ADVENTU IRE PATH PLUG-IN



CC17

with the Legendary Games Design Team



EGENDARY

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Table of Lonkents

Welcome to Adventure Lath Plug-Ins

What you will find inside Mutant Manifesto

•5•

• 3 •

• 4 •

Mutants and horror

- 6 Archetypes 8 Alchemical Discoveries 9 - Feats
- 10 Spells
- 16 Creature Template

• 15 •

Omnia Mutandis: Prcane Mythos Tome

Welcome to Adventure Lath Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Adventure Path campaigns contain amazing plots and stories written by the industry's best authors. But those adventures have space restrictions for print publication that often leave space either for alternatives for the busy GM or chances for the GM to personalize his or her game. The fourth installment of the Gothic Campaign Adventure Path has just these issues—the action in town begins with little lead up as to why the PCs are involved or have been recruited by the town's leadership. For this GMs seeking a little more of a natural tie-in for why the PCs become involved in the travails of the small, isolated fishing village without disrupting its overall story. This adventure, *Feasting at Lanterngeist*, fills that need and more, providing the PCs with experience and the chance to learn about the town and become involved in its inner workings.

Hey, What's With the Names?

You will see us use phrases such as "Gothic Campaign" instead of the title of a recent Adventure Path. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy Gothic Grimoires in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

Special Electronic Features

We've hyperlinked all of our PDF products internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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What you Will Find Inside the Mutant Manifesto

This supplement explores another of the unusual corners of the world of horror in fantasy gaming: mutants and mutation. Like the alien horrors in *Beyond the Void* or the sinister science described in the *Mad Doctor's Formulary*, the *Mutant Manifesto* blurs the lines between science fiction and fantasy through the lens of horror. The idea of mutation in the natural sense is nothing new, as attested to by the great variety of things in nature itself, and channeling those natural processes is a bedrock principle of civilization, but taking things to their most awful extreme is what takes mundane acts of botany and biology and pushes them into the realm of terror that shatters first the body and then the mind.

Within these pages you will find a dozen sinister spells dealing with the corruption and transfiguration of the flesh, along with feats and alchemical discoveries that take mutation to a whole new level. The **Deviant** wizard archetype is a master of the fearful science of warping the bodies of others, while the **Xenocidist** ranger archetype embodies every impulse--both rational and paranoid--to cull the mutant problem from the pure strain of society lest it spread and destroy all. All of these terrible secrets are explored in another classic grimoire, *Omnia Mutandis*, penned by a family of deranged genegineers who pioneered their depraved art and left their terrible secrets behind them to rise up in again and again in a twisted legacy. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

Mutants and Horror

Mutation feels like a modern concept, the idea of evolution and the corruption of evolution's natural processes into something horribly wrong and other. It feels in some ways something more out of science fiction than fantasy. However, the idea of genetic manipulation is as old as agriculture and husbandry. The idea of breeding for the traits you desired and culling those you did not, of elevating those with the proper bloodlines and casting out the deformed, this too is as old as civilization. The elevation of good breeding to science, of course, was more of a Victorian innovation, though that is no different from most other branches of technical study. The mists of ignorance were rolled back as ye olde alchymick chirurgery evolved into genetics and evolutionary theory.

Horror, however, is a place where distinctly Victorian influences, or even ones that are entirely modern, can have a role in a fantasy game that normally leans much more on the medieval and Renaissance periods for its cultural tropes. Modern postapocalyptic horror films and books often have echoes in fantasy, as the existence of powerful magic and the cataclysms it can bring forth into the world have at least as much chance if not more of spawning a mutant-haunted wasteland as the radiation-soaked badlands of a game like Gamma World or a the kind of post-viral world left in the wake of a biogenetic pandemic like those in the Planet of the Apes or I Am Legend. The magic that spawned these world-altering plagues and miseries could be mortal magic gone awry, or the fallout of ancient wars between civilizations whose technology is long lost. It could be the irruption of pure chaos into the universe, upsetting the natural order and balance, or the first precursors of an alien invasion, or dust from the tail of a comet, or alien spores brought by traveling explorers who meant no harm but left annihilation in their wake.

Of course, mutation need not be an accident, or a natural process, or simply the unfortunate residue of some ancient doom. The postapocalyptic genre is a horror of situation, of survival in a world gone mad, or a land scarred and dying, where the lost and the last hunt each other in a brutal and awful race to annihilation. A very different kind of horror is that of intentional mutation, planned and systematic breeding programs upon sentient beings as if they were mindless beasts, and for that matter interbreeding them with beasts just to see what would happen.

Fantasy games have no shortage of creatures that are bizarre amalgams of man and beast, or disparate creatures stitched together. How did they come to be? "A wizard did it." True, more modern creature design eschews this once-pat answer, but the legacy of those creatures endures still, and our owlbears and bulettes and all their patchwork-horror kin still endure. So do morlocks and mongrelmen and ogrekin, and any number of other creatures whether devolved or hybridized.

Mutated monsters are one thing, though. Mutating people is quite something else. This is the body horror of the corrupt scientist, practicing the kind of monstrous experimentation that weaves flesh together like clay and cloth and produces abominations too awful to contemplate. From The Island of Dr. Moreau to The Human Centipede, these amoral academics are interested only in their next procedure and heedless of the pain and suffering of their test subjects. Their projects may be small, just to see what they could do, or they may be large as they seek to enact a plan of eugenic sterilization or manipulation to produce a master race or even a single perfected being. The common thread is their willingness to destroy in order to create.

In a world where mutants exist, there will be those that wish that they did not, and in a fantasy world where extremism is often the order of the day, they will not be asking politely. These "mutants" may be entirely ordinary ethnic groups that others seek to purge to fulfill their racist eugenics. In a world of fantasy "races," individuals of different groups interbreeding or otherwise crossing those racial lines might be singled out as genetically "defective" and targeted for a violent purge. Setting aside the kind of ethnic cleansing we see in the real world, in a fantasy campaign mutants could include those whose bloodlines are tainted in some way (sorcerers, for example, could be considered mutants by this test), templated creatures (especially those with a "half-" template), and of course those unforunates that have suffered some natural or unnatural tampering or corruption. Some mutants may band into legitimately hostile bands, and those few will be the horror story justification for every paranoid purge and pogrom against those suspected of being, or harboring, or even sympathizing with the hidden mutants among us. Paranoia and fear are often justified in a fantasy world where dangerous monsters run amok, but dialing the fear up to hysteria through zealous persecution and murder, turning even the "normal" people into the savage monsters they say they despise, adds another dimension to the horror of the situation.

