SATHFIDER PLAYER COMPANION

Potions 5. Poisons

INNER SEA ALCHEMY KITS

Alchemists who regularly craft bombs, extracts, mutagens, potions, and more make use of alchemy crafting kits (*Pathfinder RPG Ultimate Equipment* 76), which contain all of the reagents they need. However, the specific look and contents of alchemy crafting kits vary widely depending on the ingredients an alchemist prefers and the region from which he hails. Below are some alchemy crafting kits tied to common alchemist home nations.

BELKZEN

The orc alchemists of Belkzen wish to strike as much fear into their enemy's hearts as do their martial comrades, so they use humanoid skin and body parts for everything from their reagents to accoutrements for their crafting kits' satchels.

GEB

Alchemists in the undead dictatorship of Geb often store their alchemical supplies in satchels made from skin, and they regularly employ unsettling reagents such as congealed blood, crushed bones, and dried human fingers.

KATAPESH

If the price is right, Katapeshi alchemists are often willing to sell any alchemical crafting reagents that they are unlikely to immediately use in their crafting kits, making their satchels merchants' briefcases as much as anything else.

KYONIN

The elven alchemists of Kyonin often value the form of their alchemy crafting kits nearly as much as their function, and many spend decades crafting the perfect beautiful satchel for their reagents. A common color scheme is green and gold.





NUMERIA

Alchemists from Numeria keep their alchemical supplies in complex storage boxes or pouches that employ gears and widgets to make optimal use of space. These alchemists often harvest strange glowing reagents from their land's toxic wilds.



RIVER KINGDOMS

The alchemists of the River Kingdoms know that flooding is a daily part of life, so they take care to keep their precious crafting materials in waterproof vials and jars, all tucked into bags that can be opened and used with ease.



TALDOR

Taldan alchemists typically prize refined crafting reagents, including those distilled from fine herbs and nominally precious metals. They tend to keep their alchemical supplies in sturdy, stylish leather bags with golden trim.



THUVIA

Thuvian alchemists take deep pride in their homeland's status as the source of the *sun orchid elixir*, and so these alchemists often store their floral-based alchemical reagents in metal boxes emblazoned with images of orchids.





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ON THE COVER



Damiel makes a discovery while Ezren unbottles something sinister in this vibrant cover art by Setiawan Farjareka.



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Class Guide	ACG	Ultimate Equipment	UE
Advanced Player's Guide	APG	Ultimate Intrigue	UI
Occult Adventures	OA	Ultimate Magic	UM
Ultimate Combat	UC	Ultimate Wilderness	UW

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INTRODUCTION



In a world as dangerous and unpredictable as Golarion, a little preparation goes a long way. Whether it's improving your abilities with potions or weakening your enemies with poisons, the most convenient and powerful preparations often come in small vials. Some inexperienced folk fear these strange concoctions, and often rightly so—to the untrained eye, a dangerous drug and a bolstering alchemical remedy hardly look different from each other, and a liquid healing potion sometimes barely differs in appearance from a potent poison.

In places where divine magic is scarce, such as Rahadoum and Razmiran, potions are often the only way to gain access to critical healing that the rest of the world takes for granted. In places where political intrigue runs amok, such as Taldor, poison is one of the more effective ways of getting rid of a political rival. From the famous elixirs of Thuvia to the poisoned blades of Daggermark and beyond, potions and poisons shape the world around them. Those who master the art of their creation and use have an undisputed edge.

BREWING AND POISONING TRAITS

Poisons and potions are everywhere on Golarion, but in some places they are more common or have more of an effect than in others. The following regional traits represent ways that characters growing up in certain parts of Golarion might have been exposed to potions and poisons in the past. Alchemical Fence (Katapesh): Growing up in the vast markets of Katapesh, you developed connections to a great many alchemists and poisoners all over the world. You know many of the right people in any given locale as well as how to get in touch with useful contacts. When determining whether a given potion is available in a settlement, there is a 90% chance that it is available if it is within the settlement's base value for available magic items rather than a 75% chance. Additionally, when you use Diplomacy to gather information about a topic related to alchemy or poisons (including making poisons), you gain a +3 trait bonus on the check.

Blood Potion Brewer (Belkzen): The orcs of Belkzen routinely mix the blood of their enemies with potions they brew to gain some of their foe's strength. Twice per day when you brew a potion, you can add some of an enemy's blood to the mixture. When you do, the potion's caster level is treated as 1 higher when you drink it for the purpose of determining the duration of the potion's effects. This ability has no effect if another creature drinks the potion. This trait does not grant the ability to brew potions.

Liquid Healing (Rahadoum): Growing up in Rahadoum, you did not have access to clerics and other divine magic for healing, so you relied heavily on potions to cure your wounds. As a result, potions heal you more effectively. Whenever you consume a potion that heals any number of hit points, you heal 2 additional hit points. **Necrotoxin Resistance (Geb):** As a resident of the undead lands of Geb, you know well that the walking dead often carry deadly poisons and diseases within them. You gain a +3 trait bonus on saving throws against disease and poison abilities and effects inflicted by creatures of the undead type (such as ghoul fever or a vargouille's poison).

Palm Potion (Razmiran): Priests of Razmiran often make subtle use of potions to hide the fact that they do not receive spells from their deity, and they have become quite adept at imbibing potions surreptitiously. You have mastered these techniques; whenever you consume a potion, you can attempt a Sleight of Hand check with a +2 trait bonus opposed by onlookers' Perception checks to hide the fact that you are drinking a potion (as if you were using Sleight of Hand to hide an object). The observer's success doesn't prevent you from drinking the potion, just from doing so unnoticed. This does not hide any visible effects that the potion might have on you, only the physical act of drinking the potion.

Poison Connoisseur (Taldor): When the ceaseless bickering and elaborate posturing of Taldan politics proves ineffective, it is not unheard of for the nobility of Taldor to turn to poison to solve their problems, and therefore many are taught to identify the telltale signs of commonly used toxins. You gain a +2 trait bonus on saving throws against ingested poisons. Additionally, you can cast *detect poison* as a spell-like ability once per day, using your character level as your caster level.

Poisoned Blade Resistance (River Kingdoms): In the River Kingdoms' Daggermark, odds are good that any given blade is coated in some kind of poison, and people there are used to both poisoning and being poisoned. You gain a +2 trait bonus on Fortitude saving throws against injury poisons. Additionally, you are immune to one specific nonmagical injury poison. You must choose this poison when you choose this trait and cannot change it.

Resourceful Alchemy (Thuvia): Alchemy is a point of national pride in Thuvia, home of the famous *sun orchid elixir*. But resources are often hard to come by in the blasted desert landscape, so you have found creative ways to create many of the tools you need to survive. You gain a +2 trait bonus on Craft (alchemy) skill checks. This bonus increases to +3 when you are using Craft (alchemy) to craft an alchemical item.

Technological Brewmaster (Numeria): You have learned the secret of creating potions using advanced scientific techniques so strange that some might consider them alien. When brewing a potion, you can increase its base creation cost by 10% to brew it in half the normal amount of time. This trait does not grant the ability to brew potions.

Weed Resistance (Kyonin): You have learned how to keep your flesh out of the way of the toxic thorns and vines that are often prevalent in verdant lands. You gain a +3 trait bonus on saving throws against poison and disease abilities and effects inflicted by creatures of the plant type (such as a basidirond's spores).

RULES INDEX

The following new rules options in this Pathfinder Player Companion are located on the indicated pages, alongside several other options.

Some of the archetypes and feats listed in the index below are options that are available only to members of certain races. For a comprehensive list of each option's prerequisites, check its full description on the indicated page.

Other rules options meant for specific classes list the relevant class in parentheses.

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BLOOD OF POISON

Among Golarion's races are those whose own biology is tied to toxins. These races—toxic gripplis, venomous nagaji, and poison-blooded vishkanyas—gravitate toward using poison due to a natural bond with their racial toxins.

GRIPPLIS

While most members of this frog-like race are inoffensive to the touch, a number of gripplis secrete noxious substances from their skin. The often brightly colored poisonous gripplis are represented by the toxic skin alternate racial trait (*Pathfinder RPG Advanced Race Guide* 190).

GRIPPLI FEATS

The following feats are available to grippli characters.

TOXIC SECRETIONS

Your unusual diet makes you produce more poison than others of your kind.

Prerequisites: Grippli, toxic skin alternate racial trait.

Benefit: You gain two additional uses of your toxic skin alternate racial trait per day. This feat can be taken multiple times.

Normal: The grippli toxic skin alternate racial trait can be used once per day.

POISON RESIN

The toxic slime from your skin hardens into a thick, venomous resin that you can craft into various shapes.

Prerequisites: Grippli, toxic skin alternate racial trait.

Benefit: As a standard action, you can spend a use of your toxic skin alternate racial trait to create any simple light weapon out of your hardened secretions. This weapon remains intact and usable for 1 hour. Once per minute when making an attack, you can treat this weapon as if you had applied your grippli racial poison to it. You can use this envenoming function a number of times per day equal to your Constitution modifier for any individual weapon created. Anyone other than you who attempts to wield the weapon is exposed to your poison.

Noxious Touch

You reflexively excrete poison in response to trauma.

Prerequisites: Grippli, toxic skin alternate racial trait.

Benefit: Whenever you are hit with an unarmed strike or natural weapon, you can spend a use of your toxic skin racial trait as an immediate action, affecting the creature that hit you with your grippli poison as if you had smeared the poison on your own body.

MANTELLA (GRIPPLI DRUID ARCHETYPE)

A mantella focuses on exploring her poisonous heritage, whether or not it has manifested in her own personal biology. The mantella is an archetype available to grippli druids. **Poison Affinity (Su):** At 4th level, if a form the mantella assumes with wild shape has any poison abilities, the mantella also gains those abilities. However, the mantilla can never use wild shape to take the form of an elemental.

This alters wild shape.

Toxic Diet (Ex): At 6th level, both the mantella and her animal companion gain immunity to poison. Additionally, as an immediate action when exposed to a dose of poison, a mantella can absorb the toxin and store it internally for up to 1 day. As a swift action, a mantella can secrete this poison; this changes the poison's type to injury and applies the dose of poison to all of the druid's natural attacks. A mantella can use this ability three times per day, plus one additional time per day at 8th level and every 2 druid levels thereafter.

This alters venom immunity and replaces spontaneous casting.

SWAMP POISONER (GRIPPLI ROGUE ARCHETYPE) Swamp poisoners use their own toxins to defend their homes and level the playing field. The swamp poisoner is an archetype available to grippli characters, and it is appropriate for rogues built using the rules from the Pathfinder RPG Core Rulebook as well as for unchained rogues (Pathfinder RPG Pathfinder Unchained 20).

Prerequisites: A swamp poisoner must have selected the toxic skin grippli alternate racial trait.

Mucous Membrane (Ex): A swamp poisoner gains a bonus equal to half his class level on Escape Artist checks and to his CMD when resisting grapple attempts (minimum 1).

This replaces trapfinding.

Mark the Vein (Ex): At 2nd level, when the swamp poisoner attacks a target that is currently affected by his grippli racial poison, that target is denied its Dexterity bonus to AC. The target must be actively poisoned, not just suffering the effects of poison, such as lingering ability damage.

This replaces the rogue talent gained at 2nd level.

Poison the Well (Ex): At 3rd level as a standard action, a swamp poisoner can smear the poison generated through the use of his toxic skin alternate racial trait onto the ground in a 5-foot area, instead of onto a weapon or his own body. The first creature other than the swamp poisoner to enter the area is exposed to the poison. The poison loses its potency after 1 hour. This area is considered a trap, and the DCs of Perception checks to notice it and Disable Device checks to disable it are equal to 10 + half the swamp poisoner's level + the swamp poisoner's Constitution modifier.

The swamp poisoner also gains an extra use per day of his toxic skin alternate racial trait, plus one additional use per day for every 3 levels beyond 3rd.

This replaces trap sense. An unchained rogue replaces danger sense instead.

NAGAJ1

An ophidian race with mysterious origins, certain nagaji take even more after their namesake nagas. While most nagaji are not venomous, those with the Spit Venom racial feat (*Advanced Race Guide* 197) have natural reserves of poison within glands along their mouths.

NAGAJI FEATS

The following feats are available to nagaji characters and enhance the Spit Venom racial feat.

HEMORRHAGING VENOM (COMBAT)

Your venom destroys blood vessels and melts bone.

Prerequisites: Spit Venom, Virulent Venom, base attack bonus +7, nagaji.

Benefit: Your ability to spit poison granted by the Spit Venom feat deals 2d6 points of bleed damage on a failed saving throw in addition to all other effects. The bleeding can be stopped as normal with a successful DC 15 Heal check or the application of any effect that heals hit point damage. In addition, you gain one additional use per day of the ability to spit poison granted by the Spit Venom feat.

TOXIC SPRAY (COMBAT)

You produce enough venom to cast a web of poison over your hapless victims.

Prerequisites: Spit Venom, Viscous Venom, nagaji.

Benefit: When you spit poison using the ability granted by the Spit Venom feat, you can envenom a 5-foot-radius area within 30 feet for 1 round. Any creature that enters or begins its turn in this area is both exposed to the poison granted by Spit Venom and entangled as if you had targeted that creature with the ability granted by the Viscous Venom feat. In addition, you gain one additional use per day of the ability to spit poison granted by the Spit Venom feat.

VIRULENT VENOM (COMBAT)

The poison that drips from your fangs is potent enough to burn through flesh and wood.

Prerequisites: Spit Venom, nagaji.

Benefit: Your ability to spit poison granted by the Spit Venom feat deals 1d6 points of acid damage plus an additional 1d6 points of acid damage for every 3 Hit Dice you have, in addition to all other effects. This additional damage affects creatures even if they are immune to poison or succeed at their Fortitude saving throws. In addition, you gain one additional use per day of the ability to spit poison granted by the Spit Venom feat.

VISCOUS VENOM (COMBAT) Your venom is abnormally thick

Your venom is abnormally thic and adhesive.

Prerequisites: Spit Venom, nagaji.

Benefit: When you spit poison using the ability granted by the Spit Venom feat, you can spit a glob of venomous goo at an enemy within 30 feet. Once struck, the target is both exposed to your nagaji poison as normal and entangled. An entangled target can break free from the sticky goo with a successful DC 15 Strength or Escape Artist check as a fullround action or by dealing 15 points of damage to the gooey substance with a slashing weapon. In addition, you gain one additional use per day of the ability to spit poison granted by the Spit Venom feat.

VENOMBLADE (NAGAJI FIGHTER ARCHETYPE)

The venomblade has learned to take full advantage of his toxic spittle, blinding his targets and then rushing in to cut them down where they stand. The venomblade is an archetype of the fighter class that is available to nagaji characters.

