

ALCHEMIST

His eyes hidden behind a set of goggles to protect them noxious fumes or untimely explosions, a glint begins to form in the eye of a gnome whose bald and scarred pate shines with sweat as he mixes together a new concoction with which he hopes to hamper any foes that would stand in his path.

The scales of his armor are marred by dirt and blood, but the half-orc can't help but cackle madly as he grabs a small vial from one of many pouches at his waist and imbibes the contents which transform the already formidable combatant into a newly minted juggernaut armed with a gigantic hammer.

With a few bottles and vials ready to hand, the elven maiden brushes a lock of raven hair out of her eyes before she returns her attention to the matter at hand and carefully coaxes the natural venom from the fangs of a rare, giant cobra as it slumbers peacefully for the moment.

Alchemists search for power in the natural world and are defined by their inherent ability to draw out that power from their surroundings. What they do with their obtained power defines and differentiates each alchemist from another.

PURSUIT OF PERFECTION

Alchemists take on many roles in their travels and can be easily mistaken for simple tinkers, researchers, explorers, healers, historians, or other less focused professions. An alchemist's path does require a varied skillset, but each alchemist pursues the limits of only a single specialty. Their time may be spent in a laboratory as they try new variations on old recipes to bring out more of their potential or in an attempt to integrate a new ingredient's power into their existing methods. Others prefer the pure, uncomplicated powers already found out in the wild and seek them out in order to harvest those ingredients that prove useful to the alchemist's cause. And yet other alchemists are fascinated by the machinations and process of their own bodies and experiment endlessly on enhancing or adding to their own natural abilities.

The results of the research done by alchemists ranges widely from tinctures able to cure almost any wound to volatile brews able to endow the drinker with immense strength and fortitude to small projectiles which explode on impact. Similar to wizards, alchemists keep a book filled with the results of their research and are able to keep a few handy formulae ready to use in a pinch. Alchemists that are obsessed with the pursuit of knowledge have only mastered the basics of combat, but they are often armed with deadly poisons and proficient in their application. Those that seek to empower themselves have spent some of their time training in the art of war and have gained proficiency with the use of heavier armor and weapons. No matter their level of training in the art of war, all alchemists are well versed in the use and creation of a number of simple concoctions.

WILD RESEARCHERS

Alchemists probe the limits of the natural world, and they are just as comfortable backpacking through the mountains as they are holing up in a library for a season. They are compelled to constantly push the boundaries of what's possible until they find the outer limits of a particular pursuit.

Most rumors about alchemists are about naturalists that spend their time wandering the wilderness and frontiers in pursuit of new secrets which they might exploit. They are often found in the company of rangers when exploring new terrain, or they might lead a group of researchers in the pursuit of certain esoteric knowledge about long forgotten methods or ingredients. There are other stories about alchemists that work almost exclusively on ways to enhance and preserve their own bodies with a unique brew called a mutagen. These mutagenicists are often seen at the edges of civilization looking for new ingredients to enhance their mutagen, but others are rumored to work at the behest of wealthy patrons as specialized retainers. There are even alchemists consumed by the fires of their passion and driven to mania by it. These pyromaniacs are often found living in isolation or in partnership with others seeking to tame their wild talents.

No matter their circumstances, all alchemists are driven by a thirst to push the limits of their knowledge, and each one knows that all knowledge must be tested and honed continually once it has been obtained. Not many survive this pursuit without a great deal of cleverness and inner fortitude, and none of those that do survive are willing to let their pursuit end. Setbacks are merely challenges to be overcome, and questions are merely new possibilities presenting themselves for the alchemist to exploit.

CREATING AN ALCHEMIST

As you begin creating your alchemist character, you will immediately need to start thinking about your character's pursuit of knowledge. Is it a selfish form of research focused on enhancing their own natural abilities, or are they more civic minded and pursue knowledge in order to help or protect others? How did they learn to become an alchemist? Were they apprenticed to a traveling master? Or were they taken under the wing of an aging shopkeeper with a bit of talent? Have you always been interested in the natural world, or is the pursuit merely the means to an end for you? There is no manual to becoming an alchemist, but every alchemist has some sort of personal investment that drives them forward despite the challenges inherent to the profession.

