the handle filled with acid from a flask or other source as a move action. The reservoir can hold up to three flask's worth of acid at once, and depressing a small button on the blade's hilt or haft releases one flask's worth of acid, dealing an additional 1d6 point of acid damage. Any bladed weapon can be modified in this way during creation by the kiln crafter, and increases the overall DC of the Craft check by +5.

This ability replaces the discovery gained at 4th level.

Terra-Cotta Guardian (Su)

At 8th level, the kiln crafter's ability to work with clay transcends artistry and allows him to construct statues of fine clay that have the semblance of life. The kiln crafter gains the Craft Construct feat even if he does not meet the prerequisites for it. However, the kiln crafter may only craft terra-cotta soldiers (including all variants, see Pathfinder Bestiary 3). He does not need to meet the caster level requirement, however the cost and time to create a terra-cotta soldier golem is unchanged.

This ability replaces the discovery gained at 8th level and poison resistance +6.

Natural Transmuter

Simply replicating a wizard's spell or creating physically enhancing mutagens are not the natural transmuter's formula for success. A natural transmuter uses his alchemy to transform existing materials into another form he can twist to aid his defense or offensive arsenal.

Class Skills: A natural transmuter adds Knowledge (engineering) to his list of class skills and removes Profession.

Alchemy (Su)

At 1st level, a natural transmuter creates bombs, extractors, and transmutagens. Extractors are specially prepared containers that are used to trap arcane spells and turn them back against their casters. Transmutagens are substances that a natural transmuter prepares to swiftly change an existing material into something else, such as an area of sand into a wall. This feature otherwise functions the same as the alchemist's alchemy class ability.

This ability modifies alchemy.

Extractors (Su)

At 1st level, a natural transmuter learns to create an extractor, which is a specially prepared container that a natural transmuter uses to trap an arcane spell that target himself. To trap an arcane spell targeting him directly, a natural transmuter must successfully identify a spell using a Spellcraft check, then spend an immediate action to trap the spell targeting him in the extractor. A failed Spellcraft check to identify the spell means he does not identify the spell, cannot trap it, and is subject to the spell's effects. A natural transmuter must be holding an extractor to attempt to trap a spell or he must possess the Quick Draw feat to draw one and trap the spell. The extractor must be of a level equal to or greater than the level of the spell being trapped. Spells that do not target the natural transmuter directly, such as *fireball*, cannot be trapped with an extractor.

A spell that has been successfully trapped in an extractor may be released back onto any target the natural transmuter selects and meets the targeting requirements of the spell. The natural transmuter uses his level as his effective caster level. Releasing a trapped spell takes the same amount of time as the spell's casting

time. Regardless of the spell's original area of effect, it only affects a single target the natural transmuter chooses when he releases it. Trapping a spell that can target more than one creature directly, such as *scorching ray* or *magic missile*, negates only the effects that target the natural transmuter, other targets of the same spell are still affected as normal.

A natural transmuter may create the same number of extractors as a normal alchemist's extracts per day. Extractors are potent for 1 day after being prepared and must be re-prepared each day. Preparing an extractor takes 1 minute of work. An extractor that is not in a natural transmuter's possession becomes inert until he picks it up again. Extractors that have been used to prepare an extract from the natural transmuters formula list cannot be used to trap a spell. Thus a natural transmuter often leaves some of his extractor slots open so he can trap spells when needed.

This ability modifies extracts.

Transmutagen (Su)

At 1st level, a natural transmuter learns to create a transmutagen that he can use to command existing materials to change into another material or turn into armor, a small structure, or a weapon for a short period of time. It takes 1 hour to brew a dose of transmutagen, and once brewed, it remains potent until used. A natural transmuter can only maintain one dose of transmutagen at a time—if he brews a second dose, any existing transmutagen becomes inert. As with an extractor or bomb, a transmutagen that is not in a natural transmuter's possession becomes inert until a natural transmuter picks it up again.

Changing an existing material into an equal amount of another follows the chart below. Any material not listed below cannot be changed by a natural transmuter. A material changed into an armor, structure, or weapon by a transmutagen remains as the new shape for a number of rounds equal to 3 + the natural transmuter's Intelligence bonus. Once this time has expired, the materials form back into their original shape and material in an unoccupied square next to the natural transmuter. If no square is unoccupied, then the materials reform in the same square as the natural transmuter and he takes 2d6 points of force damage and gains the *entangled* condition until he moves out of that square.

Fire ⇔ Cold

Earth ⇔ Air

Electricity ⇔ Sonic

Light ⇔ Darkness

Wood ⇔ Stone

Metal ⇔ Water

If a material is attended or a creature, then it receives a Will save with a DC equal to 10 + 1/2 natural transmuter's level (minimum 1) + his Intelligence modifier. Success means the change fails. Materials resulting from instantaneous effects cannot be changed by a transmutagen. Any material with an enhancement bonus or special ability (*keen*, *fortification*, etc) retains that enhancement or special ability though they do not apply while the material is changed unless the current form allows for it.

Commanding materials to form a structure requires that material to be a solid material. The natural transmuter can command materials to form any structure he can imagine taking up a number of 5-foot squares equal to or less than 5 + half his natural transmuter level (minimum 1). For example, at 1st level, he can command an area of sand to form a wall 5 feet deep, 20 feet long, and 5 feet tall. The materials must occupy a like amount squares in its original form or the natural transmuter must provide the difference in like materials. Each square of material used makes a negligible difference in the square providing the material.



Commanding materials to form into armor or weapons requires 1 5-foot square of materials for a Medium sized weapon or armor. It requires 1 5-foot square of materials for each size category above Medium and half of a 5-foot square for each size category below Medium. Armor and weapons created with this ability are considered masterwork quality. The weapon or armor created forms in the natural transmuter's hand or on his body immediately. An armor created by a natural transmuter does not stack with any armor he is currently wearing, it supersedes the armor bonus of whatever armor he is currently wearing. Creating weapons and armor does not give him the proper proficiencies to use them without penalty.

This ability replaces mutagen.

Swift Alchemy(Ex)

At 3rd level, a natural transmuter can create his extractors and transmutagens in half the normal amount of time. This otherwise functions as the alchemist class ability.

This ability modifies swift alchemy.

Persistent Transmutagen (Su)

At 14th level, the effects of a transmutagen last for double the normal amount of time.

This ability replaces persistent mutagen.

Instant Alchemy (Ex)

At 18th level, a natural transmuter can create his extractors as a full-round action providing he is successful at the Craft (alchemy) check and has the resources on hand. He can create a transmutagen in 1 minute. This otherwise functions as the alchemist class ability.

This ability modifies instant alchemy.

Grand Discovery (Su)

At 20th level, a natural transmuter makes a grand discovery, with a new option listed below. This otherwise functions as the alchemist grand discovery class ability.

True Transmutagen: The natural transmuter's transmutagen can create weapons or armor with enhancements or special abilities totaling to a +5 enhancement. Any structures created with his transmutagen doubles the amount of squares it can occupy (while only requiring the normal amount of materials).



Pyrotician

*Sometimes a task takes more flare and noise to be done right.
Sometimes it needs to end with a bang.*

Fireworks Display (Ex)

The pyrotician is able to use fireworks in amazing and usual ways. A pyrotician is able to draw and light a firework as a standard action, and doing so does not provoke attacks of opportunity. He must have the fireworks already crafted and on his person to do this. If he has the quick light discovery it will only take him a move action to draw and light fireworks, provided he has a tindertwig on him when doing so. The Quick Draw feat also reduces the time needed to draw and light to a move action. If he has both Quick Draw and quick light, he may draw and light additional fireworks as a full-round action if his base attack bonus is high enough to grant him additional attacks. This functions just like a full attack with a ranged weapon.

Throwing or aiming a firework at a specific target requires a standard action that provokes an attack of opportunity. Ranged fireworks use the Thrown Splash Weapon special attack, even if they are launched instead of thrown. If a firework has no listed range in its description, it is 20 feet. Fireworks are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus, using the category “fireworks” when selecting any such feats. All attacks with fireworks are against touch AC. On a direct hit with an attack, a firework inflicts its listed damage + 1d6 points of fire damage + additional damage equal to the pyrotician's Intelligence modifier.

The damage of fireworks increases by 1d6 points at every odd-numbered pyrotician level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). If a firework deals damage to an area, it deals full damage to the target and splash damage to all others in that area. Splash damage from a firework is always equal to the firework's minimum damage (so if the firework would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage.