Venom Projection (Ex): The venomblade must take the Spit Venom nagaji racial feat as his 1st-level fighter bonus feat if he does not already have that ability. At 2nd level, he does not provoke an attack of opportunity for using the ability granted by the Spit Venom feat. At 4th level, he can use the ability granted by the Spit Venom feat as a standard



action; at 8th level, he can use it as a move action; and at 12th level, he can use it as a swift action.

This replaces bravery and alters the bonus feat gained at 1st level.

Sneak Attack (Ex): At 6th level, a venomblade deals 1d6 additional points of damage to targets within 30 feet that he flanks or that are denied their Dexterity bonus to AC against him. This damage increases by 1d6 every 4 levels beyond 6th.

This replaces the bonus feat gained at 6th level.

Viper Strike (Ex): At 12th level, upon making a successful attack with a slashing or piercing weapon, the venomblade can spend a use of the ability granted by the Spit Venom feat as a swift action to spray his toxin into the wound. This imposes a -4 penalty on the victim's saving throw against the poison and causes the target to take 1d6 additional points of damage from all successful attacks for 1 round. This is a poison effect.

This replaces the bonus feat gained at 12th level.

VISHKANYAS

Vishkanyas are unusual among the races of Golarion in that almost all vishkanyas have inborn venom in their blood. Vishkanyas have a nearly spiritual connection to poison, are skilled in the use of toxins of all sorts, and can transform the poisonous fluids that run through their veins.

VISHKANYA FEATS

The following feats are available to vishkanya characters.

DISPELLING BLOOD

You can change your toxic blood to unravel magic itself.

Prerequisites: Knowledge (arcana) 7 ranks, vishkanya. **Benefit:** As a swift action, you can alter the effects of your venom to affect magic instead of flesh. Your venom functions as a targeted *dispel magic* effect when it strikes a creature, using your character level as your caster level. This dispelling effect affects creatures even if they are immune to poison effects. **Normal:** Vishkanya venom deals Dexterity damage.

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GHOSTBANE ICHOR

Your venom is powerful enough to seep into the Ethereal Plane.

Prerequisites: Knowledge (religion) 9 ranks, vishkanya.

Benefit: For a number of rounds equal to your Constitution modifier, a weapon envenomed by your vishkanya venom gains the *ghost touch* special ability and deals 1d6 additional points of damage against incorporeal foes. This affects creatures even if they are immune to poison effects. If the weapon is

used to attack a corporeal creature, the venom is expended and the effects it granted to your weapon end. **Normal:** Vishkanya venom deals Dexterity damage.

UNRAVELING BLOOD

Your toxic blood has the power to destroy both flesh and foul curses.

Prerequisites: Dispelling Blood, Knowledge (arcana) 9 ranks, vishkanya.

Benefit: As a swift action, you can alter the effects of your vishkanya venom to function as *break enchantment* when striking a creature, using your character level as your caster level. This dispelling effect affects creatures even if they are immune to poison effects.

Normal: Vishkanya venom deals Dexterity damage.

Warding Blood

Your ethereal venom is strong enough to repel anyone who attempts to cross through it.

Prerequisites: Ghostbane Ichor, Knowledge (religion) 13 ranks, vishkanya.

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Benefit: You can spend 10 minutes and two uses of your vishkanya venom to coat an area no larger than 10 feet by 10 feet with your blood. This creates a *forbiddance* effect, using your character level as your caster level (maximum 20). The save DC of this effect is equal to 15 + your Charisma modifier. Creatures that take damage from the *forbiddance* effect are also exposed to your vishkanya venom. If you have abilities that alter the effects of your venom, you must choose which effect applies when you create the venomous area.

Disciple of the Forked Tongue (Vishkanya Bard Archetype)

Studied in venomous words as well as venomous blood, a disciple of the forked tongue knows just the right phrase to slowly poison the soul. His voice can sink deep into his victims' hearts, destroying friendships and devouring the mind. The disciple of the forked tongue is an archetype of the bard class available to vishkanya characters.

Bardic Performance: A disciple of the forked tongue gains the following bardic performances.

Discordant Spiral (Su): The disciple can disrupt the thought processes of enemies who hear his performance, causing them to take a -1 penalty on saves against mind-affecting and curse effects and a -2 penalty on concentration checks. These penalties increase by 1 at 5th level and every 6 levels thereafter.

This replaces inspire courage.

Venomous Whispers (Su): At 9th level, a disciple of the forked tongue can use his performance to sow distrust into the mind of an enemy within 30 feet. An affected creature treats its allies as hostile for the purposes of their spells and abilities—it is never considered a willing target of spells and must attempt saving throws against them when possible, and it gains no benefit from allied bardic performances and other abilities that specifically target allies. For every 3 levels a disciple of the forked tongue has beyond 9th, he can target one additional enemy while using this performance (up to a maximum of four at 18th level).

This replaces inspire greatness.

Serpent of the Mind (Su): A disciple of the forked tongue can add one spell with the curse^{UM} descriptor from the spell list of any spellcasting class to his list of spells known at 2nd level and every 4 levels thereafter.

This replaces versatile performance.

TOXIC HERITAGES

The weight of lineage can sometimes grant a connection to venom of various types.

SCORPION BLOODLINE (SORCERER BLOODLINE)

Whether your ancestors served a scorpion goddess or simply worked closely with more mundane members of the species, the venom from these arachnids has seeped down through generations into your blood.

Class Skill: Climb.

Bonus Spells: Thorn javelin^{ACG} (3rd), spider climb (5th), poison (7th), giant vermin (scorpions only) (9th), vermin shape II (11th),

sirocco^{APG} (13th), creeping doom (15th), horrid wilting (17th), transmute blood to $acid^{UM}$ (19th).

Bonus Feats: Arcane Strike, Blind-Fight, Combat Reflexes, Disruptive Spell, Improved Initiative, Nimble Moves, Skill Focus (Climb), Stealthy.

Bloodline Arcana: You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Bloodline Powers: Wherever your lineage hails from now, the desert is in your blood. Your ancestors may have worshiped the power of the scorpion or learned to channel it to survive.

Progenitor's Sting (Sp): You can magically apply your toxic essence onto your weapon or onto the weapon of a willing ally within 30 feet as a standard action. (Poison—injury; save Fort DC 10 + half your sorcerer level + your Charisma modifier; frequency 1/round for 6 rounds; effect 1 Str, Dex, or Con damage [chosen when this ability is used]; cure 1 save). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

At 5th level, the ability damage of your poison increases to 1d3.

At 7th level, each time you apply your progenitor's sting, you can choose two ability scores for your bloodline poison to affect.

At 11th level, whenever you apply your progenitor's sting to a weapon, you can magically apply it onto all willing allies' weapons within 20 feet as well. This counts as one use of your bloodline ability.

Modify Onset (Su): At 3rd level, you can increase the onset time of poisons you use by up to 1 hour per level. At 9th level, you can alter a poison so that it does not have an onset time, but you can trigger it as a swift action to take effect at any time, regardless of distance. If you do not trigger this poison within 1 week of poisoning a target, the poison dissipates harmlessly. The poison can be detected and removed before it is triggered using any normal methods of detecting and removing poison.

Sudden Sting (Ex, Sp): At 9th level, when you are able to act in the surprise round, you can take a full round's worth of actions rather than just a single standard action. You can also cast *accelerate poison*^{APG} and *delay poison* as spell-like abilities a total of three times per day.

Sandwalker (Ex): At 15th level, you gain you gain a burrow speed of 30 feet and tremorsense with a range of 60 feet.

It Is My Nature (Su): At 20th level, your poisoned blood protects you, reflexively conjuring an ethereal stinger to lash out at foes who come too close. Three times per day when an enemy moves into a square adjacent to you, you can make a melee touch attack against the creature as an immediate action. On a hit, the creature must succeed at a Fortitude save (DC = 10 + half your sorcerer level + your Charisma modifier) or die. A creature that succeeds at this Fortitude save is immune to this effect for 24 hours. This is a poison and death effect (*Pathfinder RPG Ultimate Magic* 138, 137). You can use this ability even when you are surprised or flat-footed.



ALCHEMICAL EXPERTS

No discussion of poisons or potions would be complete without alchemists, who specialize heavily and often gleefully in the use of both. Beyond the useful abilities already included in the alchemist class, there are already several alchemist archetypes that focus on poisons, such as the toxicant (*Pathfinder Player Companion: Dirty Tactics Toolbox 7*) and the eldritch poisoner (*Pathfinder Player Companion: Black Markets 28*). The following section provides archetypes that explore other aspects of alchemical brewing, as well as potion- and poison-related discoveries to complement these class features.

CONCOCTER (ALCHEMIST ARCHETYPE)

Experts at combining sets of chemicals to create unique effects, concocters specialize in blending extracts, mutagens, and potions to create concoctions that give them exhilarating powers. Concocters seem reckless to those who aren't familiar with their ways, but those who know them understand that these alchemists simply have unorthodox methods.

Mutagenic Mixology (Ex): At 2nd level, whenever a concocter brews a potion, he can mix in some of the chemicals he uses to create his mutagen, adding some of his mutagen's effects to this concoction.

When he drinks this concoction, he gains the benefit of the potion as normal. Additionally, he gains a +2 natural armor bonus and a +4 alchemical bonus to one of his physical ability scores (Strength, Dexterity, or Constitution), while suffering a -2 penalty to the corresponding mental ability score (Intelligence, Wisdom, or Charisma), just as though the concoction were a mutagen. The ability score that receives the bonus must be chosen when the concoction is made. These benefits and penalties last for the duration of the effects of the potion on which the concoction is based or for 1 minute per the concocter's alchemist level, whichever is shorter.

The effects of this concoction do not stack with another such concoction or a mutagen. If the concocter drinks another concoction or a mutagen while under the effects of this concoction, the effects of any previous concoction or mutagen immediately end. A concoction that is not in the concocter's possession becomes inert until the concocter picks it up again (even if the concocter has the infuse mutagen discovery). The process used to combine the mutagen with a potion make it particularly volatile, so anyone else who drinks the concoction (including other alchemists) does not gain its benefits and must succeed at a Fortitude saving throw or be nauseated for 1 minute. The DC of this saving throw is equal to 10 + the concocter's alchemist level + the concocter's Intelligence modifier.

Additional reagents and materials are required to brew a concoction in this way, doubling the cost in raw materials to create the potion on which the concoction is based. A mutagen brewed into a concoction in this way does not count against the number of mutagens the concocter can have active at a given time.

A concocter can make one such concoction per day at 2nd level and a second per day at 4th level. A concoction becomes inert 24 hours after it is created.

This replaces the discoveries gained at 2nd and 4th levels. **Extracting Mixology (Ex):** At 6th level, a concocter can combine an extract and a potion, allowing him to consume this mixture simultaneously, albeit with some potential side effects. As a full-round action, the concocter can combine an extract with a potion in his possession. The concocter can then drink the mixture as a standard action. If he does not consume the mixture within 2 rounds of creating it, the mixture grows inert and both the extract and the potion are ruined. This ability cannot be used with a potion into which he has fused his mutagen using his mutagenic mixology ability.

The exact effects of drinking one of these mixtures are volatile and unpredictable. Each time the concocter drinks a mixture, roll on the following table to determine the result.

MIXTURE EFFECTS

d4	Effect
1	Either the extract (01–50 on a d%) or potion (51–100
	on a d%) has no effect. The consumable that takes
	effect treats its caster level or the concocter's
	alchemist level as 2 higher, whichever is appropriate.
2	Both the extract and potion function normally.
3	Both the extract and potion function normally but
	treat their caster level or the concocter's alchemist
	level as 2 higher, whichever is appropriate.
4	Both the extract and potion function normally and
	are affected as though they were spells extended
	with the Extend Spell metamagic feat. If either the
	extract or the potion's duration is concentration,
	instantaneous, or permanent, both the extract and
	the potion simply function normally.

This replaces swift poisoning and the discovery gained at 6th level.

FERMENTER (ALCHEMIST ARCHETYPE)

Little more than moonshiners to some, fermenters focus their efforts on imbibing substances, learning from the resulting effects on their bodies, and infusing this knowledge into their skill sets. Fermenters consider themselves living experiments and accept the risks and benefits inherent in their work. (For more information on tinctures, see pages 22–23.)

Substance Tolerance (Ex): At 2nd level, whenever a fermenter consumes a drug, she gains a +2 bonus on her saving throw to resist becoming addicted

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(*Pathfinder RPG GameMastery Guide* 236). Whenever she consumes a tincture, she gains its usual benefits, but all penalties imposed are reduced by 1. (If the tincture's penalties instead impose a condition or another penalty that is not numerical, such as the penalties imposed by starlight juice, this ability has no effect at 2nd level.) Additionally, the fermenter can consume a number of alcoholic beverages equal to one plus three times her Constitution modifier before becoming sickened for 1 hour per drink above this maximum. (Normal rules for drunkenness can be found on page 237 of the *GameMastery Guide*.)

The bonus on saving throws to resist addiction increases to +3 at 8th level and to +4 at 10th level. At 10th level, the fermenter suffers no penalties at all from drinking tinctures, including conditions and other nonnumerical penalties (starlight juice would not make her dazzled, for example). Additionally, at 10th level she can consume a number of alcoholic beverages equal to one plus four times her Constitution modifier before becoming sickened.

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

Volatile Bombs (Ex): At 2nd level, a fermenter under the influence can make her bombs more potent, but they also become unstable and more difficult to aim. As long as the fermenter is under the effects of a drug or tincture, or has imbibed an alcoholic drink in the past 10 minutes, her bombs deal 1 additional point of damage per damage die. While this ability is in effect, she also takes a –2 penalty on attack rolls made with her bombs. At 7th level and every 6 levels thereafter, this penalty increases by 1 (to a maximum penalty of –5 at 19th level).

This replaces poison use.

Batch Brew (Ex): At 6th level, a fermenter learns how to brew tinctures in larger batches. Whenever she creates a tincture using Craft (alchemy), she can simultaneously create a number of additional tinctures equal to her Intelligence modifier. She expends resources for each tincture separately, but she attempts a single Craft check and applies the result to each tincture being brewed.

This replaces swift poisoning.

DISCOVERIES

The following discoveries allow an alchemist to make the most of poisons, potions, and tinctures.

Designer Poison (Ex): The alchemist can create special poisons that are more effective against certain creatures. When crafting a poison, the alchemist can choose a single creature type (and subtype, if appropriate) from the ranger's favored enemy list. Against creatures of the chosen type, the poison's saving throw DC is increased by 4. Against all other creatures, it is reduced by 2. The alchemist must choose the creature type and subtype (if appropriate) while crafting the poison and afterward cannot change this choice.

Enduring Toxin (Ex): The alchemist can alter the properties of a poison, causing it to persist longer in (

the victim's body. Altering a dose of poison in the way takes 1 hour, requires the expenditure of raw materials worth half the poison's market price, and exposes the alchemist to the poison, thereby affecting him if he is not immune. This doubles the poison's maximum duration. An alchemist must be at least 8th level before selecting this discovery.