THE ALCHEMIST

Level	Proficiency Bonus	Features	Formula Minora	Formulas Known	Formula Slots	Slot Level	Concoctions
1st	+2	Specialty, Spellcasting	2	3	1	1st	—
2nd	+2	Concoctions	2	4	2	1st	2
3rd	+2	Specialty Training	2	5	2	2nd	2
4th	+2	Ability Score Improvement	3	6	2	2nd	2
5th	+3	—	3	7	2	3rd	3
6th	+3	Specialty Training	3	8	2	3rd	3
7th	+3	—	3	9	2	4th	4
8th	+3	Ability Score Improvement	3	10	2	4th	4
9th	+4	—	3	11	2	5th	5
10th	+4	Specialty Training	4	11	2	5th	5
11th	+4	Advanced Formula (6th Level)	4	12	3	5th	5
12th	+4	Ability Score Improvement	4	12	3	5th	6
13th	+5	Advanced Formula (7th Level)	4	13	3	5th	6
14th	+5	Specialty Training	4	13	3	5th	6
15th	+5	Advanced Formula (8th Level)	4	14	3	5th	7
16th	+5	Ability Score Improvement	4	14	3	5th	7
17th	+6	Advanced Formula (9th Level)	4	15	4	5th	7
18th	+6	—	4	15	4	5th	8
19th	+6	Ability Score Improvement	4	16	4	5th	8
20th	+6	Discovery	4	16	4	5th	8

No matter how you became an alchemist, you quickly realized that you needed to pick a focus for your studies and experimentation, a specialty. Naturalists have a wide array of abilities available to them, and they are very comfortable traversing the wilderness as they seek to discover new reagents for their recipes. A naturalist is almost always a welcome addition to any expedition. Mutagenicists are more concerned with their personal power and their role in the larger world, but they often find themselves involved in the stories of others even as they pursue their own goals. Fire Bombers are obsessed with things that go boom, and they are often content to adventure with almost anyone so long as they can find opportunities to use their inventive and destructive ideas. No matter their specialty, alchemists bring a diverse skillset to the table and can fill many roles within a group of adventurers.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the outlander background. Third, choose the *alchemical bomb* and *noxious vapors* cantrips, along with the 1st level spells *fog cloud*, *herbal tea*, and *ice knife* to add to your formula book.

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, heavy crossbows, nets, shortswords, and whips

Tools: Alchemist's Tools

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Arcana, History, Investigation, Medicine, Nature, Religion, Sleight of Hand, and Survival.

EQUIPMENT

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

- (a) a shortsword or (b) any martial weapon (if proficient)
- (a) a light crossbow & 20 bolts or (b) a shield (if proficient)
- (a) leather armor or (b) a chain shirt (if proficient)
- (a) an Explorer's Pack or (b) a Dungeoneer's Pack
- Alchemist's tools, an alchemist's bag, and two daggers

SPECIALTY

At 1st level, you have chosen a direction in which to focus your future efforts and research. You can choose the path of the Naturalist, Mutagenicist, or Pyromaniac, all of which are detailed at the end of this class description. Your choice of specialty grants you features are 1st level and again at 3rd, 6th, 10th, and 14th level.

SPELLCASTING

You have fused your knowledge of the natural world with your innate magical abilities and gained the ability to produce an assortment of spell-like effects referred to as formulas.

CANTRIPS

Your research into alchemy has required to master certain basics in order to progress further down your chosen path. These cantrips or **formula minora** require little effort or material and can be used as easily by you as a wizard would cast a cantrip. You begin with the knowledge of two formula minora of your choice from the alchemist's formula list. You learn additional formula minora at higher levels, as shown on the Formula Minora column of the Alchemist table.

FORMULA BOOK

At 1st level, you have a formula book that contains three 1st level formulas. Your formula book is the record of the results of all your research and experiments and contains all of the formula that you know except for your formula minora, which are always easily able to recall from memory.

FORMULA SLOTS

Table - The Alchemist shows how many Formula Slots you have. The table also shows what the level of those slots is; all of your formula slots are the same level. To activate one of your alchemist formula of 1st level or higher, you must expend a formula slot. You regain all expended slots when you finish a short or long rest.

FORMULAS KNOWN OF 1ST LEVEL AND HIGHER

The Formulas Known column of **Table - The Alchemist** shows when you learn new Formulas from your continued research and experiments. A formula you choose must be of a level for which you have formula slots. As you gain levels in this class, you can replace old formulas with new ones. Choose any one formula you know and replace it with a new one, which must be one for which you have a formula slot.

