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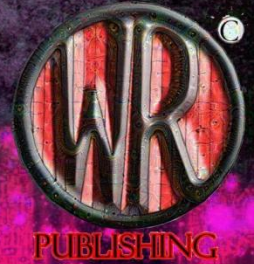
SHATTERED SKIES

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VIVISECTIONIST HYBRID CLASS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



PUBLISHING

VIVISECTIONIST HYBRID CLASS

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VIVISECTIONIST

Sages and practitioners of the dark arts have long sought to control the powers of life and death. Some believe that this knowledge will allow them amazing healing and regenerative abilities, ultimately allowing them to cheat death all together. Others seek only to control the awesome might of the grave, snuffing out life at whim, and re-animating corpses for foul eternal servitude. While most of either belief performs the majority of their art upon un-living, or willing subjects, there are necromancers that feel the only way to properly learn about life, death, and the powers that govern them, is through vivisection.

Role: Vivisectionists are most often villains whose experiments on the living typically result in the patient's agonizing death. However, some perform their research with sedation and restorative magic to prevent lasting harm. In adventuring parties they make up for any healing abilities (with extracts) the group might lack.

Alignment: Any evil

Hit Die: d8

Starting Wealth:

3d6 x 10
(avg. 105 gp)

CLASS SKILLS

The vivisectionist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.



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CAMPAIGN SETTING

TABLE: VIVISECTIONIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Alchemy, bomb +1d6, brew potion, channel necromantic energy, throw anything	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Cadaver skin, discovery	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Negative energy burst 1/day, vivisection 1/day	3	-	-	-	-	-
4th	+3	+4	+1	+4	Discovery, swift alchemy	3	1	-	-	-	-
5th	+3	+4	+1	+4	Fear aura, vivisection	4	2	-	-	-	-
6th	+4	+5	+2	+5	Cadaver skin DR 4, discovery	4	3	-	-	-	-
7th	+5	+5	+2	+5	Lich touch 1/day, vivisection 2/day	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Discovery, negative energy burst 2/day, undeath mastery	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Negative energy resistance, vivisection 3/day	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Discovery	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Cadaver skin DR 6, lich touch 2/day, vivisection 4/day	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Discovery, negative energy burst 3/day	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Bomb +2d6, vivisection 5/day	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Discovery	5	5	4	3	2	-
15th	+11/+6/+1	+9	+5	+9	Cadaver skin DR 8, vivisection 6/day	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Discovery, lich touch 3/day	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Enervating touch, vivisection 7/day	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Discovery, negative energy burst 4/day	5	5	5	4	4	3
19th	+14/+9/+4	+11	+6	+11	Instant alchemy, vivisection 8/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Cadaver body, grand vivisection	5	5	5	5	5	5

CLASS FEATURES

Weapon and Armor Proficiency: Vivisectionists are proficient with all simple weapons and bombs. They are also proficient with light armor, but not with shields.

Alchemy (Su): Vivisectionist's are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, a vivisectionist prepares her spells by mixing ingredients into a number of extracts, and then "casts" her spells by drinking the extract. When a vivisectionist creates an extract or bomb, she infuses the concoction with a tiny fraction of her own necromantic power—this enables the creation of powerful effects, but also binds the effects to the creator. When using Craft (alchemy) to

create an alchemical item, a vivisectionist gains a competence bonus equal to her class level on the Craft (alchemy) check. In addition, a vivisectionist can use Craft (alchemy) to identify potions as if using detect magic. She must hold the potion for 1 round to make such a check.

A vivisectionist can create two special types of magical items—extracts and bombs. Both of these are detailed in their own sections below.

Extracts are the most varied of the two. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like dispel magic using the vivisectionist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.



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A vivisectionist can create only a certain number of extracts of each level per day. Her base daily allotment of extracts is given on Table: Vivisectionist. In addition, she receives bonus extracts per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a vivisectionist mixes an extract, she infuses the chemicals and reagents in the extract with necromantic magic siphoned from her own terrifying magical aura. An extract immediately becomes inert if it leaves the vivisectionist's possession, reactivating as soon as it returns to her keeping—a vivisectionist cannot normally pass out her extracts for allies to use, though some discoveries might allow it. An extract, once created, remains potent for 1 day before becoming inert, so a vivisectionist must re-prepare her extracts every day. Mixing an extract takes 1 minute of work—most vivisectionists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for a vivisectionist to keep some (or even all) of her daily extract slots open so that she can prepare extracts in the field as needed.

Although the vivisectionist doesn't actually cast spells, she does have a formulae list that determines what extracts she can create. A vivisectionist can utilize spell-trigger items if the spell appears on her formulae list, but not spell-completion items (unless she uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking vivisectionist. The vivisectionist uses her level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract.