CHARACTER OPTIONS

The following archetypes present excellent options for a variety of iconic roles and character types related to dealing with mutants and mutations, whether genetic manipulators mutating their test subjects in an endless variety of horror or zealous crusaders devoted to rooting out and expunging all traces of the mutant stain.





Deviant (Wizard archetype)

You have studied deeply the splicing and joining of tissues, whether naturally evolving or never born together, looking for the fingerprints of the elder things and their genetic tampering that caused the races and creatures of this world to be. You have made those secrets your own, creating your own unnatural abominations.

Mutagen (Su): At 1st level, you gain this ability, as the alchemist class feature. In addition, you qualify for the Extra Discovery feat, which you can use to gain any of the following discoveries, using your wizard level as your alchemist level for the purpose of qualifying for discoveries: aberrant mutagen*, cognatogen, extra tentacles*, feral mutagen, grand cognatogen, grand mutagen, greater aberrant mutagen*, greater cognatogen, mutagen, infuse mutagen, inject mutagen*, mutation bomb*, preserve organs, purification bomb*, tentacle, <u>tumor familiar</u>, vestigial arm. You cannot use these bonus feats to select other discoveries, even if you are have levels as an alchemist. This ability replaces arcane bond.

Deviant Researcher (Ex): At 3rd level, you can permanently sacrifice two spell slots in exchange for gaining Extra Discovery as a bonus feat. At least one of the spell slots must be of the highest level you can cast. The discovery you gain with this feat must be one for which you qualify. If the feat has a level-based requirement, divide that level by two; at least one of the spell slots you sacrifice must be this level or higher. Using this ability does not affect how many spells you can learn, only how many spells you can cast per day. This ability replaces Scribe Scroll. **Mutation Mastery (Su):** At 5th level, your spells work more effectively upon creatures whose physiologies are already altered, alien, inherently unstable, or represent hybrids of disparate creature types. The caster level and save DCs for your spells are increased by 1 when affecting aberrations, magical beasts, monstrous humanoids, summoner eidolons, creatures with the mythos descriptor, or any creature using a mutagen or polymorph effect. This ability replaces your 5th level bonus feat.

Mutated Minion (Ex): At 10th level, you gain a familiar, as the arcane bond ability of a wizard of half your level (though you cannot bond with an item). Your familiar has the alien template, this functions as if using the Improved Familiar feat to grant your familiar the celestial or fiendish template and does not stack Improved Familiar in any way. However, you can further mutate your familiar by sacrificing up to one spell slot of each level you are able to cast. For each spell slot you sacrifice, your familiar gains one evolution point, as if it were a summoner's <u>eidolon</u>. It gains only the evolutions you select, modifying its own abilities, and no other abilities of an eidolon. If your familiar dies or is dismissed from your service, you may apply these evolution points to your new familiar. Each time you gain a level, you may also choose to reassign these evolution points, warping your familiar's flesh to match your new design. This ability replaces your 10th level and 20th-level bonus feats.

Persistent Mutagen (Su): At 15th level, the effects of a mutagen last for 1 hour per level. This ability replaces your 15th level bonus feat.

Xenocidist (Ranger archetype)

You are ever wary for the abominations of change, seeking to purge the gene pool of genetic deviants, misshapen mutants, and all manner of corrupted freaks.

Class Skills: A xenocidist adds Diplomacy and Perform to his list of class skills, usually focusing on Perform (oratory).

Favored Enemy (Ex): A xenocidist must select her favored enemies from the following list: aberrations, magical beasts, monstrous humanoids, oozes. or outsiders (chaotic). In addition, she always applies her highest favored enemy bonus against creatures of any type that are currently using a polymorph effect or possesses the ogre-kin template, mana-wasted template, or any template with "half-" in its name. This modifies the favored enemy ability.

Crowd Control (Ex): A xenocidist adds his Wisdom modifier (minimum +0) to Diplomacy or Intimidate checks made to influence the behavior of <u>crowds</u> (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). This ability replaces wild empathy.

Fear-Monger: At 3rd level, a xenocidist is skilled at inciting panic and fostering hatred in order to get people on her side and turned against the tainted targets of their ire. Xenocidists gain a bonus on Intimidate checks for every 3 levels, and the DC of any fear effect or effect with the emotion descriptor they create is increased by 1. In addition, they gain a limited range of bardic performances, gaining fascinate at 3rd level, <u>gather crowd</u>^{UM} and <u>incite violence</u>^{UM} at 8th level, dirge of doom at 13th level, and frightening tune at 18th level. This ability otherwise functions as the bardic performance ability of a bard 2 levels lower than the xenocidist's ranger level. This ability replaces favored terrain.

Judgment (Su): At 4th level, a xenocidist gains the judgment ability of an inquisitor three levels lower. This ability replaces spellcasting. A xenocidist has no caster level and cannot use spelltrigger or spell-completion items without Use Magic Device or unless allowed through some other means such as multiclassing. In addition to the judgments typically allowed, a xenocidist can choose from the following:

Devolution: Whenever the xenocidist confirms a critical hit against a creature using a polymorph effect, mutagen, or evolution ability, as an immediate action she can attempt to suppress that effect, as if using either <u>devolution^{APG}</u> or <u>mutagenic reversion</u> (internal link to spells section), treating the xenocidist's effective inquisitor level as her caster level. The save DC for each spell is Wisdom-based, and is increased by 2 for each critical multiplier greater than x2 of the weapon that was used to confirm the critical hit.

If the xenocidist is at least 13th level, she can instead duplicate the effect of *genetic purification*, though doing so ends her judgment immediately afterwards.

Taint-sniffer: The xenocidist gains the benefits of the scent special quality, but she is only able to sense her favored enemies (including polymorphed and templated creatures listed under the favored enemy ability above). When attacking a creature she has detected with this scent ability, she reduces any miss chance due to concealment by 10% for every three ranger levels after 3rd.

Genetic Purity (Ex): At 7th level, a xenocidist gains a +2 bonus to saving throws against transmutation effects. This ability replaces woodland stride.

Mutation Resistance (Ex): At 9th level, a xenocidist gains immunity to polymorph effects. This ability replaces evasion.

Second Judgment (Ex): At 12th level, whenever a xenocidist uses her judgment ability, she selects two different judgments instead of one. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to a different type. This ability replaces camouflage.

Stalwart (Ex): At 16th level, a xenocidist can use mental and physical resiliency to avoid certain attacks. If she makes a Will or Fortitude saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only

be used if the xenocidist is wearing light armor or no armor, and it does not function if she is helpless. This ability replaces improved evasion.

