

Alchemist

An illustration of an alchemist in a workshop. The alchemist, an elderly man with a long white beard and hair, is wearing a blue robe and is gesturing with his hands as if in the middle of a process. He is standing next to a large, glowing furnace or crucible. A donkey is visible in the background, looking towards the alchemist. The scene is lit with warm, orange and yellow light, suggesting fire and heat. In the foreground, there is a small, three-legged metal stand with a shallow pan on top. The overall atmosphere is one of intense concentration and magical activity.

A Homebrew Class
for
5th Edition

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Spellcasting, Transpose Matter	2	4	1	1st
2nd	+2	Potion Brewing	2	5	2	1st
3rd	+2	Alchemical Vocation	2	6	2	2nd
4th	+2	Ability Score Improvement, Practical Training	3	7	2	2nd
5th	+3	-	3	8	2	3rd
6th	+3	Lasting Elixir	3	9	2	3rd
7th	+3	Alchemical Vocation Feature	3	10	2	4th
8th	+3	Ability Score Improvement	3	11	2	4th
9th	+4	-	3	12	2	5th
10th	+4	Lasting Elixir II	4	13	2	5th
11th	+4	Grand Discovery (6th Level)	4	14	3	5th
12th	+4	Ability score improvement	4	14	3	5th
13th	+5	Grand Discovery (7th Level)	4	15	3	5th
14th	+5	Alchemical Vocation Feature	4	15	3	5th
15th	+5	Grand Discovery (8th Level)	4	16	3	5th
16th	+5	Ability Score Improvement	4	16	3	5th
17th	+6	Grand Discovery (9th Level)	4	17	4	5th
18th	+6	Lasting Elixir III	4	17	4	5th
19th	+6	Ability Score Improvement	4	18	4	5th
20th	+6	Alchemical Mastery	4	18	4	5th

The Noble Study of Alchemy

After many days and nights of intensive study and experimentation, a burly dwarf exits his workshop, holding a small vial of a bubbling substance. He hurriedly brings it to the local temple, where it is administered to a sickly patient, who miraculously recovers from their grievous injuries.

Many miles away, in another kingdom, a graceful elf carefully coats an iron dish with a shimmering substance, and the iron miraculously transforms into gold.

All across the realms, creatures with a mind for study and the patience for experimentation undertake the rigors of alchemy. This ancient art, also commonly called transmutation, is the study of the natural world around us and the practice of changing it through magical means.

Alchemists have many different drives. Some strive to change lead to gold, create artificial life, or make potions that heal the dying. They often dedicate their entire lives to pursuing their personal goal and attempting to find these secrets.

Unlike wizards, clerics, or other magic users, who spend hours pouring through dusty tomes or religious manuscripts, alchemists discover their spells through experimentation and practical knowledge. This is often reflected in their unusually high constitutions; a good alchemist has survived their fair share of explosions and noxious gases in the pursuit of knowledge.

Even so, the best alchemists also rely on their wits and intelligence, for all good experimentation begins with research and reasoning.

d6 Alchemical Goal

- You strive to find the secret to eternal youth and everlasting life.
- You seek to gain wealth and power by transforming common matter into valuable metals or gems.
- The pursuit of knowledge and enlightenment drives you above all else.
- Your ultimate goal is to create new medicines and potions that will save lives and ease suffering.
- You want to make an amazing discovery, so people will remember you as the greatest alchemist that ever lived.
- You wish to control the processes that rule the natural world around you; changing the weather, accelerating plant growth, or stopping the ravages of time.

Hit points

Hit dice: 1d6 per alchemist level

Hit points at 1st level: 6 + your Constitution modifier

Hit points at higher levels: 1d6 (or 4) + your Constitution modifier per alchemist level after 1st

Proficiencies

Armor: None

Weapons: Simple melee weapons, darts, slings, blowguns, and all crossbows

Tools: Alchemist's supplies, herbalism kit

Saving throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Investigation, Medicine, or Nature

Equipment

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

- One simple melee weapon
- (a) a light crossbow and a case with 20 bolts or (b) 10 darts
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack



Spellcasting

As a practitioner of alchemy, you have a collection of arcane knowledge you can use to cast spells. This knowledge may be recorded in a standard spell book, or may be notes, sketches, recipes, and others materials created during experimentation. Together, this collection of knowledge is call your “Experimental Notes.” See chapter 10 of the player’s handbook for the general rules of spellcasting and the end of this document for the alchemist spell list.