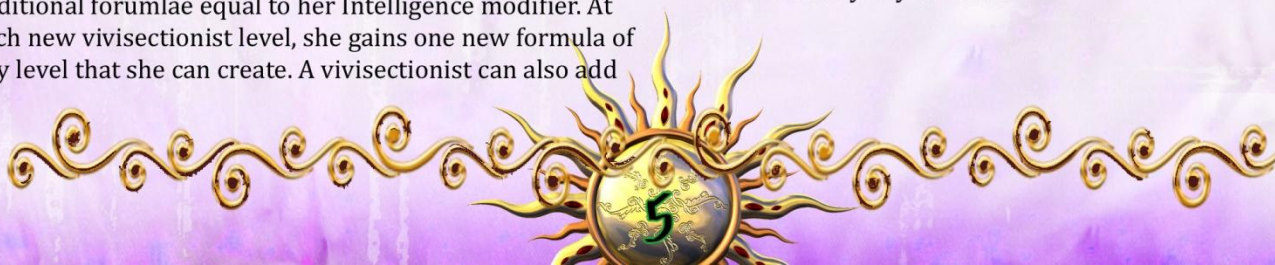
Extracts cannot be made from spells that have focus requirements (vivisectionist extracts that duplicate divine spells never have a divine focus requirement). A vivisectionist can prepare an extract of any formula she knows. To learn or use an extract, a vivisectionist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a vivisectionist's extract is 10 + the extract level + the vivisectionist's Intelligence modifier. A vivisectionist may know any number of formulae. She stores her formulae in a special tome called a formula book. She must refer to this book whenever she prepares an extract but not when she consumes it. A vivisectionist begins play with two 1st level formulae of her choice, plus a number of additional formulae equal to her Intelligence modifier. At each new vivisectionist level, she gains one new formula of any level that she can create. A vivisectionist can also add

formulae to her book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A vivisectionist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A vivisectionist does not need to decipher arcane writings before copying them.

Bomb (Su): In addition to magical extracts, vivisectionists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. A vivisectionist can use a number of bombs each day equal to her class level + her Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the vivisectionist must use a small vial containing an ounce of liquid catalyst—the vivisectionist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, or from graveyard dirt and her own fluid, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most vivisectionists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the vivisectionist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a vivisectionist's bomb inflicts 1d6 points of fire damage + additional damage equal to the vivisectionist's Intelligence modifier. The damage of a vivisectionist's bomb increases by 1d6 points at 13th level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a vivisectionist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the vivisectionist's level + the vivisectionist's Intelligence modifier.

Vivisectionist can learn new types of bombs as discoveries (see the Discovery ability) as they level up. A vivisectionist's bomb, like an extract, becomes inert if used or carried by anyone else.



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Brew Potion (Ex): At 1st level, vivisectionists receive Brew Potion as a bonus feat. A vivisectionist can brew potions of any formulae she knows (up to 3rd level), using her vivisectionist level as her caster level. The spell must be one that can be made into a potion. The vivisectionist does not need to meet the prerequisites for this feat.

Channel Necromantic Energy (Su): Regardless of alignment, vivisectionists can release a wave of negative energy by channeling this energy through her body. Unlike clerics, vivisectionists can only channel negative energy to command undead or heal them. A vivisectionist may channel necromantic energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A vivisectionist does not heal herself with this ability.

As a standard action, a vivisectionist can use one of her uses of channel necromantic energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 the vivisectionist level + her Charisma modifier. Undead that fail their saves fall under the vivisectionist's control, obeying her commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist the vivisectionist's command. A vivisectionist can control any number of undead, so long as their total Hit Dice do not exceed her vivisectionist level. If an undead creature is under the control of another creature, a vivisectionist must make an opposed Charisma check whenever their orders conflict.

Throw Anything (Ex): All vivisectionists gain the Throw Anything feat as a bonus feat at 1st level. A vivisectionist adds her Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Cadaver Skin (Su): Starting at 2nd level, the vivisectionist begins her transformation into undeath. Her body becomes more resilient to physical harm. She gains DR 2/bludgeoning and magic. As the vivisectionist increases in level, this DR increases in effectiveness to DR 4 at 6th level, DR 6 at 11th level, and DR 8 at 15th level.

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), after experimenting on a living creature, a vivisectionist makes an incredible alchemical discovery. Unless otherwise noted, a vivisectionist cannot select an individual discovery more than once. Some discoveries can only be made if the vivisectionist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual

bomb. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the vivisectionist's level + the vivisectionist's Intelligence modifier.

