

# ALCHEMIST

In a world of magic and metal—of massive powers thrown against titanic forces, where the common man feels hopeless—those without power are left with the withered scraps of corrupted earth and the harshness of reality. Despite this truth, there are those who harness extraordinary abilities through the alteration and manipulation of the mundane. These men and women are known as alchemists.

Through experimentation and scientific study, alchemists create what wizards gain in dusty tomes. With an intimate knowledge of substances in the material world, alchemists recreate what warlocks and clerics pledge their souls to receive. Within their flasks and vials, they distill the arcane powers of the universe, and the divine power of the beyond—without being enslaved to either.

Alchemists are whatever they strive to be, both in life and their adventuring parties. They can hurl devastating concoctions that bathe their enemies in flames of destruction, craft balms that soothe magical maladies, and bolster their defenses with precisely measured potions. Some are even willing to sacrifice their bodies, swallowing grotesque concoctions that unleash the monster within.

Within their formula books are locked the secrets of flight, invisibility, mind control, and many other powers they devise with a bit of time and effort. Nothing is out of reach for a determined alchemist; no knowledge barred, no power restricted.

## OF BOTTLES, BOMBS, AND BEASTS

The adventuring alchemist's three defining expedients are bottled spells called **extracts**; fiery **bombs** infused with magic; and body-altering **mutagens**. These, along with potions and poisons, are the weapons of the alchemist.

### QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your highest attribute, followed by Dexterity. Second, choose the Guild Artisan background. Third, choose *guidance* and *true strike* as your cantrips, and choose *cure wounds*, *detect magic*, *false life*, and *armor of spectral frost* as your 1st-level formulas.

## 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 per alchemist level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Herbalism kit or poisoner's kit (one of your choice), artisan's tools (alchemist supplies)



## THE ALCHEMIST

Level	Proficiency Bonus	Features	Bomb Damage	Cantrips Known	—Spell Slots per Spell Level—						
					1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Extracts, Bombs	1d6	2	2	—	—	—	—	—	—
2nd	+2	Swift Alchemy, Mutagen	1d6	2	3	—	—	—	—	—	—
3rd	+2	Research Focus	1d6	2	3	1	—	—	—	—	—
4th	+2	Ability Score Improvement	2d6	2	4	1	—	—	—	—	—
5th	+3	Research Focus feature	2d6	3	4	2	—	—	—	—	—
6th	+3	—	2d6	3	4	2	1	—	—	—	—
7th	+3	Improved Swift Alchemy	3d6	3	4	3	1	—	—	—	—
8th	+3	Ability Score Improvement	3d6	3	4	3	2	—	—	—	—
9th	+4	—	3d6	4	4	3	2	1	—	—	—
10th	+4	Research Focus feature	4d6	4	4	3	3	1	—	—	—
11th	+4	Permanent Mutation	4d6	4	4	3	3	2	—	—	—
12th	+4	Ability Score Improvement	4d6	4	4	3	3	2	1	—	—
13th	+5	Advanced Swift Alchemy	5d6	5	4	3	3	3	1	—	—
14th	+5	Research Focus feature	5d6	5	4	3	3	3	2	—	—
15th	+5	—	5d6	5	4	3	3	3	2	1	—
16th	+5	Ability Score Improvement	6d6	5	4	3	3	3	3	1	—
17th	+6	Permanent Mutation	6d6	6	4	3	3	3	3	2	—
18th	+6	—	6d6	6	4	3	3	3	3	2	1
19th	+6	Ability Score Improvement	7d6	6	4	3	3	3	3	2	1
20th	+6	Research Focus: Grand Discovery	7d6	6	4	3	3	3	3	2	2

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose three from Arcana, History, Investigation, Medicine, Nature, Religion, and Sleight of Hand

### EQUIPMENT

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

- (a) light crossbow and 20 bolts or (b) any simple weapon
- (a) scholar's pack or (b) dungeoneer's pack
- (a) one vial of alchemist fire or (b) two vials of acid or (c) one healing potion
- Alchemist supplies, leather armor, formula book, and a dagger

### SPELLCASTING WITH EXTRACTS

As an alchemist, you are a master of brewing extracts that mimic spells. While clerics, wizards, and other magic-using classes are praying for or memorizing spells, you are busy mixing ingredients and distilling their arcane energies into extracts—bottled spells to “cast” later when you drink them.

No verbal or somatic components are needed for spells in extract form (unless you count bending the elbow and glugging), and any material components are already in the vial you hold.