PREPARING AND ACTIVATING FORMULAS

You can prepare a variety of formulas to be available for your use. To do so, choose a number of formulas up to half your alchemist level (minimum 1) plus your proficiency bonus. The formulas must be of a level for which you have formula slots, and you must have access to both an alchemist's bag and your formula book.

You can change your list of prepared formulas when you finish a short or long rest. Preparing a new list of formulas requires time spent referencing your formula book, preparing the material components, and priming the final product with arcane energy: at least 1 minute per formula level for each formula on your list is required to fully prepare your new formulas.

FORMULA ACTIVATION ABILITY

Intelligence is your ability for activating formulas since your formulas are learned through dedicated study and vigorous experimentation. You use your Intelligence whenever a formula refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemist formula you activate and when making an attack roll with formulas that require one.

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

Formula attack modifier = your proficiency bonus + your Intelligence modifier

FORMULA FOCUS

You can use an alchemist's bag as a spellcasting focus for your alchemist formulas.

CONCOCTIONS

In your quest to push the limits of the natural world, you add new alchemical processes to your repertoire and push the boundaries of your old abilities in new directions.

At 2nd level, you master 2 concoctions of your choice and for which you meet the prerequisites. Your options for concoctions are detailed at the end of the class description. When you gain certain alchemist levels, you add additional concoctions of your choice to your arsenal of knowledge, as shown in the Concoctions column of the Alchemist table.

Additionally, when you gain a level in this class, you can choose one concoction that you know and replace it with a concoction that you could learn at that 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.

ADVANCED FORMULAS

At 11th level, you learn the secrets to a particularly potent recipe called an Advanced Formula. Choose one 6th level formula as this advanced formula. You can activate this ability once without expending a formula slot. You must complete a long rest before you can do so again.

At higher levels, you learn additional advanced formulae that can be activated in this way: one 7th level formula at 13th level, one 8th level formula at 15th level, and one 9th level formula at 17th level. You regain the ability to activate all of your Advanced Formulas at the end of a long rest.

DISCOVERY

At 20th level, your research finally results in a discovery of epic proportions. Choose any one of the following options.

Elixir of Life: The research and experiments that you have done on yourself have yielded an unanticipated result. You have discovered a mixture that stops your aging process and enhances your body's natural healing abilities. After consumption, your apparent age changes to one appropriate for a vibrant and energetic member of your race, and your wounds heal at rate much more rapid than normal. At the beginning of each your turns, your body naturally heals itself for 5 Hit Points up to half of your maximum Hit Points. This ability ceases to function if you fall to zero hit points.

Natural Awakening: After rigorous experimentation, you have devised an alchemical method to alter your body's inner chemistry and energy flows. This process forever shifts the ways in which your body and mind functions at the chemical level. Your Intelligence and Constitution scores each increase by 4 points. Your maximum for those scores also increases by 4 points.

The Perfect Bomb: You have delved into the secrets of explosives and pushed their limits further than anyone else. As an action, you can draw, arm, and throw a Perfect Bomb to a point you can see within 60 feet. Each creature in a 20-foot-radius must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. A target takes 10d10 fire, 10d10 piercing damage, and 10d10 thunder damage on a failed save, or half as much damage on a successful one. You can create a single Perfect Bomb while preparing formulas at the end of a long rest. If a Perfect Bomb is unused when you begin preparing a new one, it immediately expires.

SPECIALTIES

Alchemists have almost unlimited potential when it comes to things that may catch their interest, but each one must quickly choose a specialty or risk wasting their potential and their time. Each specialty is just as rigorous and demanding as the others. The world does not divulge its secrets willingly, after all.

It is up to each individual alchemist to choose what avenues they will explore, and only their wit is guaranteed to accompany them on the journey. It will be up to the alchemist to face dangers and walk away from them with new knowledge in hand.

NATURALIST

Naturalists believe that there are innumerable secrets yet to be discovered in the natural world and view it as a personal challenge to ferret them out, even if they themselves are the only ones to learn such secrets. Most naturalists value nature's beauty and many of them strive to protect portions of it. Others are only concerned with discovering new ingredients for their recipes, and still others desire nothing more than to sate their curiosity.

EXPANDED FORMULA LIST

You are a shrewd researcher and have figured out how to reproduce certain advanced spell effects with your formulas. The following spells are considered to be formulas and are added to the alchemist's formula list for you.