Third Judgment (Ex): At 17th level, whenever a xenocidist uses her judgment ability, she selects three different judgments instead of two. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to a different type. This ability replaces hide in plain sight.



<u>RIchemical Discoveries</u>

Alchemists study deeply the lore of genetics and mutation, which forms a common theme in spaceborne alien incursions and all manner of mad science. The idea of tampering with the genome and manipulating the course of evolution as a gift or curse of the ancients is a common trope, and in a Pathfinder game, no one better understands the subtleties of transformation and mutation than an alchemist.

Aberrant Mutagen: Whenever the alchemist imbibes a mutagen, her form becomes deformed and alien. She grows eyeballs and eyestalks all over her body, granting <u>all-around vision</u>. In addition, her arms transform into prehensile tentacles. Unlike the tentacle gained with the <u>tentacle</u> discovery, these arm-tentacles retain their normal magic item slots. They can also be used to make primary natural slam attacks dealing 1d6 points of bludgeoning damage (1d4 if the alchemist is Small), and they grant the alchemist a +2 competence bonus on Climb checks and to her combat maneuver bonus to drag or grapple an opponent.

If the alchemist also possesses the <u>tentacle</u> discovery, when she uses her primary arm-tentacles from the aberrant mutagen discovery to perform a full attack, she can make an additional attack using the tentacle provided by the tentacle discovery, treating it as a secondary natural weapon. If she has the extra tentacles discovery described below, she can make an additional attack with each extra tentacle. This is an exception to the normal rules for the tentacle discovery, which do not allow the alchemist to make extra attacks with it.

Aberrant Mutagen, Greater: An alchemist with this discovery increases the reach of tentacle attacks gained from the aberrant mutagen and tentacle discoveries by 5 feet while using her mutagen. In addition, the alchemist has a 25% chance to ignore critical hits, sneak attacks, or other precision-based damage; this stacks with the effect of the <u>preserve</u> organs discovery and the <u>unusual anatomy</u> bloodline power of an aberrant sorcerer, but not with the fortification special ability of magical armor or other effects that provide a percentage chance to negate such damage. An alchemist must be at least 10th level and possess the aberrant mutagen discovery before selecting this discovery.

Extra Tentacles: An alchemist with this discovery gains an additional tentacle, as the tentacle discovery. This discovery can be taken more than once, up to a maximum of once per 6 alchemist levels. An alchemist must be at least 6th level and possess the tentacle discovery before selecting this discovery.

Inject mutagen: An alchemist may double the cost of an infused mutagen (or cognatogen), allowing him to inject it into a willing or helpless creature as a full-round action that provokes attacks of opportunity. The recipient must save or be nauseated (as normal for a non-alchemist drinking a mutagen), but if the save succeeds it gains the benefits of the mutagen. An alchemist must already possess the infuse mutagen discovery before selecting this discovery.

Injectable infusion: An alchemist with this discovery can inject an infused extract into an unwilling target as a melee touch attack that does not provoke attacks of opportunity. Even if the extract duplicates a spell with range of close, medium, or long, when used by an alchemist it must be injected to be effective. If a target is helpless or willing, you can administer an infusion as a standard action without the use of this discovery. An alchemist must already possess the infusion discovery before selecting this discovery.

*Mutation Bomb**: When the alchemist creates a bomb, he can choose to infuse it with alien energies that cause rapid but temporary physical mutations. Creatures that take a direct hit from a mutation bomb are affected as <u>fleshcurdle</u> for a number of rounds equal to your Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

*Purification Bomb**: When the alchemist creates a bomb, she can imbue it with disruptive natural energies that sear alien tissues. A purification bomb deals +2 points of damage per die to aberrations and creatures with the mythos subtype, and a direct hit upon such a creature causes it to become sickened for 1d4 rounds (Fortitude negates). An alchemist must be at least 10th level before selecting this discovery.

FEATS

The following depraved and deviant feats are ideal for mad scientists and champions of genetic purity alike. In a campaign where mutants and mutation are common, you may opt to have these feats generally available to all characters.

MUTAGENIC SUMMONS

When you summon creatures, your magic transforms them into hideous abominations.

Prerequisites: Spell Focus (conjuration), Spell Focus (transmutation)

Benefit: When you cast any conjuration (summoning) spell, you may apply the <u>mana-wasted</u> template to the creature(s) you summon. If the summoned creature(s) would normally have the celestial, entropic, fiendish, or resolute template, this template replaces it.

If you have the mutagen class feature and use your mutagen as the material component of a summoning spell, the mutagen is expended but all creatures you summon with that spell gain the effects of your mutagen, with the same benefits and penalties you gain when you consume your mutagen.

Xenophilia (Mythos)

You have an affection and affinity for the alien and the strange that borders on obsession.

Benefit: You gain a +2 bonus on Bluff, Diplomacy, Knowledge, Linguistics, and Sense Motive skill checks with aberrations or creatures with the mythos subtype, and a +2 bonus on Use Magic Device to activate items of alien manufacture or items that create an effect with the polymorph subschool. You increase the save DC of charm and compulsion effects you create (including those produced by magic items you wield or activate) by 1 when you use them against an aberration or creature with the mythos descriptor; however, you take a -2 penalty to your saves against charm and compulsion effects used by aberrations and creatures with the mythos descriptor.

Xenophobia

You have a hateful aversion to creatures that are strange and unknown.

Benefit: You gain a +2 bonus on Intimidate and Survival skill checks made against aberrations or creatures with the mythos subtype, and you gain a +1 morale bonus on attack rolls and saves against charm and compulsion effects created by such creatures. You increase the DC of fear effects you create (including those produced by magic items you wield or activate) by 1 when you use them against an aberration or creature with the mythos descriptor; however, you take a -2 penalty to saves against fear effects used by aberrations and creatures with the mythos descriptor.

Spells of Mutation

Spells of the polymorph subschool form the core of the magic of changing that causes most of the mutations in a fantasy campaign. However, magic can also be a gateway to more pseudo-scientific processes that power the evolutionary engine, such as toxic chemicals and radiation.



Blightcore Meltdown

School conjuration (creation); Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (powdered bloodstone worth 100 gp) Range medium (100 feet + 10 feet/level) Target 60-foot-radius spread Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

You create a coruscating mass of blightburn crystal that pulsates with a bright green radiance, casting deadly emanations throughout the area. Each round a creature begins its turn within the blightcore meltdown, it takes 2d6 points of fire damage and must succeed at a Fortitude save or contract blightburn sickness.

Blightburn Sickness: contact; *save* initial save DC is equal to the spell's save DC; subsequent saves are Fortitude DC 22; *frequency* 1/day; *effect* 1d6 Con damage and 1d6 Cha damage; *cure* 2 consecutive saves.

