

ALCHEMIST

Deep in the caverns of a mystic dungeon, a group of adventurers count their gold as an elf extracts the venom from a giant snake, pocketing it in her pouch.

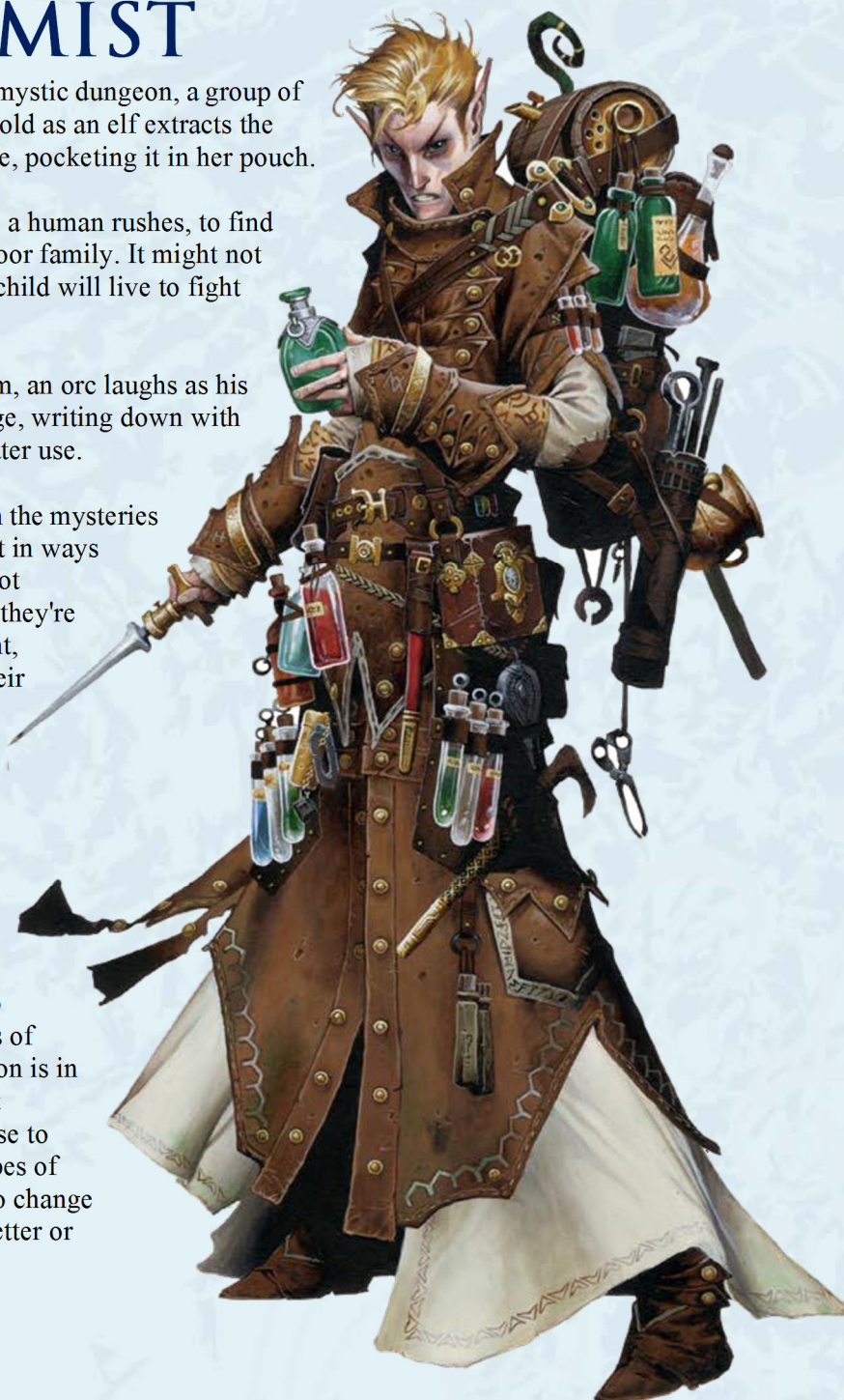
In a busy part of the city, a human rushes, to find the right potion for the poor family. It might not stop the disease, but the child will live to fight another day.