In addition to the discoveries usable by normal alchemists, vivisectionists gain access to the discoveries noted below.

Negative Energy Burst (Su): Beginning at 3rd level, the vivisectionist gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per vivisectionist level. A successful Will Save (DC 10 + 1/2 vivisectionist level, +Cha modifier) reduces the damage inflicted by half. Undead creatures within this burst are healed the same amount of hit points as the damage dealt to living creatures. A vivisectionist may use this power once per day, plus an additional use at 8th level, a third use at 12th level and a fourth use at 18th level. She may activate this power an additional time per day by expending one of her uses of Channel Necromantic Energy.

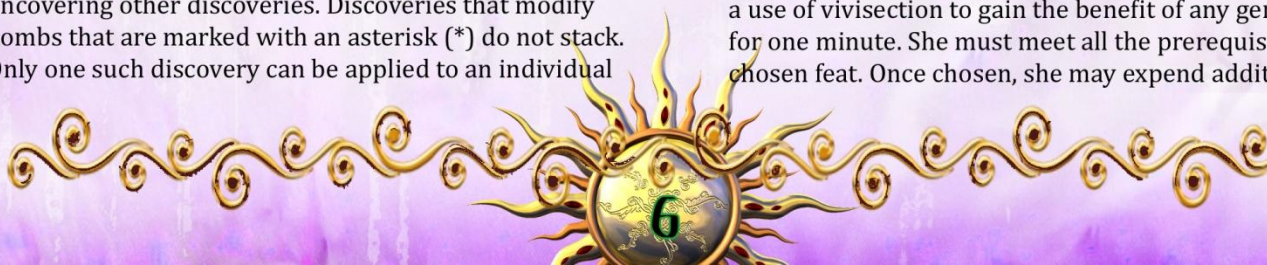
Swift Alchemy (Ex): At 3rd level, a vivisectionist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move action.

Vivisection (Ex): Through the dark practice of vivisection, the vivisectionist has unlocked secrets and abilities trapped within the brain tissue of living subjects.

As a free action she may inject herself with a specially prepared dose of liquefied brain matter and gain a +1d6 bonus to any one skill check within one minute, even those she takes 10 or 20 on. The choice may be made after the check is rolled but before the result is revealed. The vivisectionist may use this ability a number of times equal to 1 + her Cha modifier per day. At 7th level and every other level thereafter, this daily use increases by 1, to a maximum of 8 + Cha modifier per day.

At 5th level the vivisectionist has learned to extract aspects of muscle memory from a living brain. Instead of boosting a skill check, she can, as a move action, gain the benefit of a combat feat she does not possess. She must meet all of the prerequisites for the feat. This effect lasts for one minute and expends a use of her vivisection ability. Once she selects a combat feat, she can use vivisection to select another combat feat without losing the benefit of any previously selected feat. At 7th level, this changes from a move action to a swift action.

At 9th level the Vivisectionist has learned to tap into most abilities possessed by her subjects. She can expend a use of vivisection to gain the benefit of any general feat for one minute. She must meet all the prerequisites of the chosen feat. Once chosen, she may expend additional



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uses of vivisection to gain additional feats without losing the benefits of any previously selected feat.

At 15th level the Vivisectionist can choose any non-spellcasting 1st level ability of a Core class and gain the benefits of its use for 1 minute. Unlike feats, the vivisectionist can only benefit from one chosen Core class ability at a time, and must wait at least 1 minute before choosing a new Core class ability with a new expenditure of her vivisection ability.

Fear Aura (Su): Beginning at 5th level, a vivisectionist radiates a 5-foot-radius fear aura as a free action.

Enemies in the area must succeed on a Will save (DC 10 + ½ vivisectionist level + Cha modifier) or become shaken. A creature that successfully saves cannot be affected by that vivisectionist's fear aura for 24 hours.

Lich Touch (Su): The vivisectionist can now harness the negative energy that flows through her body, concentrating it in her hands. Once per round she can deliver a melee touch attack against a living foe that deals 1d8 points of damage, +1 for every four class levels. This touch heals undead creatures, restoring 1 hit point +1 per two vivisectionist class levels. A vivisectionist with the ability to cast Spectral Hand can deliver this attack via that spell.

Beginning at 12th level the vivisectionist gains the ability to bestow negative levels when she uses her lich touch, or paralyze her foes. Each day, she can bestow a total number of negative levels equal to one-half her vivisectionist level, but no more than two negative levels with a single touch. The saving throw to remove the negative levels has a DC of 10 + 1/2 her class level + her Cha modifier. If she chooses instead to paralyze foes, the DC to resist paralyzation is DC 10 + ½ her class level + Cha modifier. Failure causes those affected to suffer from paralyzation for a number of rounds equal to ½ the vivisectionist's class level. Once the choice to bestow negative levels or to paralyze a foe is made, it cannot be changed.