Fireworks that cannot be aimed but do damage to an entire area, like the starfountain, deal minimum damage only.

All saves involved with fireworks crafted and used by the pyrotician have a DC equal to 10 + 1/2 the pyrotician's level + his Intelligence modifier.

Discoveries that modify the area of effect may not be taken to modify fireworks, but other discoveries that modify bombs may be taken and applied to fireworks. The discoveries must be applied during crafting, and cannot be applied to existing fireworks.

This ability replaces bombs and Throw Anything.

Fireworks Mastery (Ex)

At 2nd level, the pyrotician is able to use fireworks more effectively. As a move action he can adjust the length of a firework's fuse by plus or minus a number of rounds equal to his level. This adjustment must be made anytime before a fireworks is lit. If a fuse is set to less than one round the pyrotician may choose to have it

go off an instant after it is lit and thrown or at the end of his turn. A pyrotician using his firework display ability may draw, adjust a fuse, and light the firework as a full-round action that provokes an attack of opportunity.

Additionally, the pyrotician may spend a full-round action to tie multiple firework together for simultaneous ignition. Fireworks used in this way must be set up on the ground or other solid foundation and must be all in the same square before he ties them together. He may tie together a number of fireworks equal to half his level.

If a firework needs to be set on the ground to be used properly, it can be set down as a free action without worrying about it tipping over or being improperly placed. Also, the pyrotician may light any fireworks within reach, and does not need to be holding them to do so. Fireworks that are not being held or on the ground can't be accurately aimed and can only be used to target an intersection or unattended object. It takes a move action to aim one firework that is on the ground.

This ability replaces poison resistance and poison use.

Swift Alchemy (Ex)

At 3rd level, a pyrotician can create alchemical items and fireworks with astounding speed. It takes a pyrotician half the normal amount of time to create alchemical items. He can create fireworks in a quarter of the normal amount of time. He only pays one quarter the market price in raw materials when crafting fireworks.

This ability modifies swift alchemy.

Big Finish (Ex)

Starting at 6th level, the pyrotician may aim one bundle of fireworks that is on the ground and tied together for simultaneous ignition as a move action. He does not have to aim all of the fireworks in the same direction, and may give each one a different target. He may aim a single firework that is on the ground as a swift action.

This ability replaces swift poisoning.

Supplementum

A ready herb or chemical concoction is the staple of this alchemically inclined individual. His passions lie in unlocking all the potential in life's creations.

Enhancer

At 1st level, a supplementum discovers how to brew an additive that can be combined with existing alchemical items, bombs, extracts, and potions or oils to give bonuses or added effects. An enhancer takes 1 hour to brew, and once brewed, remains potent until combined with an alchemical item, bomb, extract, or a potion or oil. A supplementum can only maintain one enhancer at a time, if he brews a second dose any existing enhancer becomes inert. An enhancer is considered to be existing until the alchemical items, bombs, extracts, and potions or oil it is mixed with is used. It is a move action to combine an enhancer with an alchemical item, bomb, extract, or potion or oil. A supplementum chooses one bonus or added effect to apply from the enhancer categories below at the time of combination. These effects last for 10 minutes per supplementum level.

Alchemical Items: The enhancer can decrease the DC of any skill check required in an alchemical item by 2, double the area affected by an alchemical item, double the uses of an alchemical item, double the listed duration of an alchemical item (up to 3 hours), change any DC's of the alchemical item to 10 + half the supplementum's level, halve any time an alchemical item requires to be effective, or increase a bonus from an alchemical item by 1/2 (rounded down).

Bombs: The enhancer can allow an extra bomb (not counted against his daily limit) to be created from the bomb the enhancer was combined with, cause splash damage to be considered a direct hit from the bomb, double the duration of a discovery applied to a bomb, double the additional damage dice a bomb's discovery gives, increase direct hit bomb damage by +4 by decreasing the number of squares the splash damage effects by 2, or increase the Reflex save DC to halve splash damage to be 10 + supplementum level + Intelligence modifier.

Extracts: The enhancer can add a metamagic feat to the spell duplicated in the extract (up to a metamagic feat that uses up a spell slot 3 levels higher), create an extract in half the time (stacks with instant alchemy and swift alchemy), create one extra extract (not counting against his daily limit) by combining the enhancer and extract and splitting them into 2 containers, or hold a consumed extract's effects to be released as a swift action at any time up to the life of the enhancer.

Potions and Oils: The enhancer can change the potion's method of activation to applied (as a magic oil), double the duration of the potion or oil (up to 3 hours), increase the spell level allowed in the creation of a potion or oil, increase the DC to identify the potion or oil by 4, reduce the cost to create a potion or oil by half, or treat the potion or oil as though affected by the Maximize Spell metamagic feat.

This ability replaces mutagen.

Poison Possibilities (Ex): At 8th level, a supplementum can take any 2 poisons with the same type and combine them. Doing this causes both poison's effects to occur upon successfully afflicting a target.

This ability replaces the poison resistance ability.

Persistent Enhancer (Ex): At 14th level, the effects of the enhancer last 1 hour per supplementum level.

This ability replaces persistent mutagen.

Grand Discovery (Ex): At 20th level, the supplementum may choose from a new grand discovery listed below. This otherwise functions as the alchemist grand discovery class ability.

Everlasting Enhancer: The supplementum's enhancer does not become inert after any amount of time. He may also create and maintain two enhancers at any given time.



Venom Bomber

While all alchemists are skilled in the use of poison, for the venom bomber, the use of poison is his main form of attack. His bombs explode not with bursts of fire, but with splashes of venom that coat his enemies in deadly poison and reduce them to hideous, wasted wretches.

Venom Bomb (Su)

The bombs created by a venom bomber do not explode in blasts of fire, but instead consist of a type of contact poison that damages and debilitates those affected. A venom bomb deals 1d6 points of poison damage, plus the venom bomber's Intelligence modifier, to the target struck. The target must also make a Fortitude saving throw or be poisoned. Targets in the bomb's splash radius (typically 5 ft.) take damage equal to the minimum damage of the bomb and are affected by the initial effect of the poison for one round. A successful Fortitude save against the splash damage halves the damage and negates the poison.

Venom bombs do not increase in damage or effect as the alchemist increases in level unless the alchemist applies the poison modification ability to them.

If the venom bomber applies a discovery that changes the type of damage or effects of a bomb (such as acid bomb or smoke bomb), the bomb acts as a normal bomb modified as per the discovery. Discoveries that do not change the bomb's damage type function normally.

Venom Bomber Poison

Type poison (contact); *Save* Fortitude DC 10 + Int modifier + ½ level

Onset --; *Frequency* 1/round for a number of rounds equal to the venom bomber's Int modifier

Effect sickened while poison is active/1d6 poison damage; *Cure* 1 save

Victims of this deadly toxin have trouble acting, as internal hemorrhaging causes them to cough up blood.

This ability modifies bombs.

Venom Modification (Su)

Venom bombers are capable of making a startling array of toxins, allowing them to customize their venom bombs to bring down nearly any target. Each odd level after 1st, the venom bomber gains 1 point of venom modification that he can spend each time he creates a venom bomb, changing the poison to suit his target. The venom bomber makes these choices as he creates and throws each bomb. Unless otherwise noted, a particular venom modification cannot be selected more than once.

1-Point Poison Modifications

Delayed Poison: This poison takes considerably longer to take effect than most venom bomb poisons. It has an onset time of 2d6 hours.

Desiccant: The venom bomber mixes powerful alchemical agents designed to dry out his target into his bomb. The poison affects creatures of the ooze type, ignoring their normal immunity to poison.

Herbicide: The poison affects creatures of the plant type, ignoring their normal immunity to poison.

Increased Duration: The poison's duration increases by a number of rounds equal to the venom bomber's Intelligence modifier.

Increased Initial Damage: The initial damage dealt by the venom bomb's impact increases by 1d6, increasing the splash damage by 1. This modification can be applied any number of times.

Nonlethal: There are times when the venom bomber prefers to subdue a target rather than kill them. The damage caused by the poison's hit point damage is all nonlethal damage.

Hallucinogenic: The venom bomber modifies his venom bomb to cause hallucinations in those affected by it, changing the initial effect of the poison from sickened to confused.