Lasting Tinctures (Ex): The alchemist knows how to make tinctures that last much longer than normal. The durations of the effects of any tinctures the alchemist brews using the Craft skill are doubled. When the alchemist uses this discovery to brew a longer-lasting tincture, the tincture imposes its normal penalties on the alchemist even if the alchemist has an ability that reduces tinctures' penalties (such as the substance tolerance ability of the fermenter alchemist archetype presented in this section). An alchemist with this discovery can brew tinctures with normal durations.



Bewitching Brewers

Folktales throughout the Inner Sea region often describe witches as spellcasters tied to dark and sinister forces that grant knowledge of powerful magic and horrific concoctions. Some witches make deadly toxins their focus, cooking up particularly potent poisons to use in combination with their spells. Presented here are a number of options for witches who focus on using poisons and vile toxins.

VENOM SIPHONER (WITCH ARCHETYPE)

Witches are no strangers to poisons, using them alongside their various brews, curses, spells, and other tools of the trade. A number of witches are masters of poison, receiving toxic gifts that allow them and their familiars to use poison in unparalleled manners.

Poisonous Familiar (Ex): The venom siphoner chooses either her familiar's bite attack or its claw attacks; once chosen, this selection can't be changed. The chosen natural attack gains the following poison ability: *Siphoner Poison*: Natural attack—injury; *save* Fort DC 10 + half the witch's level + the witch's Intelligence modifier; *frequency* 1/round for 6 rounds; effect 1d2 Dex; *cure* 1 save.

Familiars without an appropriate natural attack instead gain the ability to spit the poison as a ranged touch attack. This spit attack deals no damage, but it exposes the struck creature to the poison, forcing it to attempt a saving throw to resist the poison as normal. If the familiar already has a poison, the witch can instead empower its poison. An empowered poison's frequency increases by 50%. If the witch ever replaces her familiar, she must choose how this ability applies to her new familiar as soon as she receives it.

This replaces the hex gained at 1st level and the familiar's alertness special ability.

Venom Expert (Ex): At 2nd level, a venom siphoner does not risk exposure to her familiar's poison when attempting to milk venom from it (see page 142 of *Pathfinder RPG Ultimate Wilderness*).

This replaces the hex gained at 2nd level.

Toxic Blood (Ex): At 6th level, the venom siphoner's blood becomes toxic, empowering her abilities. Any creature that deals bleed damage to her with a natural, light, or one-handed weapon is automatically exposed to the same poison granted to her familiar and must succeed at the save or be affected by the poison. Additionally, when casting spells that have a single target and require a Fortitude save, she can cause the spell to deliver this poison as a free action; a target who succeeds at the save against the spell also avoids being affected by the poison. She can cause spells to deliver poison in this way a number of times per day equal to 3 + her Intelligence modifier. This ability refreshes when the venom siphoner communes with her familiar to prepare her daily spells.

This replaces the hex gained at 6th level.

HEXES

The following hexes are suitable for witches who commonly use or encounter poison. Two allow her to force others to endure effects she encounters, and while another grants her or an ally a poisoned claw attack.

Gift of Consumption (Su): The witch curses a creature to share any effects that target her vitality. Whenever the witch is exposed to an effect that requires her to attempt a Fortitude save, as an immediate action she can curse a creature within 30 feet to share the effect. The hexed creature must also attempt a Fortitude save at the same DC as the witch's, and on a failure it is subject to the same effects as the witch. Regardless of the outcome of the saving throw, the creature can't be targeted by this hex again for 1 day. This hex does not function with effects that require additional types of saves, such as *phantasmal killer*.

Greater Gift of Consumption (Su): The witch can more effectively redirect effects to her proxy chosen by the gift of consumption hex. When the witch succeeds at her Fortitude save against an effect that she has redirected to a proxy, the hexed creature takes a -4 penalty on its Fortitude save against the redirected effect. If the witch ever fails a Fortitude save or intentionally exposes herself to an effect that requires a Fortitude save, such as by ingesting a poison, she can redirect that effect to affect only the hexed creature, though the hexed creature can still attempt a saving throw to resist the effects. Once she has redirected an effect to another creature in this way, that creature cannot be affected by the gift of consumption hex again for 24 hours. The witch must have the gift of consumption hex to select this hex.

Poison Touch (Ex): The witch empowers herself or an ally within 30 feet with poisonous nails. The affected creature gains a claw attack as a secondary attack that deals 1d3 points of damage (1d2 for Small creatures) and has the following poison ability: *Witch Toxin:* Claw—injury; *save* Fort DC 10 + half the witch's level + the witch's Intelligence modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The creature gains this claw attack for a number of minutes equal to the witch's level. If the target already has a claw attack, that attack gains the poison ability listed above, but the DC is 1 higher. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

MAJOR HEXES

The following major hexes are suitable for witches who wish to impair their enemies. These major hexes simulate longterm results of toxins that might affect someone exposed to numerous noxious elements over the years.

Restless Slumber (Su): The witch causes a creature within 30 feet to fall into a sleep riddled with nightmares. This functions as the slumber hex. Additionally, the restless nature of the sleep causes the creature to violently toss and turn, dealing 1d10 points of damage to itself each turn.

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This damage does not wake the creature. When it wakes, the creature's addled state causes it to be confused for a number of rounds equal to half the witch's level. The witch must have the slumber hex to select this hex.

Withering (Su): The witch causes a creature within 30 feet to age rapidly, empowering the witch in the process. The target ages to the next age category (adult to middle-aged, and so on). The witch gains a number of temporary hit points equal to 1d10 + her witch level and a +2 enhancement bonus to either Strength, Dexterity, or Constitution for a number of hours equal to her Intelligence modifier. These effects last for a number of hours equal to the witch's level. A creature cannot be aged past venerable age by this hex, and it can attempt a Fortitude save to negate the effect altogether. Once a creature has successfully saved against the withering hex, it cannot be affected by it again.

WITCH SPELLS

The following poison-themed spells are suitable for witches and other toxic spellcasters.

ANTITOXIN TOUCH

School abjuration; Level alchemist 1, druid 1, ranger 1, shaman 1, witch 1
Casting Time 1 standard action
Components V, S, M (a small drop of antitoxin)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)
The target's skin secretes a small amount of venom-resistant oils for the spell's duration. The target cannot accidentally poison itself while applying poison. Additionally, the target does not risk exposure to a creature's poison when

POISONOUS CLOUD

School conjuration (creation) [poison[™]]; **Level** bloodrager 4, magus 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4

attempting to milk venom (Ultimate Wilderness 142).

Casting Time 1 standard action Components V, S, M (small drop of poison) Range medium (100 ft. + 10 ft./level) Effect cloud spreads in 20-ft. radius, 20 ft. high Duration 1 round/level

Saving Throw Fortitude negates; see text; Spell Resistance no

Poisonous cloud creates a bank of fog like that created by fog cloud, except that the vapors are toxic. The cloud deals 1d2 points of Constitution damage per round to living creatures that fail their Fortitude saves. A creature that succeeds at its save but remains in the cloud must continue to attempt a new saving throw each round on your turn. *Poisonous cloud* can be made permanent with a *permanency* spell cast by a caster of 13th level or higher, at a cost of 12,500 gp. A permanent *poisonous cloud* dispersed by wind re-forms in 10 minutes.

TOXIC BLOOD

School transmutation [poison[™]]; Level alchemist 3, bloodrager 3, cleric 3, druid 3, investigator 3, magus 3, ranger 3, sorcerer/

wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S, M (vial of black adder venom)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Fortitude negates; see text; **Spell Resistance** no The target creature's blood becomes poisonous. Anytime the target takes piercing or slashing damage, a spray of acidic blood spurts from its body in the direction of the opponent who inflicted the wound. This blood travels in a 10-foot line, striking the first creature or object it touches. A creature struck by the blood is exposed to black adder venom (*Pathfinder RPG Core Rulebook* 558) and must save against the poison as normal, with a DC equal to the spell's DC.

Toxic blood can be made permanent with a *permanency* spell cast by a caster of 11th level or higher, at a cost of 7,500 gp.



COVERT POISONERS

Rogues are no strangers to poisons. In fact, poison is such an integral part of certain rogues' toolkits that some groups that include a large number of rogues focus entirely on the use of these toxins for their deeds. Such groups include the Daggermark Poisoner's Guild in the River Kingdoms and the Red Mantis assassins on Mediogalti Island.

Among rogues, poisoner rogues (*Pathfinder RPG Advanced Player's Guide* 134) are most likely to employ toxins, as their skill with poisons is unparalleled. Some poisoner rogues also take one of the archetypes presented below. In addition to rogues, slayers also commonly find themselves among the ranks of poison users. This section also contains rogue and slayer talents for characters who wish to expand their poisonous repertoires.



NEEDLER (ROGUE ARCHETYPE)

While some assassins and killers prefer to be up front with their poison use, others favor a covert approach. Needlers use subtlety and misdirection to deliver deadly poisons to unsuspecting victims in creative and unorthodox ways. This archetype is appropriate for rogues built using the rules from the *Pathfinder RPG Core Rulebook* as well as for unchained rogues (*Pathfinder RPG Pathfinder Unchained* 20).

Adroit Poisoner (Ex): At 2nd level, a needler gains a +2 bonus on Sleight of Hand checks. This bonus increases to +4 when the needler uses Sleight of Hand to draw a hidden weapon that is coated in poison. At 8th level, these bonuses increase to +4 and +6, respectively.

This replaces evasion.

Subtle Poisoning (Ex): At 4th level, a needler can apply a contact or ingested poison to her weapon and deliver it as if it were an injury poison. The poison must be delivered within 1 minute of this application, or it is wasted. The DC of the saving throw to resist the poison decreases by 1 when the needler uses this ability to deliver a contact or ingested poison via injury.

This replaces uncanny dodge.

Needle Poisoner (Ex): At 6th level, a needler can apply a dose of poison to a weapon as a swift action. This ability counts as swift poisoning for the purpose of meeting prerequisites.

This replaces the rogue talent gained at 6th level.

Concealed Delivery (Ex): At 8th level, a needler learns how to deliver all types of poisons with subtlety. As a standard action, she can deliver an ingested or inhaled poison to a creature within reach by placing a dose of poison on the target's lips, on the target's neck, or through other similar contact with the target's skin as if the poison were a contact poison. Delivering poison in this way requires a successful Sleight of Hand check opposed by the target's Perception check. The poison is not lost on a failed check, but it must be successfully delivered within 1 minute of the first attempt, or it is wasted.

This replaces improved uncanny dodge.

ROTDRINKER (ROGUE ARCHETYPE)

Poisons are common tools in a rogue's trade, and some poison-using rogues are so frequently exposed to these toxins that they have developed resistances to particular poisons. Known as rotdrinkers, these rogues purposefully consume poisons to augment their minds and bodies, though they do so at the expense of traditional roguish nimbleness. This archetype is appropriate for rogues built using the *Core Rulebook* as well for unchained rogues (*Pathfinder Unchained* 20).

Poison Resistance (Ex): At 2nd level, a rotdrinker gains a +2 bonus on saving throws against all poisons. This bonus increases to +4 at 8th level.

This replaces evasion.

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Unnatural Ingestion (Ex): At 4th level, a rotdrinker gains immunity to all ingested poisons, including poisons that are converted to or considered ingested poisons (such as a poison converted to an ingested poison using the alchemist's poison conversion^{UC} discovery).

Further, when the rotdrinker ingests an ingested poison, she gains a number of temporary hit points equal to half her rogue level. These temporary hit points stack with temporary hit points from other effects, and they last until they are lost or for a number of rounds equal to the rotdrinker's rogue level, whichever comes first.

Additionally, the rotdrinker gains benefits from the ingested poisons that she ingests depending on the poison's details, as explained below. A rotdrinker can gain hit points and additional benefits from only one ingested poison at a time. If she ingests another poison while she has temporary hit points and additional benefits from another poison, the previous temporary hit points and benefits are lost. At 8th level, the temporary hit points and additional benefits last for a number of minutes equal to the rotdrinker's rogue level.

Ingested poisons provide an alchemical bonus equal to the number of consecutive saving throws required to cure the poison (for example, lich dust provides a +2 bonus). An ingested poison that affects Strength, Dexterity, or Constitution grants this bonus on the rotdrinker's damage rolls and Fortitude saving throws. An ingested poison that affects Intelligence, Wisdom, or Charisma instead grants this bonus on the rotdrinker's attack rolls and Will saving throws. An ingested poison that does not affect any ability scores (such as oil of taggit) grants this bonus to the rotdrinker's AC. If an ingested poison falls into more than one of these categories, the rotdrinker chooses which benefit she receives at the time of ingestion.

This replaces improved uncanny dodge and uncanny dodge.

ROGUE TALENTS

The following talents serve rogues who use poisons in their tactics or encounter poisons on their adventures.

Accurate Poisoner (Ex): A rogue with this talent delivers poisons with deadly precision. When the rogue successfully hits an opponent with a poisoned weapon and would deal sneak attack damage, she can forgo the sneak attack damage and increase the poison's potency. If she does, the poison's duration increases by 2 (for example, large scorpion venom lasts for 8 rounds instead of 6 rounds, and drow poison lasts for 4 minutes instead of 2 minutes).

Lingering Poison (Ex): A rogue with this talent can have a poison remain inert until a later time. When she delivers a contact or injury poison, instead of the poison's normal onset time, the rogue can delay the poison's effects until up to 1 day from when it is delivered (minimum 1 round). The delayed poison can be detected as normal by spells such as *detect poison* and similar abilities.

Signature Poison (Ex): A rogue with this talent chooses one poison (such as bloodroot or oil of taggit) as her signature poison. When she uses the chosen poison, the poison's saving throw DC increases by +2. A rogue can take this talent multiple times, each time applying it to a new poison.

Suppress Poison (Ex): A rogue with this talent can stave off the effects of a poison. As an immediate action when she fails a saving throw against a poison, the rogue can attempt the saving throw a second time. If she succeeds at this second saving throw, the poison does not affect her for a number of rounds equal to her Constitution modifier (minimum 1 round), but this time it counts against the poison's duration. This talent has no effect on poisons with an onset longer than immediate.

Toxic Regurgitation (Ex): A rogue with this talent can drink a noninhaled poison as a standard action and suspend it within her body. She is not affected by the poison while it is suspended within her, and she doesn't need to attempt saving throws against it. She can suspend a poison within herself in this way for a number of hours equal to her Constitution modifier (minimum 1), after which she must immediately expel the poison or be affected by it as normal. At any time while the poison is suspended within her, the rogue can spit up the poison as a ranged touch attack at any creature within 10 feet. This does not provoke attacks of opportunity. On a successful hit, the struck creature is exposed to the poison as if it were a contact poison. The rogue can maintain only a single suspended poison at a time. If she suspends a new poison, any older suspended poison immediately affects her as normal.