Cantrips

At 1st level, you know two cantrips of your choice from the alchemist spell list. You learn additional alchemist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Alchemist table.



Experimental Notes

At 1st level, your experimental notes include four 1st-level spells of your choice from the alchemist spell list. As you gain levels in this class, you will add more spells to these notes.

Spell Slots

The Alchemist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells, since you learn your spells through rigorous testing and experimentation. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an alchemist spell as a ritual if that spell has the ritual tag and you have the spell in your experimental notes.

Spellcasting Focus

You can use an arcane focus (found in chapter 5 of the player's handbook) as a spellcasting focus for your alchemist spells.

Learning Spells of 1st Level and Higher

Your total number of known spells is shown in the Known Spells column of the Alchemist table.

Every time you learn spells, they must be of a level for which you have spell slots, as shown on the Alchemist table. When you take a level in this class, you may also exchange one known spell already in your experimental note for a different spell of your choosing (provided the spell is of a level you have spell slots for).

Transpose Matter

At first level, you can call upon your basic knowledge of alchemy to perform minor feats of transposition. As an action, you can touch one creature or object, choosing one of the following effects:

- **Change Appearance:** you change one minor detail of a creature's appearance. You could change the length of their hair, the color of their eyes, make someone appear to have a small scar or injury, or some other insignificant

cosmetic change. This change lasts until you dismiss it as an action, or you use *Change Appearance* on the creature again.

- **Imbue Positive Energy:** you pull life energy from the surrounding area into a creature, healing minor injuries. The creature regains hit points equal to 1d6 + your Alchemist level, and regains one hit die if they have fewer than their hit dice maximum.
- **Imbue Negative Energy:** you displace energy from a creature, causing them harm. The creature takes Necrotic damage equal to 1d6 + your Alchemist level. The target loses one hit die.
- **Absorb Object:** you touch an object, merging its matter with your body and making it disappear, as if it were sent to a pocket dimension. The object must be no larger than you, and must weigh no more than 10 pounds.

While an object is absorbed in this way, you can use a bonus action to make the object reappear in your hand. If you use *Absorb Object* on another item while an object is already absorbed, the first object appears at your feet.

You can use Transpose matter two times at level 1, and three times at level 9. You regain all expended uses when you complete a long rest.



Potion Brewing

At level 2 you can use your knowledge of alchemy to create potions with useful effects. You make these potions during a long rest, using Alchemist's Supplies or an Herbalism Kit. They last up to one day, or until you begin another long rest. The maximum number of potions you can create during a long rest is equal to your proficiency bonus.

You can find all available potions in the Potions section, at the end of this document. Some potions indicate that they are only available at certain levels, or for certain subclasses. You can create multiples of the same potion, unless otherwise stated in the description.

Alchemical Vocation

When you reach 3rd level, your character chooses an alchemical vocation. This vocation encompasses a noble pursuit and set of principles that drives your experimentation and study. Some common vocations include: Animator, Potioneer, Scholar, and Humourist, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th and 14th level.

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.

Practical Training

Your time spent experimenting, researching, and adventuring out in the world have given you a great deal of mastery over many tools and skills. Starting at level 4, and again every time you reach a level in this class that grants an ability score improvement, you gain proficiency in any skill or tool of your choice. These skills and tools should reflect your experiences as an alchemist and adventurer as you level up.

Lasting Elixir

At level 6, and again at level 10 and 18, you create and imbibe a special potion that is extremely potent and has lasting effects that never wear off. Choose one of the following elixirs each time you gain this feature. Once you choose an elixir, you may not choose it again.

Elixir of Mind You gain proficiency in Wisdom or Charisma saving throws.

Elixir of Body You gain proficiency in Strength or Dexterity saving throws.

Elixir of Resistance Choose one of the following types of damage: acid, cold, fire, lightning, or thunder. You now have resistance to this type of damage.

Elixir of Speed Your walking speed increases by 10 feet. You gain a climbing or swimming speed equal to 30 feet.

Fortifying Elixir Whenever you finish a long rest, you gain temporary hit points equal to your alchemist level.

Extrasensory Elixir You gain blindsight. You can now sense up to 10 feet away from you, without relying on your vision.

Elixir of Luck When rolling an attack roll, you now score a critical hit on a 19 or 20 on the d20.