Creatures protected by a force effect take only half damage and gain temporary immunity to blightburn sickness for a number of rounds equal to the spell level of the force effect they are using. After this time, the blightburn radiation penetrates the force effect and creatures within are exposed to full damage and blightburn sickness, though they gain a +4 bonus to their saving throw against contracting the disease. If a creature is using multiple force effects, add the total spell levels of all force effects to determine how long it will take the blightburn radiation to penetrate.

The presence of the blightcore meltdown interferes with teleportation effects of all kinds, including not only actual teleportation but also planar travel and calling and summoning effects. Any such effect cast within--or cast so as to cause creatures to appear within--the area of a blightburn meltdown requires a caster level check against a DC of 15 plus your caster level or the effect fails.

Finally, a blightcore meltdown greatly enhances polymorph effects or effects that alter the size of a living target within the area. The targets of such effects take a -4 penalty on their saving throws, while creatures casting such effects gain a +4 bonus to caster level checks to overcome spell resistance. Such effects are more tenacious and difficult to remove as well, increasing the DC of caster level checks to dispel or remove such effects by 4.

Fleshcurdle

School transmutation (polymorph); Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (scrap of pickled flesh) Range close (25 ft. + 5 ft./2 levels) Target one living or undead creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You warp the target creature's flesh, discoloring it and causing it to become misshapen and impairing its function. When you cast this spell, you must choose one of three types of effects to inflict on the target—movement, attacks, or defense.

Attacks: One of the creature's natural attacks takes a -2 penalty on attack and damage rolls, only scores a critical hit on a natural 20, and only deals $\times 2$ damage on a confirmed critical hit.

Defense: The creature's natural armor bonus decreases by 4, to a minimum bonus of +0.

Movement: One of the creature's movement speeds (chosen by you) is halved.

Most undead are susceptible to fleshcurdle, but amorphous creatures and creatures without flesh are immune (such as elementals, oozes, plants, gaseous or incorporeal creatures, and skeletons).

GENETIC PURIFICATION

School transmutation (polymorph); Level alchemist 5, cleric 6, inquisitor 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (powdered bloodstone worth 100 gp) Range touch Target one living creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

This spell eradicates genetic impurities, purging the target's cellular essence of taint and mutation. *Genetic purification* eliminates disease from the target without the need for a caster level check; however, supernatural diseases or diseases that are also curses are removed only temporarily and may recur if the curse or supernatural effect that caused the disease is not removed. This spell also negates any polymorph effect currently affecting the target; no caster level check is required, but the target is allowed a Fortitude save to resist the effect if unwilling.

The spell can also be used to permanently purge the genetic material of the target, instantaneously transforming a part-human creature such as an aasimar, half-elf, half-orc, ifrit, oread, sylph, tiefling, or undine into a full-blooded human. In terms of game statistics, the target is affected as a dead creature returned to life as a human by a <u>reincarnate</u> spell, including acquiring two permanent negative levels. A half-elf or half-orc can instead be polymorphed into a full-blooded elf or orc (as appropriate).

Alternatively, *genetic purification* can permanently removes a template that includes the "half-" prefix, including half-celestials, half-dragons, and half-fiends. This can also remove the ogre-kin or mana-wasted mutant template. If the target creature fails its save, the target reverts to a normal creature of its type. *Genetic purification* does not affect other templates, whether inherited or acquired.

10

MUTAGENIC MIST

School conjuration (creation); Level alchemist 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (any two potions or extracts of transmutation spells)
Range close (25 ft. + 5 ft./2 levels)
Target 20-foot-radius spread, 20 feet high
Duration 1 round/level
Saving Throw Fortitude negates (see text); Spell Resistance yes

You create a bank of multihued mist that shifts constantly in color and turgidity, obscuring vision as fog cloud. Creatures within the mist take a -2 on saving throws against spells or effects of the polymorph subschool. In addition, any creature beginning its turn within the mutagenic mist is affected as *fleshcurdle*, acquiring a randomly determined deformity (equal chance of offense, defense, or movement, rolling randomly to determine the specific deformity if a creature possesses more than natural weapon or more than one form of movement). A creature failing multiple saves can acquire multiple deformities from the mutagenic mist. These deformities remain for 2d6 rounds after a creature leaves the mutagenic mist.

MUTAGENIC REVERSION

School transmutation (polymorph); Level alchemist 3, cleric 3; sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a container that once held an alchemical mutagen) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

This spell causes a creature mutated by magical forces to revert to its normal state, or at least partially back to normal for a severely mutated creature. This spell suppresses one alchemical mutagen or alchemical discovery that modifies a mutagen, plus one additional such effect for every 5 levels of the caster. Likewise, it suppresses the effects of one polymorph effect or effect which changes the target's size (e.g., reduce person, righteous might), plus an additional such effect for every 5 levels of the caster. Alchemical discoveries with the highest minimum alchemist level are lost first, as are spells of the highest level. In the case of a tie, randomly determine which is lost. If a lost discovery causes the target to fail to meet the prerequisites for other discoveries, those discoveries are also lost.

MUTANT PLAGUE

School transmutation (polymorph) [curse]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a vial of blood from two mana-wasted mutants of different creature types) Range close (25 ft. + 5 ft./2 levels) Target 1 creature/level Duration instantaneous Saving Throw Fortitude negates (see text); Spell Resistance yes You instantly infect all creatures that fail their save with mana fever, and they become highly infectious carriers of a deadly mutagenic plague. As long a carrier has at least 1 point of Charisma drain, they remain unaware of their illness. If their Charisma drain is removed without curing their disease, they become aware of their condition. A carrier's disease is difficult to remove, requiring a caster level check against a DC of 11 plus your caster level; this is in addition to the normal caster level check for remove disease and similar spells.

Mana fever (carrier): injury; *save* Fort DC = spell DC; *onset* instantaneous; *frequency* 1/day; effect 1d3 Con damage, 1d3 Cha drain; *cure* 2 consecutive saves.

As long as a carrier is infected, it can spread the mutant plague to any creature it damages with its natural weapons. Each round a target takes damage from a carrier's natural weapons (regardless of how many natural weapons hit), that target must save or become infected with the common version of mana fever, which is less virulent than the original strain imparted by the mutagenic meltdown and can be cured as any other supernatural disease. At the GM's option, creatures that share food or drink or have sexual contact with the carrier must also save or contract mana fever.

Mana fever: injury; save Fort DC = 10 + 1/2 the carrier's Hit Dice + the carrier's Constitution modifier; onset 1d4 minutes; frequency 1/day; effect 1d2 Con damage, 1d2 Cha drain (or 1d3 Con damage, 1d3 Cha drain if the carrier has 8 HD or more); cure 2 consecutive saves.