Holy Blight: The poison is infused with the essence of positive energy, allowing it to affect creatures of the undead type, ignoring their normal immunity to poison.

Tiring Poison: This poison saps the vitality of its targets, causing them to suffer fatigue while they are poisoned. This replaces the normal sickened condition caused by a venom bomb.

2-Point Poison Modifications

Ability Damage, Lesser: This poison deals 1d3 points of Strength, Dexterity, Wisdom, or Charisma damage with its initial and secondary effects. This replaces the sickened condition normally caused by a venom bomb. At 13th level, the venom bomber can apply this modification twice, selecting a different ability score.

Debilitating Ability Damage: This poison is unusually potent, capable of bringing down even large, dangerous targets. The ability damage dealt by its initial and secondary effects increases by one die type, following the normal rules for weapon size (1d3, 1d4, 1d6, 1d8). The poison must have the lesser ability damage or ability damage modifications before selecting this one.

Fiendbane Poison: This poison is mixed with sacred oils known to be damaging to evil outsiders, allowing it to affect outsiders with the evil subtype regardless of their normal immunities.

Golemrot Poison: This poison is designed to be disruptive to creatures of the construct type, rotting their forms and disrupting the magic that animates them. This allows the venom to affect creatures of the construct type, regardless of their normal immunities.

3-Point Poison Modifications

Ability Damage: This poison deals 1d3 points of Constitution or Intelligence damage with its initial and secondary effects. This replaces the sickened condition normally caused by a venom bomb.

Enduring: The poison is unusually resilient, requiring two consecutive Fortitude saves to remove its effects.

Throatgripper Poison: This poison paralyzes the muscles of the victim's throat, making swallowing, speaking, and spellcasting difficult. An affected target must make a Fortitude save at the DC of the initial poison to use a potion, extract, or other imbibed item. Spellcasters must make a concentration check at the same DC to cast a spell with a vocal component.

4-Point Poison Modifications

Increased Secondary Damage: The damage inflicted by the venom bomb's secondary damage increases by 1d6 per round. This modification can be purchased once at 7th level, and a second time at 15th level.

Nauseating Poison: This poison causes a more violent reaction than most venom bombs, causing those affected to suffer the nauseated condition rather than the sickened condition for 1d6 rounds after the initial effect.

5-Point Poison Modifications

Ability Drain: The poison's initial effect deals 1d4 points of ability drain to one selected ability score, instead of the normal sickened effect.

Unending: The poison is among the most persistent toxins in the world, requiring three consecutive saves to end the affliction.

This ability replaces mutagen.

Venom Bomb Conversion (Su)

At 4th level, the venom bomber learns to convert his venom bomb into a more stable poison that can be applied to a weapon or given surreptitiously to an opponent. This process takes 1 minute of work, and expends two of the alchemist's daily bombs. The resulting poison can be either an injury, contact, or ingested poison, and is created using the same rules as a venom bomb. However, the bomb does not deal damage directly on application as a venom bomb, just the initial and secondary effects. If not used, poison created in

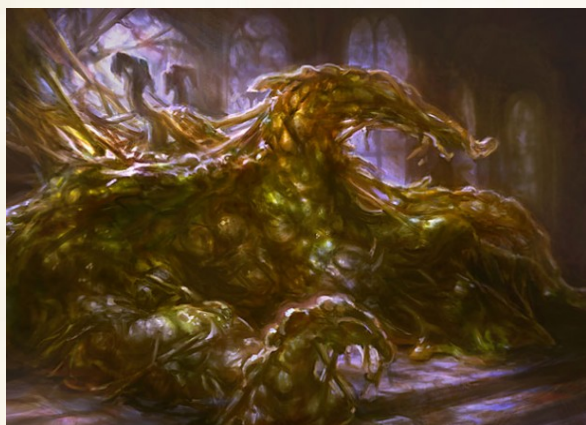
this way lasts for 24 hours until it goes inert. These poisons remain active even if they leave the possession of the venom bomber.

This ability replaces the discovery gained at 4th level.

Persistent Poison (Su)

At 14th level, the venom bomber learns to create and apply any poison to turn it to deadly effect. The number of saves required to end any poison effect generated by the venom bomber increases by one. This increase stacks with either the enduring or unending venom modifications.

This ability replaces persistent mutagen.



Viscous Arcanist

The viscous arcanist distills and sublimates natural forms of magical energy pushing at the boundaries between the physical and the magical. He wrestles with forces that refuse to be contained in mere bottles, forces that other alchemists dare not touch.

Only he has learned how to tame that energy, how to channel the roiling magical essence into a proxy, to nurture that spell until it is ready to be released.

Class Skills: The viscous arcanist adds Knowledge (dungeoneering) to his list of class skills.

Concoct (Su)

At 1st level, the viscous arcanist gains the ability to fashion magical potion-like extracts in which he can store spell effects. Using a portable ooze vat, the concoctions take the form of gel mixtures that the viscous arcanist imbues with magical energy. These spells are drawn from the alchemists

formulae list and from two schools of magic chosen at character creation from the sorcerer/wizard spell list. The save DC for any concocted spell is equal to DC 10 + spell level + the viscous arcanist's Intelligence modifier.

To use the concoction, the viscous arcanist must consume the gel like substance - like drinking a potion - or shatter the flask whilst willing a simple set of instructions to the ooze contained within. The potion may also be thrown as a simple weapon with range increments of 15 ft.

This second method calls forth a Tiny ooze (sample stats block below) containing a single trapped spell that attempts to fulfill the simple tasks to the letter (eg. "Move north 50 ft. and release spell," "Move west to the ranger and meld," "Move east 30 ft., wait 2 rounds and release spell"). Any concocted spell with a touch or personal descriptor requires the ooze to meld with the subject and the specifications of the spell are determined during casting. Example: A concocted ooze containing *mage armor* must end its turn in a square and often allows the target a save against the DC set by the viscous arcanist (DC 10 + spell level + Intelligence modifier).

An alchemical ooze has a number of hit points equal to the level of the spell plus the caster level of the creator. It also has a finite lifespan, lasting for a number of rounds equal to the caster level of the viscous arcanist before releasing the contained magical energy and dissolving into a puddle of worthless minerals. Nothing can prevent the magical energy from escaping, even if the body of the ooze is somehow preserved - when the countdown ends, the spell releases, and the body dissolves. Once unleashed, the ooze takes the most direct path to its destination and triggers attacks of opportunity if it passes through any threatened square.

If slain, or the duration expires, it releases the magical energy contained within itself, triggering any area of effect extracts contained within it.

This ability replaces Throw Anything, and functions as the alchemist's Alchemy ability except where noted.

Volatile Creation (Su)

At 1st level, the viscous arcanist imbues his alchemical oozes with explosive potential. Like a concocted ooze, upon being released they must be given a simple instruction that they will attempt to fulfill.

The lifespan and hit points of an explosive alchemical ooze is equal to the caster level of the viscous arcanist. Upon being released they pulse with a menacing inner light. This effect sheds light like a candle (5 ft). Volatile oozes explode upon death and if they meld with a target, the target must make a Fortitude save DC 10 + 1/2 viscous arcanist level + his Intelligence modifier to take half damage from this effect. This ability otherwise functions in the same way as alchemist's bombs and may be modified by discoveries accordingly. Thrown vials of explosive ooze are a simple weapon and have a range increment of 15 ft.

This ability replaces bombs.

Alchemic Resistance (Ex)

At 2nd level, the viscous arcanist gains acid resistance 5. Each time he would gain poison resistance (at 5th, 8th, and 10th level) he instead gains an additional 5 acid resistance up to acid resistance 20 at 10th level.

This replaces poison resistance and poison immunity.

Alchemical Ooze

Created by viscous arcanists this tiny ooze radiates a tremendous amount of magical energy.

Alchemical Ooze CR (1/2)

XP 400

N Tiny ooze

Init +0; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 size)

hp 3 (1 HD) (special: or as per spell level + caster level)

Fort +0; Ref +0; Will -5

Immune ooze traits

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Space 1 ft.; Reach 0 ft.

Special Attacks meld, release energy

STATISTICS

Str 4, Dex 10, Con 10, Int --, Wis 1, Cha 1

Base Atk +0; CMB -2; CMD 3 (can't be tripped)

SPECIAL ABILITIES

Meld (Ex)

An alchemical ooze automatically melds with any corporeal creature it occupies a square with at the end of its turn, the ooze is destroyed as part of the melding and the magical effect stored within itself is transferred to the target, allowing it to convey touch and personal range spells, these imparted spells allow for saves as normal. This ability triggers attacks of opportunity for moving into an occupied square as normal.

