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SHATTERED SKIES

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CAMPAIGN SETTING

VENOMMANNER

HYBRID CLASS



PUBLISHING



PATHFINDER

ROLEPLAYING GAME COMPATIBLE

OGL

3.5 SYSTEM COMPATIBLE

VENOMMANCER

HYBRID CLASS

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VENOMMANCER

Venomancers work in defunct laboratories, swamps, and deep caverns where they are never far from the toxins that so vex them. Either through intellectual curiosity, freak accident, or deranged dedication they find and understand poisons and diseases. These substances eventually become psychically linked to the venomancer, giving them control over them. Once this control is established, each venomancer begins the path of mastery. Using his willpower to enhance the concoctions she creates.

Role: A venomancer is not normally welcome in civilized society. The morbid desire to watch poisons and diseases work themselves through a living creature tends to scare normal folk. The glee and laughter accompanying the spread of a rare, deadly strain doesn't help matters. But in an adventuring party, this knowledge is invaluable.

Hit Die: D8

Alignment: Any.

Parent classes: Alchemist and Kineticist

Starting Wealth: 3d6 x 10 (average 105 gp.) In addition, each character begins play with an outfit worth 10gp or less.

CLASS SKILLS

The venomancers class skills are Acrobatics (Dex), Craft (Int), Disable Device (Dex), Heal (Wis), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Sleight of Hand (Dex), Survival (Wis), Use Magic Device (Cha)

Skill Ranks per Level: 4+int modifier.

CLASS FEATURES

The following are the class features for the venomancer.

Armor and Weapon Proficiencies: A venomancer is proficient with all simple weapons plus the bola, boomerang, flask thrower, needle glove, scorpion whip, shuriken, scythe, throwing syringe, wrist launcher and whip. They are proficient with light armor, but not with shields.

Poison Use (Ex): At 1st level a venomancer are trained in the use of poison, they cannot accidentally poison themselves when applying poison to a weapon. You cannot be exposed to a poison while you craft it.

Special Blend (Ex): At 1st level the venomancer has been working on creating her own special brand of poison. She can make 3 + her intelligence modifier in doses of that poison each morning with an hour's work. The poison is a rapid fast acting poison; it decays after 24 hours without a living creature to house it. This poison is

an injury poison with an onset of 1 round. It deals 1d4 points of damage every round for the venomancer's Intelligence modifier in rounds. The saving throw to resist the poison's effects is a Fortitude Save DC: 10 + ½ the venomancer's level + her intelligence modifier. A successful save cleanses the poison from the victim's system.



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TABLE: VENOMMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Poison Use, Special Blend, Toxins, Toxicologist
2nd	+1	+3	+3	+0	Virulence
3rd	+2	+3	+3	+1	Alchemical Bonds
4th	+3	+4	+4	+1	Virulence
5th	+3	+4	+4	+1	Swift Poisoning
6th	+4	+5	+5	+2	Virulence
7th	+5	+5	+5	+2	Contagion Blades, Spread the Plague
8th	+6/+1	+6	+6	+2	Virulence
9th	+6/+1	+6	+6	+3	Fast Acting
10th	+7/+2	+7	+7	+3	Virulence, poison immunity
11th	+8/+3	+7	+7	+3	Suppress disease
12th	+9/+4	+8	+8	+4	Virulence
13th	+9/+4	+8	+8	+4	Suffusing Grip
14th	+10/+5	+9	+9	+4	Virulence
15th	+11/+6/+1	+9	+9	+5	Racing Toxicity
16th	+12/+7/+2	+10	+10	+5	Virulence
17th	+12/+7/+2	+10	+10	+5	Emanations
18th	+13/+8/+3	+11	+11	+6	Virulence
19th	+14/+9/+4	+11	+11	+6	Bio-Crash
20th	+15/+10/+5	+12	+12	+6	Storm of Venom

