

# Everyman Minis Gloom Discoveries



# Everyman Minis

# Gloom Discoveries

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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



## Gloom Chymist

The options presented in *EVERYMAN MINIS: GLOOM DISCOVERIES* are designed for use with the gloom chemist archetype, which has been reprinted below for convenience.

### Gloom Chymist (Alchemist)

A breakthrough in the alchemical applications of shadow magic led to the creation of glooms, magical fields of darkness from the Shadow Plane that can be momentarily animated with the use of strange compounds. These mixtures are quite efficacious, leading to the spread of their use throughout the world.

**Gloom (Su):** A gloom chymist is skilled at mixing potent concoctions known as glooms, which are infused with shadow energy. A gloom is identical to a bomb except that it deals 1d6 points of cold damage + additional damage equal to the gloom chymist’s Intelligence modifier. This damage increases by 1d6 for every 2 alchemist levels beyond 1st the gloom chymist has. A gloom does not qualify as a bomb for the purposes of feats or discoveries.

This ability replaces bomb.

**Umbral Gloom (Su):** At 2nd level, whenever a gloom chymist makes a gloom, he can have it increase or decrease the light level by one step within its splash radius, in addition to its other effects. This change lasts for a number of rounds equal to the gloom chymist’s Intelligence modifier. At 8th level, the gloom chymist expend two uses of his daily glooms to increase or decrease light levels as per *daylight* or *deeper darkness*, respectively, using his alchemist level as the caster level.

This ability replaces poison resistance, poison use, and swift poisoning.

## Discoveries

The following new discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs or glooms and are marked with a single asterisk (\*) do not stack. Only one such discovery can be applied to an individual bomb or gloom.

**Augment Living Gloom:** Whenever the alchemist conjures a creature using his living gloom discovery, those creatures gain a +4 enhancement bonus to Strength and Constitution for the discovery's duration. This discovery counts as having the Augment Summoning and Spell Focus (conjunction) feats for the purpose of meeting feat prerequisites. An alchemist must have the living gloom discovery before selecting this discovery.

**Broad Gloom\*:** The gloom's splash radius doubles from 5 feet to 10 feet. An alchemist must be at least 4th level before selecting this discovery.

**Choking Gloom\*:** The gloom creates an area of noxious fumes in its splash radius. All creatures in the initial splash radius must make a successful Fortitude save or become nauseated for 1d4 rounds. Creatures entering the area of fumes after the initial splash must make a successful Fortitude save or become sickened for 1d4 rounds. The fumes last for a number of rounds equal to 1/2 the alchemist's level. An alchemist must be at least 4th level before selecting this discovery.

**Crawling Gloom:** The alchemist infuses his gloom with a spark of animating negative energy, allowing it to act on his own. Instead of throwing the gloom as he would a splash weapon, the alchemist designates one target and sets his gloom upon the ground as a standard action. Once set, the gloom slithers towards the chosen target at a rate of 30 feet per round that does not provoke attacks of opportunity—the gloom can climb over barriers as if it had a climb speed and avoid obstacles as needed. When the gloom reaches its target, it violently explodes, dealing damage to the target as if the alchemist had landed a direct hit with his gloom. Glooms animated by this discovery do not deal splash damage, and the target can attempt a Reflex save to reduce the damage by half, and all effects created by the gloom are limited to the designated target. If the gloom would normally create an area of effect on a direct hit, the area's size cannot exceed a single 5-foot square.

While animated, a gloom has an Intelligence score equal to its creator's Intelligence, an Armor Class equal to 18 + its creator's Intelligence modifier, and a Reflex save equal to its creator's base Reflex save bonus + its creator's Intelligence modifier. If dealt any amount of damage, the gloom detonates prematurely, dealing damage and resolving its effects against any creature in its space.

**Depriving Gloom\*:** A creature struck by a direct hit with the gloom must make a successful Fortitude save or become blinded or deafened for a number of rounds equal to 1/2 the alchemist's level. The alchemist decides whether the gloom will blind or deafen when creating the gloom.

**Disorienting Gloom\*:** A creature struck by a direct hit with the gloom must make a successful Fortitude save or be confused for a number of rounds equal to 1/2 the alchemist's level. An alchemist must be at least 6th level before selecting this discovery.

**Expanded Living Glooms:** When using the living gloom discovery, the alchemist adds the following creatures to the indicated summon monster lists: shadow (IV), shadow mastiff<sup>B3</sup> (V), shae<sup>B3</sup> (V), greater shadow (VII), young umbral dragon<sup>B2</sup> (VIII) nightwing<sup>B2</sup> (IX). The alchemist must be at least 10th level and have the living gloom discovery before selecting this discovery.