Feeling a tingle in his arm, an orc laughs as his biceps grow twice as large, writing down with his other the recipe for later use.

Alchemists strive to learn the mysteries of nature, manipulating it in ways only they know. While not technically spell casters, they're magical in their own right, and the effects of their concoctions provide much to any adventuring party.

STUDY AND PRACTICE

Alchemists are studied professionals but study is only half the battle. To unlock the true mysteries of the world, experimentation is in order. Alchemists collect ingredients which they use to practice their craft in hopes of discovering a new way to change the world, whether for better or worse.



RESEARCHERS

In society, alchemists are usually recluses, and even medicinal doctors aren't the most popular people, though they are found to be vital to any city. However, in an adventuring party, the intellectual mind of an alchemist can be the voice of reason, and a valuable ally for their limitless uses in combat and exploration.

Alchemists have several sub schools of research, mainly explosives, poisons, and potions, but many areas of study exist, as the possibilities of alchemy are limitless. Some study to become medicinal experts, while others strive to strengthen the body and mind. Whatever the case, their goals are to better every aspect of our lives.

THE ALCHEMIST

Level	Proficiency Bonus	Concoction Dice	Features
1st	+2	1	Alchemy
2nd	+2	1	Alchemical Study. Alchemical Study Feature
3rd	+2	1	Discovery
4th	+2	1	Ability Score Improvement
5th	+3	2	Discovery
6th	+3	2	Alchemical Study Feature
7th	+3	2	Discovery
8th	+3	2	Ability Score Improvement
9th	+4	3	Discovery
10th	+4	3	Alchemical Study Feature
11th	+4	3	Discovery
12th	+4	3	Ability Score Improvement
13th	+5	4	Discovery
14th	+5	4	Alchemical Study Feature
15th	+5	4	Discovery
16th	+5	4	Ability Score Improvement
17th	+6	5	Discovery
18th	+6	5	Alchemical Study Feature
19th	+6	5	Ability Score Improvement Discovery
20th	+6	5	Master Alchemist

CREATING AN ALCHEMIST

First, decide what your character might be studying. Is he studying to heal their village who had no way to cure diseases, or is he finding ways to make exploring dungeons safer and easier? Are you studying yourself, or did you learn from someone else? Do you spend your days perfecting your current recipes, or discovering new ones?

What was your first exposure to alchemy? Were you poisoned and someone made a traditional herb to heal you making you search for new healing methods, or did you hear the sounds of explosions and wish to make your own brand of thunderous noise? Think about this as you decide what concoctions to focus on as you research the world.

QUICK BUILD

Follow these guidelines when creating an alchemist. Firstly, intelligence should be your highest stat, followed by dexterity if you plan on being the adventurous type, or charisma if you plan on dealing with people on a regular basis. Second, choose the hermit background.

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per alchemist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Armor: Light Armor

Weapons: All simple weapons, Rapier, Blowgun

Tools: Choose two from Poisoner's Kit, Alchemist Supplies, Herbalist Kit

Saving Throws: Intelligence, Constitution

Skills: Choose two from Insight, Investigation, Medicine, Nature, Perception, Persuasion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon and a blowgun with 10 darts
- (a) scholar's pack, or (b) explorer's pack
- (a) poisoner's kit, or (b) alchemist supplies, or (c) herbalist kit
- Leather Armor

ALCHEMY

At 1st level, you learn how to create a variety of alchemical concoctions. Each day after a long rest, you have a number of reagent points equal to your Intelligence modifier + your class level (minimum 1). At first level, you can use a reagent point to make a concoction: a serum, a poison, or a bomb. At higher levels, you learn to augment your concoctions and create new ones using reagent points. You must prepare your concoctions immediately following a long rest. If you do not then it requires a short rest to make any unused reagent points into concoctions before you can use them. Concoctions are good until the next long rest when they become inert. You must have alchemy supplies to make serums and bombs and you must have a poisoner's kit to make poisons.