To paralyze or bestow negative levels with a touch attack, the vivisectionist must declare that she is doing so before the attack is made, and spend a swift action to "charge" the attack. This charge lasts until the vivisectionist is successful in making an attack with lich touch.

Beginning at 17th level, the vivisectionist can bestow a number of negative levels, or paralyze a foe, for a number of rounds per day, equal to her vivisectionist class level.

Undead Mastery: All undead creatures created by a vivisectionist who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a vivisectionist casts *animate dead* spell to create undead, she can control 4+ her Cha

modifier HD worth of undead per vivisectionist class level. Her channel necromantic energy power now allows her to control any number of undead as long as their total Hit Dice do not exceed 2x her vivisectionist level (so an 8th level vivisectionist could control 16 HD worth of undead). When casting the spell *control undead*, she adds her Cha modifier to the HD of undead she can control.

Negative Energy Resistance: beginning at 9th level, a vivisectionist gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and *inflict* spells.

Instant Alchemy (Ex): At 19th level, a vivisectionist can create alchemical items with almost supernatural speed. She can create any alchemical item as a full-round action if she succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Cadaver Body: The vivisectionist has discovered the secrets of lichdom, and may, if she chooses, undergo the transformation into undeath. Her type changes to undead, and she gains all undead traits. She no longer has a constitution score, all her existing Hit Dice become d12's, and she must reroll her hit points. She finishes her transformation by creating a phylactery coating its interior with an alchemical mixture made from the vivisectioned tissue of a sentient creature. Humanoid vivisectionists do not gain this ability.

Grand Vivisection (Ex): At 20th level, the vivisectionist makes a grand discovery through her experiments with living brain tissue. She immediately learns two normal discoveries, but also learns a third grand discovery chosen from the list below, representing a truly astounding alchemical breakthrough of significant import. For many vivisectionists, the promise of one of these grand discoveries and the transition to undeath is the primary goal of their experiments and hard work.

VIVISECTIONIST DISCOVERIES

The following vivisectionist discoveries are usable by any character possessing Alchemy, and the Discovery Class features.

Apparatus Of Aquatic Corruption (Su): An vivisectionist can spend 12 hours tinkering and jury-rigging an alchemist's lab to turn it into an apparatus that continually corrupts nearby river, lake, or aquifer as per corrupt well discovery. The apparatus can spill its toxins into a large water reservoir via a pipe or it can be immersed directly in the water, which helps with concealing the device but makes refilling it a more challenging task. The apparatus uses alchemical reagents worth 50 gp per month of work, and can contain up to twelve doses of reagents. It can be refilled or turned on and off by anyone skilled in Craft



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Apparatus of Crawling Vapors (Su): A vivisectionist can spend 12 hours tinkering and jury-rigging an alchemist's lab to turn it into an apparatus that continually produces a screen of thick oily smoke that animates dead bodies. The smoke spreads at the rate of 10 feet per round once the apparatus is turned on until it extends into a cloud with a radius of 1000 feet and height of 20 feet. The smoke provides concealment to creatures and objects more than 5 feet away, and total concealment to creatures and objects at a distance of 30 feet or more. Dead bodies within the area covered with the smoke animate after 1d4 hours of exposure as uncontrolled zombies or skeletons, depending on their state of decay. All corpses buried up to 10 feet deep or submerged in water no more than 10 feet from the surface are affected as well. Undead created with this effect are aggressive, attacking any living creatures they encounter, but won't willingly leave the smoke-covered region. Sentient undead within the cloud increase their channel resistance by 2. The apparatus uses alchemical reagents worth 100 gp per day of work, and can contain up to thirty doses of reagents. It can be refilled or turned on and off by anyone skilled in Craft (alchemy). The apparatus has hardness of 2 and 20 hit points, and can be stopped from working with a successful Disable Device check (DC 20). A vivisectionist must be at least 10th level and must possess either alchemical zombie or graveflesh concoction discoveries.

Corrupt Well (Su): A vivisectionist can spend an hour using 25 gp of alchemical reagents to create a toxic pebble that will corrupt water of a well, spring, or small pond it is immersed in. The toxic pebble retains its potency for up to one year. Careful examination of the water source reveals the pebble because of sickly green luminescence. The corrupted water slowly weakens creatures drinking it. They gain sickened condition after three continuous days of using the water and their natural healing is halved. The condition is removed 1d4 days after switching to clean, uncorrupted water. Crops and animals exposed to corrupted water for extended time grow sickly, produce less milk, eggs, and milk, their feathers, hides, and furs becoming worse in quality, reducing overall output of plant and animal based production by a quarter. Creatures immune to poison are unaffected by corrupted water.