NATURALIST EXPANDED FORMULA LIST

Formula Level	Formulae
1st	Goodberry, Cure Wounds
2nd	Blindness/Deafness, Lesser Restoration
3rd	Dispel Magic, Revivify
4th	Freedom of Movement, Sickening Radiance
5th	Awaken, Greater Restoration

NATURAL REMEDY

At 1st level, you have discovered a way to draw out more potency from your restorative formulas. Whenever you use a formula to restore hit points to a creature, the creature regains additional hit points equal to your intelligence modifier.

MASTER OF POISON

At 3rd level, you gain proficiency with the poisoner's kit and hand crossbows. You also learn the secrets to decocting some basic but effective injury poisons. Each one can be applied to a weapon or 3 pieces of ammunition as an action. After a successful attack, the poison is spent. The costs and time required to produce a dose of each poison are listed in each of their descriptions along with the required DC to successfully make the listed poison. If you fail the DC by 5 or more, you waste half of your materials. You must have access to a poisoner's kit in order to make these poisons. The saving throws for any poisons you make are equal to your formula save DC.

Cyanide Concentrate: A minimal amount of this substance causes serious harm. On a hit, the target must make a Constitution saving throw or take 2d6 poison damage. On a successful save, the target takes half damage. The components of this poison cost 50 gold and take 3 days to prepare. DC 10.

Distilled Hemlock: This common toxin can be used in battle to gain a slight edge. On a hit, the target must succeed on a Constitution saving throw or become poisoned for 8 hours. The components of this poison cost 25 gold and take 1 day to prepare. DC 5.

Essence of Wolfsbane: This plant is famous for its role in the assassination of royalty. On a hit, the target must make a Constitution saving throw or become restrained for 10 minutes. The components of this poison cost 100 gold and take 5 days to prepare. DC 15.

NATURAL ADAPTATION

Beginning at 6th level, you have discovered a way to modify your anatomy that allows you to survive more easily in specific environments. Select any one of the following adaptations.

Aquatic: You are able to breathe underwater and have a swim speed equal to your walking speed.

Arctic: You gain resistance to cold damage.

Darkness: You can see normally in darkness, normal or magical, up to a distance of 120 feet.

Desert: You gain resistance to fire damage.

Jungle: You can Hide even when you are only lightly obscured by natural foliage, heavy rain, falling snow, mist, or other similar conditions.

Mountain: You gain a climb speed equal to your walking speed and ignore the ill effects associated with high altitudes up to a height of 5 miles.

Plains: Your walking speed increases by 10 feet.

You choose an additional adaptation at 10th and 14th level.

NATURAL IMMUNITY

At 10th level, you become immune to all poisons and diseases, magical or natural, due to your constant exposure to healing herbs.

CAUTIOUS SKIRMISHER

At 14th level, you have learned the value of properly positioning yourself in a fight and can move up to half your speed as a reaction when an opponent enters your reach. This movement does not provoke attacks of opportunity.

MUTAGENICIST

The Mutagenicist is a type of alchemist that has completely devoted themselves to enhancing their personal abilities with a potent infusion called a Mutagen. This infusion unlocks immense power within the alchemists that dare to imbibe it.

Mutagenicists are combat specialists and are focused on enhancing their performance in a fight. Eventually, their mutagens begin to leave behind permanent side effects from the constant consumption of the volatile brew. Even so, these alchemists believe that the trade-off is worth the price.

MUTAGENIC INFUSION

At 1st level, you have learned to create a mutagen. You can prepare a number of doses of mutagen equal to your Intelligence modifier at the end of a long rest. Unused doses are volatile and expire when you finish preparing a new batch.

Mutagen: This volatile brew is a potent and dangerous mix of ingredients that can unlock great power within an individual. As a bonus action, you can imbibe a mutagen and gain several beneficial effects that last for 1 minute.

- Your Strength score becomes 17. The change to your Strength scores increases by 2 at 5th level (19), 9th level (21), 13th level (23), and 17th level (25).
- You have advantage on Strength checks and Strength saving throws.
- You gain temporary Hit Points equal to your Constitution modifier plus your alchemist level.

A mutagen can only be safely imbibed by the alchemist that created it. The recipe takes into account many factors including the alchemist's unique biochemistry and arcane energy. Any other creature that drinks an alchemist's mutagen must succeed on a Constitution saving throw or be poisoned for 1 minute; regardless of whether it succeeds or fails on the saving throw, the mutagen has no other effect.