Grand Discovery

When you reach 11th level, your experimentation yields insights into powerful magic, beyond the scope of your usual research. Choose one 6th-level spell from the alchemist spell list for this discovery. You can cast your grand discovery spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more alchemist spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your grand discovery spells when you finish a long rest.

Alchemical Mastery

At level 20, you have finally reached the pinnacle of your mastery of alchemy and have discovered a secret few alchemists attain through an entire lifetime of study.

You can concentrate on two spells at once. When you choose to do so, you have disadvantage on constitution saving throws made to maintain concentration on your spells when you take damage.

In addition, you have discovered the secrets to extending your life through magic. You age at half the normal rate, and magic cannot age you. Your apparent age can still be affected.

Alchemical Vocations

For an alchemist, a vocation is more than just a field of study; it is a choice that guides the direction of their life's work. For some students of alchemy, it helps to define their way of life and code of ethics, much like a cleric's deity or a paladin's oath.

A vocation also shapes how an alchemist practices their magic and interacts with the world

around them. Each vocation gets access to special spells and abilities not available to all other alchemists.



Animator

An Animator is an alchemist who seeks to control the forces of life found in the natural world and imbue that life into non-living things. They delight in creating constructs, elementals, or even undead creature to aid them in their research and to protect them on the field of battle. Sometimes their studies stray perilously close to true necromancy, which is why some Animators must conduct their experiments in secret, lest they be run out of town by those who do not take kindly to the undead.

Expanded Spell List

The Animator vocation lets you choose from an expanded list of spells when you learn an alchemy spell. The following spells are added to the alchemist spell list for you.

Animator Expanded Spells

Spell Level	Spells
1st	<i>Tenser's Floating Disk, Unseen Servant</i>
2nd	<i>Alter Self, Gentle Repose</i>
3rd	<i>Animate Dead, Tiny Servant</i>
4th	<i>Conjure Minor Elementals</i>
5th	<i>Raise Dead</i>
6th	<i>Create Homunculus</i>

Personal Assistant

When you choose this vocation at 3rd level, you learn the 1st-level spell, Find Familiar. This spell does not count against your total known spells. You can cast this spell once per day without expending any material components. When you cast this spell, instead of summoning a fey or fiend, you create a construct or undead in the shape of one of the listed animals.

If you choose to make a construct, you mold it from a material close at hand: clay, dirt, or rock. If you choose to create an undead familiar, you must have access to the corpse of one of the listed animals.

Whichever you choose, it must use the standard stat block of one of the listed animals. The familiar also adds five times your proficiency bonus, plus your Constitution modifier to its maximum hit points.

Improved Animation

At 7th level, your skills to summon or create life improve. Whenever you cast a spell or activate an effect that creates constructs, elementals, undead, or similar phenomenon, the duration is doubled.

For example, if you cast the spell Tiny Servant, the duration is now sixteen hours.

Awakened Terrain

At level 14, whenever you cast a spell of 1st-level or higher, the area around you becomes infused with your magical energy. The ground shifts and turns with vines, stones, or other features of the terrain to harass enemies who would dare approach you.

The affected area is a circle, centered on you, with a radius of 15 feet. Any creature you choose is slowed while inside the area; for each foot they move, they spend 4 feet of movement speed. While a creature is in the radius of effect, they have disadvantage on saving throws made against cantrips you cast.

This feature lasts for a number of rounds equal to your Intelligence modifier.

Potioneer

This alchemical vocation devotes themselves to the invention and refinement of potions. They often

spend their hours imagining up brand new ways to mix common ingredients, or seeking out exceedingly rare ones to complete their collections.

Potioneers work often focuses on ways to improve the human body and push it to its highest limits. They work closely with anyone else who will let them test out their newest potion, always taking detailed notes in the hopes of further improvement for their recipes.

Expanded Spell List

The Potioneer vocation lets you choose from an expanded list of spells when you learn an alchemy spell. The following spells are added to the alchemist spell list for you.

Potioneer Expanded Spells

Spell Level	Spells
1st	<i>False Life, Purify Food and Drink</i>
2nd	<i>Enlarge/Reduce, Invisibility</i>
3rd	<i>Protection from Energy, Water Breathing</i>
4th	<i>Stone Skin</i>
5th	<i>Skill Empowerment</i>
6th	<i>Tenser's Transformation</i>

Improved Brewing

When you take this vocation at 3rd level, your potion brewing skills improve. When you complete a short rest, you can brew one potion. The total number of potions you are holding can still never



exceed a number equal to your Constitution modifier.