Darkening of The Horn: A vivisectionist learns a vile ritual that allows corruption of a severed unicorn horn into a tool of evil. By spending eight hours bathing the horn in toxic extracts, blood, and unholy water, the vivisectionist turns the horn into an evil-aligned good outsider bane dagger with enhancement bonus of +1 per four vivisectionist levels. Wielder of the darkened horn gains +1 profane bonus to caster level if she use the horn as an additional focus while casting a spell or spell-like ability or preparing an extract with evil descriptor. The vivisectionist can only have single darkened unicorn horn in existence at any one time; she cannot repeat the ritual until the previous one is destroyed.

Devil in the Bottle (Su and Sp): A vivisectionist learns how to mix and serve alcoholic beverages in combinations that weakens defenses against fiendish possession. If the vivisectionist spends at least 1 minute preparing or mixing a drink, the imbiber of the drink suffers a -4 penalty to saving throws against possession for the next hour. Additional drinks prepared by the vivisectionist extend the duration of the effect. This is a magical poison effect. After the vivisectionist reaches 10th level, he can use commune as a spell-like ability once per day to contact a random archdevil, demon lord, or daemon harbinger. Using this ability requires engaging in drinking binge, consuming alcohols worth a minimum of 500 gp.

Doppelganger's Formula: A vivisectionist learns disguise self and alter self extracts, and can prepare them without referring to his formula book. If the vivisectionist preparing either of those extracts uses blood taken from a recently dead (within last hour) humanoid as one of the ingredients, the prepared extract will bestow exact appearance of the humanoid upon the imbiber with duration of permanent until dispelled. Rendering the subject of the doppelganger's formula unconscious ends the transformation as well. A vivisectionist must be at least 4th level to select this discovery.



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Doppelganger's Insight: When a vivisectionist prepares *disguise self* or *alter self* extracts, she can add a sample of brain tissue from a humanoid to enhance effects of the doppelganger's formula discovery. The subject of the extract recognizes people, object, and places familiar to the humanoid she impersonates when she meets them, recalls their names, and the degree of the familiarity. She gains no other knowledge of the donor. A vivisectionist must possess doppelganger's formula discovery to select this discovery.

Graveflesh Affinity (Su): While the vivisectionist is affected by her graveflesh concoction, she is ignored by mindless undead, unless they are explicitly ordered to attack her and she gains +2 bonus to all Charisma-based ability and skill checks while interacting with sapient undead. Additionally, the vivisectionist gains +2 dodge bonus to AC and +2 bonus to saving throws against attacks and special abilities of undead. A vivisectionist must possess graveflesh concoction discovery to select this discovery.

Graveflesh Blight (Su): While the vivisectionist is affected by her graveflesh concoction, her very presence is lethal to lesser life-forms. Her mere touch kills natural vegetation in the squares she passes through. Trees and other large plants survive the vivisectionist's touch but are scarred with visible signs of sickness and withering. The vivisectionist gains +4 bonus to saving throws against diseases, parasites, and plant-based magical effects. He also gains DR 5/- against attacks from swarms composed of living creatures lacking negative energy affinity, and a +4 bonus to saving throws against their special attacks. A vivisectionist must possess graveflesh concoction discovery to select this discovery.

Graveflesh Concoction (Su): Once per day, a vivisectionist can spend 10 minutes preparing and consuming a concoction of herbs and grave dirt that reverses affinity of her life force. The mixture grants the vivisectionist a negative energy affinity universal monster ability until she sleeps for at least an hour or dies. If the vivisectionist already has negative energy affinity, this ability is suppressed and she is healed by positive energy and damaged by negative energy like a regular living creature. An undead vivisectionist consuming this mixture gains channel resistance 2 for the following 24 hours. This is cumulative with any channel resistance she might already have.

Graveflesh Resilience (Su): While the vivisectionist is affected by her graveflesh concoction, her body gains some of the undead resistances. She gains DR 5/silver, receives half damage from bleed and blood drain, and suffers no penalties from negative levels. She still dies when she accrues more negative levels than she has Hit Dice, though. While under the effects of the graveflesh concoction, the vivisectionist counts as both her original type and undead for purpose of favored enemy ability, undead bane weapon property, and any effects that deal extra damage to undead. A vivisectionist must possess the graveflesh concoction discovery to select this discovery.