Toxins (Sp): In addition to being able to create her own fast acting poison for her weapons, the venommancer has cultivated a collection of deadly diseases in her system. These diseases can be turned into a weapon at a moment's notice to be hurled at distant opponents. A venommancer house 3 + her constitution modifier in toxins in her system at a given time. The toxins are cultivated each morning, where she bleeds off any excess to ensure her own health. These diseases are dormant until they reach the air, at which point they become active. The venommancer creates a 5 foot radius cloud of gas within 30 feet of her current location as a standard action. Any creature in that space must succeed a Fortitude Save (DC: 10 + 1/2 the venommancer's level + her constitution bonus) or become infected by the toxic cloud. The toxic cloud can be

dissipated by a strong wind, a creature taking a full-round action to fan it away, or dealing the cloud any fire damage. The cloud has an AC of 10, and cannot succeed a saving throw. Unless forcibly dissipated, the cloud remains for 1 round per venommancer level.

The Toxin has an onset of 1 day. The Toxin deals 2 Dexterity damage per day. To cure it the creature needs to succeed against one save. The Toxin lasts until the creature can succeed a saving throw.

Toxicologist (Ex): The Venommancer may add her venommancer level to Craft (Alchemy), Knowledge (Nature), Heal and Survival checks when interacting with poisons or diseases. She may spend a standard action to identify a poison or a disease that is affecting a creature that she can reach.

Virulence: When the venommancer achieves 2nd level they gain insights into how afflictions work. They learn how to mold and change these poxes and plagues with minor alchemical changes or psychic infusion. At 2nd level and every even level thereafter (up to 18th level) the venommancer chose a virulence to apply to her creations. Unless otherwise noted, each virulence can only be selected once.

Her Toxins and Special Blends can only have one virulence applied to them at a time. At the time of creation, the venommancer may choose which virulence to apply. The DC of any saving throw for her virulence is $10 + \frac{1}{2}$ the venommancer's level + the venommancer's intelligence modifier unless otherwise noted.

Accelerate Disease (Su): As a full-round action that provokes an attack of opportunity you can accelerate the course of a disease in a creature. The creature takes the effect of 1 additional day under the disease. The targeted creature must be within 30 feet of you to be effected. The venommancer can take this virulence multiple times. Each time you take this virulence the number of days increases by 1.

Accelerate Poison (Su): As a full-round action you may apply the damage of a single poison's remaining duration to a creature. The poison immediately leaves the system of the creature. The creature may attempt a single save against the poison to avoid this effect. The target creature must be within 30 feet to be effected.

Adaptability (Sp): Your Special Blend class feature can now affect undead and aberrations.

Advanced Blend (Su): By expending two uses of your special blend, you can enhance it's effects. Your special blend can do hit point damage and one other virulence effect. In order to choose this virulence, you must have a virulence that replaces the damage of your Special Blend.

Billowing Cloud (Su): As a standard action you can expend a point of your alchemical bond. Doing this doubles the radius of any clouds created by Toxin class feature. This consumes an extra round of the cloud's duration.

Blinding Sickness (Sp): You may substitute the effect of your Toxin with the disease effect of blinding sickness.

Bombs (Su): You gain access to Alchemist Bombs from the Alchemist class. Your effective alchemist level for these bombs is equal to your venommancer level -4.

Cackle Fever (Sp): You may substitute the effect of your Toxin with the disease effect of cackle fever.

Clumsiness Blend (Ex): Your Special Blend poison now deals 1 points of Dexterity damage instead of hit point damage. You may take this virulence 1 additional time for every 4 venommancer levels you have. The damage stacks.

Contagion Blast (Su): As a Standard Action you may

make a ranged touch attack against a single creature within 30 feet who is afflicted with either your Special Blend or Toxin class feature. If successful the creature takes $1d6 + \frac{1}{2}$ your constitution bonus in damage. Feats that improve the Kinetic Blast Class feature also apply to contagion blast.