Because extracts are ingested, they are of limited use offensively. Alchemists mostly drink them to bolster their abilities and heal wounds, while relying on their bombs to deal damage. An extract only has a range of self, even

if the spell it mimics has a greater range. These spells are indicated with a “self” tag in parentheses next to the spell name on the formula list.

Extracts bind to the alchemist during distillation. If anyone other than you drinks your extract, it has no effect on them (unless you chose Arcane Distiller as your Research Focus). Once created, extracts remain potent until your next long rest, after which they become inert and must be prepared again.

You can prepare an extract from any formula you know, and you can know any number of formulas. The Alchemist table shows how many spell slots you have to prepare your extracts of 1st level and higher.

### CANTRIPS

At 1st level, you know two cantrip formulas of your choice from the alchemist formula list. You learn additional alchemist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Alchemist table. You habitually prepare these lesser extracts from leftover ingredients. They cost nothing and you always have enough.

### FORMULA BOOK

As alchemical formulas are too complex and convoluted to memorize, you must copy them into a formula book, to consult when you prepare your extracts. Except for its contents, a formula book is identical to a wizard's spellbook, and the same rules apply for copying and replacing.

### PREPARING AND BREWING EXTRACTS

The Alchemist table shows how many spell slots you have, which represents your ability to brew extracts of 1st

level and higher. To brew one of these extracts, you must expend a slot of the spell's level or higher. For example, at 3rd-level, you can brew three 1st-level extracts and one 2nd-level extract. You regain all expended spell slots when you finish a long rest.

You can prepare all of your extracts during a long rest, but the wise alchemist leaves a few slots open to deal with the unexpected situations that often arise during an adventure. Extracts takes 10 minutes per extract level to prepare outside of a long rest.

Drinking an extract and gaining the effects of the spell within requires an action. If the spell normally requires a concentration check to maintain, you must make an equivalent check, which represents the inherent volatility of dangerous substances.

### ALCHEMICAL ABILITY

Intelligence is your spellcasting ability for your alchemist extracts, since you learn your formulas through dedicated study 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 any extract you brew and when making an attack roll with a bomb.

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

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### RITUAL BREWING

You can brew an alchemist extract as a ritual if that spell has the ritual tag and the spell is in your formula book.

### FORMULAS KNOWN OF 1ST LEVEL AND UP

At 1st level, your formula book contains four 1st-level alchemical formulas of your choice. Each time you gain an alchemist level, you can add one formula of your choice to your formula book. Each of these formulas must be of a level for which you have spell slots, as shown on the Alchemist table. On your adventures, you might find other formulas that you can add to your formula book.

### BOMBS

Alchemists like to blow things up, including their foes. In combat, they shower their enemies with bombs.

You can use a number of bombs equal to half your alchemist level + your Intelligence modifier (minimum of one bomb). This number is reset after a long rest.

As an action, you can swiftly **draw** the volatile chemicals needed to make your bomb, **mix** them in a small vial with an ounce of liquid catalyst, and then **throw** your new bomb at a target (or to an unoccupied point) up to 30/60 feet away. Use your Dexterity modifier + your proficiency bonus for the attack roll. If you are targeting an unoccupied point, treat it as a ranged attack against AC 5. You must have two hands free to make a bomb.

On a hit, the target takes 1d6 fire damage + extra damage equal to the alchemist's Intelligence modifier. Each creature within 5 feet of that point must succeed on a Dexterity saving throw against your spell save DC or take splash damage.



On a miss, your bomb lands 5 feet away from the target. Roll a d8 to determine where the bomb hits (or a d6 if you're using a hex map), with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 (or 6 for hex maps) rotating clockwise around the target. The bomb deals splash damage to all creatures within 5 feet of where it lands.

Splash damage from an alchemist's bomb equals the number of dice rolled for the bomb plus the alchemist's Intelligence modifier. For example, if you normally roll 3d6 for a bomb and have a +3 Intelligence modifier, your bomb's splash does 6 fire damage.

Alchemist bombs are unstable and must be thrown immediately, becoming inert at the end of your turn or if handled by someone else.

The damage of an alchemist's bomb increases by 1d6 points every three alchemist levels.

## SWIFT ALCHEMY

Starting at 2nd level, you can craft common alchemical items in a fraction of the time required by most people. Once per day, even during a long rest, you can spend 2 uninterrupted hours to craft one of the common items listed on the Swift Alchemy table. No ability check is required; you automatically succeed. You must still pay for, or provide, any ingredients needed.