SLAYER TALENTS

The following talents serve slayers who wish to add more poisons to their arsenal and, in turn, protect themselves from exposure to such toxins.

Focused Poison (Ex): The slayer can focus his poison delivery to be especially deadly to his studied target. When the slayer studies a target, he can immediately reduce the number of additional studied targets he can maintain. Reducing this number does not require an action. For each target reduced in this way, the DC of poisons used against his studied target increases by 1. The slayer must be at least 6th level and have the poison use talent to select this talent.

Redirect Poison (Ex): The slayer can divert poisoned attacks against him. When a creature unsuccessfully attacks the slayer with a poisoned weapon or a natural weapon that would poison him, the slayer can attempt to redirect the attack to a creature within his reach (including, possibly, the creature that unsuccessfully attacked the slayer). As an immediate action, the slayer can make an attack roll against the creature to which he would redirect the poison. On a success, the poison is redirected to the target, and the target must attempt a saving throw against the poison as normal. This attack only redirects the poison and does not otherwise damage the targeted creature. This ability cannot affect a creature that attacked the slayer with a poisoned natural weapon, but it can affect a creature that attacked him with a poisoned manufactured weapon.



CURIOUS CRAFTERS

With a keen interest in the world around them and training in alchemical methods, investigators are naturally drawn to the use of both potions and poisons. Some investigators pursue these avenues further than others, focusing less on the hazards of adventuring and more on the intricate nuances of their chosen subject. Investigators who excel with poisons, called toxin codexers, are most often found in places where mundane poisons are a common threat. Kings and nobles might employ them as poison tasters or forensic experts, while the Daggermark Poisoners' Guild often trains these investigators to aid in researching new toxins. Investigators who focus on potions are less likely to be deliberately sought out, due to their tendency of being overly experimental, but they are commonly found in larger alchemists' guilds. While these specialized investigators are sometimes dismissed as unreliable at best and hazardous at worst, they are tireless in the advancement of their field, and their meticulous studies continue to add to the knowledge of alchemists and guilds across Golarion. Those investigators who can keep up with correspondence are known to consult with other experts in their favored subjects, while those with easy access to printing compile their notes into pamphlets for interested parties.

RECKLESS EPICUREAN (INVESTIGATOR ARCHETYPE)

Reckless epicureans are investigators who, for whatever reason, tend to test unknown concoctions on themselves. Whether an obsessive scientist, a healer determined to ensure the safety of her tinctures, or a seeker of new and interesting potions, a reckless epicurean's body is saturated with experimental chemicals and magic. She can prepare extracts without formulae by approximating the taste, and she can guzzle cursed concoctions without batting an eyelash.

A Familiar Taste (Ex): At 2nd level, a reckless epicurean adds half her level as a bonus on Perception and Spellcraft checks to identify potions. The benefits she receives from poison resistance and poison immunity also apply against harmful potions and other ingested substances with negative effects, such as drugs.

This replaces trapfinding.

Experimental Potable (Su): At 5th level, once per day, a reckless epicurean can prepare one experimental potable using a formula that she does not know from the alchemist formulae list into an extract slot of the appropriate level. These experimental potables often have side effects. When a creature consumes one of these potables, the investigator must succeed at a Spellcraft check (DC = 15 + the formula's level). On a failure, she must roll on the Wild Magic Surge table (*Pathfinder RPG Pathfinder Unchained* 147) to determine the extra effects. If the wild magic surge effect isn't possible due to the nature of the spell or effect, roll instead on the

Universal Surge Effects table (*Pathfinder Unchained* 148). Results concerning the caster affect the drinker of the experimental potable instead.

At 8th level, and every 3 levels thereafter, the reckless epicurean can prepare one additional experimental potable per day.

This replaces the investigator talent gained at 5th level.

Sympathetic Resistance (Su): At 13th level, when a reckless epicurean drinks an extract or a potion, she gains an alchemical bonus on saves against spells and spell-like abilities of the same school as that potion or extract for a number of rounds equal to her Intelligence modifier. This bonus is equal to the level of the spell contained in the extract or potion. The investigator can use this ability a number of times per day equal to her Intelligence modifier (minimum 1).

This replaces the investigator talent gained at 13th level.

TOXIN CODEXER (INVESTIGATOR ARCHETYPE)

While most investigators are well versed in the knowledge of poisons, the toxin codexer has made it a way of life. He meticulously seeks out new poisons and catalogs their effects, both those that are harmful and those that are potentially beneficial. A toxin codexer's detailed understanding of how his toxins work allows him to blend them with exact precision, creating even more deadly venoms or providing painful medicines for those in need.

Poison Lore (Ex): A toxin codexer gains the poison lore ability at 1st level. This ability is otherwise identical to the investigator's poison lore class feature.

Synthetic Venom (Ex): When a toxin codexer prepares his extracts, he can use his slots to prepare short-lived poisons instead of extracts. The following poisons can be prepared into extract slots:

ist—arsenic, giant wasp poison, medium spider venom; *2nd*—black adder venom, id moss, striped toadstool; *3rd* blue whinnis, lich dust, sassone leaf residue; *4th*—dark reaver powder, purple worm poison, third eye^{UW}; *5th*—deathblade, hemlock, witch hunter's sword^{UW}; *6th*—black lotus extract, dragon bile, king's sleep.

Additional poison selections can be added to this list with GM approval.

The Fortitude save DC of these poisons is 10 + the toxin codexer's Intelligence modifier + the extract level of the poison. Poisons created in this way are unstable and become inert after 1 day if not used. Once the poison is administered to a target, the duration is as normal for that poison's type, even if longer than 1 day. These poisons can be applied to weapons (if applicable) only by the toxin codexer, unless he has the infusion alchemist discovery.

This modifies alchemy and replaces trapfinding and the investigator talent gained at 3rd level.

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Modify Toxin (Ex): At 3rd level, a toxin codexer learns to unlock both the beneficial and detrimental side effects of his poisons. These effects apply even if the target succeeds at her save against the poison, but they still count as poison^{UM} effects. A modified toxin becomes inert if not used within 1 hour.

As a move action, the toxin codexer can expend one use of inspiration to apply one of the following effects to a poison in his possession, choosing either the benefit or the detriment when an effect has both options. These effects last for a number of rounds equal to the investigator's Intelligence modifier unless otherwise stated.

- Grant a +2 alchemical bonus or impose a –2 alchemical penalty on saving throws against exhaustion, fatigue, and sleep effects.
- Grant a +4 alchemical bonus or impose a -4 alchemical penalty on saving throws against effects with the pain^{UM} descriptor.

At 6th level, the toxin codexer can also choose from the following effects:

- Affect a target so the first time she takes damage each round, she takes an additional 1d6 points of nonlethal damage. This is a pain^{UM} effect.
- Inflict or remove the fatigued condition.

At 9th level, the toxin codexer can also choose from the following effects:

- Deal 1 point of bleed damage or cure any ongoing bleed effects.
- Cure one disease or poison whose save DC does not exceed that of the modified poison. This has no effect on magical curses, diseases, or poisons.

At 12th level, the toxin codexer can also choose from the following effects:

- Cure one magical disease or poison whose save DC does not exceed that of the modified poison.
- Bestow a 30% spell failure chance on a target. This replaces keen recollection and trap sense.

INVESTIGATOR TALENTS

The following talents function well for investigators pursuing the arts of a poisoner.

Anathema (Ex): When an investigator creates or prepares a poison, including poisons derived from racial or class abilities, he can spend one use of inspiration to create an anathema instead. Anathemas count as poisons, but they can affect creatures that are normally immune to poison, as they exploit vulnerabilities in their very nature rather than their biology. When an anathema is created, select a creature type (and subtype, if applicable) from the ranger favored enemy list; the anathema functions only this against chosen type. The investigator also chooses one of the following special abilities for

the anathema to affect: damage reduction (except DR/—), energy resistance (one type chosen by the investigator), fast healing, movement speed, or spell resistance.

The method of delivery (contact, ingested, inhaled, or injury) and the DC of the anathema's save are identical to those of the poison used to make the anathema. If the target fails its save against the anathema (even if the enemy is normally immune to effects that require a specific save, such as undead's immunity to effects that require a Fortitude save), the value of the chosen ability is lowered by 5 (minimum o) for 1 round per investigator level.

Greater Anathema (Ex): The ability reduction of the investigator's anathemas increases to 10, and he adds DR/— and regeneration to the list of abilities he can lower with an anathema. In addition, when an investigator creates an anathema, he can designate a specific kind of creature (such as vampires) in addition to the creature type. When used against this specific foe, the DC of the save against the anathema is 2 higher than the component poison. An investigator must have the anathema investigator talent to select this talent.

Lingering Venom (Ex): Poisons that the investigator personally applies to weapons and traps, or otherwise inflicts upon foes, require one additional successful save to cure. An investigator must be at least 5th level to select this talent.





POTION PROSPECTUS

It isn't hard to learn the basics of brewing potions, but truly mastering the art of distilling magic into liquid form is a far more complicated process. Many alchemists and wizards experiment with their own unique methods for brewing potions with exotic and ingenious effects; indeed, some devote their whole livelihoods to this pursuit. For others, potion brewing is a passionate hobby to which all their free time is devoted.

The results of this hard work are generally closely guarded secrets, but students of the magical brewing arts can often glean these skills for themselves through book learning, a generous mentor, or any number of other studious ways. Some brewers even take pride in the number of students who use and spread their personal, meticulously tested brewing techniques, though such training is often not

cheap or easily obtained except in cities where alchemists are plentiful or alchemy is particularly highly regarded.

This section provides a variety of tools for potion brewers who want to hone their skills, including feats that allow for more versatile brewing, spells perfect for making into potions, and a reference guide of existing spells that are commonly made or purchased as potions or oils.

VERSATILE BREWING

The following feats allow potion brewers to concoct unusual variations in their potions, altering the potions' effects in strange and useful ways. These feats function similarly to metamagic feats, though they affect the creation of potions instead of the normal casting of spells. Level limits for potions apply to their level after the application of any relevant metamagic feats (if the feat affects the component spell's level).

DELAYED POTION

You can brew potions whose effects are delayed slightly.

Prerequisites: Brew Potion, caster level 5th.

Benefit: When you brew a potion, you can have the potion's effects be delayed by up to 10 rounds after a creature consumes it. Once you decide how many rounds the potion's effects will be delayed by, that decision cannot later be changed. When a delayed potion is imbibed, it has no effect for the chosen number of rounds, and then it affects

> the imbiber as normal. The rounds in which the potion's effects are delayed do not count against the duration of the potion's effect. A spell brewed into a potion this way does not use up a higher-level spell slot than the spell's actual level.

HEALING POTION

You can infuse a healing spell into a potion that produces a different effect.

Prerequisites: Brew Potion, ability to cast cure serious wounds.

Benefit: When you brew a potion, you can add the effects of one of the following spells to the potion's effects: cure light wounds, cure moderate wounds, or cure serious wounds. When imbibed, the potion has the effect of both the chosen cure spell and the spell used to brew the potion. When brewing the potion, you must expend both spells as though you were creating two separate potions. Due to the intricacies of making such a carefully blended potion, you must use particularly fine and rare ingredients, meaning you must pay twice the cost of creating each potion separately. The combined spell levels of the cure spell and the other spell used in the potion must be level 3 or less (for example, you could combine *cure light wounds* with a 2nd-level spell to create a healing potion, or *cure moderate wounds* with a 1st-level spell, or *cure serious wounds* with a o-level spell).

LENGTHY POTION

When you brew spells with brief durations into potions, you can extend them to last a full minute.

Prerequisites: Brew Potion, caster level 10th.

Benefit: When you brew a potion using a spell with a duration of 1 round per caster level, you can increase the spell's duration to 1 minute for the purposes of the resulting potion's effects on the imbiber. This does not stack with any other effect that would increase the duration of the potion, such as the Extend Spell metamagic feat. A spell brewed into a potion this way uses up a spell slot one level higher than the spell's actual level for the purposes of crafting and its cost.

VAPOROUS POTION

You know how to brew potions that can be delivered as a gaseous cloud.

Prerequisite: Brew Potion.

Benefit: When you brew a potion, you can brew it in such a way that when exposed suddenly to air and force, it diffuses into a cloud of vapor that can be inhaled. The potion can still be consumed normally, but it can also be delivered by throwing it at another creature as a splash weapon. The potion vial has a range increment of 10 feet and is considered an improvised weapon. On impact, the vial breaks and a cloud of barely visible potion vapor fills the square it lands in (this vapor does not obscure normal sight in any way). If a creature is in that square, it gains the benefits of the potion immediately as though it had imbibed the potion.

Otherwise, the vapor persists for 1d3+1 rounds in only that square before dissipating, and the first creature to enter the square before the vapor dissipates gains the potion's benefits. A creature entering the vapor's space can hold its breath to refrain from inhaling the potion. No more than one creature can benefit from a potion's vapor, and if more than one creature is in the potion's space after it is thrown, the potion is wasted and has no effect. The thrown potion deals no damage to creatures or objects it hits. A spell brewed into a potion this way does not use up a higher-level spell slot than the spell's actual level.

POTABLE SPELLS

Spellcasters who regularly brew potions make frequent use of the following spells.

CLAY SKIN

School abjuration; Level alchemist 3, bloodrager 3, inquisitor 3, magus 3, sorcerer/wizard 3, summoner 3
 Casting Time 1 standard action

Components V, S, M (clay and iron filings) Range touch Target creature touched Duration 10 minutes/level or until discharged

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The target's skin becomes as thick and tough as clay, granting the target DR 5/adamantine. Once the spell has prevented a total of 5 points of damage per caster level (maximum 50 points), it is discharged and the spell ends.

GLIMPSE THE HIDDEN

School divination; Level alchemist 3, inquisitor 3, sorcerer/
wizard 3, summoner 3, witch 3
Casting Time 1 standard action

Components V, S, M (a pinch of magnesium and platinum) **Range** touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell functions as *see invisibility*, except as noted here. This spell cannot be made permanent.

IDENTIFIER'S EYE

School divination; **Level** alchemist 2, bard 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a wine-stained pearl)

Range touch

Target creature touched

Duration 3 rounds + 1 round/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell infuses a spark of magical energy into the veins of the target, allowing it to feel the presence of magic the way one might feel the thrum of vibrations in the air. For the spell's duration, the target gains the benefits of the spell *detect magic* and also gains a +5 enhancement bonus on Spellcraft checks to identify the properties and command words of magic items. Further, the target can attempt such checks untrained while under the effects of this spell. This ability does not allow the target to identify artifacts.