If a concoction requires a save, it uses the Alchemist's save DC, calculated as follows:

$$\text{Alchemist Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Each concoction begins with a Concoction Die equal to 1d4, and increases to 2d4 at 5th level, 3d4 at 9th level, 4d4 at 13th level, and 5d4 at 17th level.

Basic Bomb (Alchemy Supplies Required) (1 Reagent Point)

You know how to mix explosive residue into casings which detonate on impact. You can create a simple bomb using one reagent point that deals damage equal to the Concoction Die in a 5 ft. radius outward from the square the bomb is centered on. These bombs have a range of 30 feet. Targets in the area must succeed on a Dexterity saving throw against the Alchemist's save DC. If they succeed, they avoid all damage. If you throw this directly at an enemy, you make an attack roll against that enemy, instead of the enemy receiving a saving throw. Bombs are considered simple weapons with the thrown property for the purposes of proficiency and attack rolls. These bombs deal piercing, slashing, or bludgeoning damage, chosen upon creation.

Basic Poison (Poisoner's Kit Required) (1 Reagent Point)

You can mix together volatile ingredients into poisons of all types. In addition to being able to make typical poisons that you can find formula for, you can create basic poison using one reagent point that can be applied to any of your weapons. As an action, you can apply one of these poisons to your melee weapon or three pieces of ammunition. This poison deals poison damage equal to the Concoction Die if it hits and the target fails a Constitution save against the Alchemist's save DC. The poison's potency lasts for one minute when applied to a weapon or ammunition before it becomes inert.

Basic Serum (Herbalist Kit Requires) (1 Reagent Point)

You can mix together healing herbs and create liquids which cure ailments and injuries. In addition to being able to make typical potions that you have the formula for, you can create a basic serum using a reagent point that can be injected. These serums heal damage taken equal to the Concoction Die, and can be given to anyone. Serums given out are held in syringes that are ready to use. Serums can be injected as an action. Serums can also be delivered by blowgun, however if you miss the target the serum is destroyed.

ALCHEMIST'S STUDY

At 2nd level, you have learned how to perfect one of your concoctions to the point that it requires no effort on your part to craft them. You choose an alchemist study, either grenadier (bombs), doctor (serums), or poisoner (poison). These archetypes grant or add several features to your concoctions at higher levels. In addition, they change the Concoction Die value for one of your concoctions.

DISCOVERIES

By the time you reach 3rd level, practice of alchemy has resulted in new knowledge unknown to you previously, also known as discoveries. You gain 1 discovery at 3rd level, and you learn additional discoveries every 2 levels after. These discoveries augment your concoctions and allow you to use in new ways.

In addition, you gain additional discoveries determined by your archetype.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MASTER ALCHEMIST

At 20th level, you have achieved the peak of intellectual studies, and have perfected all forms of alchemy. The Concoction Die value for your concoctions increases by 1 Step (1d4 to 1d6, 1d6 to 1d8). In addition, the total cost of your concoctions and discoveries is decreased by 1 (to a minimum of 1).





DISCOVERIES

If a discovery has prerequisites, you must meet them to learn it. You can learn the discovery at the same time that you meet its prerequisites.

ANTI-MAGIC SYRUM (1 REAGENT POINT)

Prerequisite: 7th level

You have discovered ingredients that are devoid of any magical essence. You can spend a reagent point to make a serum that renders the target immune to any magic, beneficial or otherwise for one hour.