Mana fever is a supernatural disease and cannot be healed or cured without the aid of magic. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana-Wasted mutant (see Chapter X: Monsters) (internal link).

MUTATION

School transmutation (polymorph); Level alchemist 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a lump of melted wax infused with blood) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) or permanent (see text) Saving Throw Fortitude negates; Spell Resistance yes

This spell can be used in several ways. You can warp the target's flesh in a manner similar to *fleshcurdle*, but inflicting one additional effect for every 4 caster levels, up to a maximum of six effects at 20th level. You may choose to impair the target's offense or movement more than once; however, each time you must choose a different natural weapon or a different form of movement. The effects do not stack.

Alternatively, you may bestow a permanent mutation upon the target, determined randomly from the following table. Regardless of which mutation occurs, it is accompanied by a permanent deformity wracks body, mind, and soul, dealing 2 points of Charisma drain to the target. If you are using the Madness rules in Chapter X (internal link), the target also gains 1d3 points of Madness for each mutation it possesses. The type of mutation gained is determined randomly by rolling 1d20; however, the caster can add or subtract 1 from the result for every 5 caster levels. A creature cannot gain the same mutation more than once, regardless of whether it is harmful or beneficial, unless the mutation affects a single appendage, in which case it can be gained once for each appendage, affecting each one separately.

1: Oversized Limb: One of the target's limbs becomes unnaturally large and strong. If the target has a claw, slam, or tentacle attack with that limb, its damage is increased as if the target were one size category larger. In addition, the target The mutant can wield weapons one size category larger than normal without any penalty and gains a +2 bonus to Strength checks made with that limb.

2: Oversized Maw: The target gains a bite attack dealing 1d4 points of damage (if the target is Medium-sized, 1d3 if Small and adjusted as appropriate for targets of other sizes). If the target already has a bite attack, it deals damage as if it were one size category larger.

3: Quick Metabolism: The target gains a +2 racial bonus on Fortitude saves, increased to +4 vs. poison, (but takes a -4 penalty on Fortitude saves to avoid the effects of starvation and thirst).

4: Thick Skin: The target's natural armor bonus to Armor Class improves by +2.

5: Vestigial Limb: The target gains a vestigial third arm. This arm can hold objects but cannot wield them; however, it grants the target a +4 racial bonus on grapple checks.

6: Vestigial Twin: A malformed twin's head juts out from the target's trunk (usually but not always near the target's existing neck), providing the with the <u>all-around vision</u> special quality.

7: Night Sight: The target gains low-light vision, though he has a 50% chance to acquire <u>light sensitivity</u> 1d4 days later. Casting remove blindness/deafness or an equivalent effect removes both the light sensitivity and low-light vision.

8: Gills: The target sprouts gills that allow him to breathe water, with a 50% chance to gain the amphibious special quality, able to breathe air and water equally well. If the target does not become amphibious, however, his gills interfere with his normal breathing apparatus causing him to become fatigued as long as he remains outside of water.

9: Cave Sight: The target gains darkvision with a range of 60 feet, though he has a 50% chance to acquire <u>light blindness</u> 1d4 days later. Casting remove blindness/deafness or an equivalent effect removes both the light blindness and darkvision.

10: Tail: The target grows a tail. While not prehensile, the tail grants a +2 bonus on Climb checks and Acrobatics checks made to keep his balance and to his CMD against bull rush, overrun, reposition, and trip combat maneuvers.

11: Deformed Hand: One forelimb becomes crippled, able to hold items but not wield them. The target takes a -2 penalty on Climb and Swim checks and on attack rolls with two-handed weapons, including ranged weapons such as bows and firearms (not including pistols). A shield can still be strapped to the deformed arm, but its shield bonus to Armor Class is reduced by 1. The target has a 20% spell failure chance when casting spells with somatic components. Any natural attack involving the affected limb is made with a -2 penalty on attack rolls, and damage is reduced as if the attacker were one size category smaller.

12: Glass Jaw: The target takes a -2 penalty to its Armor Class against attack rolls made to confirm a critical hit. It also takes a -2 penalty to saving throws related to critical hits, death from massive damage, ability damage, ability drain, or becoming stunned or staggered. Whenever the target would take nonlethal damage, 50% of that damage becomes lethal damage instead.

13: Light Sensitive: The target gains the light sensitivity special quality.

14: Obese: The target takes a -2 penalty to Dexterity (minimum score of 1) and takes the penalties for carrying a <u>medium load</u> (maximum Dexterity bonus to Armor Class +3, armor check penalty -3) even when carrying a light load based on her carrying capacity.

15: Light Blindness: The target gains the or <u>light blindness</u> special quality.

16: Stunted Legs: The target's base land speed is reduced by 10 feet (minimum base speed of 5 feet), and the target takes a -2 penalty to his CMD against bull rush, drag, overrun, reposition, and trip combat maneuvers.

17: Aural Overgrowth: The target's ears become swollen, drooping, and riddled with tumorous growths, causing it to become deafened.

18: Weak Mind: The target's head becomes misshapen and deformed, and its brain swollen in some places and compressed in others. It takes a -2 penalty on Will saving throws and all Intelligence checks and Intelligence-based skill checks.

19: Ocular Degeneration: The target's eyes wither and shrivel, causing the target to become blinded.

20: Malformed organs: The target's organs are grossly out of place and filled with squamous tumors, greatly impairing its ability to recover from illness or injury. Any critical hits or precision-based damage against the target is 25% likely to be negated. However, the target takes a -2 penalty on saving throws against becoming nauseated or sickened as well as against effects that cause ability damage or drain (including most diseases and poisons). The target's heals only half the normal amount of hit point and ability damage when healing naturally.

At the GM's option, the caster may research additional mutations to inflict, or the GM may devise additional

harmful mutations which could occur when using this spell. Such additional mutations should be similar in scope and effect to those described above. Mutation cannot be dispelled, but break enchantment, genetic purification, limited wish, polymorph any object, regenerate, or any effect that specifically removes polymorph effects can reverse its effects.

MUTATION, MASS

School transmutation (polymorph); Level sorcerer/wizard 8 Casting Time 1 standard action

Components V, S, M (a lump of melted wax infused with blood) **Range** close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 feet apart

Duration permanent or 1 round/level (D) (see text) **Saving Throw** Fortitude negates; **Spell Resistance** yes

DALLANC

This spell functions as mutation, but affects multiple creatures. Targets need not be of the same type or subtype, nor must they all acquire the same deformities (if using the temporary fleshcurdlelike effect) or mutations (if choosing to cause permanent mutation).