Corpse Sickness (Su): By expending a use of your Toxin, you can infuse a single corpse with your Toxins. The corpse retains the Toxin for 1 hour per venommancer level. If a creature touches the corpse they immediately contract your Toxin without the initial save.

Cultivate Filth (Sp): You may substitute the effect of your Toxin with the disease effect of filth fever.

Decaying Blend (Ex): Your Special Blend poison now deals 1 points of Constitution damage instead of hit point damage. You may take this virulence 1 additional time for every 4 venommancer levels you have. The damage stacks.

Destructive Toxins (Su): Your Toxin class feature can now affect constructs and oozes.

Devil Chills (Sp): You may substitute the effect of your Toxin with the disease effect of devil chills.

Drifting Cloud (Su): As a move action, you can move the cloud created by your Toxin class feature 30 feet in a single direction. Creatures that the cloud move through may attempt a Fortitude saving throw or suffer the effects of the Toxin. The cloud dissipates at the end of the movement.

Extend Poison (Ex): The duration of the poisons you create is extended by 2 rounds. You may take this virulence multiple times. Each time the effect stacks.

Extra Alchemical Bonds (Su): You gain 2 extra points of alchemical bonds. You may take this multiple times.

Extra-Special Attention (Ex): When you craft a Poison, you can voluntarily increase the cost of the poison by 10%. When you do this the DC poison's Saving throw increases by 1. Each day you spend crafting the poison, you can increase it another 10% for another DC increase of 1. If you fail to make progress on crafting your poison any day however the poison is ruined.

Improved Poison focus (Ex): Increase the saving throw of a poison you created with the craft skill by 1. You must have poison focus to choose this virulence.

Leave it in (Ex): When a creature succeeds a saving throw against a poisoned melee weapon, you may leave your weapon imbedded in them as a swift action. The imbedded weapon forces the creature to attempt another saving throw against the poison on the next round. Removing the embedded weapon is a standard action that provokes an attack of opportunity.

Lethal Blend (Ex): Your Special Blend poison now deals an additional $1d4$ points of damage each round. This virulence may be taken multiple times.

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Light-sleeping Blend (Ex): You may replace the effect of your special blend with unconsciousness for 1 round.

Mass production (Ex): When the venomancer creates a poison that is not her Special Blend, she can create an additional doses equal to her Intelligence Modifier.

Mindfire (Sp): You may substitute the effect of your Toxin with the effect of mindfire.

Mind Numbing Blend (Ex): Your Special Blend poison now deals 1 points of Intelligence, Wisdom and Charisma damage instead of hit point damage. You may take this virulence 1 additional time for every 4 venomancer levels you have. The damage stacks.

Mummy Dust (Sp): You can expend one use of your Toxin to apply mummy rot disease to a single creature that you touch. If you fail to succeed on the touch attack the attempt is ruined.

Poison Explosion (Su): During the duration of a poison you applied you may expend a point of Alchemical Bond. Doing this causes the creature to excrete the poison from it's pores. Creatures that are within 10 feet of that creature may attempt a Reflex saving throw or become afflicted by the poison.

Poison Focus (Ex): Increase the saving throw of a poison you created with the craft skill by 1.

Poisonous Potion (Sp): You can mix a poison into a magical potion. The poison can be your Special Blend or it can be a poison you crafted. Injecting the magical potion imparts the effect of the poison and the effects of the potion.

Psychedelic Poison (Su): The saving throw against your Special Blend becomes a Will save instead of a Fortitude save.

Quiver-Bathing (Su): You can spread one dose of your poisons over a number of ammunition equal to your dexterity modifier.

Splash Poison (Ex): If the venomancer misses an attack roll with a poisoned weapon she may expend the dose of poison on the weapon. By expending the dose of poison this way, she flings the poison at her target. The creature may attempt a Reflex saving throw DC: 10 + the venomancer's Dexterity bonus + base attack bonus. If the creature fails, the poison splashes onto the creature, who may then attempt a Fortitude saving throw with a +4 bonus or succumb to the poison.