CONCUSSIVE BOMBS (1 REAGENT POINT)

You have learned to create a loud grenade capable of disorienting opponents. You can spend a reagent point to create a grenade that explodes with a loud audible noise. Any creatures within 30 feet of the designated square must succeed on a Constitution saving throw equal to the Alchemist's save DC or be deafened for a number of rounds equal to your intelligence modifier (minimum 1). A creature that has advantage on perception checks based on hearing has disadvantage on this saving throw.

DEADLY POISON

Prerequisite: 9th level

You have learned to get the most lethality from poisonous extracts. Add your intelligence modifier to the damage dealt by any poisons you use.

ELEMENTAL CONCOCTION (+1 REAGENT POINT)

Prerequisite: 5th level

You have discovered techniques used to extract the essence of rare ingredients. You can use an additional reagent point to grant an elemental boost to your concoctions. If applied to a poison or bomb the damage type of the concoction becomes fire, cold, or lightning (your choice). If you use it on a serum, when you inject that serum, you gain resistance to that damage type for a number of rounds equal to your Intelligence modifier.

ELEMENTAL IMMUNITY (+3 REAGENT POINTS)

Prerequisite: 17th level, Elemental Perfection

You can create a serum which has the pure essence of an element. You can use 3 additional reagent points to extend the duration of a serum augmented by Elemental Perfection to 1 hour.

ELEMENTAL PERFECTION

Prerequisite: 13th level, Elemental Concoction

You have perfected the techniques used to extract the essence of rare ingredients, whenever you create a concoction, it gains additional benefits. If it was a poison or bomb, it deals an additional 2 dice worth of damage of the element chosen. If it was a serum, the serum grants immunity to the chosen element for a number of rounds equal to your Intelligence modifier,

EXPLOSIVE CONCOCTION

Prerequisite: 7th level

Your casings for your bombs have been improved so they can hold more ingredients. When you create a bomb using a reagent point, its radius is increased to 10 feet instead of 5 feet.

FLASHBANGS (+1 REAGENT POINT)

Prerequisite: 7th level, Concussive Bombs

You include bright flashing powder in your concussive bombs. You can spend an additional reagent point to make your concussive bombs blind enemies who fail their Constitution save versus the Concussive Bomb. Any creature who has advantage on perception based on sight or hearing has disadvantage on this save.

FRAGMENTATION BOMBS

Prerequisite: 7th level

You fill your bombs with bits of glass, rocks, or other small harmful bits. When an enemy succeeds the save to resist your bomb's damage, they take half the damage instead of no damage.

IRRITATING POISON (+1 REAGENT POINT)

Prerequisite: 5th level

You create a poison which stimulates the nerves around one's body to itch uncontrollably. You can spend a reagent point to alter a poison to apply the "Irritating" effect. Spellcasters who are under this effect are so distracted that they must make a Constitution saving throw each turn to be able to cast spells. If they fail, they may only cast cantrips during that turn. This effect lasts for a number of turns equal to your Intelligence modifier.

MAGEBANE POISON (+3 REAGENT POINTS)

Prerequisite: 13th level, Irritating Poison

You discover an irritant that is vastly more powerful than before. You can spend three reagent points to alter a poison to apply the "Magebane" effect. Spellcasters who are under this effect cannot cast any magical spells for a number of turns equal to your Intelligence modifier.

NEURAL POISON

Prerequisite: 5th level

You discover a way to make poisons affect the mind rather than the body. Whenever you create a poison, you can make the save Wisdom based instead of Constitution based, and the damage becomes psychic damage instead of poison. The poison works the same in all other regards, and any enemy immune to poison damage (not psychic damage) is immune to a poison augmented in this way.

POISON OF VULNERABILITY (+1 REAGENT POINT)

Prerequisite: 11th level, Elemental Concoction

Your elemental poisons are so powerful that they can cause enemy's to become weaker to such elements. You can spend one additional reagent point to make a poison augmented by elemental concoction into a poison of vulnerability. In addition to doing damage, if an enemy fails the Constitution save against this poison, it becomes vulnerable to the elemental damage taken for a number of rounds equal to your Intelligence modifier. An enemy who has resistance to that damage type instead loses the resistance. An enemy with immunity to the damage type is immune to this poison.