Sinister Medicine: A vivisectionist adds *inflict light wounds* (1st level), *inflict moderate wounds* (2nd level), *inflict serious wounds* (3rd level), *inflict critical wounds* (4th level), and *harm* (6th level) to her extract formula list. She learns their recipes when she gains access to extracts of corresponding levels and can prepare them without referring to her formula book. When the vivisectionist is healed by negative energy effect she can add her Charisma bonus to amount of hit points recovered.

Sinister Protections: A vivisectionist adds *curse water* (1st level), *protection from good* (1st level), *corruption resistance* (2nd level), *magic circle against good* (3rd level), and *unholy aura* (6th level) to her extract formula list. She learns their recipes when she gains access to extracts of corresponding levels and can prepare them without referring to her formula book. The vivisectionist also adds her Charisma bonus to saving throws against effects with good descriptor.

VIVISECTIONIST GRAND DISCOVERIES

The following vivisectionist grand discoveries are usable by any character possessing Alchemy, and the Grand Discovery Class features.

Absolute Control: Having studied the inner workings of undead, both mindless and intelligent, you have learned how to harness absolute dominion over them. Once per day, as a standard action, you may designate a mindless, or intelligent undead with 30 feet of you, to fall under your control permanently. Intelligent undead must succeed at a Will save not to fall under your control. Mindless undead receive no save, however, if it's being controlled by another creature you must succeed at a Caster Level check, against a DC equal to 10 + the controlling creature's Caster Level, success means you usurp control over that undead creature. An undead controlled by you in this manner must obey all orders you give it, even self-destructive ones, however, intelligent undead receive an additional Will save to resist self-destructive orders. If an intelligent undead succeeds against a save to resist a self-destructive order he breaks free of this ability. You can only control one undead creature with this ability, you may release a controlled undead to target another one with this ability. Undead being controlled by this ability never count against your total Hit Dice worth of undead you can control through other abilities. An undead that successfully saves against this ability becomes immune to that particular vivisectionist's absolute control.



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Lord of Undeath: reaching greater understanding of undeath, and undead creatures, you can assert control over more of them. You triple the total Hit Dice worth of undead you can create and control with spells and abilities that allow you to control or create undead creature. This ability stacks with any other ability that increases or multiplies the total Hit Dice worth of undead you can create or control.

Necrotic Totem: Your control over necromantic energy increases and you can harness that energy in extraordinary ways. As a standard action, you may exude a miasma of necrotic energies that function as the desecrate spell, with you functioning as the altar or shrine dedicated to your deity or evil aligned power. Furthermore, creatures whose Hit Dice is equal to half your own Hit Dice, that die within your miasma raise as zombies or skeletons (your choice), under your control. You may never control more Hit Dice worth of undead created by this ability, than twice your caster level, any additional undead created by this ability are not under your control, but will not attack you. You may dismiss necrotic totem as a standard action. Even if you dismiss necrotic totem, undead created by this ability that are under your control, remain under your control.

Plague of Undead: You can summon forth an army of undead skeletons and zombies that serve you indefinitely. As a standard action you call forth the plague. You must meet all of the conditions of the *animate dead* spell to use this ability, and the undead created cannot come from previously destroyed undead (a destroyed skeleton's bones could not be reanimated into a new skeleton with this ability). Undead created via this power obey all of your spoken commands unquestioningly however, you may only control 4 HD worth of undead creatures per caster level. If you exceed this amount, newly created undead are under your control and excess undead from previous use of this ability become uncontrolled. Whenever this condition occurs, and you must release excess undead, you choose which undead become uncontrolled.

VIVISECTIONIST FORMULAE

Vivisectionists gain access to a variety of formulae allowing them to make extracts of the following spells. While most of the spells are found in the Pathfinder Roleplaying Game Core Rulebook, those marked with an asterisk (*) are new spells found within this book. Additionally, a vivisectionist has access to any formulae that an alchemist has access to.

1st Level Vivisectionist Formulae-*bane, bestow wound**, *cause fear, chill touch, comprehend languages, cure light wounds, detect magic, detect secret doors, detect undead, disguise self, doom, endure elements, enlarge person, expeditious retreat, hide from undead, identify, jump, ray of enfeeblement, reduce person, shield, spectral eye**, *true strike.*

2nd Level Vivisectionist Formulae-*aid, alter self, barkskin, bear's endurance, blindness/deafness, blur, bull's strength, cat's grace, command undead, cure moderate wounds, darkness, darkvision, death knell, delay poison, detect thoughts, eagle's splendor, false life, fox's cunning, gentle repose, ghoulish touch, invisibility, levitate, owl's wisdom, protection from arrows, resist energy, restoration, see invisibility, spectral hand, spider climb, summon swarm, undetectable alignment.*