**Fast Glooms:** An alchemist with this discovery can quickly create enough glooms to throw more than one in a single round. The alchemist can prepare and throw additional bombs as a full-round action if his base attack bonus is high enough to grant him additional attacks. This functions just like a full-attack with a ranged weapon. If the alchemist has the crawling gloom discovery, this discovery allows him to drop as many glooms as he could throw during a full-attack action as a full-round action. An alchemist must be at least 8th level before selecting this discovery.

**Gravity Gloom\*:** The gloom creates a gravitational anomaly that pulls nearby creatures to its point of detonation. For a number of rounds equal to the alchemist's Intelligence bonus, any creatures that enters a space that is adjacent to the gloom's original splash area is pulled into the nearest available space in the center of the area unless it succeeds on a Strength check (DC 10 + the alchemist's Intelligence modifier). If a creature fails its check, it becomes entangled, functioning like the *entangle* spell except using gravity instead of plant life. If a creature succeeds on a Strength check or an Escape Artist check to avoid or break free of this effect, it doesn't need to attempt the check again for 1 round. An alchemist must be at least 8th level before selecting this discovery.

**Greater Living Gloom:** Whenever the alchemist uses the living gloom discovery, he can resolve the effect as a *summon nature's ally* or *summon monster* spell with a spell level equal to half his alchemist level. When expending extracts to use this ability, the alchemist can expend any number of his prepared extracts whose combined formulae level equals or exceeds the *summon nature's ally* or *summon monster* spell's level instead of expending a single extract of the same level. For instance, a 14th-level alchemist could expend one 3rd-level extract, one 4th-level extract, and one use of his gloom class feature in order to conjure shadowy creatures as either *summon nature's ally VII* or *summon monster VII*. The alchemist must be at least 10th level and have the living gloom discovery before selecting this discovery.

**Languishing Gloom\*:** A creature struck by a direct hit with the gloom must make a successful Fortitude save or become fatigued for a number of rounds equal to 1/2 the alchemist's level.

**Living Gloom\*:** The alchemist infuses his gloom with a potent spark of negative energy, allowing it to take the form of a creature. By expending one use of his gloom class feature and a 1st-level extract that he has prepared as a standard action, the alchemist can conjure shadowy creatures, functioning as either *summon nature's ally I* or *summon monster I* (alchemist's choice), using the alchemist's level as the spell's caster level.

Effectively, the alchemist “loses” the prepared extract in order to animate his gloom into a shadowy creature. Instead of gaining the celestial or fiendish template, this creature gains the shadow creature template (*PATHFINDER ROLEPLAYING GAME: BESTIARY 4*). For each formulae level higher than 1st that the alchemist expends when using this ability, he can resolve this effect as a *summon nature’s ally* or *summon monster* spell of 1 spell level higher. For instance, if he expends a 3rd-level extract, the alchemist can resolve this ability as *summon nature’s ally III* or *summon monster III*.

**Masochistic Gloom\*:** The alchemist can expend a 4th-level or higher extract that he has prepared to cause his gloom to animate the target’s shadow on a direct hit, instilling within it a mad hunger for its owner’s life essence. In effect, the alchemist “loses” the prepared extract as part of using this ability. If the target fails a Will save, its shadow lashes out at it, dealing 1d4 points of Strength damage. The target’s shadow remains attached to it, and cannot be attacked or targeted.

For a number of rounds equal to the alchemist’s level, the target must succeed at a Reflex save or take an additional 1d4 points of Strength damage. A successful save prevents this damage. If this Strength damage causes the target’s total Strength damage to equal or exceed its Strength score, the target dies. The target gains a +2 bonus on its Reflex save if it is in normal light, or a +4 bonus if it is within bright light. If the target is in darkness, it takes a –2 penalty on its save. An alchemist must be at least 10th level and have the living gloom discovery before selecting this discovery.

**Oleaginous Gloom\*:** The gloom creates an oily area in its splash radius that functions as a *grease* spell. The oil lasts for a number of rounds equal to 1/2 the alchemist’s level.

**Ossifying Gloom\*:** A creature struck by a direct hit with the gloom must make a successful Fortitude save or become petrified for a number of rounds equal to 1/2 the alchemist’s level. An alchemist must be at least 12th level before selecting this discovery.