SERUM OF CURING (1 REAGENT POINT)

You have discovered a substance that flushes the body of filth. You can use a reagent point to create a serum that removes a single type of disease or poison.

SERUM OF ENHANCEMENT (1 REAGENT POINT)

Prerequisite: 11th level

You have learned to enhance a person's physical or mental prowess with special ingredients. You can spend a reagent point to create a serum that does the following, the effect must be chosen upon creation.

- Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.
- Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- Eagle's Splendor. The target has advantage on Charisma checks.
- Fox's Cunning. The target has advantage on Intelligence checks.
- Owl's Wisdom. The target has advantage on Wisdom checks.

The effect lasts for 1 hour. If someone under the effect of this serum injects another one, the previous serum's effect ends early. They do not stack.

SERUM IMPROVEMENT

Prerequisite: 7th level

You have found a way to distill ingredients in a way to make their effects more potent. Your basic serum now heals additional hit points equal to your Intelligence modifier (minimum 1).

SERUM OF RESISTANCE (1 REAGENT POINT)

Prerequisite: 9th level

You have learned to alter a person's blood flow so that injuries are not as fatal as they would be. You can spend a reagent point and choose one damage type (Acid, Fire, Cold, Poison, Necrotic, Radiant, Lightning, Psychic, Thunder, Force, Slashing, Piercing or Bludgeoning) to grant resistance to. Whoever injects that serum gains this resistance for 1 minute. If someone under this effect injects another serum of resistance, the new one overrides the previous one's effect. You can spend additional reagent points at the time of creation to add more energy types to the effect. Each energy type added to the resistance increases the cost by one reagent point per type.

SYRINGE IMPROVEMENT

Prerequisite: 15th level

All syringes you create are now designed for quicker delivery of the serums within and self-deliver once the needle is inserted. You and your allies can use your "serum" concoctions as a bonus action instead of a standard action.

ALCHEMIST'S STUDY

Alchemists strive to unravel the knowledge found within the world without magic. While they all learn the basics of alchemy, some try to perfect their art in certain areas.



DOCTOR

A doctor is one who uses his alchemical gifts for good, helping all who are injured or sick. Doctors are always looked upon as valuable assets. Most doctors are good, outstanding members of society, but some tend toward the underground syndicates as private doctors.

POTION FOCUS

At level 2, a doctor's potions use d6s instead of d4s for its Concoction Die.

HEALTHY BODY

At 2nd level your practices lead your body to perfect health. You gain advantage on all saving throws to resist diseases, and you gain 1 additional hit point per level. At level 10, you are immune to all diseases, and you gain 2 additional hit points per levels instead of 1.

DOCTOR DISCOVERIES

A doctor gains the following discoveries for free at certain levels. Some of these are only available to the doctor, while others are available to other alchemists at higher levels.

SERUM IMPROVEMENT

At 2nd level, you have found a way to distill ingredients in a way to make their effects more potent. Your basic serum now heals additional hit points equal to your Intelligence modifier (minimum 1).

SURGICAL PRECISION

Starting at 6th level, your skill with small and precise tools is so refined that it shows in your skills in battle. You can attack twice, instead of once, whenever you take the Attack action on your turn. The attack must use a finesse or light weapon.

SYRINGE IMPROVEMENT

Starting at 10th level, all syringes you create are now designed for quicker delivery of the serums within and self-deliver once the needle is inserted. You and your allies can use your "serum" concoctions as a bonus action instead of a standard action

MUTAGENIC

At 14th level, you discover a way to increase the physical and mental abilities of the body. You can spend 4 reagent points to create a mutagenic serum. Choose one ability score, which then increases by 2 for a number of rounds equal to your intelligence modifier. An ability score increased this way can surpass the ability score limit. If someone under the effect of a mutagen tries to use a second one, the previous one's effect ends. At 18th level you can instead spend 8 reagent points to make a mutagenic that lasts for 1 hour.