MARTIAL MASTERY

Beginning at 1st level, you have acquired the experience and training in order to fight with a wider array of equipment. You gain proficiency with medium armor, shields, and martial weapons.

FIGHTING STYLE

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

DOUBLE DOSE

At 6th level, you develop a technique for infusing one of your formula into a dose of mutagen. When you imbibe a dose of mutagen, you can also use a formula on yourself as a free action. The formula must normally have a casting time of 1 action and have a range of self or touch to be used in this way.

SIDE EFFECTS

At 10th level, your constant exposure to volatile substances has begun to leave permanent marks on your body. On the plus side, your reflexes and inner fortitude are permanently enhanced. You now add your Intelligence modifier to initiative rolls in addition to your Dexterity modifier and are now immune to poison. Unfortunately, you also suffer some minor inconveniences. Roll a d12 twice to determine two other side effects you gain from the following list. If you roll the same result, reroll the second die until you obtain a different result.

MUTAGENIC SIDE EFFECTS

d12 Side Effect

- 1 For some reason, you never quite seem to be full no matter how much you eat.
- 2 One of your eyes changes color.
- 3 Your blood runs blue and turns to purple when it dries.
- 4 You occasionally experience a ringing in your ears.
- 5 Your hands and feet grow in size, and you have to spend a few days adjusting to their new size.
- 6 Your teeth and nails turn black as coal.
- 7 Your nails thicken noticeably and become so hard to trim that you require a special tool to cut them.
- 8 The sight or smell of fruit causes you to feel nauseous.
- 9 The hair forming your eyebrows falls out and doesn't grow back.
- 10 The whites of your eyes darken until they are black as midnight.
- 11 A mole appears on your face. Whenever you complete a long rest, it randomly changes position.
- 12 Each of your hands grows an extra finger, and each of your feet grows an extra toe.

PRIMAL INGREDIENTS

At 14th level, you have devised a process to distill the essences of the very elements into their purest forms as well as a method to incorporate them into your mutagen. When you prepare a dose of mutagen, you can select one type of damage from this list: acid, cold, fire, and lightning. While that dose of mutagen is active, you have resistance to the chosen type of damage. The chosen type of damage need not be identical for every dose of mutagen that you prepare.

FIRE BOMBER

Some alchemists just want to see the world burn. Not that they're evil mind you; they just can't help themselves when it comes to pushing the limits of their destructive potential. These pyromaniacs make use of Alchemical Bombs and other devices to control the battlefield and set the world on fire.

BOMBARDIER

At 1st level, you begin with the knowledge of an additional formula minora, Alchemical Bomb.

PYROMANIAC

At 1st level, whenever you use the Alchemical Bomb formula minora, you can expend a spell slot to have it deal an extra 1d8 fire damage per level of the expended spell slot.

DESTRUCTIVE CONSTRUCTS

At 3rd level, you master some of the techniques for dealing with combustible materials. Put to use, you are now able to make several, unique alchemical devices. The costs and time required to produce these items are listed in each of their descriptions along with the DC to successfully craft the construct. If you fail the DC by 5 or more, you waste half of your materials. In order to make any of these items, you must have access to a set of alchemist's tools.

Flare: A bulb of material sealed in pine resin is affixed to a weighted handle, the flare is perfect for chucking into the distance. As an action, you can ignite and then throw this object to a spot you can see within 60 feet. When it reaches the targeted spot, the flare explodes in a flash of brilliant light and burns bright as daylight in a 20 foot radius and dim light for a further 20 feet for 1 minute. Creatures within 20 feet of the center of the flare's ignition that fail a Constitution saving throw are blinded until the end of your next turn. A Flare costs 25 gold and takes 1 hour to prepare. DC 5.

Oil of Impact: This sticky, blue substance is particularly dangerous in the right hands. The oil can be applied as an action to a melee weapon or used to coat the tips of three pieces of ammunition. On a hit, the oil detonates and deals 2d6 thunder damage to the targeted creature. A bottle of oil costs 100 gold and takes 1 days to prepare. DC 15.

Thunder Pebbles: These pebble like objects can be strewn on the ground to create a hazardous place to walk. As an action, you can empty a pouch of thunderstones onto the ground, covering a square of terrain 10 feet by 10 feet adjacent to you. Any creature that steps into the area takes 1d6 of thunder damage per 5 ft of movement. One pouch of thunderstones costs 50 gold and takes 3 days to prepare. DC 10.