As your alchemical skills increase, you can craft potions and elixirs of ever-greater potency. Your skill with Swift Alchemy improves at 7th level, letting you create improved versions of the alchemical items, and at 13th level, opening up even more advanced formulas. In addition to the items listed on the Swift Alchemy table, you can also craft the other potions, elixirs, philters, oils, and poisons that exist in the game.

### GENERAL CRAFTING

You can also choose to create alchemical items normally (without Swift Alchemy) by making an ability check with the appropriate tools. You must be proficient with

### OPTIONAL RULE

If you wish to add some excitement to your Swift Alchemy crafting, roll a d20: on a 20, you make an extra copy of the item at no additional cost; on a 1, your ingredients are consumed, but you fail to create the item.

tools related to the item you are trying to create (typically alchemist supplies, herbalism kit, or poisoner's kit). Roll a d20 and add your proficiency bonus and your Intelligence modifier, and then compare the total to the DC needed to craft the item. See the *5E Reforged* document for examples of the DCs, material costs, and time requirements to create alchemical items.

### MUTAGENS

At 2nd level, you learn how to compound a transforming draught that, when swallowed, blots out your identity and awakens the brute that sleeps within you—your Jekyll gives way to Hyde.

## SWIFT ALCHEMY

Name of Item	Effect	Crafting Cost	Proficiency & Tool Required
Acid (vial)	Thrown, 2d6 acid damage	10 gp	Alchemist supplies
Alchemical fire	Thrown, 1d4 fire damage each turn (DC 10 Dex save to negate)	25 gp	Alchemist supplies
Potion of healing	2d4 + 2 healing	25 gp	Herbalism kit
Antitoxin	Advantage on saving throws against poison for 1 hr.	25 gp	Herbalism kit
Poison, basic	1d4 poison damage (DC 10 Con save to negate)	50 gp	Poisoner's kit
Potion, common	Any potion with a rarity of common	50 gp	Alchemist supplies

Starting at 7th level, you can craft the following items using the Improved Swift Alchemy feature.

Name of Item	Effect	Crafting Cost	Proficiency & Tool Required
Potion of fire breath	4d6 fire damage, bonus action, 30 ft. (DC 13 Dex save for 1/2 damage) 3 uses, lasts 1 hr.	75 gp	Alchemist supplies
Dust of disappearance	Everyone within 10 ft. becomes invisible for 2d4 minutes (attacking/casting breaks)	75 gp	Alchemist supplies
Potion of resistance	Grants resistance to one damage type for 1 hr.	100 gp	Alchemist supplies
Potion of growth	As <i>enlarge</i> , 1d4 hrs.	75 gp	Herbalism kit
Potion of greater healing	4d4 + 4 healing	50 gp	Herbalism kit
Potion of water breathing	Water breathing for 1 hrs.	50 gp	Herbalism kit
Potion of climbing	Climbing speed equal to walking speed for 1 hr.; advantage on Str (Athletics) to climb	50 gp	Alchemist supplies
Toxin, standard	Poisoned for 1 min. (DC 11 Con save for 1/2 damage)	75 gp	Poisoner's kit
Poison, standard	2d4 damage, (DC 12 Con save for 1/2 damage)	100 gp	Poisoner's kit
Potion, uncommon	Any potion with a rarity of uncommon	75 gp	Alchemist supplies

Starting at 13th level, you can craft the following items using the Advanced Swift Alchemy feature.

Name of Item	Effect	Crafting Cost	Proficiency & Tool Required
Potion of clairvoyance	As <i>clairvoyance</i>	100 gp	Alchemist supplies
Potion of gaseous form	As <i>gaseous form</i> , 1 hr.	125 gp	Herbalism kit
Potion of superior healing	8d4 + 8 healing	100 gp	Herbalism kit
Potion of hill giant strength	21 Str for 1 hr.	75 gp	Alchemist supplies
Toxin, advanced	Poisoned for 1 hr. (DC 13 Con save for 1/2 damage)	150 gp	Poisoner's kit
Poison, advanced	4d4 damage, (DC 14 Con save for 1/2 damage)	200 gp	Poisoner's kit
Potion, rare or very rare	Any potion with a rarity of rare or very rare	150/300 gp	Alchemist supplies

It takes 30 minutes to brew a dose of mutagen, and once brewed, it remains potent until used. Drinking a mutagen takes an action. You must then finish a long rest before you can brew another dose. You can only maintain one dose of mutagen at a time—if you brew a second one, the first one becomes inert. Only you can benefit from your mutagen.

The transformation lasts for 1 hour, and you can't revert to your original form until the mutagenic effect subsides.

