

Plague Bringer

The plague bringer sees disease as the ultimate weapon, and has worked tirelessly to master new diseases and disease-delivery systems. A plague bringer feels no more remorse at unleashing his armaments on his enemies than an archer does when firing an arrow in the heat of battle. Disease is a tool, and the plague bringer is its master.

The plague bringer is an archetype of the chemist class, available only to burmecian chemists.

Prerequisite: Must have the Disease Immunity alternate racial trait.

Plague Vial (Su): At 4th level, a plague bringer can create a plague vial, an alchemically grown and concentrated disease sample. It takes 1 hour to prepare a plague vial, and once prepared, the vial remains potent until used. A plague bringer can only maintain 1 plague vial at a time—if he prepares a second vial, any existing plague vial becomes inert. A plague vial that is not in a plague bringer's possession becomes inert until a plague bringer picks it up again.

It's a standard action to drink a plague vial. Upon being imbibed, the plague vial infects the plague bringer's blood, sweat, tears, and other bodily fluids for 10 minutes per chemist level. Any creature that harms him with melee attacks (except with reach weapons) must make a Fortitude save (DC 10 + half of the chemist's level + his Intelligence modifier) or become sickened for 1 round per chemist level. The plague bringer is immune to the effect of his own plague vial, but not that of another's plague vial. The effects of multiple plague vials do not stack.

As a standard action, the plague bringer can infect a weapon with this sickness (typically by licking it or wiping his blood or pus on it). The disease on the weapon works like a poisoned weapon, except the source is a disease instead of a poison (so a dwarf's resistance to poison does not apply).

Anyone other than a plague bringer (including another chemist) who drinks a plague vial must make a saving throw against the vial's DC or become nauseated for 1 hour.

This ability replaces alchemist mixture gained at 4th, 11th, and 18th.

Discoveries: The following discoveries complement the plague bringer archetype: explosive bomb, flesh-eating bomb, precise bombs, smoke bomb; breath weapon bomb, fast bombs, nauseating flesh; plague bomb.