3rd Level Vivisectionist Formulae-*anti-undead shell**, *arcane sight, beast shape I, crushing despair, cure serious wounds, death ward, displacement, fly, gaseous form, halt undead, haste, heroism, nondetection, protection from energy, rage, ray of exhaustion, remove blindness/deafness, remove curse, remove disease, tongues, vampiric touch, water breathing.*

4th Level Vivisectionist Formulae-*air walk, animate dead, arcane eye, beast shape II, bestow curse, contagion, cure critical wounds, death ward, discern lies, dispel magic, elemental body I, enervation, fear, fire shield, freedom of movement, invisibility (greater), neutralize poison, phantasmal killer, poison, restoration, spell immunity, stonkskin.*

5th Level Vivisectionist Formulae-*beast shape III, blight, cloudkill, contact other plane, dream, elemental body II, greater dispel magic, insect plague, magic jar, nightmare, oath of blood**, *overland flight, plant shape I, polymorph, sending, slay living, spell resistance, undeath to death, unhallow, waves of fatigue.*

6th Level Vivisectionist Formulae-*acid fog, analyze dweomer, beast shape IV, circle of death, create undead, elemental body III, eyebite, form of the dragon I, geas/quest, giant form I, harm, heal, mislead, plant shape II, planar binding, shadow walk, statue, transformation, true seeing, waves of exhaustion, wind walk.*

NEW SPELLS

BESTOW WOUND

Transmutation

Level: Sorcerer/wizard 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living



creature. The target takes damage equal to your wounds at the rate of 1 point of damage per caster level, or the total amount needed to heal you back to your maximum hit points, whichever is less. At the same time you heal that much damage as if a cure spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

ANTI-UNDEAD SHELL

Abjuration

Level: bard 1, cleric 1, sorcerer/wizard 1

Casting Time: 1 round

Components: V,S

Range: Medium (100 ft +10 ft/level)

Area: 10 ft radius emanation centered on you.

Duration: 1 mins/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of undead. Mindless undead (those with no Intelligence score) are automatically affected by this spell. Other undead receive a Will save when they first come into contact with an anti-undead shell. On a failed save, they are unable to enter the shell for its duration, on a successful save they ignore this spell.

This spell may only be used defensively, not aggressively. Forcing an anti-undead shell against creatures that spell keeps at bay collapses the shell.

OATH OF BLOOD

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V,S,M, DF

Casting Time: 1 minute

Range: Close (25 ft + 5 ft/2 levels)

Target: One living creature

Duration: See below

Saving Throw: None

Spell Resistance: Yes

Oath of blood functions only when cast on a creature that has recently been subject to a geas or similar spell. It extends the reach of the geas beyond death. If the individual subject to the geas dies before completing the task, oath of blood animates him as an undead creature in order that he might continue his quest. The nature of the undead creature is determined by the caster level of the spell, as per create undead. Once the task is complete or the original geas expires, the magic animating the subject ends and he returns to death.

Material Component: grave earth mixed with powdered onyx worth at least 40 gp per HD of the target.

SPECTRAL EYE

Necromancy

Level: druid 1, sorcerer/wizard 1

Casting Time: 1 round

Components: V, S

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

Target: one spectral eye

Duration: 1 min./level (D)

Saving Throw: none

Spell Resistance: no

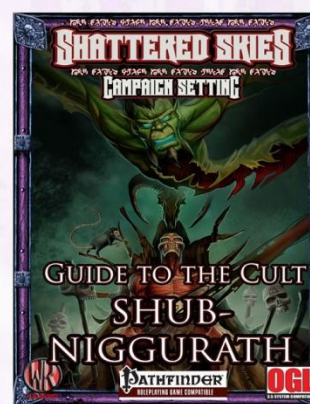
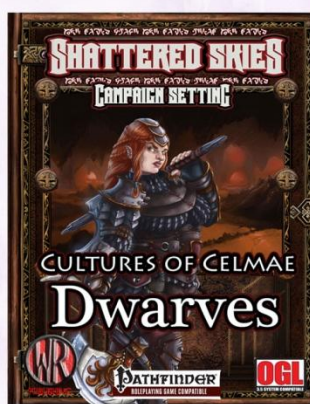
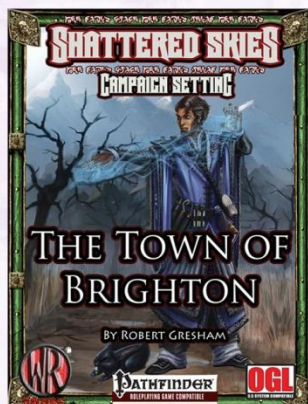
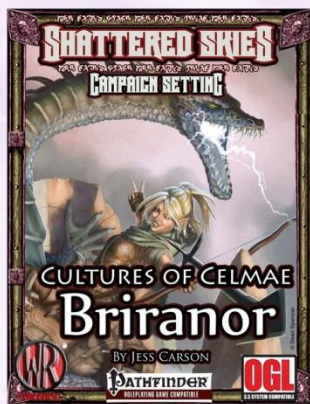
A ghostly eye formed from your life force materializes and moves as you desire, allowing you to observe your surroundings from a different point of view.