Release Energy (Su)

An alchemical ooze is animated by the magic imbued within it, it may release this as a swift action and acts as the origin for the spell it releases. It may hold this magical energy for a number of rounds equal to the caster level of its creator no spell or effect can prevent this from occurring, at the end of this time it uses this ability as an immediate action. An ooze that reaches 0 HP releases energy as an immediate action. Using this ability causes the ooze to dissolve into a puddle of worthless minerals.

ECOLOGY

Environment urban

Organization solitary

Treasure none

Alchemical oozes are the creation of viscous arcanists, they are short lived, non-sentient oozes that follow a simple instruction imparted upon them upon creation and ending in either the fizzling of magical energy or an explosion.

They may come in a variety of colors and are almost always Tiny sized. With the exception of non-spell carrying alchemical oozes they never out-live their short lifespans as the magical energy they contain also fuels them.

Prestige Classes



Banechemist

The greatest predators possess deep knowledge of their prey. For banechemists, this knowledge goes beyond behaviors and habits, extending into the realms of anatomy and alchemy. These hunters craft poisons, bombs, and other alchemical concoctions specifically targeted to defeat their favored foes.

Banechemists are almost always alchemist/rangers, though some have levels in other classes as well. Many banechemists have animal companions who share the mutagens they produce and assist with the hunt.

Role: A banechemist can hold his own in combat against any foe using weapons, mutagens, bombs, poison, and extracts. However, his true strength is in tailoring these abilities to defeat specific types of enemies. Due to the banechemist's tireless research into these enemies, they stand little chance of surviving his alchemical onslaught.

Alignment: Although the sometimes grisly work of a banechemist can have unpredictable effects on a practitioner's moral and ethical outlook, this transformation is unique to each individual. Therefore, a banechemist may be of any alignment.

Hit Die: d8

Requirements

To qualify for banechemist, a character must fulfill the following criteria.

Skills: Craft (alchemy) 5 ranks, Knowledge (nature) 5 ranks.

Alchemy: able to brew 1st-level extracts.

Special: Bomb class feature, favored enemy class feature, Throw Anything.

Class Skills

The banechemist class skills are Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Intelligence Modifier

Table: Banechemist

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts Per Day
1st	+0	+1	+1	+0	Bomb +1d6, favored enemy, hunter's bond, targeted alchemy	-
2nd	+1	+1	+1	+1	Adaptation	+1 level of existing class
3rd	+2	+2	+2	+1	Bomb +2d6	+1 level of existing class
4th	+3	+2	+2	+1	Adaptation	-
5th	+3	+3	+3	+2	Bomb +3d6, favored enemy	+1 level of existing class
6th	+4	+3	+3	+2	Adaptation	+1 level of existing class
7th	+5	+4	+4	+2	Bomb +4d6	+1 level of existing class
8th	+6	+4	+4	+3	Adaptation	-
9th	+6	+5	+5	+3	Bomb +5d6, favored enemy	+1 level of existing class
10th	+7	+5	+5	+3	Grand adaptation	+1 level of existing class

Class Features

All of the following are class features of the banechemist prestige class.

Weapon and Armor Proficiency: A banechemist gains no proficiency with any weapon or armor.

Extracts per Day

At the indicated levels, a banechemist gains new extracts per day as if he had also gained a level in alchemist. He does not, however, gain other benefits a character of that class would have gained, except for extracts per day and an increased effective caster level for extracts.

Bomb

The banechemist's bomb ability continues to advance as the alchemist ability of the same name. Add the indicated damage for the banechemist's level to the

bomb damage gained from the banechemist's alchemist levels. Banechemist levels stack with alchemist levels to determine the number of bombs per day and the save DC of the bombs' splash damage.

In addition, the banechemist's level stacks with alchemist levels to determine the banechemist's competence bonus to Craft (alchemy) checks when creating alchemical items, as well as the durations of mutagens.

Favored Enemy (Ex)

At 1st level, 5th level, and 9th level, the banechemist selects a new favored enemy from the ranger's favored enemy list and increase the bonus against an existing favored enemy by +2. This works exactly as if he had gained a new favored enemy from the ranger class.

Hunter's Bond (Ex)

At 1st level, the banechemist forms a bond with his hunting companions. This functions like the ranger ability of the same name, and the banechemist can select either of the two types of bond. If he selects an animal companion, the effective druid level is equal to his banechemist level.

If the banechemist already has the hunter's bond class feature from his ranger levels, he does not gain this feature again. Instead, his banechemist levels stack with his ranger levels to determine the effective druid level for his animal companion (if he originally chose to form a bond with his companions, he gains nothing from acquiring this feature again).

Targeted Alchemy

At 1st level, the banechemist adds his favored enemy bonus to attack and damage rolls of bombs that he throws at his favored enemies. This bonus damage also applies to the bomb's splash damage (but is not added against non-favored enemies).

Adaptation (Su)

At 2nd, 4th, 6th, and 8th levels, the banechemist is able to adapt his craft, improving his ability to defeat his favored enemies. A banechemist cannot select an individual adaptation more than once. Some adaptations may only be selected if the banechemist meets specific prerequisites, like the possession of other adaptations. The adaptations are selected from the following list:

Alchemical Adaptation: The banechemist gains one discovery from the alchemist class discovery list for which he meets all prerequisites. His banechemist level stacks with his alchemist level for the purpose of meeting this discovery's prerequisites (but not for discoveries acquired by any other means). The banechemist must possess the alchemist's discovery class feature before selecting this adaptation.

Bane Bomb: When the banechemist throws a bomb, he can choose to make it a bane bomb targeted at one of his favored enemies. Bane bombs deal an extra 2d6 points of bonus damage against the targeted creature type. They deal 2d6 fewer points of damage than usual to all other creature types. The banechemist must possess the targeted bomb adaptation before selecting this adaptation.

Combat Adaptation: The banechemist gains one bonus feat from the feat list for his ranger combat style, exactly as if he had gained it from the ranger class feature. His banechemist level stacks with his ranger level when determining which of the bonus feats he is able to select (but they do not stack when the banechemist gains bonus feats from adding ranger levels). The banechemist must possess the ranger's combat style class feature before selecting this adaptation.

Companion's Mutagen: The banechemist prepares his mutagens so that they give him a special link with his animal companion. When he imbibes the mutagen, the banechemist may choose to gain the benefits for himself, to grant them to his animal companion, or to split them – with the banechemist and his companion each gaining half of each bonus granted. Regardless of how the bonuses are allocated, the banechemist himself suffers the ability penalties associated with the mutagen. The banechemist must have selected an animal companion for his hunter's bond and possess the alchemist's mutagen class feature before selecting this adaptation.

Greater Companion's Mutagen: When under the effects of a mutagen, the banechemist and his animal companion become more alike, gaining some of each other's abilities. The banechemist gains all special abilities possessed by his animal companion that appear on the ability list for *beast shape III*. He also chooses one natural attack possessed by the animal companion and gains the appropriate limbs to make that attack for the duration of the mutagen. This counts as a primary natural attack. The animal companion's limbs become slightly more humanoid, granting it the alchemist's Throw Anything class feature and allowing it to throw bombs, mixed and given to them, by the banechemist that deal the same damage as if they were thrown by the banechemist (these deplete the banechemist's daily supply of bombs as normal). The banechemist must possess the companion's mutagen adaptation before selecting this adaptation.

Ignore Energy Resistance: When attacking one of his favored enemies with a bomb or alchemical weapon, the banechemist treats his target's energy resistance against his attack as if it were 10 points lower than normal. If the target is immune to the type of energy he is using to attack, he treats the target as if it had energy resistance 30 instead.

Ignore Poison Immunity: The banechemist's poisons can affect his favored enemies even if they are immune to poison. Even undead can be affected (poisons that damage an ability score they don't possess deal Charisma damage instead. This adaptation does not allow poison to affect constructs.

Targeted Alchemical Weapon: When the banechemist creates an alchemical weapon, he can choose to target it against one of his favored enemies. The saving throw DC for the weapon increases by the banechemist's favored enemy bonus for the creature type selected if it is used against that type of creature. The save DC is reduced by 2 for all other creature types. If the alchemical weapon deals damage, it deals additional damage equal to the banechemist's favored enemy bonus against the targeted creature type.