PHASE STEP

School conjuration (teleportation); Level alchemist 3, bard 3,

magus 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one willing creature touched

Duration instantaneous

Saving Throw none; Spell Resistance yes (harmless)

You instantly transfer the touched creature to a point you designate within range. This otherwise functions as the spell *dimension door*, except that you must have line of sight and



line of effect to the target's destination for this spell's effects to properly function.

UNDEATH SENSE

School divination; Level alchemist 2, cleric 2, inquisitor 2,

paladin 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (ashes from an urn)

Range touch

Target creature touched

Duration 10 minutes/level (D)

Saving Throw none; Spell Resistance no

You grant the target the ability to pick up on the subtle scents and disturbances to the natural order that are specific to the living dead, granting the target the ability to sense the presence of undead creatures. The target is constantly aware of whether there are any undead auras within 60 feet of her in any direction. If at least one undead aura is present, the target can concentrate on the spell's effects in order to gain more information on the auras present. This functions similarly to *detect undead*, except the number of rounds of concentration needed to learn about the undead auras is reduced by 1 (1 round to learn the number of auras, and 2 rounds to learn the strength and location of each aura).

POTION AND OIL REFERENCE GUIDE

When creating or attempting to purchase a specific potion or oil, it is important to keep in mind the information below.

In order to be made into a potion or oil, a spell must meet all of the following criteria.

- It must be a spell of 3rd level or lower.
- It must have a casting time of less than 1 minute.
- It must target one or more creatures or objects.
- It must not have a range of personal.

The tables below present spells that are commonly made into potions or oils as well as their base costs and the source book from which they originate. These tables are not meant to be an exhaustive list of all spells that can be made into potions or oils in Pathfinder; rather, they are meant as a handy reference for spells from hardcover Pathfinder books that are commonly found in potion or oil form.

The following lists this table's sources next to the abbreviations used in the table: Pathfinder RPG Core Rulebook (CR), Pathfinder RPG Advanced Class Guide (ACG), Pathfinder RPG Advanced Player's Guide (APG), Pathfinder RPG Occult Adventures (OA), Pathfinder RPG Ultimate Combat (UC), Pathfinder RPG Ultimate Intrigue (UI), and Pathfinder RPG Ultimate Magic (UM).

While most of the spells in these tables are commonly made into potions, spell names with asterisks (*) after them are typically made into oils instead of potions.

O-LEVEL POTIONS AND OILS

Potion or Oil	Price	Source
Arcane mark*	25 gp	CR
Guidance	25 gp	CR
Light*	25 gp	CR
Purify food and drink*	25 gp	CR
Resistance	25 gp	CR
Stabilize	25 gp	CR
Virtue	25 gp	CR

1ST~LEVEL POTIONS AND OILS

Potion or Oil	Price	Source
Adhesive spittle	50 gp	ACG
Animate rope*	50 gp	CR
Ant haul	50 gp	APG
Bless weapon*	50 gp	CR
Cloak of shade	50 gp	APG
Cure light wounds	50 gp	CR
Disguise weapon*	50 gp	ACG
Endure elements	50 gp	CR
Enlarge person	50 gp	CR
Erase*	50 gp	CR
Feather step	50 gp	APG
Gentle breeze	50 gp	ACG
Glue seal	50 gp	ACG
Goodberry*	50 gp	CR
Grease*	50 gp	CR
Handy grapnel*	50 gp	UI
Hide from animals	50 gp	CR
Hide from undead	50 gp	CR
Hold portal*	50 gp	CR
Invigorate	50 gp	APG
Jump	50 gp	CR
Keen senses	50 gp	APG
Mage armor	50 gp	CR
Magic fang	50 gp	CR







Potions	ଟ୍ଟ	Poisons
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Magic stone*	50 gp	CR
Magic weapon*	50 gp	CR
Obscure poison*	50 gp	UI
Open and shut*	50 gp	UI
Pass without trace	50 gp	CR
Protection from chaos	50 gp	CR
Protection from evil	50 gp	CR
Protection from good	50 gp	CR
Protection from law	50 gp	CR
Reduce person	50 gp	CR
Refine improvised weapon*	50 gp	ACG
Remove fear	50 gp	CR
Remove sickness	50 gp	UM
Sanctify corpse*	50 gp	UM
Sanctuary	50 gp	CR
Shillelagh*	50 gp	CR
Sunder breaker	50 gp	ACG
Sundering shards	50 gp	ACG
Touch of the sea	50 gp	APG
Vanish	50 gp	APG
Wizened appearance	50 gp	UI

2ND~LEVEL POTIONS AND OILS

Potion or Oil	Price	Source
Ablative barrier	300 gp	UC
Acute senses	300 gp	UM
Aid	300 gp	CR
Arcane lock*	300 gp	CR
Align weapon*	300 gp	CR
Barkskin	300 gp	CR
Bear's endurance	300 gp	CR
Blur	300 gp	CR
Bull's strength	300 gp	CR
Buoyancy	300 gp	ACG
Bullet shield	300 gp	UC
Cat's grace	300 gp	CR
Certain grip	300 gp	UC
Codespeak	300 gp	UI
Companion life link	300 gp	ACG
Continual flame*	300 gp	CR
Corruption resistance	300 gp	APG
Cure moderate wounds	300 gp	CR
Darkvision	300 gp	CR
Dark whispers	300 gp	UI
Delay poison	300 gp	CR
Disguise other	300 gp	UM
Eagle's splendor	300 gp	CR
Fox's cunning	300 gp	CR
Gentle repose	300 gp	CR
Hidden presence	300 gp	UI
Invisibility	300 gp	CR
Levitate	300 gp	CR
Make whole*	300 gp	CR
Obscure object*	300 gp	CR
Owl's wisdom	300 gp	CR
Protection from arrows	300 gp	CR

Reduce animal	300 gp	CR
Remove paralysis	300 gp	CR
Resist energy, acid	300 gp	CR
Resist energy, cold	300 gp	CR
Resist energy, electricity	300 gp	CR
Resist energy, fire	300 gp	CR
Resist energy, sonic	300 gp	CR
Rope trick*	300 gp	CR
Shifted steps	300 gp	UI
Slipstream	300 gp	APG
Spider climb	300 gp	CR
Undetectable alignment	300 gp	CR
Voluminous vocabulary	300 gp	UI
Warp wood*	300 gp	CR
Wood shape*	300 gp	CR

3RD~LEVEL POTIONS AND OILS

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Potion or Oil	Price	Source
Air geyser	750 gp	ACG
Burrow	750 gp	UM
Catatonia	750 gp	0A
Contagious zeal	750 gp	0A
Countless eyes	750 gp	UM
Cure serious wounds	750 gp	CR
Daylight	750 gp	CR
Dispel magic	750 gp	CR
Displacement	750 gp	CR
Draconic reservoir	750 gp	APG
Fire trap*	775 gp	CR
Flame arrow*	750 gp	CR
Fly	750 gp	CR
Gaseous form	750 gp	CR
Good hope	750 gp	CR
Haste	750 gp	CR
Heart of the metal	750 gp	ACG
Heroism	750 gp	CR
Keen edge*	750 gp	CR
Magic fang, greater	750 gp	CR
Magic vestment*	750 gp	CR
Nauseating trail	750 gp	ACG
Neutralize poison	750 gp	CR
Nondetection	800 gp	CR
Protection from energy, acid	750 gp	CR
Protection from energy, cold	750 gp	CR
Protection from energy, electricity	750 gp	CR
Protection from energy, fire	750 gp	CR
Protection from energy, sonic	750 gp	CR
Rage	750 gp	CR
Remove blindness/deafness	750 gp	CR
Remove curse	750 gp	CR
Remove disease	750 gp	CR
Shrink item*	750 gp	CR
Stone shape*	750 gp	CR
Tongues	750 gp	CR
Water breathing	750 gp	CR
Water walk	750 gp	CR



ENTICING ELIXIRS

The studies of alchemy and magic are far from unknown across Golarion, but few combine these two disciplines. Those who do spend years of study toiling over alchemical, arcane, and even otherworldly devices hoping to unlock their shared potential. Through countless iterations and many failures, these savants blur the line between curiosity and innovation. The resulting creations run the gamut of uses from utter destruction, supernal mysticism, and subtle deception. Miraculous, magical, and a little mysterious, these elixirs are always in great demand. When your magic is too potent for a potion, reach for an elixir.

ELIXIRS

In places where magical wares are bought and sold, local marketplaces carry many of the following elixirs; however, one must venture to the dark, desolate outskirts of civilization to find the most potent of these magical concoctions.

ELIXIR OF AGILITY		PRICE 450 GP
SLOT none CL 5th		WEIGHT —
AURA faint transmutation		

This square flask contains an effervescent green liquid that causes the imbiber to become extremely nimble, albeit a bit jittery, for the next 30 minutes. During this time, the imbiber's base speed increases by 5 feet and she gains a +2 competence bonus on Acrobatics checks and initiative checks.

CONSTRUCTION REQUIREMENTS	COST 225 GP
Craft Wondrous Item, cat's grace, heightened	l awareness ^{acg}

ELIXIR OF COUNTLESS EYES		PRICE 1,200 GP
SLOT none CL 5th		WEIGHT —
AURA faint transmutation		

This bubbling green liquid causes eyes to sprout all over the imbiber's body. These vigilant eyes prevent the imbiber from being flanked. In addition, the imbiber has a greater awareness of her surroundings, which grants a +2 competence bonus on initiative checks for 1 hour.



COST 600 GP

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, countless eyes

ELIXIR OF THE INFERNAL FAMILIAR		PRICE 1,400 GP
SLOT none	WEIGHT —	
AURA moderate transmutation		

This slender tube contains an acrid black sludge that feels warm to the touch. When she consumes this elixir, the imbiber is transformed into a gray cat for 1 hour (as beast shape II), leaving behind any worn belongings on the ground. While under the effects of the elixir, the imbiber gains darkvision with a range of 30 feet, and her paw prints leave a trail of scorch marks that smell faintly of sulfur. If the imbiber's original form already has darkvision, the range increases by 30 feet. When the effect ends, the imbiber transforms back into her original form.

CONSTRUCTION REQUIREMENTS **COST** 700 GP Craft Wondrous Item, beast shape II, darkvision

ELIXIR OF VICIOUS MAGIC		PRICE 1,750 GP
SLOT none CL 7th		WEIGHT —
AURA moderate evocation		

This pear-shaped flask contains a metallic-green liquid suffused with small pulsing globules. This elixir fuses with the magical essence flowing through the imbiber's veins, enhancing the potency of spells at the cost of his health. For the next minute, any spells the imbiber casts that deal hit point damage deal an additional amount of damage of the same type equal to the spell level to both the target and the imbiber.

CONSTRUCTION REQUIREMENTS	COST 875 GP
Craft Wondrous Item, Furious Spell ^{0A}	

FIERY MAW ELIXIR		PRICE 800 GP
SLOT none CL 5th		WEIGHT —
AURA faint evocation		

Inside this crystalline bottle swirls a smoky orange liquid that hisses when uncorked. As a standard action, a creature that drinks this elixir can breathe out a 15-foot cone of fiery teeth. This blast deals 2d4 points of fire damage, 2d4 points of bludgeoning, piercing, and slashing damage, and 1d4 points of bleed damage. Creatures in the area can each attempt a DC 13 Reflex save for half damage. The magic of the elixir ends after 1 hour or one use, whichever comes first.

CONSTRUCTION REQUIREMENTS

COST 400 GP

Craft Wondrous Item, bleed, burning hands

HEALER'S AID		PRICE 900 GP
SLOT none CL 7th		WEIGHT —
AURA faint evocation		

This squat glass jar contains a golden liquid that constantly swirls. This elixir causes the next potion or elixir that restores hit points that the imbiber consumes to be treated as if it were empowered. Increase all variable numeric effects of the potion or elixir by 50%. The effects of this elixir last for 5 minutes or until all of the imbiber's hit points are restored via an affected potion or elixir, whichever comes first.

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CONSTRUCTION REQUIREMENTS	COST 450 GP
Craft Wondrous Item Empower Spell amplify elixirAPG	

Craft Wondrous Item, Empower Spell, *amplify elixi*

STEELSHEEN ELIXIR		PRICE 900 GP
SLOT none CL 6th		WEIGHT —
AURA moderate transmutation		

This round-bellied bottle contains a deep indigo liquid. Drinking this liquid causes the imbiber's skin and organs to harden as a metallic sheen encases her body. This imparts a +2 competence bonus to her natural armor and 5 temporary hit points. This effect lasts 10 minutes. The first time the imbiber is in melee combat during the duration, he can increase the competence bonus to +4 and gain an additional 5 temporary hit points, but all of her movement speeds are halved for the remainder of the duration.

CONSTRUCTION REQUIREMENTS	COST 450 GP
Craft Wondrous Item, barkskin, false life	

SPIRIT RUSH		PRICE 2,400 GP
SLOT none	CL 13th	WEIGHT —
AURA strong transmutation		

Inside this elegantly styled bottle is a purple liquid that sparkles. For 1 hour after the imbiber drinks this elixir, anytime she would be reduced to 0 hit points or below, the elixir immediately restores 3d8 + 5 hit points. Additionally, the imbiber becomes ethereal for 1 round and is immediately shunted 30 feet away from the



source of the damage. While ethereal, the imbiber can move through walls, objects, or barriers in her path; this movement does not provoke attacks of opportunity. She must end the bonus movement in an unoccupied square. If no such space is available along the trajectory, the elixir heals the imbiber but does not move her away from the source of the damage.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
Craft Wondrous Item, cure serious wounds, ethereal jount	

SWARMFORM ELIXIR		PRICE 3,300 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate transmutatio	n	

This squarish jar holds dead insects suspended in bright pink liquid. When the imbiber drinks this concoction, his body dissolves into a swarm of stinging wasps, causing his equipment to fall to the ground. During this transformation, the imbiber retains all his mental statistics but gains the physical



statistics of a wasp swarm (*Pathfinder RPG Bestiary* 275). The imbiber can take only actions to control the movement of the swarm form or purely mental actions. If at any point during the duration the swarm reaches 0 hit points, the effect immediately ends and the imbiber transforms back to his original form. This effect otherwise lasts 1 hour.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP

Craft Wondrous Item, summon swarm

WRAITH'S SIGHT ELIXIR		PRICE 1,500 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate necromancy		

Potions & Poisons

This rectangular glass flask with a gemstone for a cork contains a pale blue liquid. When the imbiber drinks this elixir, her eyes glow with a golden energy and she gains lifesense with a range of 30 feet. This effect lasts 30 minutes. During this duration, the imbiber gains the blind condition. If this condition is healed or removed in any way, the effect of the elixir immediately ends.