The mutagen you brew is the equivalent of an extract that triggers the following four effects:

- **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose. Lastly, you are proficient with your unarmed strikes and use your Strength bonus to determine attack and damage rolls.
- **Monstrous Power.** Your features take on a more monstrous appearance. You gain advantage on Charisma (Intimidation) checks, and your body grows in power, granting you *one* of the following three abilities:
  - **Bear's Endurance.** You have advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when the mutagen ends.
  - **Bull's Strength.** You have advantage on Strength checks, and your carrying capacity doubles.
  - **Cat's Grace.** You have advantage on Dexterity checks. You also don't take damage from falling 20 feet or less if you aren't incapacitated.
- **Toughened Hide.** Your skin becomes like hardened leather. Your base AC becomes 13 + your Dexterity modifier.
- **Monstrous Cost.** These features come at a high price. For the duration of the mutagen you have the following penalties:
  - You have disadvantage on Intelligence and Charisma ability checks (except Intimidate) and saving throws.
  - You cannot use your extracts, or cast spells through any other means.
  - You cannot wear armor or wield a shield or a weapon while the mutagen is active.

Once the mutagen wears off, your body returns to its normal form, and you must take a long rest before you can go through another transformation.

## RESEARCH FOCUS

At 3rd level, you choose an alchemical research focus: Metamorph, Grenadier, or Arcane Distiller, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 10th, 14th, and 20th 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.

## PERMANENT MUTATION

At 11th level, the repeated use of mutagens and the side effects from extracts cause your body to undergo a permanent transformation. Choose one of the options below. Once your choice is made, it cannot be changed. At 17th level, you may select another mutation.

**Anaerobic Respiration.** Years of breathing noxious fumes have had unexpected and significant effects on your lungs. You can hold your breath indefinitely and have advantage on saving throws to resist the effects of inhalation-based attacks.

**Extra Limb (Arm, Tentacle).** Much to your surprise, another appendage grows from your body. It can carry and manipulate objects even when your other arms are occupied. It doesn't grant you extra attacks, but you can use two-weapon fighting with it. You can draw and stow up to two weapons on your turn.

**Keen Senses.** Whether you want it to or not, your nose now captures all of the world around you. You gain the senses of a predator, granting you darkvision out to a range of 120 feet, and advantage on Wisdom (Perception) checks that rely on smell or hearing.

**Prehensile Tongue or Prehensile Tail.** You have a prehensile tongue or prehensile tail, which can interact with objects up to a range of 10 feet. You can pick up items weighing up to 5 pounds, touch an ally or foe, or make Dexterity (Sleight of Hand) checks with your tongue/tail, even if both of your hands are occupied. You can retrieve up to two items on each of your turns, rather than the usual one.

**Rigid Horns.** Gnarled and twisted protrusions of rock-hard bone grow out of your forehead. When you use the Attack action during your turn to make a melee attack, you can try to shove a creature with your horns as a bonus action. You cannot use this shove to knock a creature prone.

**Suckers.** Far too much time spent with your limbs buried in toxic chemicals has had serious side effects. You grow suckers along your arms and feet, the suction of which gives you a climb speed of 30 feet. Additionally, you gain advantage on any check made to avoid being disarmed.

**Toxified Metabolism.** Through repeated interactions with toxins, your body has grown to have little trouble with poisons. You become immune to the poisoned condition and resistant to poison damage.

**Vestigial Wings.** You grow frayed and stunted wings. You cannot fly (gain height) with them, but you can glide, greatly increasing your jump length (up to 30 feet). This also lets you slow your descent to 60 feet per round, allowing you to avoid taking falling damage, and land on your feet upon reaching a surface.

**Webbed Extremities.** Thin but sturdy membranes form between your fingers and toes. These not-so-natural fins grant you a swim speed of 60 feet.

## RESEARCH FOCUS: METAMORPH

While most alchemists resort to mutagens only when necessary, some enjoy (or need) the thrill of the transformation. These alchemists embrace the change and are eager



to let the “other man” take over. They even supply their other half with as much power and endurance as possible. A Metamorph’s body takes on bizarre and otherworldly shapes, often grotesque, and with repeated consumption of the mutagen, some mutations become permanent.

Whether a Metamorph is a brave scientist experimenting with his own body in the pursuit of knowledge, or a mad fool hellbent on his and others’ destruction, one thing is clear: they are supremely dangerous.

#### EXTRA MUTAGENS

Starting at 3rd level, you can brew and consume your mutagens more often—after both a short or a long rest. However, you can still only maintain one dose of muta-

gen at a time; if you brew a second dose, the first dose becomes inert.