Targeted Bomb: When the banechemist throws a bomb, he can choose to target it against one of his favored enemies. The saving throw DC for the bomb's splash damage, and for any other effects of the bomb that require a save, increases by the banechemist's favored enemy bonus for the creature type selected if it is used against that type of creature. The save DC is reduced by 2 for all other creature types.

Targeted Poison: When the banechemist creates poison, he can choose to target it against one of his favored enemies. The saving throw DC for the poison increases by the banechemist's favored enemy bonus for the creature type selected if it is used against that type of creature. The save DC is reduced by 2 for all other creature types.

Grand Adaptation (Su)

At 10th level, the banechemist gains an exceptionally powerful adaptation, selected from the following list:

Grand Companion's Mutagen: When under the effects of mutagen, the link between the banechemist and his animal companion becomes supernaturally strong. First, both the banechemist and his companion receive the full ability and natural armor bonuses of the mutagen, no longer needing to split them. Second, the alchemist and his companion gain the benefits of the *companion mind link* spell for the duration of the mutagen. Finally, the banechemist gains the benefits of the *shield other* spell, either protecting the animal companion and allocating damage to the banechemist, or vice-versa. This ability can be suppressed or resumed as a free action. The banechemist must possess the greater companion's mutagen adaptation before selecting this grand adaptation.

Lethal Poison: Once per day, the banechemist may brew a lethal poison targeted at one of his favored enemies. Brewing the poison takes 1 minute. This poison is delivered by injury, and can be applied to a weapon like other poisons. If a creature of the targeted type is affected by the poison, it must make a Fortitude save with a DC equal to 10 + the banechemist's level + his favored enemy bonus against that creature type (from the targeted poison adaptation) or die immediately. The poison has no effect on creatures of other types. The banechemist must possess the targeted poison adaptation before selecting this grand adaptation.

Perfect Bomb: When the banechemist throws a bomb, he may choose to make it a perfect bomb targeted at one of his favored enemies. Perfect bombs ignore all energy resistance and immunity of the targeted creature type. Perfect bombs also gain all of the benefits of the targeted bomb and bane bomb adaptations. They have absolutely no effect on creatures other than the targeted type. The banechemist must possess the bane bomb and ignore energy resistance adaptations before selecting this grand adaptation.

Versatile Adaptation: The banechemist gains two normal adaptations for which he meets all prerequisites, instead of a grand adaptation. If he has the alchemist's discovery class feature, he may select a discovery for which he qualifies in place of one or both of these adaptations. He may stack his banechemist level with his alchemist level for this purpose, as with alchemical adaptation. If he has the ranger's combat style class feature, he may select a bonus feat from his

combat style in place of one or both of the adaptations. He may stack his banechemist level with his ranger level for this purpose, as with combat adaptation.



Exochymist

For most summoners, their eidolon is a potent ally and companion, a being that will stand by their side throughout their lives. Some, however, are prone to ever experimenting on them, and on themselves.

Table: Exochymist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day
1st	+0	+1	+0	+1	Alchemical studies, eidolon bond, evolutionist	+1 level of existing class
2nd	+1	+1	+1	+1	Bomb +1d6, warping mutagen	-
3rd	+1	+2	+1	+2	Shared link	+1 level of existing class
4th	+2	+2	+1	+2	Discovery	+1 level of existing class
5th	+2	+3	+2	+3	Sympathetic link	+1 level of existing class
6th	+3	+3	+2	+3	Bomb +1d6	+1 level of existing class
7th	+3	+4	+2	+4	Discovery	+1 level of existing class
8th	+4	+4	+3	+4	Symmetrical link	+1 level of existing class
9th	+4	+5	+3	+5	Persistent mutagen	+1 level of existing class
10th	+5	+5	+3	+5	Bomb +1d6, discovery, true link	+1 level of existing class

Mutagens and extracts tested time and again on his other-worldly companion and his own person. The exochymist is a summoner that mixes his study of alchemy with his eidolon, allowing him to shape his bound creature to fit his desires and strengthen the connection between them.

Role: Exochymists tend to avoid combat themselves, preferring to strengthen their allies, particularly their eidolon. They are excellent support characters, increasing the strength of a group through their alchemical extracts and summoned ally, while hindering opponents with bombs from a safe distance.

Requirements

To qualify to become an exochymist, a character must fulfill all the following criteria.

Skills: Craft (alchemy) 5 ranks, Heal 5 ranks, Knowledge (planes) 5 ranks

Spells: Ability to brew 1st-level extracts

Special: Eidolon, life link, and mutagen class features

Class Skills

The exochymist's class skills are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier

Class Features

The following are class features of the exochymist prestige class.

Weapon and Armor Proficiency: An exochymist gains no proficiency with any weapons or armor.

Extracts per Day: At the indicated levels, an exochymist gains new extracts per day as if he had also gained a level in alchemist. He does not, however, gain other benefits a character of that class would have gained, except for extracts per day and an increase in effective caster level for extracts, and the benefits gained from the alchemical studies ability.

Alchemical Studies (Ex): While their studies focus on the bond between themselves and their eidolon, exochymists are, first and foremost, alchemists. Their exochymist levels stack with their alchemist levels for the purposes of the number of bombs they can use per day, level requirements for alchemist discoveries, the saving throw DC of their alchemist class abilities, and the duration of their mutagen.

Eidolon Bond (Ex): Levels in exochymist stack with levels in summoner to determine an eidolon's abilities and available evolutions. Additionally, as the exochymist has made an extensive study of the eidolon's nature and the bond between them, the exochymist's eidolon can make use of his mutagen and extracts as though it were the exochymist, and his extracts do not become inert when in the possession of the eidolon.

Evolutionist (Ex): The following summoner spells are added to the exochymist's formula book when they can create extracts of the specified level, and are considered to be on the alchemist formula list.

1st - *lesser rejuvenate eidolon* (, *life conduit*, *unfetter*

2nd - *lesser evolution surge*

3rd - *evolution surge*, *improved life conduit*, *rejuvenate eidolon*, *restore eidolon*

4th - *greater evolution surge*

5th - *greater life conduit*, *greater rejuvenate eidolon*

Bomb (Su): At 2nd level and every four subsequent levels, the damage dealt by the exochymist's bombs increases by 1d6.

Warping Mutagen (Su): When the exochymist brews a mutagen, he infuses it with some of the vital essence of his eidolon, allowing him to take on some of its abilities when he uses the mutagen in addition to its normal effect. He chooses up to 2 points worth of evolutions that his eidolon possesses when he brews the mutagen, and gains those evolutions while the mutagen is active. If the evolution requires a particular base form other than humanoid, the exochymist must meet the requirements for any evolution he selects.

Shared Link (Su): As the exochymist studies the link between himself and his eidolon, he learns to use this link to channel consumed magical effects between the two. When either the exochymist or the eidolon uses an extract, mutagen, or potion, they may choose to have the effect take place as though the other one had used the item instead. This does not require an action on the part of the recipient of the effect. The exochymist and his eidolon must be within 100 ft. for this ability to function. Moving more than 100 ft. apart ends the effects consumed magical effect.

Discovery: At 4th level, and every three subsequent levels, the exochymist gains an alchemist discovery, as the class ability of the same name.

Sympathetic Link (Su): At 5th level, the exochymist has learned to move unpleasant maladies between himself and his eidolon, allowing him to survive nearly any ailment or suffer them himself in order to allow his eidolon to protect him. When either the exochymist or his eidolon suffers a condition from the following list, he may, as an immediate action, cause the other to suffer the full effects of the condition instead, for the normal duration. This decision is made after any applicable saving throws have been made. If more than one condition is applied at the same time (such as a *color spray*) they must all be transferred as one immediate action. The exochymist and his eidolon must be within 100 ft. of each other in order to use this ability. The conditions that can be affected by the sympathetic link are: ability damage, ability drain, bleed, blinded, dazed, deafened, diseased, energy drained, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, staggered, and stunned.

Once this ability has been used, it cannot affect that condition again until it has run its course.