COST 750 GP

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, blindness/deafness, deathwatch

FLESHCRAFT ELIXIRS

Fleshcrafting, the cousin of true fleshwarping, focuses on modifying only a portion of the subject for a particular task. While fleshcrafting normally involves changing the subject's body permanently with a graft, fleshcraft elixirs can enact a similar temporary monstrous change. The following fleshcrafts are available only in elixir form and cannot be created as a graft. More information about fleshcraft elixirs can be found on page 166 of *Pathfinder RPG Horror Adventures*.

ADHESIVE SLIME	PRICE 500 GP
DURATION 1 hour	
SAVING THROW DC 14	

The subject's skin secretes a transparent, sticky substance, granting the creature a 15-foot climb speed.

Penalty: The subject takes a -4 penalty to CMD against grapple checks and must use a move action (instead of a free action) to drop a held object.

CREATION REQUIREMENTS	COST 250 GP
Fleshwarper, Craft (alchemy) 8 ranks; Heal [DC 18

RING OF EYES	PRICE 1,400 GP
DURATION 10 minutes	
SAVING THROW DC 20	

Numerous malformed eyes grow on the subject's head. The creature gains all-around vision and can't be flanked.

Penalty: The subject is overwhelmed by sensory information, leaving it dazzled for the duration.

CREATION REQUIREMENTS	COST 700 GP
Fleshwarper, Craft (alchemy) 13 ranks; Heal DC 24	

WEBBED APPENDAGES	PRICE 300 GP	
DURATION 1 hour		
SAVING THROW DC 12		

Membranes of skin grow between the subject's fingers and toes and stretch between its appendages and body, granting the creature a 20-foot swim speed.

Penalty: The subject has difficulty holding items and takes a -2 penalty on attack rolls with held weapons.

CREATION REQUIREMENTS COST 150 GP



INTOXICATING TINCTURES

Tinctures are alchemical remedies consisting of reagents dissolved in an alcoholic solution. These mixtures produce potent effects beyond those of an ordinary alchemical concoction, but the increased benefits are not without cost. In addition to requiring more expensive components, tinctures tend to cause harmful effects upon being imbibed.

The following are a number of common tinctures. Drawing and drinking a tincture follows the same rules as drawing and drinking a potion. A character trained in Craft (alchemy) can create tinctures.

TINCTURES

Item	Price	Weight	Craft DC
Alluring philter	150 gp	_	20
Artistic ale	300 gp	_	25
Brawler's brew	150 gp	_	20
Dodger's draught	300 gp	_	25
Explorer's emulsion	150 др	_	20
Leaper's libation	200 gp	_	20
Liquid courage	175 gp	_	20
Mage's assistant	150 др	_	20
Mirage mixture	300 gp	_	25
Nimble nectar	200 gp	_	25
Prowler's palliative	300 gp	_	25
Sorcerer's spirits	300 gp	_	30
Starlight juice	300 gp	_	30
Stout solution	100 gp	_	15
Thinker's tipple	300 gp	_	25
Titan's tonic	200 gp	_	25

ALLURING PHILTER

PRICE	150	GP
WF	IGHI	r —

This simple, rosy liquid smells of fresh flowers and perfume. For 1 hour after drinking this tincture, you gain a +2 alchemical bonus on Diplomacy checks, and if you fail a Diplomacy check to shift a creature's attitude by 5 or more, the creature's attitude toward you doesn't worsen. The increased pheromone production makes it difficult to think, causing you take a -2 penalty on Intelligence-based skill checks for the same duration. Additionally, creatures with the scent ability can detect you from twice as far away for the same duration.

ARTISTIC ALE

PRICE 300 GP WEIGHT —

Favored by performers of all kinds, this tincture is a blend of alchemically enhanced herbs and spices mixed into a pint of ale. For 6 hours after drinking this tincture, you gain a +2 alchemical bonus on Bluff and Perform checks, and you treat your level as 1 higher for the purpose of determining the effects of a bardic performance or a raging song. The potent drink causes you take a -2 penalty on Acrobatics, Intimidate, Knowledge, Sense Motive, and Spellcraft checks for the same duration.

BRAWLER'S BREW

PRICE 150 GP WEIGHT —

This tincture is made of thick syrup dissolved in potent alcohol. For 1 hour after drinking this tincture, you gain DR 1/slashing or piercing and can ignore pain effects. This numbing of your body causes you to take a -2 penalty on Fortitude saving throws for the same duration.

DODGER'S DRAUGHT	PRICE 300 GP
DUDGER S DRAUGHT	WEIGHT —

This dark green liquid has a pungent odor. For 1 hour after you drink this tincture, your muscles instinctively react to danger and you gain a +2 dodge bonus to AC. Your involuntary muscle movement causes you to take a -2 penalty on attack rolls for the same duration.

EXPLORER'S EMULSION

PRICE 150 GP WEIGHT —

This tincture contains powdered plant roots and comes in coldweather and hot-weather varieties. For 6 hours after drinking the tincture, you gain a +5 alchemical bonus on Fortitude saving throws to resist the effects of the chosen temperature. The tincture interferes with blood flow, causing you to take a –2 penalty on all other Fortitude saving throws for the same duration.

LEAPER'S LIBATION

PRICE 200 GP WEIGHT —

This bubbly drink has a zesty scent and invigorates the muscles. For 1 hour after drinking this tincture, you gain a +4 alchemical bonus on Acrobatics checks to jump horizontally, you are always treated as having a running start for the purpose of these checks, and your jump distance can exceed your base speed. Due to your exaggerated movement, you take a -2 penalty on attack rolls and cannot take 5-foot steps for the same duration.

LIQUID COURAGE

PRICE 175 GP WEIGHT —

This crimson liquid roils when held. For 1 hour after drinking this tincture, you gain immunity to effects that would cause you to become shaken; you are still susceptible to becoming frightened or panicked. The drink clouds your judgment, imposing a –2 penalty on Wisdom-based skill checks for the same duration.

MAGE'S ASSISTANT WEIGHT -

This navy blue liquid is riddled with colorful flecks of minerals. For 1 hour after drinking this tincture, you gain a +5 alchemical bonus on concentration checks. The increased focus imposes a -2 penalty on Perception and Sense Motive checks for the same duration.

MIRAGE MIXTURE	PRICE 300 GP
	WEIGHT —

This fizzy drink causes a tingling in the optic nerves. For 1 hour

after drinking this tincture, you gain a +2 alchemical bonus on Perception checks and Will saving throws to disbelieve illusions. You take a -2 penalty on Will saves against other mind-affecting effects for the same duration.

NIMBLE NECTAR

PRICE	200	GP
WE	IGH1	r —

This runny green liquid increases your heart rate. For 1 hour after drinking this tincture, you gain a +2 alchemical bonus on initiative checks and Reflex saves. This causes trembling, and you take a -2 penalty on Dexterity-based skill checks for the same duration.

PROWLER'S PALLIATIVE

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PRICE 300 GP
Weight —
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This pitch-black liquid slows your heart rate, putting you in an almost trancelike state. For 1 hour after drinking this tincture, you gain a +2 alchemical bonus on Stealth checks, you can use Stealth while moving at full speed without penalty, and the DCs for Intimidate checks to demoralize you is 2 higher. The tincture's sedative nature causes you to take a –4 penalty on Strength-based skill checks and a –2 penalty on damage rolls for the same duration.

SORCERER'S SPIRITS

PRICE 300 GP WEIGHT —

This silvery liquid amplifies magical energies. For 1 hour after drinking this tincture, treat your caster level as 2 higher for the purpose of determining spells' durations and ranges. The liquid unsettles the stomach, imposing a –1 penalty on Fortitude and Reflex saves for the same duration. Whenever you fail a Fortitude or Reflex save while under these effects, you must succeed at a DC 20 Fortitude saving throw or become nauseated for 1 round.

STARLIGHT JUICE

PRICE 300 GP WEIGHT —

This clear liquid glows with pale light. For 4 hours after drinking this tincture, you emit light as a torch. You are constantly dazzled during this time. If any effect would cause you to become dazzled during this time, you are instead blinded. While under the effect of this tincture, you can intensify your glow as a swift action to that of bright light, as per *daylight*, for 1 round. After activating the bright light effect, you emit only dim light with a range of 10 feet for the remainder of the tincture's duration.

STOUT SOLUTION

PRICE 100 GP WEIGHT —

This highly viscous liquid resembles tree sap and is difficult to swallow. For 2 hours after drinking this tincture, you gain a +2 alchemical bonus to your CMD and you can perform combat maneuvers as if you were one size category larger. Your skeleton's increased density causes you to be treated as if you were carrying a medium load, or a heavy load if you were already encumbered by a medium load, for the same duration.

THINKER'S TIPPLE

PRICE 300 GP WEIGHT —

This orange liquid invigorates the mind. For 1 hour after drinking

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this tincture, you gain a +2 alchemical bonus on Knowledge checks and can attempt untrained Knowledge checks if the DC is 15 or lower. This saps your energy, imposing a -4 penalty on Fortitude saving throws for the same duration.

TITAN'S TONIC

PRICE 200 GP WEIGHT —

Gravel floats in this umber liquid. For 1 hour after drinking this tincture, you gain a +1 alchemical bonus to natural armor and a +2 alchemical bonus on Strength checks and Strength-based skill checks. The tonic swells your musculature, decreasing your movement speed by 5 feet, to a minimum of 5 feet, and causing you to take a -4 penalty on Reflex saving throws for the same duration.





Potent Poisons

Ranging from the natural defenses of monstrous creatures to the tools of the trade for skilled assassins, poisons can sicken, weaken, or outright kill before the victim even has a chance to react.

POISONS

These new poisons vary from low-cost options favored by bandits and ruffians to industrial chemicals and expensive scams, and could coat the doorknob of a foe, add extra sting to a rogue's daggers, or be delivered in other tricky manners.

BLACKFINGERS'S SALT

PRICE 300 GP WEIGHT —

Blackfingers's salt can easily be hidden in all foods and beverages, as it lacks color, odor, and, despite the name, flavor. Soon after consuming this dastardly poison, a creature develops painful, bleeding ulcers throughout its stomach and esophagus. Followers of Norgorber originally developed the salt to mimic targets suffering a medical emergency and thus avoid suspicion of poisoning.

Type poison, ingested; Save Fortitude DC 17

Onset 10 minutes; **Frequency** 1/minute for 6 minutes **Effect** 1d2 Con damage and 1d3 bleed damage; **Cure** 2 saves

DIPLOPIC SERUM

PRICE 250 GP
WEIGHT —

Pei Zin herbalists accidentally created diplopic serum while attempting to devise a treatment for cataracts. Derived from dew of lunary, this aromatic pink serum temporarily affects a creature's vision systems, in addition to temporarily impairing its mental faculties.

Type poison, injury; Save Fortitude DC 15

Frequency 1/round for 6 rounds

Effect 1d2 Wis damage. Additionally, the creature has double vision, imposing a 50% miss chance on its attacks against all opponents. Blind creatures are unaffected by this additional effect; **Cure** 1 save

GELIDBURN OIL

PRICE 75 GP WEIGHT —

This greasy pale-blue liquid delivers a shocking sensation that is both freezing cold and searing hot. Gelidburn oil is popular among pickpockets looking to stab, snatch, and run.

Type poison, injury; Save Fortitude DC 12

Frequency 1/round for 4 rounds

Effect 1d3 fire damage, 1d3 cold damage, and staggered 1 round; Cure 1 save

HYDROFLUORIC ACID PRICE 2,500 GP WEIGHT —

The wise alchemist takes careful precautions whenever handling hydrofluoric acid. This corrosive substance—an occasional byproduct of volcanic gases that is used for industrial purposes—dissolves bones and causes tissue damage when even a small amount contacts the skin. The acid dissolves the body of any victim who dies from hydrofluoric acid poisoning unless the acid is neutralized within 1 minute with a successful DC 20 Heal or Craft (alchemy) check. Hydrofluoric acid must be stored in a magically reinforced container, as it dissolves mundane glass and corrodes metal over time.

Type poison, contact; Save Fortitude DC 20

Onset 1 minute; Frequency 1/round for 6 rounds Effect 1 Str drain, 1d2 Con damage, and 2d6 acid damage;

Cure 2 consecutive saves

VSECTICIDE	PRICE 175 GP
13ECTICIDE	WEIGHT —

Farmers protecting their crops and landlords maintaining their properties use insecticide to clear out pest infestations, but they must avoid the fumes of this dangerous gas. While it is formulated to exterminate vermin, the poison poses a danger to anyone. A single dose of insecticide immediately fills a 10-foot-by-10-foot area. It can be thrown at a range of 20 feet, and it dissipates after 1d6 rounds in a well-ventilated area. A moderate wind disperses the gas in 1 round.

POISONS

Poison	Туре	Fort DC	Onset	Frequency	Effect	Cure	Price
Blackfingers's salt	Ingested	17	10 minutes	1/minute for 6 minutes	1d2 Con and 1d3 bleed	2 saves	300 gp
Diplopic serum	Injury	15	_	1/round for 6 rounds	1d2 Wis*	1 save	250 gp
Gelidburn oil	Injury	12	_	1/round for 4 rounds	1d3 fire, 1d3 cold, and	1 save	75 gp
					staggered 1 round		
Hydrofluoric acid	Contact	20	1 minute	1/round for 6 rounds	1d2 Str drain, 1d2 Con,	2 consecutive	2,500 gp
					and 2d6 acid*	saves	
Insecticide	Inhaled	10 [*]	_	1/round for 3 rounds	1 Str*	1 save	175 gp
Juvebloom	Ingested	16	1 day	1/day for 7 days	1 Wis drain*	1 save	750 gp
Nerveblast	Injury	19	_	1/round for 6 rounds	1 Dex drain and	2 consecutive	1,500 gp
					shaken for 1 hour	saves	
Ossivane	Injury	18	_	1/round for 6 rounds*	1d3 Dex	2 saves	350 gp
Pupil's friend	Ingested	10	10 minutes	1/minute for 15 minutes	Sickened for 1 minute*	1 save	30 gp
Tongue twist	Injury	16	_	1/round for 6 rounds	1d2 Int*	2 saves	600 др
* Coo toxt for addit	tional sulos						

* See text for additional rules.

Potions & Poisons

Type poison, inhaled; Save Fortitude DC 10 (creatures with the vermin type take a –5 penalty on the save) Frequency 1/round for 3 rounds

Effect 1 Str damage (creatures with the vermin type are stunned for 1 round); **Cure** 1 save

JUVEBLOOM

PRICE 750 GP WEIGHT —

Swindlers claim this green capsule restores the victim's youth. After 1 day, anyone taking juvebloom sees the seemingly time-bending results in the mirror. However, the benefit is not only temporary but also potentially quite damaging. Particularly daring confidence artists mix this capsule into a solution, attempting to sell it as the much more valuable sun orchid elixir.