However, if all targets are of the same type (and subtype, if applicable) and you choose to make all of the deformities or mutations inflicted by the spell the same for all targets, all targets take a -2 penalty to their saving throw.

ONE OF US

School transmutation (polymorph) [curse]; **Level** alchemist 6, sorcerer/wizard 7

Casting Time 1 standard action Components V, S, M (the blood of a polymorphed creature) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Fortitude negates (see text); Spell Resistance yes

You forcibly impose the <u>mana-wasted</u> template on the target of this spell, transforming it into a warped and deformed mockery of its true form. In addition, a creature transformed by this spell must succeed at a Will save against the spell's save DC or else be treated as charmed by you. The target can always understand your speech, even if you do not share a language, it treats you as a trusted friend and ally and you can try to command it as normal for a charmed creature. However, a creature transformed by one of us retains a dim memory of your role in its transformation from something else, with a seed of rage against you ready to be ignited if shocked back to its senses.

Whenever a critical hit is confirmed against the target, or whenever it succeeds at a saving throw against a mind-affecting effect, it can attempt a DC 20 Will save as a free action to break free of your charm for 1d12 hours. If it ever rolls a natural 20 on such a Will save, the charm is broken permanently the target is affected as <u>vengeful outrage</u> (see Pathfinder Roleplaying Game Ultimate Magic), with its hate directed at you. The charm effect can be dispelled with dispel magic, but it returns after 1d12 hours unless the curse is removed. The physical transformation caused by this spell cannot be dispelled, but can be removed with genetic purification, miracle, or wish.

SUMMON HORDE OF FLESH

School conjuration (summoning); Level sorcerer/wizard 6, summoner 5 Casting Time 1 round Components V, S, M (a broken bone) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You summon 1d4+1 hungry flesh, 1d3 mana-wasted or giant hungry flesh, or 1 yaoguai. The summoned creatures understand your speech and obey your commands. This spell otherwise functions as summon monster I. Thes hungry flesh and yaoguai are described in Pathfinder Roleplaying Game Bestiary 4.

Creatures with the giant simple template increase their size by one category and the damage dice for their attacks by one step. Their natural armor bonus to Armor Class increases by 3 and they gain a +4 size bonus to Strength and Constitution and take a -2 penalty to Dexterity.

SUMMON MUTANTS

School conjuration (summoning); Level sorcerer/wizard 4, summoner 3 Casting Time 1 round Components V, S, M (a broken bone) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You summon 1d4+1 <u>mongrelmen</u>; 1d3 <u>morlocks</u>, <u>ogrekin</u>, or <u>mana-wasted</u> or <u>giant</u> mongrelmen; or a single mana-wasted or giant morlock or ogrekin or a mongrelman with both the giant and mana-wasted templates. The summoned mutants understand your speech and obey your commands. This spell otherwise functions as summon monster I.

Creatures with the giant simple template increase their size by one category and the damage dice for their attacks by one step. Their natural armor bonus to Armor Class increases by 3 and they gain a +4 size bonus to Strength and Constitution and take a -2 penalty to Dexterity.

UNSTABLE ISOTOPE

School conjuration (creation); Level alchemist 1, sorcerer/wizard 1 Casting Time 1 swift action

Components V, S, M (powdered iron and powdered crystal worth 10 gp)

Range personal Target you

Duration see text

You create a tiny mass of unstable blightburn crystal, allowing you to enhance the effect of a transmutation spell or extract you cast or a mutagen you use before the end of your turn through a calibrated emission of blightburn radiation. The companion transmutation spell or extract must be one that affects a living creature and that is normally harmless, and its spell level cannot exceed one-half your caster level. If you do not cast an appropriate transmutation spell by the end of your turn, the unstable isotope becomes disintegrates without effect.

If you use an appropriate companion spell, extract, or mutagen, before the end of your turn, make a Craft (alchemy) check. The spell, extract, or mutagen is enhanced as though your caster level were increased by the result of your Craft (alchemy) check divided by 10 (rounding down). If you roll a natural 1 on this check, the target is exposed to an overdose of blightburn radiation and must save or contract blightburn sickness.

Blightburn Sickness: contact; save Fortitude DC 22; frequency 1/day; effect 1d6 Con damage and 1d6 Cha damage; cure 2 consecutive saves.

Unstable isotope has no effect if the companion spell, extract, or mutagen targets a creature that is protected by a force effect, including mage armor, shield, or bracers of armor.

Omnia Mutandis; Arcane Mythos Tome

This text, penned over the course of five generations of the Morrodox family, reflects a simple ethos: All things must change. The book is the compiled record of a family tradition of study and experimentation into the manipulation of bloodlines. Rooted originally in the simple hybridization of plants and husbandry of animals, the early research-driven genetic principles of Nathaniel Morrodox were taken by his son Arnim and especially his grandson Essex into their application to higher life-forms,

including humans and their kin. Essex became obsessed with the idea of manipulating the breeding lines to perfect the humanoid races, culling impurities and reinforcing the strongest bloodlines with greatest potential for the advancement and power. Not content to simply breed the best, he experimented with the use of magical and alchemical reagents to forcibly jumpstart evolutionary

(and sometimes devolutionary) responses latent in the genome.

Essex's daughter, Zola, became his rapt disciple, even volunteering her own womb as the creche for Essex's experiments. They carefully selected the most refined specimens male they could find, taking their seed and tainting Zola's developing brood with alchemical solutions, metallic suspensions rare and tinctures from the deep places of the earth, and the residuum fallen from deep two eldest offspring, Edgar and both born hideously deformed only a few years each, but in her she named Wyndam, she saw strong, and brilliant at an early

an early validation of the evolutionary theories of her mother and grandfather. However, the rigors of experimentation took a terrible toll upon Zola's body and mind, and it was not long before little Wyndam became Essex Morrodox's new favored pupil. Zola became their new Patient Zero, living out a tormented existence as her father and daughter studied their erstwhile kin bit by excruciating bit, leaving Zola partially vivisected yet clinging to a tormented half-life for years on end as they explored the aftereffects their many experiments had worked upon Zola's genetic structure. Essex and Wyndam used these insights to forge an entirely new race of bestial mutates, crafting horrific hybrids to serve them as laborers and soldiers. Wyndam cultivated and cloned her mother's corrupted and diseased tissues, forever searching for new branching germ lines to weave together her twisted experiments, guided by her grandfather's ever-closer guidance. Together they mastered the science of achieving stable, controllable, and even heritable mutations.