**Shifting Gloom:** The alchemist expends two uses of his daily glooms to create two 5 foot radius patches of shadow within a range of 20 feet. Moving into one patch instantly transports the creature to the other patch, functioning as the spell *dimensional bounce*<sup>ACG</sup>, using the alchemist’s level as the spell’s caster level. An adjacent creature can destroy a patch as a standard action, rendering the paired patch inert. These patches remain for a number of rounds equal to alchemist’s Intelligence bonus (minimum 1 round). An alchemist must be at least 10th level before selecting this discovery.

## Grand Discoveries

The following discovery is available to alchemists who reach 20th level.

**Inherent Gloom:** The alchemist chooses one discovery that modifies his glooms. All of his glooms are treated as if they are modified with the chosen discovery, applying the discovery’s effects as normal, and do not count that discovery against the restriction of discoveries that can be applied to glooms.

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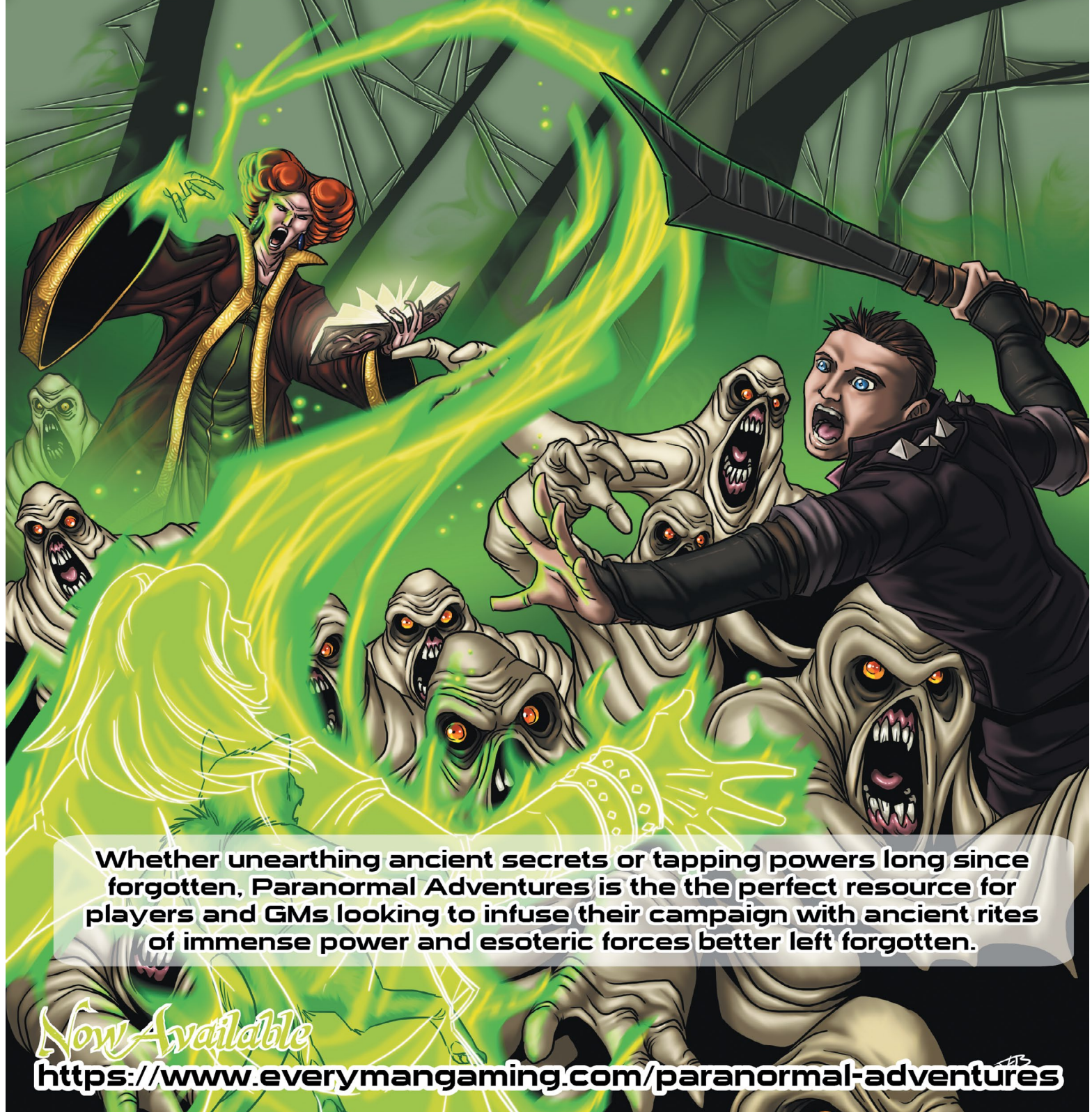
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