Type poison, ingested; Save Fortitude DC 16 Onset 1 day; Frequency 1/day for 7 days

Effect 1 Wis drain. The creature looks younger by as much as half his age for a duration of 1 day. The younger appearance is purely cosmetic and has no mechanical effect; **Cure** 1 save

NERVEBLAST

PRICE 1,500 GP WEIGHT —

This iridescent dust clings to weapons. On a hit, nerveblast immediately begins destroying nerves, blocking the signals between the brain and the rest of the body. The disconcerting effect causes many victims to flee in panic.

Type poison, injury; Save Fortitude DC 19

Frequency 1/round for 6 rounds

Effect 1 Dex drain and shaken for 1 hour. The shaken condition progresses to more severe fear effects if the affected creature fails additional Fortitude saving throws against the poison. These more severe effects have the same duration as the initial shaken effect; **Cure** 2 consecutive saves

OSSIVANE

PRICE 350 GP WEIGHT —

Ossivane mimics the petrification capability of cockatrices, but the toxin relies on the victim's heart pumping hard to spread the poison throughout the body as it stiffens limbs and locks joints. After the initial save, the victim attempts an additional Fortitude save against the poison only during rounds in which she takes a move, standard, or full-round action.

Type poison, injury; Save Fortitude DC 18 Frequency 1/round for 6 rounds (see below) Effect 1d3 Dex damage; Cure 2 saves

PUPIL'S FRIEND



This mostly benign, malodorous mold induces temporary illness with no lasting effect, and it can be detected in food or drink with a DC 15 Perception check, unless the food is particularly pungent, in which case the Perception DC increases by up to 5. Named for students wishing to convincingly feign illness, anyone can easily cultivate this mold in dark, moist spaces. **Type** poison, ingested; **Save** Fortitude DC 10

Onset 10 minutes; Frequency 1/minute for 15 minutes

Effect sickened for 1 minute; if the target is affected by a second dose while already under the effects of this poison, the victim is instead nauseated for 1 minute; **Cure** 1 save

TONGUE TWIST PRICE 600 GP

This viscous violet gel dulls the mind, impeding the ability to recall words. Thieves and assassins keep tongue twist on hand for dealing with troublesome spellcasters. **Type** poison, injury; **Save** Fortitude DC 16 **Frequency** 1/round for 6 rounds

Effect 1d2 Int damage. Additionally, the creature loses the ability to speak one language at random from the languages he knows for 1 minute. Additional failed saves cause the target to lose the ability to speak additional languages if the target has the ability to speak more than one language. Any creature that can no longer speak a language speaks only gibberish, which prevents casting spells with verbal components; **Cure** 2 saves





ADDICTIVE DRUGS

Back-alley alchemists of the world are ever experimenting to create new ways to transcend the mundane. Supporting their efforts is a constant supply of ready customers, ranging from the wealthy and powerful elite, with too much money and too little to occupy their time, to the desperate dregs of society, yearning to escape the harsh realities of daily life in the gutters, even if only temporarily. Athletes, performers, and worldly adventurers further drive demand for these often illicit substances-seeking the edge they need to win, succeed, or sometimes just to survive.

The true cost of these benefits, however, is high. Many drugs are expensive and impart significant physical drawbacks, making them at best a dubious means to an end. Full rules for drugs and addiction appear on pages 236-237 of the Pathfinder RPG GameMastery Guide.



DRUGS

The following drugs can be found in most major settlements.

ESOTERUM	PRICE 600 GP
ESUIERUM	WEIGHT —

Legends tell of esoterum dens in Tian Xia and Vudra where dream chasers open their minds to the spirit world, gaining deep insights and abilities beyond mortal ken. Such tales usually continue to describe the destructive rampages that follow when malevolent spirits take advantage of an opened mind and possess the unfortunate individual.

Type inhaled; Addiction major, Fortitude DC 24

Effects 24 hours; the user gains the benefits of the Psychic Sensitivity^{0A} feat but takes a -4 penalty on Will saves and automatically fails Will saves against possession attempts Damage 1d4 Con damage and 1d4 Wis damage

GOSSAMER VEIL	PRICE 20 GP
UUSSAWIEK VEIL	WEIGHT —

Cultists of Ghlaunder and similar manipulators wander the streets of impoverished neighborhoods, administering this "vaccine" to prevent diseases common in squalid conditions, often with an admonition that it remains effective only as long as the recipient maintains faith in the priest's deity.

Type ingested; Addiction minor, Fortitude DC 18

- Effect 1 day; +4 alchemical bonus on saving throws against disease effects
- Effect after 1 day; -4 penalty on saving throws against disease effects for 7 days

Damage 1d4 Wis damage

HUSH

PRICE 200 GP
WEIGHT —

This slate-gray powder is often mixed into alcohol and consumed by those working in the noisy testing ranges at Alkenstar's Gunworks. Its similarity in appearance to gunpowder has led to more than a few fatal mishaps.

Type ingested; Addiction moderate, Fortitude DC 20

Effects 1d6 hours; the user gains sonic resistance 5, but must roll twice and take the worse result for Perception checks based on sound and increases her arcane spell failure chance by 5%

Damage 1d4 Wis damage

INSPIRATION DUST

PRICE 75 GP WEIGHT -

GP

The mind-opening properties of this translucent dust enable the user to process information and draw connections rapidly, though the accompanying paranoia can make it difficult to act effectively on the knowledge thus gleaned.

Type inhaled; Addiction moderate, Fortitude DC 22 Effects 4 hours; +1d4 alchemical bonus on Knowledge, Linguistics, and Spellcraft checks

Effects after 4 hours; for 24 hours, the user takes a -4 penalty on Sense Motive checks and assumes everything heard is a lie, but she can attempt a DC 20 Sense Motive check to determine if someone is telling the truth Damage 1d4 Wis damage

KELESHITE COFFEE

PRICE 5 GP WEIGHT —

This particularly strong coffee is popular throughout the Padishah Empire of Kelesh, though it also has aficionados in Absalom, Oppara, and beyond. A morning cup is a good cure for lack of rest, but many find that it becomes a habit.

Type ingested; Addiction minor, Fortitude DC 12

Effect 8 hours; user ignores the effects of the fatigued condition Effects after 8 hours; the user becomes exhausted, and he

becomes fatigued only after 8 hours of rest (instead of 1) Damage 1 Wis damage

MAGESIGHT

PRICE 15 GP WEIGHT -

Dilettantes pursue the visions from magesight simply for the wonder of the experience, while back-alley shopkeeps in Absalom, Katapesh, Katheer, and other major trade cities rely on it to provide a valuable ability they have no other way to obtain. Type inhaled; Addiction minor, Fortitude DC 15

Effects 1d4×10 minutes; the user gains the benefits of a constant *detect magic* effect, but she treats illumination in the area as dim light; areas of dim light and darkness are treated as darkness

Effect 1 hour; the user gains the dazzled condition Damage 1d2 Wis damage

PRICE 100 GP OBLIVION

A less pure version of refined cytillesh, oblivion retains the unpredictable side effects and highly addictive properties of the source material. Oblivion is common in Cassomir's slums and the Puddles district of Absalom.

Type ingested; Addiction major, Fortitude DC 26

Effects a user under the effect of a suggestion spell can attempt another saving throw (with the effect's original DC) to shake off the spell's effect, but he loses all memories from the previous 1d4 hours, as per modify memory but without the 5-minute limit

Damage 1d4 damage to a random ability score

OLD-MAGE

PRICE 1.500 GP WEIGHT —

WEIGHT -

In higher circles of Avistani nobility, some petty nobles pretend to be mighty wizards. Typically created in and smuggled north from Sargava, old-mage offers a temporary taste of eldritch power at an exorbitant cost—both financial and physical.

Type injury; Addiction major, Fortitude DC 18

Effects 12 hours; the user gains the ability to activate scrolls as if she had succeeded at a Use Magic Device check to activate a given scroll. Each time the user activates a scroll this way,

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she takes 1d4 points of Charisma damage and an amount of nonlethal damage equal to the scroll's caster level. Charisma damage taken this way is counted as ability damage caused by the drug for the purpose of calculating the DC of saving throws to resist addiction to the drug. Neither the Charisma damage nor the nonlethal damage can be healed until the user takes a full 8 hours of rest.

Damage see Effects

	PRICE 55 GP
RUK TAR	WEIGHT —

Common among desperate adventurers, gladiatorial combatants, and orc tribes, ruk tar is often applied after the first blood of a fight is spilled, using the wound as an opportunity to enhance the user's abilities to ensure victory.

Type injury; Addiction moderate, Fortitude DC 25

Effects 1 hour; +2 alchemical bonus to Strength and immunity to pain effects

Effect after 1 hour; the user gains the exhausted condition Damage 1d4 Int damage

PRICE 50 GP SERPENT'S KISS WEIGHT -

Relied upon by politicians and shy noble scions, this emerald syrup boosts the user's confidence, allowing her to navigate social situations with aplomb, though the tremor it imparts to her hands can cause an unseemly clatter of cutlery or stemware. Type ingested; Addiction moderate, Fortitude DC 18

- Effects 1 hour; +2 alchemical bonus on Bluff, Diplomacy, and Intimidate checks
- Effect after 1 hour; the user gains the fatigued condition for 1d4 hours

Damage 1d4 Dex damage

STING'S SAVOR	PRICE 45 GP
STING S SAVUR	WEIGHT —

The "sting" administered to willing recipients at some Calistrian temples helps nervous visitors relax. Black-market alchemists have reverse-engineered the drug to meet demand from less savory individuals who appreciate the pliability it elicits in users. Type injury; Addiction minor, Fortitude DC 15

Effect user immediately heals 1d8+2 points of nonlethal damage Effects 1d4 hours; an opponent who attempts a Bluff check

to fool the user or a Diplomacy check to change the user's attitude can roll twice and take the better result

Damage 1d2 Wis damage

VIGILANCE	PRICE 15 GP
VIGILANCE	WEIGHT —

Scholars and students are often willing to accept the clumsiness and slow reactions in exchange for the benefits gained in research and study from this bitter white powder.

Type ingested; Addiction moderate, Fortitude DC 20 Effect 1d3 hours; +10 alchemical bonus on Perception checks Effect 4 hours; user is denied his Dexterity bonus to AC Damage 1d4 Con damage



PRACTITIONER'S GEAR

The tools of those dedicated to poisons and toxins whether inflicting or curing them—is varied and includes an impressive array of clothing and everyday objects capable of heinous acts and benevolent healing. This section details a multitude of items, some of which are magical while some are mundane, to both help characters quietly and efficiently spread their poisons across the lands or protect against those who would use toxins against them.

POISONER'S GEAR

Many of the items below allow the wielder to give her enemies a slow approach to death before she delivers the final blow.

BAND OF EFFICACIOUS	PRICE 9,250 GP	
SLOT ring	CL 3rd	WEIGHT —
AURA faint necromancy		

This golden ring is set with a large, almost gaudy onyx that can open to reveal a hidden compartment with just enough room for a single dose of powdered poison. This ring provides a +2 competence bonus on Sleight of Hand checks to conceal this poison on the wearer's body. In addition, the ring contains four charges that recharge each day. When drawing a poison from the

band of efficacious death, the wearer can tap the onyx up to four times to increase the frequency of the poison by 1 increment per tap. For example, if the poison's frequency were 1/round for 2 rounds, by touching the onyx once, the frequency would become 1/round for 3 rounds.

COST 4,625 GP

Craft Wondrous Item, pernicious poison

BLIGHT KICKERS		PRICE 13,500 GP		
SLOT feet	WEIGHT 1 lb.			
AURA moderate transmutation				

These leather combat boots have brown or black laces and several rows of pouches near their tops. These magical boots can hide up to 5 doses of poison in the attached pouches. These boots grant



a cumulative +1 competence bonus on Sleight of Hand and Stealth checks for each dose of poison hidden in the boots, to a maximum of +5. Once per day, when drawing a poison from the *blight kickers*, the wearer can speak the command word to augment a single dose of poison in order to hasten the onset of the poison, causing its effects to begin immediately.

CONSTRUCTION REQUIREMENTSCOST 6,750 GPCraft Wondrous Item, accelerate poisonAPG, cat's grace

DEATH'S WILL	PRICE 3,600 GP				
SLOT hands	WEIGHT 1 lb.				
AURA moderate transmutation					

This black leather fingerless glove is etched with delicate patterns and extends up to the wearer's midforearm, fitting snugly without being so tight as to keep the skin from breathing. Situated subtly in the underside of the glove is a hidden needle. Wearing this glove grants the wearer a +4 competence bonus on Sleight of Hand checks to



conceal poisons or toxins on her body. As a swift action, the wearer can fire poison from the needle in the glove, delivering a stream of poison to a target within 30 feet as a ranged touch attack. The needle can hold a single dose of poison at any time. Refilling the glove requires a full-round action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
Craft Wondrous Item, cat's grace, spit venom	UM

VESTER'S KIT	K	'S	R	TE	ES	V	R	A

PRIC	E 6	5	GP
WE	IG	нт	_

This set of surgical tools includes everything needed to quickly and safely harvest the venom from a dead creature (*Pathfinder RPG Ultimate Wilderness* 142). This kit includes forceps, a pair of surgical retractors, a scalpel, small but sturdy metal containers for the harvested venom, a sponge, a surgical hook, and a tiny mallet, all tucked into a leather pouch with a loop for hooking onto the wearer's belt. A harvester's kit provides a +2 circumstance bonus on Survival checks to successfully harvest poison from a creature. A harvester's kit is exhausted after 10 uses.

MIASMATIC MASK	PRICE 23,000 GP				
SLOT head	WEIGHT 1 lb.				
AURA moderate transmutation					

This dark purple mask is contorted and twisted, and it covers the top half of the wearer's face in swirls of thick brocade and lace. Dappled across the mask's swaths are dozens of twinkling amethysts. This mask grants the wearer the ability to transform into a poisonous gaseous form once per day, as per the spell *miasmatic form*. This transformation lasts for 5 minutes, at which point the wearer immediately turns back into her original form. If the wearer reverts to her original form in a space that would not normally accommodate her body, she is shunted to the nearest such open space. Activating this mask is a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS

COST 11,500 GP

Craft Wondrous Item, *miasmatic form* (*Pathfinder RPG Advanced Race Guide* 161)

POISONED LOCKET

PRICE 75 GP WEIGHT —

This heart-shaped locket is attached to a thin metal chain made of looped strands of gold or silver. Inside the locket is a small, spring-loaded vial that can hold a single dose of powdered poison. Loading the locket with poison carries the same risks as applying poison to a weapon. When the locket is opened, the vial is shattered by a ball bearing, releasing the powder into the air and treating the poison's type as if it were inhaled. The airborne poison affects all creatures within 10 feet of the locket.