#### MUTAGEN ADMIXTURE

Additionally, starting at 3rd level when preparing your mutagen, you can mix in a variety of even more dangerous chemicals to grant it increased potency.

This fortifying of mutagens is represented by the expenditure of spell slots. You can enhance your mutagen with multiple spells, listed below, but you need to expend as many spell slots. The enhanced mutagen still behaves like a normal mutagen, but now the effect of the admixture spell is also applied for the duration of the mutagen.

Other than the change in duration and removal of any concentration check, the spell behaves identically to its description in the book. Although you automatically know these admixture spells, you do not gain the knowledge for the extract formula of the same name.

Here is the list of admixture spells you can use to enhance your mutagen:

Spell Slot Level	Mutagen Admixture Formulas
1st	<i>disguise self, jump, longstrider, speak with animals</i>
2nd	<i>barkskin, darkvision, enlarge/reduce, spider climb</i>
3rd	<i>elemental weapon, protection from energy, water walk</i>
4th	<i>freedom of movement, stonесkin</i>

#### FERAL MUTAGEN

Starting at 5th level, your mutagen grants you two separate natural weapons (for example, a bite attack and a claws attack). When using the Attack action you can make two attacks, one with each of your natural weapons.

Additionally, your natural attacks are now considered magical for the purposes of overcoming resistances.

Lastly, while under the influence of your mutagen, you become even more beastlike. When you prepare your mutagen, choose *one* of the following beastly traits:

- **Blood Frenzy.** You gain advantage on melee attack rolls if you have less than half your hit points remaining.
- **Feral Pounce.** If you move at least 20 feet straight toward a creature and hit it with a natural weapon attack, the target must make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone. If the target is knocked prone, you may take one additional natural weapon attack against it as a bonus action.
- **Hunter.** You gain darkvision out to a range of 60 feet, or to 120 feet if you already have darkvision. You also gain the scent and keen audition abilities, granting you advantage on Wisdom (Perception) checks that rely on scent or hearing. Lastly, you can track a target with a Wisdom (Survival) check at full speed, rather than half.
- **Iron Hide.** Your skin becomes even more resilient. You may now add your Constitution bonus to your Armor Class calculation. Your base AC becomes 13 + your Dexterity modifier + your Constitution modifier.

- **Rampage.** When you reduce a creature to 0 hit points with a natural weapon attack, you may take a bonus action to move up to half your speed and make a natural weapon attack against another target.
- **Relentless.** If you take damage that would reduce you to 0 hit points, but are not killed outright, you are reduced to 1 hit point instead. You can't use this feature again until you finish a short or long rest.
- **Stalker.** You gain advantage on Dexterity (Stealth) checks and can move stealthily at full speed, rather than half. Additionally, any hit you score against a creature that is surprised is a critical hit.

### GREATER MUTAGEN

Starting at 10th level when you prepare your mutagen, you can choose *two* of the following Monstrous Power benefits, instead of one: bear's endurance, bull's strength, and cat's grace. Additionally, your natural attacks now do 1d8 damage.

Lastly, you may now choose *two* of the Feral Mutagen traits when preparing your mutagen.

### SUPREME MUTAGEN

Starting at 14th level, your mutagen grants you all three Monstrous Power benefits: bear's endurance, bull's strength, and cat's grace.

Additionally, the thrill of battle causes your mutant body to heal rapidly. While you are in combat and under the effects of your mutagen, you regain a number of hit points per round equal to your proficiency bonus. You also regain hit points out of combat, however they recover more slowly, regenerating once a minute, rather than once a round, up to a maximum of half your total hit points. You cannot exceed your maximum hit points with this feature, and you can only regain hit points while you are conscious.

### GRAND DISCOVERY

At 20th level, you make a grand alchemical discovery. Choose *one* of the four options below.

**Embrace the Beast.** Your mutagen effect becomes permanent. You are no longer your former self, having entirely surrendered to the savagery within. However, you have learned to more fully function as your darker half, and suffer none of the penalties associated with the taking of a mutagen.

**Frenzied Regeneration.** You imbue your own body with a constant flow of healing salves, granting it the ability to regenerate at an outstanding rate. Each round during combat, you regain 12 hit points. You also regain hit points out of combat, but at a slower rate. When you are not engaged in combat, you regain 12 hit points each minute to a maximum of half your total hit points. This ability stacks with the Supreme Mutagen feature.