Spreading the Love (Su): When a creature afflicted by your Toxins moves adjacent another creature, you may spend a point from your Alchemical Bond pool. Both creatures may attempt a Fortitude saving throw against your Toxin. Failing this save applies the Toxin effect again.

Sticky Poisons (Ex): The poisons you apply to your melee weapons stay poisoned for a number of strikes equal to your intelligence modifier.

an extra save to end the effects. You may take this virulence multiple times. Each time the effects stack.

Weakness Blend (Ex): Your Special Blend poison now deals 1 points of Strength damage instead of hit point damage. You may take this virulence 1 additional time for every 4 venomancer levels you have. This damage stacks.

Alchemical Bonds (Su): When the venomancer reaches 3rd level, the poisons she crafts are psychically bonded with the venomancer's will. The Venomancer gains a pool of psychic bond points with which she can change the way her poisons interact with their hosts. She gains 1 point in this pool for every 3 venomancer levels she attains + her Constitution modifier. When she expends one of these points she suffers mental strain. This strain takes the form of the *sickened* condition. She remains in the *sickened* condition for one round per point missing from her pool upon expenditure.

Example: If the venomancer has 2 points missing from her Alchemical Bond pool, and she spends a third, she gains the *sickened* condition for three rounds. However, spending the points in this way allows her to do a number of special things with her poisons and diseases. Expending these points is a standard action, unless otherwise stated by the ability.

Forced Onset: The venomancer can force an enemy to attempt an immediate saving throw against the effects of her poison or toxin again. If the creature fails the save, they take the effects of the poison or disease immediately.

Excise Disease: The venomancer can touch a creature to pull a portion of a disease out of their system. Doing this replenishes 1 use of the venomancer's Toxin Class feature.

Suspend Symptoms: The venomancer can suspend the effects of the poison or disease in a creature within 30 feet. The creature temporarily suspends any damage done by a poison or disease. At the end of the 24 hours the damage returns.

Imbue with Power: The venomancer can enhance the save DC of a poison for 1 round. This enhanced DC is increased by the venomancers Constitution bonus.

Start the Cycle: The venomancer can, through mental effort, force a disease or poison to course throughout the body again. The creature may attempt a new saving throw as if they were just infected with the effect. If they fail the saving throw, the duration of poison or disease is reset.

Swift Poisoning (Ex): At 5th level the venomancer can poison a weapon as a swift action.

Contagion Blades (Sp): At 7th level the venomancer can move poisons with her mind. She can poison the weapon of an ally within 30 feet as a swift action. To coat a weapon in this way the poison must be in the

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venommancer's hand and the venommancer must be able to concentrate.

Spread the Plague (Su): As a standard action, the venommancer can touch an ally and give that ally a single dose of Toxin. The Toxin is then released when the ally takes damage. All creatures within 5 feet of the ally may attempt at a Reflex saving throw or become victim to the Toxin's effects. The save DC of this effect is equal to the save DC of the Toxin class feature -2.

Fast Acting (Su): At 9th level the venommancer's concoctions are exceptionally fast acting. The onset of her poisons and diseases are cut in half. For any poison or disease that has a 1 round onset, the onset occurs immediately. Should the creature fail the saving throw against one of these effects, the creature suffers the effects twice that round instead of once.

Poison Immunity (Ex): At 10th level the venommancer is completely immune to all poisons.

Suppress Disease (Sp): At 11th level the venommancer can cast *neutralize poison* and *remove disease* as a standard action at will. Her caster level is her venommancer level for the purposes of these spells.

Suffusing Grip (Su): At 13th level whenever the venommancer picks up a weapon, she may expend one of her uses Special Blend to imbue the weapon with it. The weapon continues to be coated in the poison for as long as it remains in contact with the venommancer's hand. In addition, the venommancer may expend one of her use of Toxins to infuse a creature she is grappling or make a touch attack to infuse a creature with the Toxins. The infused creature suffers the effects of the Toxin immediately. The creature may attempt a new saving throw each round it is in contact with the venommancer to avoid the effects of the Toxin.