In time, the two of them shared their own genetic material, further perverting the grotesque mockery of family they had already become. However, though Essex thought himself the

> guiding partner in their affairs both scientific and salacious, Wyndam's foresight and cruelty were more precocious than he had guessed. After taking what she wanted from her grandsire, the clever coquette arranged an "accident" that left him crippled and helpless. Wyndam then smugly saw to it that her grandfather suffered the same fate as her own mother, leaving herself the sole repository of the family's line and wisdom. Aided by her mutate servants, she began growing her own replacements, mutated and (to her deviant mind) perfected clone versions of herself, infused with her grandfather's essence.

> > Little did she realize, however, that her grandfather had not taught her all his secrets; having mastered the arts of cloning before

star-flung space. Her Herbert, were and survived third child, a girl perfection. Beautiful, age, Wyndam seemed Wyndam was born, Essex had prepared multiple clones of himself, and he had subtly tampered with the formulae in Wyndam's notes, causing her clones to devolve horribly and run amok, while the risen clone of Essex absconded with his captive granddaughter. Wyndam has never been seen since and her final fate is unknown and unrecorded in the book. What is known is that rampaging mutates and mutants destroyed the family homestead, putting the despicable laboratories that warped them to the torch before scattering to the four winds. Essex Morodox had long since planned to abandon the place for a more secret and secure hidden refuge, having assembled a duplicate laboratory and library there. He did not find Omnia Mutandis amidst the wreckage of the family manse, but having already transcribed the data and theories contained therein he considered the book itself little more than a family heirloom, a workbook and history, rather than an essential text. Considering himself to have evolved beyond base sentimentality, he cared little whether it was destroyed or simply lost. In spite of his disinterest, the fact that numerous owners of Omnia Mutandis have gone mad or simply disappeared gives rise to unfounded rumors that sinister patriarch of the Morodox may yet hunt for his family's legacy. Sooner or later, however, the book always appears again in the hands of an academic with more ambition than restraint, and the horrors contained within spill out once more into the world.

The following paragraph should be deleted in the compilation, but not in the independent product.

Note: All reference in this product to Madness points and the mythos descriptor follows the rules set forth in *Tomes of Arcane Knowledge*. If you do not own this product, you can ignore these rules or use alternate rules for insanity, including those in the *Pathfinder Roleplaying Game Gamemastery Guide*, the online Pathfinder Reference Document, and <u>d20pfsrd.com</u>.

Appearance: *Omnia Mutandis* is a hefty tome with covers of acid-washed non-reactive alloy, with a spine crafted--as a grotesque joke--from the spine of a mutated humanoid of short stature. Several discs of burnished metal and polished crystal are embossed onto the book's cover, core sections of rare elements whose now-spent emanations fueled the mutagenic experiments of the book's creators. Strange tendinous membranes stretch from the spine of the book across its covers and into its pages. When stimulated with heat, electricity, or sonic vibration these tissues can be incited to expand or contract with some precision, allowing it to be held open or propped in a variety of positions, or even suspended from the black tendons as they are deformed into hooks and hoops.

The text within is a madcap amalgam of different branches of research, and the script within is no different. The Morrodox handwriting ranges decorative to simple, with impatient scrawls alongside elegant and refined penwork, clearly the product of multiple authors and with annotations throughout forward and backwards. On nearly every page is a stain of some sort; the most benign might simply be blood, the others too terrible to contemplate.

Reading: Reading *Omnia Mutandis* is sometimes a bewildering exercise in synergizing the higher functions of alchemical metacalculus interwoven with the connecting strands of magic. The Spellcraft DC to learn any of the spells contained within this tome is increased by 5. In addition, this is considered a mythos tome, and a reader who becomes insane as a result of gaining Madness points from the tome gains a form of the <u>obsessive fixation spellblight</u> and the <u>spell addiction spellblight</u>; however, these spellblights apply only to spells of the polymorph subschool or spells contained within this tome. An insane reader must prepare or cast duplicates of these spells but not others, and only casting these spells triggers the reader's spell addiction.

In addition to the mind-rending effects of studying this tome, the residual mutagens developed by the Morodox clan infuse the pages of the book. Though present only in trace quantities, continued exposure to the book can lead to mutational complications for the reader. Each day spent studying the book forces the reader to make a DC 5 Fortitude save, with the DC increasing by 1 for each day thereafter. If the save fails, the reader takes 1d4 points of damage

to a random ability score and the save DC resets to 5. If the reader ever rolls a natural 1 on this saving throw, she contracts mana fever. As long as the reader has at least 1 Madness point, she will be unwilling to admit that handling the book is dangerous, unless the amount of ability damage she takes exceeds her Madness score.

If the reader spends at least 24 hours studying the book, she gains a +5 bonus on Knowledge (arcana) and Spellcraft checks related to spells of the polymorph subschool or creatures with the shapechanger subtype. The reader also gains a +5 bonus to skill checks related to the use of <u>fleshwarping</u>, as described in *Pathfinder Roleplaying Game Bestiary 4*, and her fleshwarping subjects gain a +2 circumstance bonus to their saving throws against Constitution drain caused by a fleshwarping procedure.

If the reader is an alchemist of 7th level or higher, she can use the <u>torturous transformation</u> class feature of the vivisectionist alchemist^{UM} (as described in *Pathfinder Roleplaying Game Ultimate Magic*) as long as he has access to the book while preparing his daily extracts. If not using this class ability, an alchemist must have the <u>infusion</u> discovery (and in many cases the injectable infusion discovery described above) to administer infusions to other creatures.

Class Features: The melding of mutational magic and fleshwarping alchemy developed by the Morrodox family is described in horrific detail. Those reading the book or exposed to its teachings can adopt the **Deviant** wizard archetype, and this archetype can be adopted even if the reader already possesses a wizard class feature that would be exchanged; this is an exception to the normal rules for selecting an archetype. The mental perturbations caused by adopting the Deviant archetype in this way cause the reader to lose those previously gained bonus feats or class features. If any feat lost in this way was a prerequisite for another feat, access to those other feats is lost; however, each time the reader gains a wizard level she can retrain one of these now-invalid feats at no cost or requirement of time, representing a new insight of growing out of her deviant researches. The reader cannot sacrifice a feat or class feature which is a prerequisite for a prestige class or similar character option.

The book also contains a number of alchemical discoveries that can be learned, though each of them (except for the injected mutagen, injectable infusion, and purification bomb discovery) is treated as a mythos spell for the purpose of gaining Madness points as a result of learning them, with a save DC of 15 plus 1/2 the minimum level (if any) at which a discovery can be selected.