Alchemical Tactics

At level 7, you can use a bonus action to coat a weapon, or piece of ammunition with one of the potions you have brewed. The potion must target or effect only one creature.

Once you have hit someone with the coated weapon, the potion takes effect, and the coating loses its potency.

In addition, if you drink a potion on your turn as an action, you can make one melee weapon attack as a bonus action.

Strange Brew

Your potions sometimes have strange and unexpected effects. At level 14, every time you or someone else drinks a potion you have brewed, you can choose to roll a d8, determining an additional effect that the potion has on the drinker. Consult the following table:

1	The potion has no additional effect.
2	If the potion has a duration, it is doubled.
3	Your speed is multiplied by four until the end of your next turn.
4	You gain a flying speed of 30 feet until the end of your next turn.
5	You briefly turn invisible. This change lasts until the end of your next turn.
6	You have resistance to all damage until the end of your next turn.
7	On your next turn, you can take one additional action.
8	On your next turn, you have advantage on all attack rolls.

Scholar

Alchemical scholars consider themselves the keepers of lore, the discoverers of truth, and the teachers of all the secrets alchemy has to offer. Those who follow this vocation are at home in a library or archive, where they can learn information that can be put towards their experiments. They know that research and preparation are an important part of Alchemy.

They are great planners, leaders, and tacticians, who are most comfortable when they can take their time and keep a cool head. Scholars are always valued members of an adventuring party because their extensive knowledge and many practical skills often prove invaluable in sticky situations.

Expanded Spell List

The Scholar vocation lets you choose from an expanded list of spells when you learn an alchemy spell. The following spells are added to the alchemist spell list for you.

Scholar Expanded Spells

Spell Level	Spells
1st	<i>Identify, Illusory Script</i>
2nd	<i>Arcane Lock, Enhance Ability</i>
3rd	<i>Dispel Magic, Glyph of Warding</i>
4th	<i>Fabricate</i>
5th	<i>Legend Lore</i>
6th	<i>Contingency</i>

Dedicated Researcher

When you take this vocation at 3rd level, choose one skill or tool proficiency you already have. Whenever you make a skill check with this skill or tool, you add double your proficiency bonus to the roll. You choose an additional skill at level 7 and level 14.

In addition, any time you learn a new skill or tool from your Practical Training feature, you can instead choose to learn a language of your choice.

Vast Knowledge

At 7th level, you have learned of many things beyond the scope of your peers. Choose a cantrip from any class's spell list and add it to your experimental notes. This cantrip does not count against your total known cantrips.

In addition, you learn how to better cast your simplest spells. Whenever you roll damage for a cantrip, add your Intelligence modifier to the total.



Quick Study

You are easily able to study and learn from your opponent's every move, using this knowledge to gain the upper hand in battle. At level 14, as an action, you can perform an Intelligence (Investigation) check on a creature you can see within 120 feet. The DC for this check is equal to the creature's armor class, or their spell save DC if they have one.

On a successful check, you learn how they might act in combat. This insight grants you resistance to all damage inflicted by the creature for 24 hours. You can use this feature once, and then must finish a long rest to use it again.

Humourist

A humourist can always be found where trouble is near. They are trained healers who seek to use their alchemical skills to help others. A humourist uses potions and spells to bolster the weak, heal the injured, and cure those who may otherwise die.

Their final goal may be to eradicate all disease, assuage the hunger of an impoverished region, or even find a way to circumvent death altogether. Whatever they strive towards, these alchemists have lofty goals. They often find favor with clerics, monks, and other holy people.

Expanded Spell List

The Humourist vocation lets you choose from an expanded list of spells when you learn an alchemy spell. The following spells are added to the alchemist spell list for you.

Humourist Expanded Spells

Spell Level	Spells
1st	<i>Create or Destroy Water, Cure Wounds</i>
2nd	<i>Lesser Restoration, Protection from Poison</i>
3rd	<i>Life Transference, Revivify</i>
4th	<i>Aura of Purity</i>
5th	<i>Greater Restoration</i>
6th	<i>Primordial Ward</i>

Healing Touch

When you choose this vocation at level 3, you learn to imbue your spells and potions with healing power. Whenever you cast an Alchemist spell of 1st-level or higher that targets one or more creatures, or when a creature (including you) drinks one of your potions, you can choose to heal the creature(s) a number of hit points equal to 1d6 + your Intelligence modifier.