Racing Toxicity (Sp): At 15th level the venommancer can expend a point from her Alchemical Bond Pool as a swift action to force a creature under the effects of her Afflictions to attempt a new saving throw against those Afflictions. If the creature fails this saving throw, the victim suffers the effects of each curse, disease, and poison in their system simultaneously. In order for a creature to be subject to this ability, the creature must be under the effects of either the Special Blend or Toxin class feature and within 30 feet of the venommancer.

Emanations (Sp): At 17th level the venommancer's pores exude a horrid miasma. This miasma requires creatures within 10 feet to attempt a Fortitude saving throw (DC: 15 + $\frac{1}{2}$ the venommancer's level). Failure to succeed at this saving throw deals 1d6 points of Strength, Constitution, and Dexterity damage. This damage is recovered when the creature leaves the venommancer's aura. Success means the creature is immune to this effect

for 24 hours. The venommancer may suppress these emanations for 1 minute increments as a standard action. She may continue the suppression of this effect as a free action.

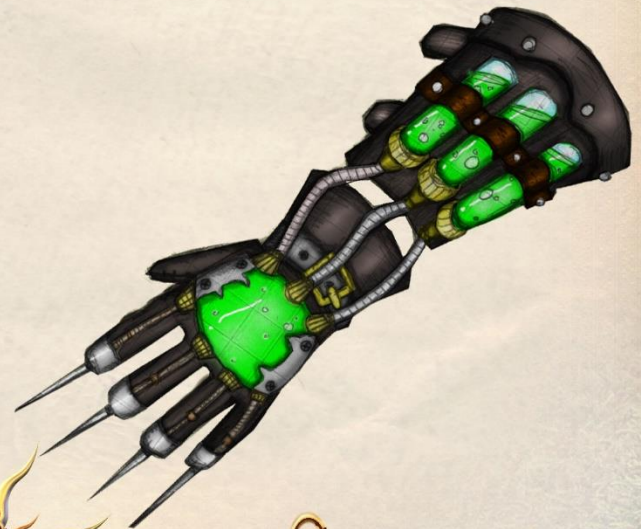
Creatures typically not subject to diseases or poisons are not immune to this effect.

Bio-Crash (Ex): At 19th level the venommancer is so riddled with diseases, she no longer detects as a living creature for the purposes of spells and effects that detect such things. For spells such as detect poison or detect disease the venommancer is revealed. Only these spells detect the venommancer at this stage.

Storm of Venom (Sp): At 20th level the venommancer has become a master of all biological hazards. As a standard action the venommancer can consume a use of both her Toxins and her Special Blend to create a storm of venom. The storm remains as long as the venommancer spends a standard action concentrating. The storm begins as a 40 foot cylinder that with a 20 foot radius centered on the venommancer. Every round the storm is active storm's radius increases by 10 feet radius.

Every round creatures within the storm (except the venommancer and allies of her choice) may attempt a Reflex saving throw against a DC: 10 + $\frac{1}{2}$ the venommancer's level + her Intelligence and Constitution bonus. Failure indicates that the creature is drenched in caustic venom. This venom does 1d8 points of ability damage to one ability score of the venommancer's choice. The damage may not reduce a score lower than 1. When an ability score would be reduced to 1, the venommancer may choose a new ability score to damage.

Creatures that flee the cloud take 1d4 points of ability score damage every round until they are cleansed of the venom. Cleaning the venom off requires either a *neutralize poison* spell or a spell of greater power, immersion in at least 20 gallons of water, or spending 4 rounds scraping the viscous liquid off with a razor (inflicting 1d3 damage per round).



NEW FEATS

BLENDED SPECIALIST (GENERAL)

Prerequisites: Special Blend class feature

Effect: You gain 2 additional uses of the special blend class feature.

DISEASE CURATOR (GENERAL)

Prerequisites: Toxins Class feature.