**Tainted Claws.** You infuse your hands with potent and caustic toxins. Your natural attacks now do an extra 2d6 acid damage. Additionally, any creature injured by one of your attacks must make a Constitution saving throw against your spell save DC. On a fail, it is poisoned for 1 minute. If the creature succeeds, it cannot be subjected to this saving throw again for 24 hours.

**Unyielding Hide.** Your skin further toughens, and your body hardens itself to damage. While under the effects of your mutagen, you also gain resistance to all damage types except psychic.

## RESEARCH FOCUS: GRENADIER

Scorched eyebrows, soot-covered skin, and singed hair are the telltale signs of the Grenadier. These alchemists have elevated the making and throwing of bombs to an art form. The formulas for their explosives are more advanced than any others, to such a degree that they can "bend" their explosions, producing a wide array of magic-like manifestations, or increase the range and area of their cataclysmic effects.

Never mock a Grenadier, lest you find your city soon engulfed in flames.

### EXTRA BOMBS

Starting at 3rd level, you gain three extra bombs at the end of a long rest.

### BOMB ADMIXTURE

Starting at 3rd level, you can admix extra ingredients to your bombs to give them spell-like effects. When you make an Attack action to throw a bomb, you can also expend a spell slot to attach a spell to it from the Bomb Admixture table. Admixture-enhanced bombs deal half their normal damage or, if you wish, no damage. The effects last only a number of rounds equal to your proficiency bonus, but they do not need you to maintain concentration on them. The effect of the spell is centered on the point or target hit by your bomb, and its area is changed to be the area affected by your bomb's splash. Otherwise, they function as normal.

The following spells can be added to your bombs:

#### Spell Slot Level Bomb Admixture Formulas

1st	<i>entangle, faerie fire, fog cloud, grease</i>
2nd	<i>darkness, silence, spike growth, zone of truth</i>
3rd	<i>hungering void, sleet storm, stinking cloud, wind wall</i>
4th	<i>black tentacles, hallucinatory terrain, storm sphere, wall of fire</i>

### CONSIDERATE BOMBER

Starting at 5th level when you throw a bomb, you can select a number of creatures up to your Intelligence modifier. If the bomb hits, these creatures are not affected by the splash damage; if it misses, your attempt at being considerate has no effect.

### EXPLOSIVE BOMBS

Additionally, starting at 5th level when you prepare a bomb, you can expend an alchemist spell slot to add extra catalysts to it, increasing its splash damage radius beyond the normal 5 feet. For each level of the spell slot expended, the radius increases by 5 feet.

## ELEMENTAL BOMBS

Upon reaching 10th level, you can make your bombs deal any type of elemental damage, not just fire. Before throwing a bomb, you can choose which type of damage it will deal: acid, cold, fire, lightning, or thunder.

## DEBILITATING BOMBS

Also beginning at 10th level, you not only incinerate your foes, you also debilitate them. When you prepare a bomb, you can expend one alchemist spell slot of 2nd level or higher to arm it with one of the following debilitating conditions: blinded, deafened, or poisoned. When you hit a creature with a bomb, in addition to the bomb's damage, the target must succeed on a Constitution saving throw or suffer the condition for 1 minute. A creature affected by the condition makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it. Splash damage does not extend the condition to adjacent creatures.

## RAPID BOMBER

Beginning at 14th level, you've become so accustomed to throwing bombs that, if you choose to, you can prepare and throw two bombs when you take the Attack action. However, both attacks are made with disadvantage.

## GRAND DISCOVERY

At 20th level, you make a grand alchemical discovery. Choose *one* of the four options below.

**Cataclysmic Bomb.** The base splash damage of your bombs extends to a 10-foot radius.

**High Octane Cocktail.** Instead of the base d6, your bombs deal multiples of d8 damage.

**Mad Bomber.** The number of bombs you can throw is no longer limited, you can always keep preparing more.

**Volatile Barrage.** You no longer have disadvantage when throwing more than one bomb on a turn when using the Rapid Bomber feature.

## RESEARCH FOCUS: ALCANE DISTILLER

Not all alchemists are quite as eager to ravage their bodies, or watch the world burn. Some, known as Arcane Distillers, devote themselves to perfecting the formulas used to craft their extracts and refining their potions until their effects are indistinguishable from spells. The exhaustive research and testing needed to achieve this refinement can yield further significant insights and potent discoveries for the alchemist.

To the uninitiated: be careful when accepting a drink from an Arcane Distiller. Their extracts can be ambrosial to friends and agonizing to foes.