Symmetrical Link (Su): The exochymist has learned to strengthen his bond with his eidolon so that potentially lethal damage can be transferred in either direction, allowing the eidolon to suffer damage for the exochymist just as he can suffer damage that would banish his eidolon. Whenever the exochymist takes enough damage to reduce him to 0 or fewer hit points, the eidolon can sacrifice any number of hit points, up to its current total. Each hit point sacrificed in this way prevents 1 point of damage done to the exochymist.

Persistent Mutagen (Su): At 9th level, the exochymist gains the persistent mutagen ability, as the alchemist class feature of the same name.

True Link (Su): At 10th level, the bond between the exochymist and his eidolon is incredibly strong. As long as they are within 100 ft, whenever either one takes damage, the other may choose to sacrifice any number of hit points, up to its current total. Each point of damage sacrificed in this way prevents 1 point of damage to the other member of the link. When the exochymist uses the sympathetic link ability, he may choose to affect both himself and his eidolon with the condition, but the duration of the effect is split as equally as possible between the two.



Discoveries

Alchemical Item Mastery: The alchemist is a master at crafting and using alchemical items. Any items he crafts and uses have a DC of $10 + 1/2$ your class level + your Intelligence modifier. This DC is only for when he use the item, and if anyone else uses it the DC is that normally listed in the item's description.

Alchemical Revivification: The alchemist's alchemical ooze familiar may crawl inside a recently dead body of any creature with the humanoid type, extending black tendrils and animating it temporarily. The corpse must not have been dead for more than an hour and must be whole.

While inside the body, the ooze may puppet it, gaining its physical attributes but none of its abilities, proficiencies, feats or skills. Further the alchemical ooze loses its blindsight trait while inhabiting a body and is limited to using the vision of the body. It gains the ability to speak its master's native language.

Unless disguised by mundane or magical means the body still carries all the wounds that killed it and moves in an obviously unnatural way. It may inhabit a corpse for up to 12 hours before the corpse becomes too rigid. Spells that preserve dead bodies may extend the duration, but only for the first cast, after which the chemical and magical energy the ooze emits burns the body out.

If the body is subject to any spell that would raise it, like *animate dead*, *raise dead*, *resurrection*, or *true resurrection*, the ooze is instantly ejected from the body. Spells that only affect the dead, like *speak with dead*, work as normal but allow the controlling ooze to make a Will save to prevent the body speaking.

A revived corpse uses the hit points of the alchemical ooze and is destroyed if brought to 0 hp or below. If this happens, the ooze is ejected and must make a DC 15 Fortitude save to avoid dying. A revived corpse uses the alchemical ooze familiar's BAB, AC and saving throws appropriately modified by the physical ability scores of the body. An alchemist must be at least 12th level and have the ooze bond discovery to select this ability.

Arcane Radiance: Concocted oozes containing a spell with an elemental spell descriptor deal 1d6 + 1 damage per caster level of the viscous arcanist (max +10) to creatures adjacent to it at the start of its turn. This damage is always of the same type noted in the spell. Oozes created with arcane radiance emit light like a torch of a color appropriate to the element. An alchemist must be at least 8th level to select this discovery.

Contaminant: The alchemist learns to create extracts based on offensive spells, called contaminants, and can use them as if they were poison. When the alchemist gains this discovery, he learns to brew one 1st-level contaminant and one 2nd-level contaminant, immediately adding them to his formula book.

The 1st level contaminant is selected from the following list: *cause fear*, *charm person*, *command*, *doom*, *hidesous laughter*, *inflict light wounds*, *lesser confusion*, *memory lapse*, *murderous command*, *sleep*, and *touch of gracelessness*.

The 2nd level contaminant is selected from the following list: *blindness/deafness*, *disfiguring touch*, *ghoul touch*, *hold person*, *inflict moderate wounds*, *mad hallucination*, *pox pustules*, *scare*, *suggestion*, *touch of idiocy*, and *unshakable chill*.

Contaminants may be brewed in place of normal extracts of the same level, following all rules for brewing extracts. To use a contaminant, an alchemist may either convince a creature to consume it, or he may apply it to a weapon, allowing the contaminant to affect any creature he strikes with the weapon as if he had coated his weapon with poison. If anyone other than the alchemist wields the coated weapon, the contaminant becomes inert. If the contaminant is based on a spell that normally affects an area or multiple targets, only the single creature targeted by the alchemist can be affected. Save DC equals 10 + spell level + his Intelligence modifier.

Discoveries that give the alchemist new methods of delivering poison may also be used to deliver contaminants by these methods, but other discoveries that affect extracts or poisons (like combine extracts, concentrate poison, and sticky poison) do not function on contaminants. An alchemist must be at least 4th level before he can select this discovery. An alchemist may take this discovery multiple times. Each time it grants one new 1st-level contaminant and one new 2nd-level contaminant. New contaminants may not be learned by any means other than selecting this discovery, or the greater contaminant and grand contaminant discoveries.

Enhanced Transmutagen: The natural transmuter's transmutagen is now able to create weapons or armor with enhancements or special abilities equal to a +2 enhancement. A natural transmuter must be at least 8th level before taking this discovery.

Explosive Genius: The alchemist has learned to mix particularly volatile and experimental bombs, allowing him to combine multiple unusual effects to create truly unique explosions. As a full-round action, the alchemist may mix and throw a bomb that applies the effects of two bomb-modifying discoveries (those marked with an asterisk on the list of alchemist discoveries). Doing so expends two of his daily bomb uses. If the alchemist has the fast bombs discovery, this is a standard action, rather than a full-round action. If used with two discoveries that change the damage type of the bomb (for example, acid bomb and force bomb) then half the damage is of one type and half the other, with both secondary effects applying. If the damage die of the bomb is changed by a discovery, use the lower die for all damage from the bomb. An alchemist must be at least 6th level and possess two or more bomb-modifying discoveries to select this ability.

Flowing Body: The alchemist's internal structure has become more malleable, allowing him to change his features and slip through gaps normally too small for a creature his size; he gains a bonus on all Disguise and Escape Artist checks equal to 1/2 his alchemist level and the compression universal monster ability. An alchemist must be at least 8th level to select this discovery.

Fungal Bloom: The fungal growths covering the alchemist blossom with alien spores. The alchemist may make a melee touch attack to cause an opponent to inhale these spores inflicting the effects of the Confabulation Powder. The save DC of the poison and its effects is equal to 10 + 1/2 the alchemist's level + his Intelligence modifier. An opponent that successfully saves cannot be affected again by this discovery for 24 hours. Opponents immune to poison or inhaled gases are immune to this effect. The alchemist is immune to his own fungal bloom effect. An alchemist must be at least 4th level and have the hungry mold discovery to select this ability.

Grand Contaminant: This discovery functions exactly like contaminant except that it grants the alchemist one 5th-level contaminant and one 6th-level contaminant. Save DC equals 10 + spell level + his Intelligence modifier.

The 5th-level contaminant is selected from the following list: *baleful polymorph*, *feeblemind*, *greater command*, *greater contagion*, *major curse*, *slay living*, and *suffocation*.

The 6th-level contaminant is selected from the following list: *banishment*, *disintegrate*, *epidemic*, *euphoric tranquility*, *flesh to stone*, *harm*, and *irresistible dance*.

An alchemist must be at least 16th level and possess the greater contaminant discovery before he can select this discovery. An alchemist may take this discovery multiple times. Each time it grants one new 5th level contaminant and one new 6th level contaminant.

Greater Contaminant: This discovery functions exactly like contaminant except that it grants the alchemist one 3rd-level contaminant and one 4th-level contaminant. Save DC equals 10 + spell level + his Intelligence modifier.

The 3rd level contaminant is selected from the following list: *bestow curse*, *charm monster*, *confusion*, *contagion*, *fear*, *fungal infestation*, *hostile levitation*, *inflict serious wounds*, and *slow*.

The 4th level contaminant is selected from the following list: *debilitating portent*, *dimensional anchor*, *dismissal*, *dominate person*, *enervation*, *fleshworm infestation*, *hold monster*, *inflict critical wounds*, and *modify memory*.

An alchemist must be at least 10th level and possess the contaminant discovery before he can select this discovery. An alchemist may take this discovery multiple times. Each time it grants one new 3rd level contaminant and one new 4th level contaminant.

Hungry Mold: The alchemist's skin is hyper absorbent like that of moss or mold, allowing him to digest ambient micro-organisms and scraps from his environment. He requires half as much food and water to sustain him as normal and can go for twice as long before suffering from the effects of starvation and dehydration.