Battlefield Medic

You have learned to hold your own on the battlefield and perform complex medical procedures under pressure. At 7th level, you can use a bonus action to stabilize a downed creature, or cure a creature of one of the following conditions: blinded, deafened, or poisoned.

You can use this feature twice. Your regain all uses when you complete a short or long rest.

Using your Healing Touch feature also grants you additional benefits at 7th level. When you heal a creature with Healing Touch, they have advantage on saving throws until the start of your next turn.

Crippling Critical

Your anatomical knowledge allows you to pinpoint an enemy's weakness to deal devastating damage on a critical hit. At level 14, when you hit a creature with a critical hit for any attack roll, add an additional die when you roll for damage.

The creature must then make a Strength saving throw against your spell save DC. They become stunned until the start of their next turn on a failed save.



Potions

Some potions indicate an additional component, alchemist level, or vocational prerequisite, all of which you must meet before being able to brew it. You can brew multiple of the same potions unless otherwise indicated.

Healing Potions

The following potions directly heal injury or provide other beneficial health effects.

Potion of Recovery

Prerequisite: -

Range: Touch

Components: None

Duration: Instantaneous

One creature drinks or administers this potion as an action, recovering from one poison or disease currently afflicting it.

Potion of Rest

Prerequisite: Level 5

Range: Touch

Components: Powdered pearl worth 50 gp

Duration: Instantaneous

One creature drinks or administers this potion as an action, reducing its level of exhaustion by 1.

Potion of Minor Vitality

Prerequisite: -

Range: Touch

Components: Dandelion stems and a drop of ale

Duration: Instantaneous

One creature can drink or administer this potion as an action. The target regains a number of hit points equal to $1d8 +$ your Constitution modifier.

Potion of Vitality

Prerequisite: Level 5

Range: 30 feet

Components: Rose petals and a spoonful of honey

Duration: Instantaneous

One creature can drink this potion as an action to regain a number of hit points equal to $4d4 +$ your Constitution modifier. You may also throw this potion at a point within range. Any creatures within 10 feet of this point can choose to heal $1d4$ hit points.

Potion of Major Vitality

Prerequisite: Level 15

Range: Self

Components: Strong dwarven spirits, a shard of diamond worth 100 gp

Duration: Instantaneous

One creature can drink this potion as an action to regain a number of hit points equal to $8d8 +$ your Constitution modifier. Once you have drank this potion, you must complete a long rest before benefiting from it again.

Potion of Regeneration

Prerequisite: Level 12

Range: Touch

Components: -

Duration: Instantaneous

You drink this potion or splash it on a living creature you can touch. The potion causes lost body parts to regrow and grievous wounds to seal themselves. A creature with 0 hit points becomes stable after being splashed by this potion.

Harming Potions

The following potions physically damage or otherwise injure enemies. Most can be thrown as an improvised weapon, or used to coat an arrow or crossbow bolt, using one action.

Potion of Damage

Prerequisite: -

Range: 60 feet

Components: None

Duration: Instantaneous

When you brew this potion, you choose a damage type: acid, cold, fire, lightning, or poison. You throw this potion at one creature within range, dealing 3d8 damage of the chosen type on a hit.

Caustic Potion

Prerequisite: Level 7

Range: 10 feet

Components: None

Duration: Instantaneous

You splash this potion at one creature within range, coating them in a powerful acid. Creatures that are not wearing armor must make a Constitution saving throw, taking 3d6 acid damage on a failure, or half as much on a success.

Creatures that are wearing armor don't take damage. Instead, they must make a Dexterity saving throw. If they fail, their armor is permanently damaged, and their armor class is reduced by a number equal to your Intelligence modifier while they are wearing it.

Potion of Withering

Prerequisite: Level 15

Range: 60 feet

Components: A tooth taken from a fallen enemy

Duration: 1 minute

You throw this potion at one creature within range. On a hit, the creature takes necrotic damage equal to 1d4 + your Constitution modifier, as their muscles begin to atrophy from the potion's effect.

For the rest of the duration, the creature takes necrotic damage at the start of their turn equal to your Constitution modifier.

Viscous Potion

Prerequisite: Level 5

Range: 60 feet

Components: A cup of honey or tree sap

Duration: 1 minute

You throw this potion at a creature within range, coating them in a sticky solution that hinders their movement. On a hit, the creature's speed is reduced to half for the duration.