## INFUSION

Starting at 3rd level when you prepare an extract, you can infuse it with a solution that breaks its bond to you, freeing you to give it to someone else to use, even if its spell effect has a range of self. The recipient must use an action to drink your concoction, and if the extract requires concentration, you can make any saving throws needed to maintain it. This represents the volatility, or stability, of your brewing talent.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

## ARCANE POISONS

Also beginning at 3rd level, you can briefly bind a spell effect to a weapon. As a bonus action on your turn, you can expend one alchemist spell slot to coat a melee weapon or a ranged weapon's ammunition with one of the arcane poisons from the table below.

On a hit, the weapon deals its normal damage and also delivers the poison to the target. In arcane poison form, spells don't require components to cast or concentration to maintain, but they only affect one target, and their range is limited to the range of the weapon. The effects last for the spell's duration or for a number of rounds equal to your proficiency bonus, whichever is lower. The poison only lasts long enough for a single attack. On a miss, the poison becomes inert.

As normal, the target can try to limit or negate the poison's effect by making a saving throw against your spell save DC. See the spell's description for specifics.

The following arcane poisons can be applied to your melee or ranged weapons:

Spell Slot Level	Arcane Poison Formulas
1st	<i>bane, command, faerie fire, hideous laughter</i>
2nd	<i>blindness, crown of madness, hold person, ray of enfeeblement</i>
3rd	<i>bestow curse, dispel magic, fear, slow</i>
4th	<i>blight, confusion, elemental bane, polymorph</i>

## COMBINE EXTRACTS

Starting at 5th level, you can, as a single action, expend two alchemist spell slots to combine two different spell effects into one extract, allowing you to benefit from both at the same time. If both extracts require concentration, you only need to concentrate on one to maintain both, although the maximum duration of each spell is unchanged. If you fail the concentration check on one of the spells, both are lost.

You can infuse a combined extract to give to someone else by expending only a single use of the infuse feature.

## BOTTLED OOZE

Also starting at 5th level, you learn how to make use of the scraps and waste normally discarded by others to create an ooze. By chemically combining these materials and infusing them with the right catalyst, you can animate the muck into one of the creatures on the Ooze table below.

You can prepare this ooze during a long rest, after which you must expend a spell slot. The kind of ooze you create depends on the level of the spell slot you expend. You can only have one active ooze at a time, and the spell slot cannot be regained until the ooze is released or you decide to disintegrate it within its bottle. Once released, the ooze remains intact for 1 minute before it dissolves into goop.

Once the ooze is prepared and bottled, you can use an action to throw the bottle a maximum range of 30 feet into an unoccupied square. When the bottle hits the

target, it releases the ooze, which reconstitutes and attacks the closest creature (friend or foe). Each turn, acting on your initiative, it keeps attacking that creature. If the creature dies, the ooze attacks the next closest creature, and so on. If two creatures are available options for an attack, you can direct the ooze to your choice of the two. Lastly, you can, as an action, throw a dissolving agent into the mass of the ooze to cause it to break apart, destroying it.

The following oozes can be created and bottled.

#### Spell Slot Level Ooze

1st	<i>dispa, treacle</i>
2nd	<i>gray ooze</i>
3rd	<i>ochre jelly, psychic gray ooze</i>
4th	<i>gelatinous cube, gibbering moulder</i>
5th	<i>black pudding, slithering tracker</i>
6th	<i>sap demon, skitterhaunt</i>
7th	<i>corrupting ooze</i>

Some of these oozes are drawn from books outside of the core rules. If you do not have access to these books, then use the following table:

#### Spell Slot Level Ooze

2nd	<i>gray ooze</i>
3rd	<i>ochre jelly</i>
4th	<i>gelatinous cube</i>
5th	<i>gibbering moulder</i>
6th	<i>black pudding</i>

### EFFICIENT ALCHEMY

Starting at 10th level, your Swift Alchemy lets you prepare two alchemical items at a time. You still have to pay for both items.

### STABLE FORMULAS

Also beginning at 10th level, your extracts retain their potency and stability for much longer. You gain advantage on concentration checks made to maintain the effect of your extracts.

### PERMANENT EXTRACT

Starting at 14th level, you can make the effect of one extract you drink permanent, even without concentration. The chosen extract must be of 2nd level or lower. The effect remains until you make the effect of another extract permanent, or until you dispel it.

You can only brew one permanent extract and must take a long rest before brewing another one. The spell slot you expended to brew the permanent extract remains consumed after a short or long rest. It can only be restored by ending the extract and then taking a long rest.

### GRAND DISCOVERY

At 20th level, you make a grand alchemical discovery. Choose one of the four options below.

