

## **Herbalist**

*Mandragoras who study the physical and spiritual composition of their own bodies have discovered a strange herbal alchemy all their own.*

The herbalist is an archetype of the chemist class, available only to mandragora chemists.

**Herbalism (Su):** An herbalist's studies allow him a unique method of creating alchemical discoveries. He can attempt Profession (Herbalist) checks in place of Craft (Alchemy) checks for all purposes, and he gains a competence bonus equal to half his chemist level on Profession (Herbalist) checks to create alchemical items and to forage for and process herbs. An herbalist uses his Wisdom score instead of his Intelligence score for all chemist class abilities.

This ability alters alchemy and the chemist's key ability score.

**Seedpods (Su):** An herbalist can produce and throw seedpods as ranged touch attacks. He can create and throw them as a standard action with a range increment of 20 feet. A seedpod deals 1d6 points of bludgeoning damage, plus an additional 1d6 points of damage at 4th level and every three levels thereafter (this additional damage isn't multiplied on a critical hit or from effects like Vital Strike). Seedpods are considered weapons and can be selected for feats like Weapon Focus. His seedpods also gain one of the following additional effects unless the target succeeds at a Fortitude save (DC 10 + half of the chemist's level + his Wisdom modifier).

At 1st level, his seedpods can deafen their target for 1 round.

At 2nd level, he can reduce the target's vision to 10 feet for 1 minute (unless the target spends a full-round action to wash the spores from its eyes early).

At 5th level, he can entangle their target for 2d4 rounds (unless the target succeeds at a Strength check or Escape Artist check at the save DC to break the vine early).

At 8th level, he can sicken their target for 1d4 rounds.

At 10th level, he can blind his target until the end of their next turn.

This ability replaces bombs.