Potion of Confusion

Prerequisite: -

Range: 60 feet

Components: None

Duration: Instantaneous

You throw this potion at the feet of a single target within range, causing a billowing cloud of technicolor fumes to rise and envelop them. The target must succeed on an Intelligence saving throw. On a failed save, the target takes psychic damage equal to 1d12 + your Constitution modifier and becomes slightly confused.

A confused creature has disadvantage on any attack rolls it makes before the end of its next turn.

Toxic Potion

Prerequisite: -

Range: 60 feet

Components: None

Duration: Instantaneous

You throw this potion at a point within range, causing toxic fumes to rise. Any creatures in a 15 foot cube, centered on this point, must make a Constitution saving throw. On a failed save, the creatures take poison damage equal to 2d8 + your Constitution modifier.

This potion can also be added to food or drink, and has the same effects if ingested.

Potion of Harrowing

Prerequisite: Level 12

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature within range, attempting to magically influencing its luck for the worse. On a hit, the creature must subtract 1d4 from attack rolls, skill checks, and saving throws for the duration.

Potion of Vulnerability

Prerequisite: Level 15

Range: 60 feet

Components: None

Duration: 1 minute

When you brew this potion, choose one of the following damage types; acid, cold, fire, lightning, or poison. When you hit a creature with this potion, they have vulnerability to the chosen damage type for the duration.

Blinding Potion

Prerequisite: Level 9

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature within range, causing their eyes to turn a milky white. On a hit, they are blinded for the duration.

Potion of Stone

Prerequisite: Level 15

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature within range, forcing them to make a Constitution saving throw. On a failure, their skin begins to harden into stone. At the end of their next turn, they become petrified for the duration.

Horrifying Potion

Prerequisite: Level 7

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a point within range, causing wisps of dark smoke to rise. All creatures in a 15 foot cube centered on the point must make a Wisdom saving throw. On a failed save, the creature sees you as a figure from their worst nightmares. They are frightened of you for the duration.

Dazing Potion

Prerequisite: Level 9

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature in range, forcing them to make a Wisdom saving throw. On a failure, they become visibly dazed and stars swirl around their head. They are stunned for the duration, but can also make a Wisdom saving throw at the end of each turn to end the effect early.

Potion of Potent Poison

Prerequisite: Level 12

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature in range, forcing them to make a Constitution saving throw. On a failure, they take 4d6 poison damage and are poisoned for the duration. They take half as much damage on a success and are not poisoned.

Potion of Sleep

Prerequisite: Level 7

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature in range, forcing them to make an Intelligence saving throw. On a failure, they fall prone and slip into a deep sleep for the duration.

Potion of Greater Sleep

Prerequisite: Level 15

Range: 10 feet

Components: None

Duration: 24 hours

You splash this potion at a creature in range, forcing them to make an Intelligence saving throw. On a failure, they fall prone and slip into a deep sleep for the duration.

Potion of Greater Damage

Prerequisite: Level 5

Range: 60 feet

Components: None

Duration: Instantaneous

When you brew this potion, you choose a damage type: acid, cold, fire, lightning, or poison. You throw this potion at one creature within range, dealing 6d10 damage of the chosen type on a hit.

Potion of Weakness

Prerequisite: Level 15

Range: 60 feet

Components: None

Duration: 1 minute

You throw this potion at a creature in range, forcing them to make a Constitution saving throw. On a failure, their Strength, Dexterity, and Constitution scores are reduced to 10 for the duration.

Bolstering Potions

These types of potions help you or your friends during combat. They have a variety of effects that strengthen your mind, body, or resolve.

Repellent Potion

Prerequisite: Level 12

Range: Self

Components: A powdered animal horn or antler

Duration: 8 hours

A creature drinks this potion as an action, giving them the ability to repel a certain type of damage for the duration. You have resistance to the type of damage, and a creature that causes you to take that type of damage takes damage equal to your Constitution modifier.

This potion is extremely unstable and unpredictable. Every time you drink it, roll three d6s, choosing one to determine which type of damage is repelled.

- | | |
|---|--|
| 1 | Bludgeoning, Piercing, and Slashing Damage |
| 2 | Thunder and Lightning Damage |
| 3 | Fire and Cold Damage |
| 4 | Necrotic and Radiant Damage |
| 5 | Acid and Poison Damage |
| 6 | Psychic and Force Damage |

Potion of Protection

Prerequisite: Level 7

Range: Touch

Components: None

Duration: 1 hour

You or another creature ingest this potion as an action. For the duration, you have protection from some harmful conditions. You become immune to being blinded, deafened, paralyzed, petrified, poisoned, and stunned.