**Eternal Youth.** You have developed the formula for a powerful rejuvenating extract that will reverse the decay of your body. You can set the age at which this effect takes place (allowing old alchemists to reclaim their lost youth), and you will not age from that point on. You can still die from violence or disease, but natural causes will not claim

you. In addition, you increase your Constitution score by 2, to a maximum of 20, and your base movement speed increases by 10 feet. You have a new spring in your step, after all.

**Legendary Distiller.** You can now synthesize potions of up to legendary rarity. This crowning achievement awards you an illustrious reputation, bringing with it wealthy clients eager to buy your elixirs and potions. In most cases, depending on the campaign and region, they will pay up to five times the listed price (or ten times the cost of creation, if no price is listed). Additionally, when using Swift Alchemy, you can create three items during a long rest instead of one. Your yields using standard alchemical crafting are also tripled.

**Philosopher's Stone.** You have unlocked the secret of alchemy's Great Work, the *philosopher's stone*. Creating a *philosopher's stone* takes 1 day of work, and you can do so once per month at no cost.

Once cracked open, a single *philosopher's stone* can turn up to 5,000 pounds of iron into silver (worth 25,000 gp), or up to 1,000 pounds of lead into gold (worth 50,000 gp). However, the stone becomes unstable once opened and loses its potency after 24 hours.

**Secret Formula.** You have discovered formulas that no other alchemist knows. (For flavor, you could say the formulas come from long-lost texts.) You gain one 8th-level spell slot. This slot may be expended, once per long rest, as an extract or extract infusion, choosing one of the following spells to emulate: *antipathy/sympathy*, *clone*, *glibness*, *mind blank* (self), or *telepathy*. Alternatively, you may use this spell slot to create an Oozasis when using the Bottled Ooze feature.

### MULTICLASSING AS AN ALCHEMIST

In order to multiclass as an alchemist, you must have Dexterity and Intelligence scores of 13 or higher. When you multiclass into the alchemist class, you gain proficiency in alchemist's supplies and your choice of either herbalism kit or poisoner's kit. When multiclassing from another spellcasting class, you add together all your levels from the casting classes, treating the alchemist levels as full caster levels.

### STARTING WEALTH

In place of your class and background equipment, you can choose to start with  $4d4 \times 10$  gp to equip your alchemist.



## ALCHEMIST FORMULAS

### CANTRIPS

Blade Ward  
Friends  
Guidance (self)  
Light (self)  
Prestidigitation (self)  
Resistance (self)  
True Strike

### 1ST LEVEL FORMULAS

Absorb Elements  
Animal Friendship  
Armor of Spectral Frost\*  
Arms of the Void\*  
Comprehend Languages  
Cure Wounds (self)  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease  
Disguise Self  
Expeditious Retreat  
False Life  
Feather Fall (self)  
Grease

Identify  
Illusory Script  
Jump (self)  
Longstrider (self)  
Mage Armor  
Protection from Evil and Good (self)  
Speak with Animals

### 2ND LEVEL FORMULAS

Aid (self)  
Alter Self  
Barkskin (self)  
Blur  
Darkvision (self)  
Enhance Ability (self)  
Enlarge/Reduce (self)  
Find Traps  
Invisibility (self)  
Lesser Restoration (self)  
Levitate (self)  
Locate Animals or Plants  
Locate Object  
Mirror Image  
Pass without Trace (self)  
Protection from Poison

See Invisibility  
Spider Climb (self)  
Web (thrown)

### 3RD LEVEL FORMULAS

Blink  
Elemental Weapon (self)  
Feign Death (self)  
Fly  
Gaseous Form (self)  
Haste (self)  
Meld Into Stone  
Nondetection (self)  
Protection from Energy (self)  
Remove Curse (self)  
Tongues  
Water Breathing (self)  
Water Walk (self)

### 4TH LEVEL FORMULAS

Death Ward (self)  
Fire Shield  
Freedom of Movement (self)  
Greater Invisibility  
Locate Creature

Polymorph (self)  
Stoneskin (self)

### 5TH LEVEL FORMULAS

Greater Restoration (self)  
Legend Lore  
Telekinesis  
Treestride

### 6TH LEVEL FORMULAS

Find the Path  
Globe of Invulnerability (self, no radius)  
Heal (self)  
Investiture of Flame  
Investiture of Ice  
Investiture of Stone  
Investiture of Wind  
Primordial Ward  
True Seeing (self)  
Wind Walk (self)

### 7TH LEVEL FORMULAS

Etherealness  
Plane Shift (self)  
Regenerate (self)  
Simulacrum

\*Renamed spell.

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