Improvised Potion: The alchemist has spent countless hours working on his potions, and has learned to bind magical effects he doesn't fully understand into potion form. When creating a potion or oil, the alchemist may attempt to bypass the prerequisite spell by adding +5 to the DC of the Spellcraft or Craft (alchemy) check required to make the potion. He must also expended two empty extract slots of the spell's level, as though he had prepared and expended extracts. He may use this ability to craft potions of spells on any spell list, even if they are not normally alchemist extracts. If the spell is not on the alchemist extract list, use the highest spell level of any class that grants it to calculate the cost of the potion. The alchemist must have the Brew Potion feat to select this discovery.

Merciful Healer, Greater: Add the following effects to the list of conditions and effects that can be selected when the alchemist creates a healing extract or potion, as the lesser merciful healer discovery: blinded, deafened, panicked, stunned. If the drinker has one or more temporary negative levels they may make a saving throw to remove one at the DC of the original effect (a creature can only gain the benefit of this ability once per day, and does not grant any temporary immunity,) if the drinker has any ability drain they are healed one point to one ability score (this does not grant any temporary immunity,) any two effects from the merciful healer list. The alchemist must be at least 10th level and possess the merciful healer discovery to select this ability.

Merciful Healer, Lesser: The alchemist has learned to enhance his curative extracts and potions with minor medicinal effects, allowing him to alleviate unpleasant conditions. Whenever he makes an extract of a formula with "cure" in the name, he may select one of the following conditions: dazed, dazzled, fatigued, shaken, sickened, or staggered. When the alchemist drinks the

extract (or, if it is an infusion, when anyone drinks it) he is cured of that condition immediately and is immune to it for a number of rounds equal to the extract's spell level. The alchemist may also apply this effect to a potion he creates of a cure formula, but it increases the cost of the potion as though the caster level were one higher. This does not affect the requirements or actual caster level of the potion, just the cost to create it.

Merciful Healer: Add the following effects to the list of conditions and effects that can be selected when the alchemist creates a healing extract or potion, as the lesser merciful healer discovery: drinker heals 1 point of ability damage to one ability score of their choice (this does not grant any temporary immunity), confused, diseased, exhausted, frightened, nauseated, poisoned (the potion or extract acts as a *neutralize poison* spell cast at the potion's caster level), any two effects from the lesser merciful healer list.

The alchemist must be at least 6th level and have the lesser merciful healer discovery to select this discovery.

Ooze Bond: The alchemist gain an alchemical ooze familiar (see alchemical ooze monster). The alchemical ooze is a stable form of a concocted ooze but draws upon your essence to live. It gains familiar abilities (including an Intelligence score, and a Wisdom score of half its Intelligence score), based on the alchemist's caster level (though some familiar abilities may be useless to an alchemist).

The alchemical ooze may be swallowed by the alchemist as a standard action, granting him immunity to poisons as long as the ooze remains in his stomach. While within the alchemist, the alchemical ooze has fast healing 5. The alchemist may expel the ooze from his stomach as a full-round action that places it in an adjacent square.

An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If an alchemical ooze familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per alchemist level. The ritual takes 8 hours to complete and the created ooze gains the benefits of any other discoveries you have that enhance your ooze. If you gain discoveries that enhance oozes you create,

you may perform the same ritual to replace an ooze, for half the cost, to improve your existing alchemical ooze familiar.

Poison Breath: The alchemist may drink a vial of poison and immediately expel its contents as a breath weapon by using a standard action that does not provoke attacks of opportunity. This breath weapon is a 15-foot cone. All creatures in the cone are affected by the poison, but the save DC is reduced by 2 because of the diluted nature of the breath weapon. Any poison that is normally either ingested or delivered by injury may be delivered this way, however the breath weapon itself counts as a contact poison. This discovery may also be used in conjunction with the contaminant discovery to deliver a contaminant via breath weapon. If the contaminant is based on a spell that normally has a single target, the save DC is normal, but only the closest target in the cone is affected. If the base spell normally affects multiple targets, this discovery allows the contaminant to affect all creatures in the cone, but the save DC is reduced by 2 as it is with poisons. An alchemist must be 10th level before he can select this discovery.

Poison Sting*: Instead of creating a bomb, the alchemist can use his explosive components to power a diminutive wasp-like alchemical construct that immediately flies to one target within 100 feet and stings. The wasp does not provoke attacks of opportunity. This requires a standard action and the use of the components prepared for one bomb. Launching the wasp provokes attacks of opportunity. The wasp's sting is resolved as a standard attack with an attack bonus of the alchemist's level + the alchemist's Intelligence modifier + the wasp's size modifier (+4). The sting inflicts 1d4 points of damage, plus additional damage equal to 1/2 the alchemist's level. In addition, the wasp may be loaded with a dose of any poison that is normally delivered by injury. A successful sting by the wasp injects this poison into its target. Regardless of the result, each wasp may be used for only a single sting attempt before it is rendered inert. This discovery may be used in conjunction with the contaminant discovery to deliver a contaminant via the wasp's sting. An alchemist must be 6th level before he can select this discovery.

Potion Adept: The alchemist has learned to make potions that surpass the normal limits of the potion maker's craft. He can make potions and oils of spells of up to 4th level, rather than the normal limit of 3rd-level spells or formula. All other limitations are the same, and the cost of the potion is calculated with the same formula. The alchemist must have the Brew Potion feat and be at least 10th level to select this discovery.

Potion Master (Grand Discovery): The alchemist has attained the pinnacle of his craft, and knows how to store potent of magic in a simple potion bottle. He can make potions of spells 5th level, following all the normal rules for item creation and market price. A number of times per day equal to his Intelligence modifier, the alchemist may create a potion in 10 minutes per spell level, rather than the normal amount of time required to create a potion. He does not require the use of a full alchemist's lab to create a potion when using potion master. The alchemist must possess the potion adept discovery to select this ability.

Quick Light: You can light torches and start fires with tindertwigs as a swift action. Additionally it takes only a free action to draw tindertwigs. This may reduce the time needed to light or use certain alchemical or mundane items provided you have a tindertwig on you when doing so.

Roiling Jelly: Oozes you create (via ability, feat or discovery including ooze bond) are more potent and visibly bubble with energy, their abilities hit harder and stored spells are magnified. Increase the save DC of any ability or stored spell or extract by 1. This discovery may be taken a second time. An alchemist must be at least 5th level to select this ability.

Rustrot Bomb*: The alchemist has learned to create and throw a dose of a potent agent designed to destroy all manner of metals, leaving them oxidized, pitted, and useless. Against worn or carried metal objects, this is treated as a sunder attempt at range, using the alchemist's bomb attack roll in place of his CMB, dealing normal bomb damage and ignoring the hardness of any metal object struck. Against metal objects or creatures composed primarily of metal (such as many constructs and inevitables) it deals normal bomb damage and ignores hardness. A targeted creature composed mostly of metal must make a Fortitude save or be staggered for one round. This supersedes a construct's normal immunity to effects that require a Fortitude saving throw. Against non-metallic objects and creatures, a rustrot bomb has no effect. A rustrot

bomb does not splash; it only affects the target directly struck by it.

Sapient Slime: By relinquishing part of his mind, oozes the alchemist creates (via ability, feat or discovery including ooze bond) gain an Intelligence and Wisdom score of 1. Oozes created with this discovery do not gain any skills or feats but, as they contain an echo of the creator's Intellect and Wisdom, and may be given more complex commands. For each use of this discovery the alchemist takes 1 point of Intelligence and Wisdom damage that can be healed as normal. Alchemical ooze familiars do not gain Intelligence or Wisdom but instead become receptacles of knowledge for the alchemist storing memories; while within the alchemist they grant an additional saving throw against any enchantment or compulsion effect that targets the alchemist. An alchemist must be at least 8th level to select this ability.

Swift Ooze: Any ooze the alchemist creates (via ability, feat or discovery including ooze bond) gains an additional 10 feet of movement speed. This is an alchemical bonus.

Tenacious Goo: A concocted ooze lasts twice as long as normal. Oozes created via Craft Ooze gain bonus hit points equal to the caster level of the creator. Alchemical ooze familiars gain DR 5/bludgeoning. An alchemist must be at least 2nd level to select this ability.

Toxic Slime: The oozes the alchemist creates (via ability, feat or discovery including ooze bond) gain the ability to absorb poisons he provides. An ooze may absorb a single poison or drug, any attacks or abilities of the appropriate type now also inflict that poison along with the appropriate listed save.