POISONED QUILL

PRICE 30 GP WEIGHT —

This long pen is made from a delicate feather and has a thin and unusually long nib. The quill is typically white in color, though variations that are crimson, onyx, or some combination of these colors also exist. A hidden compartment inside the nib allows the quill to hold a single dose of poison that is dispensable with a small squeeze. Additionally, this provides a +2 circumstance bonus on Sleight of Hand checks to conceal poisons inside the quill. If this quill is used with vector ink (*Pathfinder Player Companion: Alchemy Manual* 9), it increases the DC of a poison mixed with the ink by 1. This quill can be used as a small shiv to deal 1d3 points of damage and deliver its contained poison. However, because of the fragility of the nib, using the quill in this way destroys it.

POISONER'S GOBLET

PRICE 100 GP **WEIGHT** 2 lbs.

This is an elegantly styled, gem-encrusted drinking chalice made of smooth jade, obsidian, or a burnished fine metal. The chalice has a hidden compartment in the stem that allows for the insertion of a single vial of poison. The user doesn't risk poisoning himself when inserting the vial. Inside the compartment is a needle that siphons the poison from the vial and injects it into the bowl of the goblet. A hidden button (DC 20 Perception to locate) on the side of the stem begins the transfer of poison into the bowl. The transfer process takes 1 minute to complete, after which the hidden poison is emptied into the goblet.

REAPER'S WISDOM	PRICE 21,600 GP				
SLOT shoulders	WEIGHT 1 lb.				
AURA moderate necromancy					

This single, jade-encrusted ironwood pauldron glistens slightly, as if it were the reflective surface of a still pool, even in complete darkness. This pauldron increases the virulence of all poisons used by the wearer. Once per day, when attempting to poison a target, the wearer can speak a command word to magically enhance a single dose of poison, making it immune to the effects of *delay poison*. The poison's DC is unaffected and the poison can still be affected by a *neutralize poison* spell and similar magical effects.

CONSTRUCTION REQUIREMENTS

COST 10,800 GP

Craft Wondrous Item, overwhelming poison^u

SHROUD OF VENOM	PRICE 4,500 GP				
SLOT shoulders	WEIGHT 3 lbs.				
AURA faint abjuration and transmutation					

This green leather cloak has blue hues and flows gently in the wind when worn, giving the wearer the appearance of donning a cresting wave on her shoulders. This cloak causes any liquid poisons poured onto it to immediately crystallize and blend into the leather, providing the wearer a +5 competence bonus on Sleight of Hand checks to conceal poisons on her person. In addition, as a full-round action, the wearer can pour up to 3 doses of poison onto the cloak, which requires a successful DC 15 Craft (alchemy) check. A natural 1 on this check exposes the wearer to the poison. Any poisons poured onto the cloak last for 1 hour before becoming inert. As a standard action that provokes attacks of opportunity, the wearer can scrape off the crystallized poison onto her weapon and use it as if she had applied the poison to it normally. Doing this does not put the wearer at risk for being poisoned.

CONSTRUCTION REQUIREMENTS COST 2,250 GP

Craft Wondrous Item, delay poison, obscure poison

STALKER'S OIL

PRICE 50 GP
WEIGHT —

This is a clear, viscous liquid that is typically kept in a frosted glass vial with an unassuming label and cork. The oil is used to reduce the sound armor and weapons make while moving. Applying this oil to a single piece of equipment takes 1 minute and grants the wearer a +2 circumstance bonus on Stealth checks for 30 minutes. A vial of this oil is enough to coat one Medium piece of equipment, while a Large piece of equipment requires 4 vials. Two pieces of Small equipment can be covered with a single vial of oil. Exposure to or submersion in large amounts of water, such as swimming, immediately ends the effect of the oil.

TOXIC CENSER PRICE 115 GP WEIGHT 1 lb.

This ornately etched censer has a small hidden compartment under the heat source that can hold 1 dose of poison. When in use, the censer's heat source indirectly heats the poison, causing it to mix with the burning incense and allow the poison to permeate the air, filling a 20-foot radius centered on the censer. The poison's type changes to inhaled, and it is effective for 5 minutes before it is entirely burned off.

ANTI-POISONER'S GEAR

For every piece of equipment that aids a poisoner, another item or object is almost always available to help protect against her. From the far reaches of Golarion to Absalom's city streets, crafters from around the globe find a ready market for such protections.



AEGIS OF RECOVERY,	PRICE 3,750 GP				
SLOT neck	WEIGHT —				
AURA moderate abjuration and conjuration					

This aegis has a thick medallion that is typically carved with the image of bared fangs or a poisoned dagger. It functions as an aegis of recovery^{UE}, except it grants the wearer a +5 resistance bonus on all saving throws to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a hold person spell, or lingering damage from an attack. Should the wearer drop below 0 hit points, the greater aegis of recovery heals the wearer for 5d8+7 points of damage and then crumbles to dust.

CONSTRUCTION REQUIREMENTS					COST 1,875 GP	

Craft Wondrous Item, barkskin, breath of life

ALCHEMIST'S ASPERGILLUM		PRICE 2,805 GP
SLOT none CL 3rd		WEIGHT 4 lbs.
AURA faint abjuration		

This +1 battle aspergillum^{uE} has a dappled surface and a hollow interior, and it's made from a corrosion-resistant alloy that allows it to contain certain alchemical weapons. If the aspergillum is filled with one of these alchemical weapons, treat the contents as holy water, except that it deals the corresponding energy damage: acid (acid or alkali^{UE} flask), cold (liquid ice^{UE}), electricity (bottled lightning^{ue}), fire (alchemist's fire), or sonic (burst jar^{UE}). If the wielder is an alchemist, the aspergillum can function in this way an additional number of attacks equal to his Intelligence bonus before it needs to be refilled.

CONSTRUCTION REQUIREMENTS	COST 1,402 GP
Craft Magic Arms and Armor, resist energy ^{uc}	

APRON OF THE CAREFUL CHEMIST		PRICE 5,200 GP
SLOT chest CL 8th		WEIGHT 3 lbs.
AURA moderate transmutation		

This leather apron is made from several layers of thick hide from common beasts of burden and is reinforced with steel rivets. The apron grants its wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the apron is worn. In addition, the wearer gains a +2 competence bonus on Craft (alchemy) checks. When the wearer uses an item on himself or another character that grants an alchemical bonus on saving throws, that bonus increases by 1.

CONSTRUCTION REQUIREMENTS

COST 2,250 GP

Craft Wondrous Item, cat's grace, creator must have 2 ranks in Craft (alchemy)

BAND OF TOXIN NULLIFICATION		PRICE 8,500 GP
SLOT ring CL 9th		WEIGHT —
AURA moderate necromancy		

This platinum band has a smoky quartz set neatly into it. Once per day, the wearer can speak a command word and place the quartz on her skin as a full-round action to siphon a single dose of poison from her body and into the quartz, rendering the poison inert. This effect can be used only after the wearer has been poisoned.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP
Craft Wondrous Item, absorb toxicity ^{uc}	

EYE OF CRYSTALLIZED VENOM		PRICE 2,250 GP
SLOT neck	CL 3rd	WEIGHT —
AURA faint divination		

This thick, smooth leather collar is made from delicate but sturdy panels of calfskin and has a dainty green gem dangling from its center in an elaborate golden setting. The gem glows when



Additionally, as a swift action after failing a saving throw against a poison, the wearer can pull the gem from the collar and crush it, which allows her to reroll the saving throw against the poison with a +2 competence bonus. The wearer must take the second roll, even if it is worse. Activating this ability destroys the collar.

CONSTRUCTION REQUIREMENTS	COST 1,125 GP
Craft Waadsaug Itaan datast asissa da	law a airea all

Craft Wondrous Item, detect poison, delay poison^{uc}

FORBEARER'S GRACE		PRICE 5,400 GP
SLOT neck CL 7th		WEIGHT —
AURA moderate transmutation		

This circular amulet is formed from three elegantly curved golden rods and has a deep yellow topaz in its center. When worn, the amulet provides a +2 resistance bonus on Fortitude saves against poisons and ongoing effects from poisons. If at any point any of the wearer's ability scores would be reduced to 1 due to ability score damage from poison, the amulet immediately shatters and the wearer benefits from a casting of restoration. This effect does not cure any poisons still affecting the wearer, but it destroys the amulet.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
Craft Wondrous Item, restoration, neutralize	poison

GLOVES OF RESTRAINED DEATH		PRICE 9,250 GP
SLOT hands CL 7th		WEIGHT 2 lbs.
AURA moderate transmutation		

These supple black leather gloves have dramatic white stitching running along their seams. Four small sapphires, two sewn onto the thumb of each hand, pulse gently when the gloves are worn. The wearer gains a +2 competence bonus on Stealth checks. Anytime the wearer becomes poisoned while wearing the gloves, she can tap on any number of the sapphires to reduce the frequency of the poison by 1 increment per sapphire. The poison's frequency cannot be reduced to lower than 1 increment. For example, if a poison's frequency was 1/round for 6 rounds and three sapphires were tapped, the frequency would be reduced to 1/round for 3 rounds.

Potions & Poisons

Tapping each sapphire is a free action that causes the touched gem to become inert for 24 hours.

CONSTRUCTION REQUIREMENTS COST 4,625 GP

Craft Wondrous Item, restoration, neutralize poison

HARVESTER'S BINDINGS		PRICE 8,500 GP
SLOT wrists CL 5th		WEIGHT —
AURA faint abjuration and transmutation		

These bronze bracers are etched with an elaborate crisscross pattern on their exterior and are lined with a set of six small barbs that are anchored into the interior. When worn, the bracers provide the wearer with a +2 circumstance bonus on Fortitude saves against poisons from venomous creatures. Anytime the wearer



fails a saving throw against a poison from a venomous creature, he can say the bindings' command word as a standard action and cause the barbs in the bindings to pierce his skin and begin siphoning the poison from his body, preventing the poison from taking effect. After the poison has been siphoned off, the bracers glow faintly for 1 minute. While the bracers are glowing, the wearer can touch an empty vial to the bracers to deposit the stored venom into the vial. This extracted venom lasts up to 1 hour before becoming inert. The bindings cannot hold more than 1 dose of a poison from a venomous creature at a time. If the wearer attempts to siphon poison from himself while the bindings already hold a dose of poison, the stored poison immediately affects him and the other poison is instead siphoned and stored in the bindings.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP
Craft Wondrous Item, drain poison (Pathfinder	r Player
Companion, Disty Tactics Toolbox 29) poutrali	

companion: Dirty factics footbox 28) fieutralize poison			

OUROBOROS		PRICE 4,500 GP
SLOT headband	CL 5th	WEIGHT —
AURA faint transmutation		

This thin green headband is made entirely out of small metal scales that shimmer in the sunlight, sparkling in turn with flashes of emerald, forest green, and sea-foam depending on the angle from which the wearer is viewed. While the wearer is taking damage or otherwise being negatively affected by a poison, she can touch another creature and duplicate the poison's effects in that creature. This requires a melee touch attack that provokes attacks of opportunity. When the wearer makes a successful touch attack in this way, the target creature must attempt a Fortitude saving throw against the duplicated poison's DC as if it were the target of the initial poisoning. Failing this Fortitude saving throw subjects the target to the full duration of the duplicated poison's effects. The initial poison can be duplicated to only one additional target at a time.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, *touch injection*^{uc}

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COST 2,250 GP
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PERIAPT OF PROOF AGAINST Paralysis		PRICE 8,000 GP
SLOT neck	CL 5th	WEIGHT —
AURA faint conjuration		

This pewter chain necklace is formed from alternating sizes of metal links, creating a delicate but imposing look. Short enough to be a choker, it is set in the middle with a brilliant jasper stone that is finely cut and shines even when light is scarce. Whenever the wearer fails a saving throw against an effect that results in paralysis, the periapt instead causes the wearer to be fatigued for 1d4 rounds. If an effect would paralyze the wearer without a saving throw, he is instead fatigued until he removes the condition. If the wearer fails a saving throw against a paralyzing effect while fatigued, he becomes exhausted. Characters with the exhausted condition gain no benefits from a *periapt of proof against paralysis*.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, remove paralysis

VENOMBANE LOZENGES

PRICE 35 GP WEIGHT —

COST 4,000 GP

These faintly glowing lozenges often come in a discrete brown pouch. A single *venombane lozenge* lasts for 5 minutes after being placed in a creature's mouth. During this time, the user gains a cumulative +1 alchemical bonus on saving throws against poisons every minute for 5 minutes. At the end of the 5 minutes,



the lozenge dissolves and its effects end. If at any time the user becomes poisoned while under the effects of a lozenge that has not dissolved, she can crush the lozenge to immediately gain the benefits for 1 round as if it had lasted its full duration. Using a lozenge in this way immediately ends the effect.

VEST OF RESONATING FORTITUDE		PRICE 7,000 GP
SLOT chest	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration		

This magical cloth vest is made from rich green cloth that is typically a blend of silk and cotton. It has a high collar that is stitched with gold thread forming elaborate, overlapping geometric patterns. This vest reduces the potency of poisons that affect the wearer. As a swift action when the wearer is exposed to a poison, she can tap the vest, expending 1 charge, to gain a +2 bonus on her next Fortitude saving



throw against the poison. Additionally, if the wearer is affected with a poison that requires two saves to cure, she can tap the vest a second time, expending another charge, to use her next successful saving throw result as the result for the second save as well. The vest contains 5 charges that recharge daily.

CONSTRUCTION REQUIREMENTS COST 3,500 GP

Craft Wondrous Item, delay poison, neutralize poison



NEXT MONTH

Having faith doesn't always mean worshiping a deity, and many of the devout are instead dedicated to obscure beliefs and complex philosophies. Pathfinder Player Companion: Disciple's Doctrine explores a dozen of these cults and traditions, including such groups as the Esoteric Order of the Palatine Eye, Magnimar's mystery cults, the Oracular Council of Po Li in Tian Xia, the Prophets of Kalistrade, and many more. Learn more about these lesser-known groups, and discover the class and character options that true faith and deep traditions can unlock.

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Good For What Ails You!

Whether they're used to bolster heroes' abilities or take enemies out of the game, potions and poisons are key parts of many adventurers' arsenals. Far more options than simple healing draughts or strength-sapping toxins are available to savvy heroes, though, especially those ingenious enough to craft their own concoctions. *Pathfinder Player Companion: Potions & Poisons* offers a sea of new potions, elixirs, and stranger alchemical wonders for the discerning adventurer, plus heinous designer poisons. Class and character options for those who brew or regularly imbibe consumables round out these offerings. Inside this book you'll find:

- Feats and archetypes for races with an affinity for poisons, including gripplis, nagaji, and vishkanyas, plus the scorpion sorcerer bloodline for those with a toxic heritage.
- ► Archetypes for a variety of classes known for brewing or poisoning, including alchemists, rogues, and witches.
- ► Spells and feats specialized for potion brewing, plus drugs, elixirs, gear, poisons, and tinctures—alchemical remedies that produce potent effects but impair the user.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but it can be easily incorporated into any fantasy world.



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