SERUM OF LIFE

By 18th level, have discovered the ultimate in serums, combining the greatest healing ingredients available. You can spend 10 reagent points to create a Serum of Life, you inject a creature that has died within the last month. That creature returns to life with the same hitpoints as if you had healed it with a basic serum. You cannot use a Serum of Life unless the body is present and intact. If you use it on a body whose soul is lost, the soul may return to the body at any point, but it is not forced back into it. You may only create one Serum of Life per long rest.



GRENADIER

A grenadier is often considered a demolitions expert, and at worst can be considered an arsonist, but in reality they are simply able to mix ingredients which become unstable within their confines namely bomb shells. Grenadiers are the most diverse alchemists, sometimes serving in armies, supplying explosives for soldiers, or serving as guides for mining expeditions, blasting away debris.

BOMB FOCUS

At 2nd level, a grenadier's bombs use d6s instead of d4s for its Concoction Die.

FLAK JACKET

At 2nd level, a grenadier fashions himself a flak jacket he can wear, preventing all damage to himself from his bombs. This flak jacket can be fitted under any armor the grenadier can wear

GRENADIER DISCOVERIES

A grenadier gains the following discoveries for free at certain levels. Some of these are only available to the grenadier, while others are available to other alchemists at higher levels.

NAPALM BOMB

At 2nd level, you discover a fiery substance that ignites upon a bomb's detonation. You can use 2 additional reagent points to create a lingering fire in the blast radius of your basic bombs. If a creature ends its turn in the fire, the fire deals 1d4 fire damage. This fire lasts a number of rounds equal to your intelligence modifier (minimum 1). If you have the elemental concoction discovery and use it, the damage increases to 1d6 and can be fire, cold, or lightning damage. If you have the elemental perfection discovery, this damage increases to 3d6 damage.

MAKESHIFT BOMBS

At 6th level, the creation of bombs is so ingrained in the grenadier's memory that he can do it in an instant with limited resources. As an action, you can create and throw a bomb at a single enemy. This bomb acts like a bomb created using a concoction, except it only targets one creature and it deals only 2d6 damage no matter what level the grenadier is. This bomb can only be altered by the Fragmentation Bombs and Blast Powder discoveries. This bomb uses NO reagent points to use.

BLAST POWDER

At 10th level, you have discovered a volatile substance that makes explosives all the deadlier. You add your intelligence modifier to all damage your bombs do, and any enemy you miss with your makeshift bombs must succeed on the Dexterity save against your Alchemist DC or take half damage anyway.

STICKY BOMB

At 14th level, discover an extremely powerful adhesive that can expand in an instant, encasing foes. You can spend 2 reagent points to create a sticky bomb. This bomb does no damage, but instead expands in a 30-foot radius. Any creature of size Large or smaller must succeed on a Dexterity saving throw against the Alchemist's save DC, or be caught within this adhesive. Any creature caught in this way gains the restrained condition. A creature who begins its turn within this adhesive may attempt to break free as an action with a successful Strength saving throw against the Alchemist's save DC. The adhesive can be destroyed with 25 damage, but any creature caught in the adhesive also takes the damage due to the adhesive tightening as its pulled and damaged. A creature of size Huge or larger is instead Grappled if it fails its Dexterity save. At 18th level, the grenadier can spend 2 more reagent points to cause the adhesive to become immune to fire, cold, and lightning damage, and combines the Napalm Bomb with the Sticky Bomb, causing creatures caught in the adhesive to take damage every turn equal to the Napalm Bomb's damage.

INTERCHANGABLE CASINGS

By 18th level, you have discovered a way to quickly put cartridges of material into different bomb casings. Instead of choosing which concoctions form which bombs after a long rest, you simply choose how many reagent points you are devoting to bomb making. At any point after that, you can use an action to make a bomb with any combination or discoveries on these bombs at the cost of however many reagent points it would have taken to make it. You cannot go over your reagent total devoted to bomb making. Serums and poisons must still be chosen after a long rest.