Contact or injury poisons may be inflicted via natural attack or melding. Ingested poisons are only inflicted by melding. Inhaled poisons cannot be used. An alchemical ooze familiar does not poison its master and is never at risk of doing so. Any opponent that successfully ends a poison effect inflicted by a toxic slime becomes immune to the poison from that toxic slime for 24 hours. An alchemist must be at least 6th level to select this ability.

Translucent Ooze: Oozes the alchemist creates (via ability, feat or discovery including ooze bond) are almost completely transparent, giving the ooze concealment (20% miss chance). If the ooze already had concealment from any source, it increases to a 50% miss chance.



Versatile Poison Bomb*: This discovery functions exactly like the poison bomb discovery, except that the effects and save DC of the cloudkill effect are replaced by those of a vial of poison that is consumed in the creation of the bomb. Any type of poison may be used with this bomb. This discovery may be used in conjunction with the contaminant discovery to deliver a contaminant via bomb. If the contaminant is based on a spell that normally affects only a single target, only a target directly hit by the bomb is affected by the poison, and the poison does not remain for any additional rounds. If the base spell affects multiple targets, all creatures in the area are affected and the cloud lasts for its normal duration. An alchemist must be 14th level and possess the poison bomb discovery before selecting this discovery.

Versatile Transmutagen: The natural transmuter's transmutagen is now able to create weapons or armor with enhancements or special abilities equal to a +4 enhancement. A natural transmuter must be at least 14th level and have the enhanced transmutagen before taking this discovery.



New Plant Companion Options

Archer Bush

Starting Statistics

Size Small; **Speed** 10 ft.; **AC** +2 natural armor; **Attack** ranged; thorns (1d6); **Ability Scores** Str 11, Dex 17, Con 14, Int 2, Wis 12, Cha 3; **Special Attacks** thorns; **Special Qualities** blindsense 30 ft., low-light vision.

4th-Level Advancement

Size Medium; **AC** +1 natural armor; **Attack** ranged; thorns (1d8); **Ability Scores** Str +4, Dex -2; Con +2

Thorns (Ex)

An archer bush may loose a cluster of needle-sharp thorns at a single target within 20 feet as a standard action. An opponent hit takes 1d6 (1d8 if Medium) points of piercing damage. Further, the target takes a -1 circumstance penalty on attack rolls, saves, and checks until the thorns are removed (full-round action to remove the thorns).

Ascomoid

Starting Statistics

Size Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** slam (2d4); **Ability Scores** Str 14, Dex 13, Con 14, Int 1, Wis 12, Cha 1; **Special Attacks** none; **Special Qualities** low-light vision.



7th-Level Advancement

Size Large; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** slam (2d6 + poison); **Ability Scores** Str +8, Dex -2, Con +4
Special Attacks spores

Poison (Ex)

Spores—inhaled; *save* Fort DC is 10 + 1/2 hit die + Constitution modifier; *frequency* 1/round for 2 rounds; *effect* 1d2 Str damage; *cure* 1 save.

Bloodbush

Starting Statistics

Size Small; **Speed** 5 ft.; **AC** +2 natural armor; **Attack** tentacle (1d3); **Ability Scores** Str 13, Dex 15, Con 14, Int 1, Wis 12, Cha 4; **Special Attacks** none; **Special Qualities** low-light vision, scent.

4th-Level Advancement

Size Medium; **Speed** 15 ft.; **AC** +1 natural armor; **Attack** slam (1d4) **Ability Scores** Str +4, Dex -2, Con +2

Special Attacks flower dart (ranged attack), implant

Flower Dart (Ex)

As a standard action, a blood bush can launch a barrage of six flower darts (make an attack roll for each dart). This attack has a range of 40 feet with no range increment and deals 1d3 damage. All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.

Implant (Ex)

A creature hit by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates and affects the target as follows:

Round: Effect

First: Will save or be affected by the *cause fear* spell. Save DC is 10 + 1/2 hit die + Constitution modifier.

Third: Wounding: 1d4 points of bleed damage per round until the seed is removed with a DC 15 Heal skill check or application of a spell that cures hit point damage.

Leaf Ray

Starting Statistics

Size Small; **Speed** 5 ft., fly 30 ft. (average); **AC** +1 natural armor; **Attack** sting (1d3); **Ability Scores** Str 11, Dex 17, Con 14, Int 1, Wis 12, Cha 6; **Special Defenses** can't be tripped; **Special Qualities** low-light vision

4th-Level Advancement

Size Small; **Speed** 10 ft. Fly 40 ft. (average); **AC** +2 natural armor; **Attack** sting (1d4 + poison); **Ability Scores** Str +2, Dex +2 **Special Attacks** poison

Poison (Ex)

Sting—injury; *save* Fort DC is 10 + 1/2 hit die + Constitution modifier; *frequency* 1/round for 3 rounds; *effect* 1d2 Dex; *cure* 1 save.

Phlogiston

Starting Statistics

Size Small; **Speed** 5 ft.; **AC** +2 natural armor; **Attack** 4 tentacles (1d3); **Ability Scores** Str 11, Dex 15, Con 14, Int 1, Wis 12, Cha 3; **Special Attacks** none; **Special Qualities** blindsense 30 ft., low-light vision.

4th-Level Advancement

Size Medium; **Speed** 15 ft.; **AC** +1 natural armor; **Attack** 4 tendrils (1d4); **Ability Scores** Str +4, Dex -2, Con +2

Special Attacks fire bolt

Fire Bolt (Ex)

Once every 1d4 rounds as a standard action, a phlogiston bush can release a tiny bolt of fire in a line to a maximum range of 40 feet that deals 2d6 points of fire damage to any creature struck. A successful Reflex save reduces damage by 1/2. The save DC is 10 + 1/2 hit die + Constitution modifier.



Singing Shrieker

Starting Statistics

Size Small; **Speed** 5 ft.; **AC** +1 natural armor; **Attack** slam (1d2); **Ability Scores** **Str** 10, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 7; **Special Attacks** Sing; **Special Qualities** blindsense 30 ft., low-light vision.

4th-Level Advancement

Size Small; **Speed** 10 ft.; **AC** +2 natural armor; **Attack** slam (1d3); **Ability Scores** **Dex** +2, **Con** +2

Sing (Ex)

Singing shriekers may produce a pleasing, melodic sound. All creatures within 60 feet of a singing shrieker must succeed at a Will save or become captivated. A creature that successfully saves is not subject to the same singing shrieker's song for 24 hours. Those affected move toward the shrieker in the most direct manner available. If the path leads them through a dangerous area, they receive another saving throw to end the effect before moving into peril. Captivated creatures can take no other actions other than to defend themselves. This ability may be used for 1 minute per hit die of the shrieker. It must be used in 1 minute increments, but they need not be consecutive. The effects of this ability persist for 1 round after it ends. This is a sonic, mind-affecting charm effect. The save DC is 10 +1/2 hit die + Constitution modifier.

Thorny

Starting Statistics

Size Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 + trip); **Ability Scores** **Str** 12, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 5; **Special Defenses** thorns; **Special Qualities** low-light vision, scent.

7th-Level Advancement

Size Large; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d8 + trip); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4

Thorns (Ex)

A thorny's body is covered with sharp woody thorns. Any creature attacking a thorny with a non-reach melee weapon or with natural attacks takes 1d4+2 points of piercing damage from the thorny's sharp thorns. A creature that grapples with a thorny takes this same damage each round.

Vampire Rose

Starting Statistics

Size Small; **Speed** 5 ft.; **AC** +2 natural armor; **Attack** tentacle (1d4 + grab); **Ability Scores** **Str** 11, **Dex** 15, **Con** 14, **Int** 1, **Wis** 12, **Cha** 10; **Special Attacks** none; **Special Qualities** blindsense 30 ft., low-light vision.

4th-Level Advancement

Size Medium; **Speed** 10 ft.; **AC** +2 natural armor; **Attack** stalk (1d6 + grab); **Ability Scores** **Str** +4, **Dex** -2, **Con** +2 **Special Attacks** bleed

Bleed (Ex)

A blood thorn rose's melee attack causes creatures who take damage to also take bleed damage of 1d6 per round.

These plant companions could also be made available to those with the plant companion ability from other sources at your GM's discretion.

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