If one of these conditions affects you when you drink this potion, it immediately disappears, but returns after the potion's effect ends.

Potion of Brawn

Prerequisite: -

Range: Self

Components: None

Duration: 1 minute

A creature drinks this potion as an action, causing their muscles to surge with magical energy. For the duration, they add your Intelligence modifier to damage rolls for strength based melee weapon attacks or unarmed strikes.

Potion of Agility

Prerequisite: -

Range: Self

Components: A pinch of sugar

Duration: 10 minutes

A creature drinks this potion as an action, imbuing them with magical quickness. For the duration, the creature's speed (including climbing, swimming, or flying if they have one) is increased by 10 feet. Because of your quick reflexes, enemies also have disadvantage on attacks of opportunity made against you.

If you are under the effect of this potion when initiative is rolled, you always go first in combat.

Potion of Fortitude

Prerequisite: Level 15

Range: Self

Components: None

Duration: 1 minute

You or another creature ingest this potion as an action. For the duration, your body becomes more resilient. You have advantage on Strength, Dexterity, and Constitution saving throws.

Potion of Resolve

Prerequisite: Level 12

Range: Self

Components: None

Duration: 1 minute

You or another creature ingest this potion as an action. For the duration, your mind becomes more resilient. You have advantage on Intelligence, Wisdom, and Charisma saving throws.

Potion of Shielding

Prerequisite: Level 9

Range: Self

Components: None

Duration: 1 hour

You or another creature can drink this potion as an action. For the duration, you are surrounded by a thin shield of energy, and your armor class is increased by +2.

Potion of Shadows

Prerequisite: Level 5

Range: Self

Components: None

Duration: 1 minute

You or another creature ingest this potion as an action, cloaking yourself in a dark aura. For the duration, you can use the hide action as a bonus action, and you have advantage on Dexterity (Stealth) checks.

Potion of Swiftess

Prerequisite: -

Range: Self

Components: Ginseng root

Duration: 1 minute

You or another creature ingest this potion as an action. For the duration, you can take the dash or disengage action as a bonus action.

Potion of Vigor

Prerequisite: Level 15

Range: Self

Components: Pine needles and a bit of oil

Duration: 1 minute

A creature drinks this potion as an action, granting themselves enhanced protection from harmful effects. When they drink this potion, and at the start of each of their turns for the duration, they gain 10 temporary hit points. Any remaining temporary hit points disappear after the duration.

Utility Potions

The following potions have effects that can be useful in all sorts of situations, mostly outside of combat.

Bottled Breath

Prerequisite: -

Range: Self

Components: None

Duration: 1 hour

You or another creature ingest this potion as an action. For the duration, you do not need to breath.

Potion of Recall

Prerequisite: -

Range: Self

Components: Ground sage and rosemary

Duration: 24 hours

You or another creature drink this potion as an action. For the duration, you can accurately recollect details of an event that happened within a number of years equal to your alchemist level, provided you were present and not incapacitated.

For example, if you try to recall a meeting you had with a criminal contact, you could remember minor details like a small scar on their hand, the perfume they wore, and the exact wording of any information they shared with you.

You also have advantage on any Intelligence (History) checks made for the duration.

Potion of Skill

Prerequisite: Level 12

Range: Self

Components: None

Duration: 1 hour

You or another creature can drink this potion as an action, enhancing your capabilities in all endeavors. For the duration, you add half your proficiency bonus (rounded down) to skill checks you make with skills you are not proficient in.

Potion of Fortune

Prerequisite: -

Range: Self

Components: None

Duration: 8 hours

A creature that drinks this potion as an action becomes inexplicably lucky. You gain proficiency in all gaming sets for the duration, and have advantage on any rolls made to determine the outcome of a game.

Filling Potion

Prerequisite: -

Range: Self

Components: A small colorful mushroom

Duration: Instantaneous

A creature that imbibes this potion as an action feels as if they have eaten a delicious gourmet meal. The nutrients in this potion sustain the creature for one day, so that they do not require food or drink.

Potion of Alertness

Prerequisite: -

Range: Self

Components: Birch bark and a tea leaf

Duration: 8 hours

One creature drinks this potion as an action. For the duration, the creature cannot be surprised or put to sleep unwillingly. A sleeping creature under this potion's effect is immediately awoken at any sign of danger.