POISONER

A poisoner is typically found within the company of thieves and those who focus on subterfuge and trickery. A poisoner is no stranger to the black market, and even the straightest individual will find themselves purchasing rare ingredients from shady fellows.

POISON FOCUS

At 2nd level, a poisoner's poisons use d6s instead of d4s for its Concoction Die.

POISON IMMUNITY

At 2nd level, a poisoner has advantage on all saving throws that involve poison, and they have resistance to poison damage from any source. At level 10, they gain immunity to all poisons and poison damage.

POISONER DISCOVERIES

A poisoner gains the following discoveries for free at certain levels. Some of these are only available to the poisoner, while others are available to other alchemists at higher levels.

DEADLY POISON

At 2nd level, you have learned to get the most lethality from poisonous extracts. Add your intelligence modifier to the damage dealt by any poisons you use.

POISONER'S GLOVE

At 6th level, the poisoner creates an apparatus that only he can use that allows him to excrete poisons through the palm. Using this glove, the poisoner can apply any poisons he's created as a bonus action on his turn instead of using his action.

POISONOUS RESIDUE

By 6th level, you've treated your weapons with so many poisons that some of its potency is still there even after it's been used. Any weapon you use that you've treated with poison at least once has some of its residue on it, allowing it to deal additional poison damage to creatures. This acts like a poison created from a concoction except it only deals 1d6 damage no matter what level the poisoner is. This damage is overridden by other poisons, and if the weapon is washed or cleaned in some way the weapon must be treated with poison again to have this feature. The only discovery that effects this poison is Deadly Poison.

PARALYTIC POISON

At 10th level, you discover a powerful paralytic agent. You can spend 2 reagent points to create a poison that numbs a person's body. This poison does no damage, but if the enemy fails the poison save, they lose feeling in their legs or arms, your choice when attacking. If a person's arms are paralyzed, they receive disadvantage on all attack rolls and strength checks, and if they are wielding a shield they lose that shield's bonus to AC. If a person's legs are paralyzed, their speed is halved, they receive disadvantage on all dexterity checks, and all attacks against them have advantage. This poison lasts for a number of rounds equal to the poisoner's Intelligence modifier (minimum 1). If this poison is used again on the same target, it overrides the previous effect.

CRIPPLING POISON

At 14th level, you discover an agent that debilitates the nerves. You can spend 4 additional reagent points to create a crippling poison. When this poison is created, you choose one ability score. When a target fails the save against the poison, in addition to taking damage their ability score is reduced by 1d6 for 1 hour. Crippling poisons of the same ability score do not stack, but they can override previous ones if it's higher than the last. Different crippling poisons can be used against the same target. At 18th level, 5 additional reagent points can be used to make the ability score penalty permanent. It can only be restored by the poisoner who made the poison, a doctor of equal level, a Greater Restoration spell, or a Wish spell. This penalty is removed upon death.

POISON OF DEATH

At 18th level, you discover the most lethal ingredients known in the worlds. Once per day at the cost of 10 reagent points you can create a Poison of Death. This poison can only be applied to one piece of ammunition. The poison loses its potency within 1 minute of being applied to a weapon or piece of ammunition. Any creature hit by this poison must make 2 saves against your poison save, one wisdom and one constitution. If they make both saves, there is no effect. If they fail the constitution save, their body is weakened severely and they are paralyzed for 1 hour. If they fail the wisdom save, their mind is destroyed and they are stunned for 1 hour. If they fail both their saves, their body stops functioning and they immediately die. You can only make 1 poison of death per long rest.



ALCHEMIST CREDITS

ARTWORK:

"Alchemist Shop" by Kayla Joncas

"The Alchemist Room" by Ognian Bonev

"Alaeron" by Eric Belisle

"Alchemist Satchel" from Orcs Must Die!

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