Effect: Your toxin's Fortitude save is increased by 1.

POISONED DRAW (GENERAL)

Prerequisites: Poison Use class feature, 3 ranks in Sleight of Hand.

Effect: While drawing a weapon you may attempt a Sleight of Hand check to poison the weapon as part of the action. The DC of the check is 16 for a light weapon, 18 for a one handed weapon, and 20 for a two handed weapon. The DC of the Sleight of Hand check increases by an additional 2 if you are using the Quick Draw feat. Failing the check still poisons the weapon as it is drawn. But drawing the weapon and poisoning the weapon becomes a standard action.

SPRAY THE WOUND (COMBAT)

Prerequisites: Poison use, Throw Anything

Effect: When a living enemy is damaged by an ally using a slashing or piercing weapon you may consume one of your Attacks of Opportunity to throw a poison you are holding at the wound. You may attempt a ranged touch attack against the enemy. If you succeed, your poison hits the enemies wound and they must save against the poison as if they were just hit with a poisoned weapon. You throw the poison as an improvised throwing weapon.

STINGING SWARMS (COMBAT, TEAMWORK)

Prerequisites: Weapon focus (Rapier), two other teamwork feat

Effect: When you and any allies with this feat are wielding poisoned rapiers, you may make a single attack against enemy as a full-round action. Allies with this feat and a poisoned rapier may use an immediate action to make a melee attack against the enemy. These attacks deal 1d6 points of damage to the enemy, and the enemy may attempt a separate Fortitude saving throw for each poisoned weapon. If they fail the save from any of the poisons, they fail the save against all the poisons.

FAR REACHING CLOUD (COMBAT)

Prerequisites: Toxins class feature.

Effect: When you place your cloud, you may place it up to 60 feet away.

BIGGER CLOUD (GENERAL)

Prerequisites: Far Reaching Cloud

Effect: When you use your toxin class feature, you may consume an additional to increase the radius by 5 feet.

RAINING POISONS (COMBAT, TEAMWORK)

Prerequisites: Point-blank shot, Precise Shot, Rapid Shot

Effect: You and any allies with this feat can attempt to rain dangerous projectiles upon a single creature within your first range increment. You may begin raining ammunition upon that creature as a full-round action. This consumes a poisoned piece of ammunition from your inventory. Any ally with this feat may assist with an immediate action. Any assisting allies are staggered on their next turn. The targeted creature may attempt a Reflex saving throw against a DC 10 + the number of participants + the highest participating ally's Dexterity modifier or take 1d6 points of damage per participating ally. The creature may attempt a saving throw against any poisoned arrows, increasing the saving throw by 2 for each participating creature.

NEW WEAPON FEATURES

The following special weapon features are compatible with the venomancer and other classes that might be interested in using poisons.

Inject: This weapon has an empty vessel that is designed hold liquids. The vessel takes 1 minute to fill. Creatures that have Poison Use can refill the vessel with a standard action. A weapon with this trait injects the liquid into a creature on a successful hit. A normal weapon can be modified to have the Inject quality by increasing the cost by 50%

Needle Glove: A glove with several needles extending from the tips of each finger. Each needle is attached to a simple hose that connects to a large glass container that affixes to the forearm with a strap.

Throwing Syringe: A needle attached to a weighted glass vial. Small flights twist around a plunger and force a fluid into the victim.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Needle Glove	35 gp	1d4	1d6	x2	—	6 lbs.	P	Inject
Throwing Syringe	15 gp	1d3	1d4	x3	20'	1 lbs.	P	Inject

NEW ARCHETYPES

PSILOCYBINIST

While a venomancer may learn to harness the power of a poisons and toxins in the mind. Some that experience this power under the influence of insobriety find themselves able to manipulate substances of questionable use.

Mind Expanding (Su): The psilocybinist is deep seeded in drugs of various kinds. You cannot become addicted to drugs.