SUPERIOR BOMBS

At 6th level, your personal recipe for Alchemical Bombs has been perfected. You roll d8's instead of d6's whenever you use this formula minora.

EXPLOSIVE RETALIATION

At 10th level, your fiery temperament manifests in an ability to strike back at foes that target your friends. Whenever an ally is attacked, you may use your reaction to use the Alchemical Bomb formula minora against the attacker. Your formula minora resolves after the triggering attack.

NAPALM

At 14th level, you learn to use your Alchemical Bomb formula minora in a new way. When you use this formula minora, you can elect to use this feature in place of the normal effects. The area normally affected by your Alchemical Bomb is set alight with fire for 1 minute. Creatures that start their turn or move into the affected area must succeed on a Dexterity saving throw or take fire damage equal to the damage normally inflicted by your Alchemical Bomb.

CONCOCTIONS

If a concoction has prerequisites, you must meet them to learn it. You can learn the concoction at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

If a Concoction refers to a saving throw, the DC is identical to your formula save DC.

ACIDIC MIXTURE

Prerequisite: Alchemical Bomb formula minora, 7th level

When you prepare to use an *alchemical bomb*, you can change its damage type to acid. Any creature that fails its saving throw takes half the damage again at the start of its next turn. This cannot be combined with other mixtures.

ARCANIST'S TOUCH

Prerequisite: Alchemical Bomb formula minora

You've mastered a technique for creating a blast of pure arcane energy. When you use an *alchemical bomb*, you can change its damage type to force. This cannot be combined with other mixtures.

ARCTIC ADMIXTURE

Prerequisite: Alchemical Bomb formula minora

You have discovered a catalyst that changes the properties of your *alchemical bomb* formula minora. Instead of dealing damage, an alchemical bomb used with this catalyst erupts in a chilly blast and coats the ground in its radius with a thin sheet of ice that lasts for 1 minute. Creatures that start their turn in or move through a space coated in ice must succeed on a Dexterity saving throw or fall prone.

ARMOR OINTMENT RECIPE

This oily substance can be applied to a suit of armor in order to make the joints move more easily and without making as much noise. The ointment takes 10 minutes to apply to a heavy suit of armor or 1 minute for a medium suit of armor. For the next hour, the armor no longer imposes disadvantage on stealth checks.

This recipe requires 25 gp worth of materials and can be made in 1 hour with access to a set of alchemist's tools, DC 10. Failing the DC by 5 or more wastes half the materials.

ATTUNED TO THE ARCANE

You can cast *detect magic* once without expending a formula slot, you can't do so again until you have completed a long rest.

BOMB ARROWS

Prerequisite: Alchemical Bomb formula minora, 11th level

You have designed a mechanism that allows you to attach an *alchemical bomb* to an arrow or crossbow bolt as part of an attack action. These projectiles deal damage as normal and then subjects the target and nearby creatures to the effects of the attached *alchemical bomb*.

BOMB LOBBER

Prerequisite: Alchemical Bomb formula minora

Walls and corners present little challenge to your throwing technique. You can lob your *alchemical bombs* at creatures that you wouldn't normally be able to target. Choose a wall within range of your formula minora and use that to trace a new line of effect to a targeted spot for your *alchemical bomb*. The total distance traveled by the bomb cannot exceed the range of the formula minora.

CONCUSSIVE MIXTURE

Prerequisite: Alchemical Bomb formula minora

You've developed a new explosive that can be used in your *alchemical bombs*. When you use an *alchemical bomb*, you can choose to include this new explosive. Creatures affected by the alchemical bomb must make a Constitution saving throw instead of a Dexterity saving throw. Creatures that fail this saving throw take damage as normal and are concussed by the unusually strong blast; they cannot take reactions until the end of their next turn and are deafened for one minute. Creatures that are immune to thunder damage or the deafened condition are not affected by this mixture. This cannot be combined with other mixtures.

CORROSIVE MIXTURE

Prerequisite: Alchemical Bomb formula minora, 7th level

You have divined the technique for duplicating a rust monster's special ability. When added to an *alchemical bomb*, creatures that fail their saving throw have their nonmagical weapons and armor made of metal begin to corrode. Each time a creature is affected by an *alchemical bomb* using this feature and fails their saving throw, its weapons take a permanent and cumulative -1 penalty to damage rolls while its also armor takes a permanent and cumulative -1 penalty to AC. If the penalty for any item increases to -5, the item is destroyed.