Feats: Studying *Omnia Mutandis* for 24 hours allows the reader to select the Mutagenic Summons, Xenophilia, or Xenophobia feats whenever future feat slots are acquired, even if those feats are not generally available in the campaign.

Spells: Studying *Omnia Mutandis* allows the reader to learn the following spells if she is of the appropriate class and level, and assuming she has available spells known slots if she is a spontaneous caster: alter self, anthropomorphic animal ^{UM}, baleful polymorph, blightcore meltdown^{*}, enlarge person, fleshcurdle^{*}, genetic purification^{*}, <u>moonstruck</u>^{APG}, mutagenic mist^{*}, mutagenic reversion^{*}, mutant plague^{*}, mutation^{*}, mutation (mass)^{*}, one of us^{*}, polymorph, polymorph (greater), reduce person, summon horde of flesh^{*}, summon mutants^{*}, unstable isotope^{*}. An alchemist reading this book can add fleshcurdle to his formula book as a 2nd-level extract.

* Indicates a spell described in this product.

16

MANA-WASTED MUTANT (TEMPLATE)

Magic-warping effects sometimes affect the very life force of creatures who wander the regions they affect. The dangerous effects of magic gone afoul infuse the bodies and essences of these wanderers. Those who spend too much time in these areas occasionally fall prey to the deadly energies that persist in these regions, and their bodies gradually decay more and more until they are so far removed from their original forms that they can be described only as mutants. Mutants often collaborate in small tribal groups with others similarly affected.

CREATING A MANA-WASTED MUTANT

"Mana-Wasted Mutant" is an acquired template that can be added to any living, corporeal creature. A Mana-Wasted mutant retains the base creature's statistics and special abilities except as noted here.

CR: As base creature +1.

Alignment: Any non-lawful.

Type: The creature's type changes to <u>aberration</u>. Do not recalculate HD, <u>BAB</u>, or saves.

Armor Class: A Mana-Wasted mutant gains a +2 bonus to its <u>natural armor</u> over the base creature's <u>natural armor bonus</u>.

Defensive Abilities: A Mana-Wasted mutant gains a +4 bonus on saves against <u>mind-affecting</u> effects, <u>DR 5/cold iron</u> (or <u>DR 10/ cold iron</u> if the base creature has 11 HD or more), and <u>spell</u> <u>resistance</u> equal to 11 + its adjusted CR. Mana-Wasted mutants are immune to<u>disease</u> and poison.

Speed: A winged Mana-Wasted mutant's maneuverability drops to clumsy. If the base creature flew magically, it loses this ability.

Melee: A Mana-Wasted mutant retains all the <u>natural weapons</u>, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the mutant's size.

Spell-Like Abilities: A Mana-Wasted mutant loses access to any <u>spell-like abilities</u> the base creature may have had. Any spellcasting abilities gained from class levels remain unchanged.

Special Abilities: A Mana-Wasted mutant retains any extraordinary and <u>supernatural</u> special qualities of the base creature.

A Mana-Wasted mutant gains one of the following abilities for every 4 HD or fraction thereof (minimum 1–the first ability chosen must always be <u>disease</u>).

Acid Resistance (Su) A Mana-Wasted mutant gains resistance to acid 10. This ability can be taken more than once. Each time it is taken, the Mana-Wasted mutant increases its resistance to acid by an additional 10. A Mana-Wasted mutant that gains <u>acid</u> <u>resistance</u> in excess of 30 becomes immune to acid instead.

Acidic Pustules (Ex) Mana-Wasted mutants are often covered in necrotic pustules that burst at the slightest touch. Whenever a creature deals piercing or slashing damage to a Mana-Wasted mutant, all creatures adjacent to the Mana-Wasted mutant must succeed at a<u>Reflex</u> save (DC=10+1/2 the Mana-Wasted mutant's <u>Hit</u> <u>Dice</u> + the Mana-Wasted mutant's <u>Constitution</u> modifier) or take acid damage as its boils and blisters pop and spray about. A Mana-Wasted mutant deals an amount of acid damage in this way based on its size (1d4 points of acid damage for a Medium Mana-Wasted mutant, 1d6 for a Large mutant, and so on). Breath Weapon (Ex) A Mana-Wasted mutant can spray a 30-foot cone of acidic bile from its mouth as a <u>standard action</u> once every 1d4 rounds. The acid damage caused by this attack is equal to 1d6 per two <u>Hit Dice</u> the mutant possesses. A successful <u>Reflex</u> save (DC = 10 + 1/2 the Mana Waste mutant's <u>Hit Dice</u> + the Mana Waste mutant's <u>Constitution</u> modifier) halves any damage taken from this attack.

Disease (Su) Even though Mana-Wasted mutants are immune to <u>disease</u>, they carry a deadly magical contagion that they spread with their slam attacks.

Mana fever: injury; *save* Fort DC = 10 + 1/2 the Mana-Wasted mutant's <u>Hit Dice</u> + the Mana-Wasted mutant's <u>Constitution</u>modifier; *onset* 1d4 minutes; *frequency* 1/ day; *effect* 1d2 <u>Con</u> damage, 1d2 <u>Cha</u> drain (or 1d3 <u>Con</u> damage, 1d3 <u>Cha</u> drain if the base creature has 8 HD or more); *cure* 2 consecutive saves.

Anyone who lives with mana fever for a week straight without <u>dying</u> becomes immune to the <u>disease</u>, but also becomes a Mana-Wasted mutant.

Increased Speed (Ex) Some Mana-Wasted mutants are transformed in such a way that their base speed increases by 10 feet.

Deformities: In addition to its special abilities listed above, a Mana-Wasted mutant gains one of the following deformities from its transformation (roll a 1d4 to randomly determine the deformity).

1d4	Deformity	Еггест
1	Deformed Arm	One hand can't wield weapons, but the mutant's slam attack deals damage as if it were two size categories larger than its actual size.
2	Deformed Leg	The mutant's base speed is reduced by 10 feet (minimum base speed of 5 feet), but it gains a +4 <u>racial</u> <u>bonus</u> to its <u>CMD</u> .
3	Shattered Mind	The mutant takes a -2 penalty to <u>Intelligence</u> , but gains a +2 <u>racial</u> <u>bonus</u> on <u>Will</u> saves.
4	Warped Hide	The mutant loses its +2 <u>racial</u> <u>bonus</u> to <u>Con</u> , but gains an additional +2 bonus to its <u>natural armor</u> .

Abilities: Increase from the base creature as follows: Str +2, Con +2, Cha –2.

Skills: A Mana-Wasted mutant gains <u>Climb</u>, <u>Intimidate</u>, <u>Stealth</u>, and <u>Survival</u> as class skills.