On casting the spell you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the eye is destroyed. (The hit points can be healed as normal.)

For as long as the spell lasts, you can see through the spectral eye as if you were standing at its location. You can make Perception checks at -4 to see something in line of sight of the eye, but not in line of sight to you, and gain a +4 bonus to Perception checks made within line of sight of both you and the eye. The eye has any natural vision enhancements you have (such as low-light vision for elves), but gains no benefit from enhanced vision from spells or items. Each round as a swift action you can choose a location within range for the eye to see from. If the eye goes beyond the spell's range or goes out of your sight, it returns to you and hovers.



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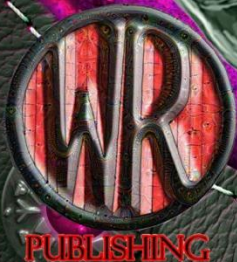
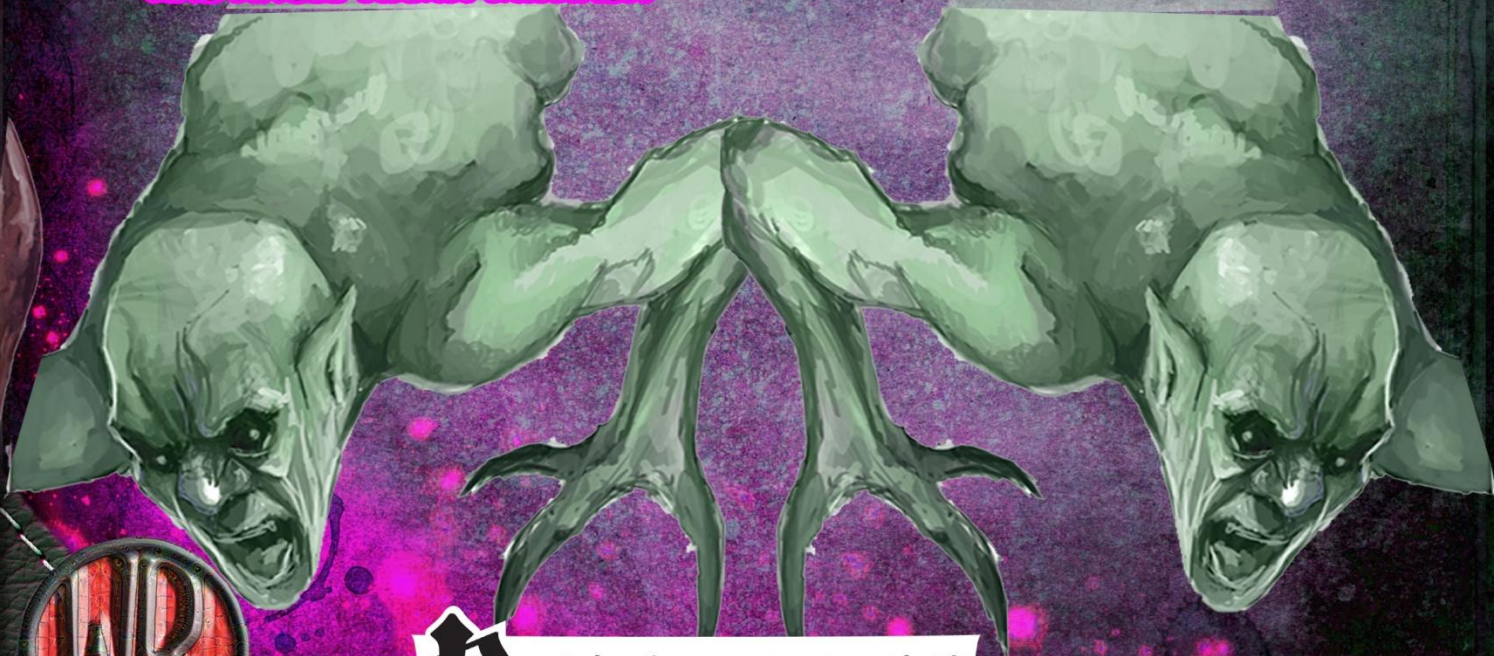
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