This replaces the Toxins class feature. Any effect that enhances the Toxins class feature is no longer part of the class.

Experimental Enjoyments (Ex): When you use Craft (Alchemy) to create drugs, you create a number of uses equal to your intelligence modifier. The psilocybinist may add her psilocybinist level to Craft (Alchemy), Knowledge (Nature), Heal and Survival checks when interacting with poisons or drugs. She may spend a standard action to identify a poison or a drug that is affecting a creature that she can reach.

This replaces the Toxicologist class feature.

Psyching the Dose (Su): At third level the psilocybinist is exceptionally used to having mind or body altering substances in her system. When she takes a drug she may perform a psychic ritual to bond with the drug. This ritual takes 1 minute to complete. The bond with the drug lasts 24 hours. Should the psilocybinist bond with a different drug, any previous bonds break.

When a psilocybinist takes a drug she is psychically bound to; she may choose which effects to be subject to. When a psilocybinist chooses not to take part in a specific effect of a drug, the psilocybinist may not choose to "activate" that effect later in the drug's duration. In addition, she may ignore any penalties while using the bonded drug.

This replaces the Alchemical Bonds class feature.

Ride the Snake (Su): At 7th level the psilocybinist's connection to bonded drugs is exceptional. Her bonded drugs penalties become bonuses. Any damage a drug does becomes an alchemical bonus for the duration of the drug's effects.

This replaces the Spread the Plague class feature.



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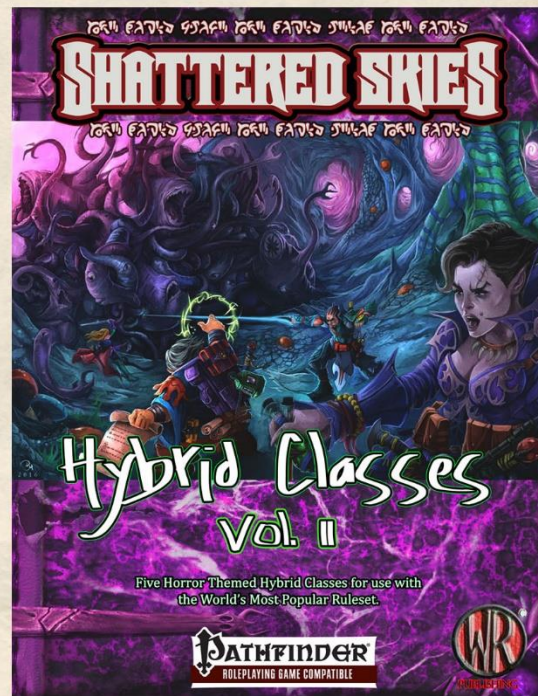
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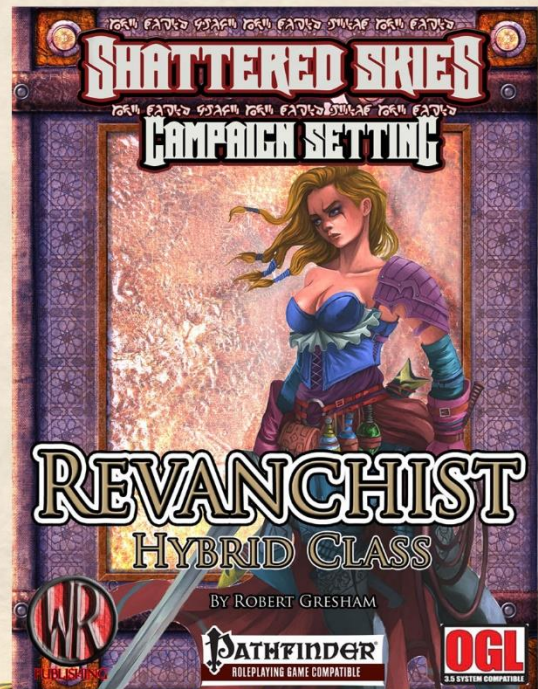
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