Potion of Levitation

Prerequisite: Level 5

Range: Self

Components: None

Duration: 10 minutes

For the duration, you can hover up to five feet above the ground. While you are hovering, you may move in any direction using your walking speed, but you spend 2 feet of movement for every 1 foot you move.

Potion of Menace

Prerequisite: -

Range: Self

Components: None

Duration: 1 hour

A creature drinks this potion as an action, making them grow small horns, scales, or fangs. For the duration, they have advantage on Charisma (Intimidation) checks and saving throws against being frightened.

Potion of Charm

Prerequisite: -

Range: Self

Components: None

Duration: 8 hours

You or another creature can drink this potion as an action, giving you advantage on Charisma (persuasion) checks, Charisma (Performance) checks, and saving throws against being charmed.

Potion of Invisibility

Prerequisite: Level 15

Range: Self

Components: None

Duration: 10 minutes

You or another creature ingest this potion as an action. For the duration, you become invisible, along with everything you are wearing or carrying. This effect ends early if you attack a creature.



A Note on Potion “Range”

The potions shown all have a range for their use. Much like spells, they can have a range of Self, Touch, or a number of feet.

A range of Self means that a potion must be imbibed by the affected creature. So, you can drink it yourself or give it to another player to drink, *but* you cannot administer it to an unconscious creature.

A potion with a range of Touch can be drunk by yourself, but can *also* be administered to another creature as part of your turn by splashing it on a creature or pouring it into the creature’s mouth.

Finally, a potion with a range of 5 feet or greater can be thrown, counting as a ranged weapon attack with which you have proficiency.

Spell List



Alchemist Spells

Cantrips (0 Level)

Acid Splash
Booming Blade
Chill Touch
Control Flames
Create Bonfire
Firebolt
Frostbite
Green Flame Blade
Gust
Light
Lightning Lure
Magic Stone
Mending
Mold Earth
Poison Spray
Produce Flame
Ray of Frost
Resistance
Shape Water
Shocking Grasp
Thaumaturgy
Thunderclap

1st Level

Absorb Elements
Burning Hands
Catapult
Chaos Bolt
Chromatic Orb
Color Spray
Detect Magic
Detect Poison
and Disease
Disguise Self
Fog Cloud
Goodberry
Grease
Mage Armor
Magic Missile
Ray of Sickness
Shield
Thunderwave

2nd Level

Aganazzar's
Scorcher

Barkskin
Blindness/Deafness
Blur
Continual Flame
Darkness
Darkvision
Dragon's Breath
Dust Devil
Earthbind
Find Traps
Flame Blade
Flaming Sphere
Gust of Wind
Heat Metal
Knock
Magic Mouth
Magic Weapon
Maximillian's Earthen
Grasp
Melf's Acid Arrow
Misty Step
Nystul's Magic Aura
Pyrotechnics
Scorching Ray
See Invisibility
Shatter
Silence
Web

3rd Level

Bestow Curse
Call Lightning
Catnap
Create Food and
Water
Daylight
Elemental Weapon
Erupting Earth
Feign Death
Fireball
Flame Arrows
Gaseous Form
Leomund's Tiny Hut
Lightning Arrow
Lighting Bolt
Magic Circle
Meld Into Stone
Melf's Minute
Meteors

Remove Curse
Slow
Stinking Cloud

4th Level

Blight
Control Water
Elemental Bane
Fire Shield
Otiluke's Resilient
Sphere
Polymorph
Sickening Radiance
Stone Shape
Vitriolic Sphere
Wall of Fire
Watery Sphere

5th Level

Animate Objects
Awaken
Cloudkill
Cone of Cold
Conjure Elementals
Contagion
Creation
Destructive Wave
Flame Strike
Immolation
Transmute Rock
Wall of Stone

6th Level

Bones of the Earth
Disintegrate
Flesh to Stone
Globe of
Invulnerability
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Otiluke's Freezing
Sphere
Wall of Ice

7th Level

Delayed Blast
Fireball
Firestorm
Power Word Pain
Prismatic Spray
Regenerate
Resurrection
Simulacrum

8th Level

Abi-Dalzim's Horrid
Wilting
Clone
Earthquake
Feeblemind
Incendiary Cloud
Sunburst

9th Level

Invulnerability
Mass Heal
Mass Polymorph
Prismatic Wall
True Polymorph