ELEMENTAL MIXTURE

Prerequisite: Alchemical Bomb formula minora

When you prepare to use an *alchemical bomb*, you can add an elemental spin to your arcane energy in order to change the damage type to cold, fire, or lightning. This cannot be combined with other mixtures.

ENDURING MUTAGEN

Prerequisite: Mutagenicist, 7th level

You have customized your mutagen to account for your body's limits and functions. It now lasts for a number of minutes equal to your Constitution modifier (minimum 1).

ENTOMOLOGICAL ALLY

Prerequisite: 9th level

You can use *giant insect* once without using a formula slot. You can't do so again until you finish a long rest.

EXPLOSIVE MATERIALS

Prerequisite: Alchemical Bomb formula minora, 7th level

Your *alchemical bomb* detonates with greater force and affects a larger area. Your *alchemical bomb* now affects a 10 foot cube.

FAMILIAR MATERIALS

Prerequisite: 5th level

You can cast the *identify* spell at will without expending a formula slot.

FAN OF FLAMES

You can cast *burning hands* once using a formula slot, you can't do so again until you have completed a long rest.

FLICKERING FORM

Prerequisite: 15th level

You can use *blur* at will, without expending a formula slot.

FOCUSED BLAST

Prerequisite: Alchemical Bomb formula minora

You can detonate an *alchemical bomb* in your hands and direct the blast away from yourself in a 15 foot cone. Creatures in the area are subject to the effects of your *alchemical bomb*.

FULMINATING MIXTURE

Prerequisite: Alchemical Bomb formula minora, 7th level

You've discovered a material that flashes brightly when ignited and figured out how to incorporate it into an *alchemical bomb*. In addition to the normal effects, creatures that fail the saving throw of your *alchemical bomb* become blinded for 1 round.

GHOST DUST RECIPE

This unique material is made from bone dust and a few other less than normal ingredients. The ghost dust is stored in a convenient belt pouch for easy use. As an action, the ghost dust can be thrown at an incorporeal creature to anchor it more solidly to the physical realm. Such a being targeted by the ghost dust must succeed on a Constitution saving throw or lose its resistance to slashing, piercing, and bludgeoning damage from nonmagical attacks for 1 minute.

This recipe requires 100 gp of materials and can be made in 3 days with access to a set of alchemist's tools, DC 15. Failing the DC by 5 or more wastes half the materials.

LIQUID BLADE RECIPE

You have learned to make a new alchemical item, the liquid blade. This liquid is contained within a glass bottle with a long stem stopper. When the stopper is removed, the liquid crystalizes into a functional sword with the stopper serving as the grip. This sword functions as a shortsword and lasts for up to 1 hour. When you roll a 1 while attacking with the blade, it shatters into useless pieces. When you roll a 20 while attacking with the blade, it shatters into a deadly torrent of shards, dealing an additional 1d12 piercing damage.

This recipe requires 25 gp of materials and can be made in 1 hour with access to a set of alchemist's tools, DC 5. Failing the DC by 5 or more wastes half the materials.

MASTER ALCHEMIST

Prerequisite: 9th level

You are well versed in the preparation of alchemical items. The cost and time for you to prepare a recipe is reduced by half, and you double your proficiency bonus on checks made to create alchemical items.

METHOD TO THE MADNESS

Prerequisite: 5th level

You discover an alchemical method to duplicate the effects of a particular spell. You add one spell of your choice from the abjuration, conjuration, evocation, or transmutation schools to your formula book. A spell you choose must be of a level you can cast, as shown on the Alchemist table, or a cantrip. The chosen spell counts as an alchemist formula for you but doesn't count against the number of alchemist formulas you know.

If you ever replace this concoction, the genius behind your method fades from memory, and you lose the ability to use the chosen spell as a formula.

NATURE'S ESSENCE

Prerequisite: Naturalist, 11th level

As an action, you can grant another creature the benefits of one of your natural adaptations for 1 hour. You can't do so again until you complete a long rest.

PERSONAL TOUCH

Prerequisite: Alchemical Bomb formula minora

Whenever you deal damage to a creature with an *alchemical bomb*, add your Intelligence modifier to the damage dealt.

POTENT POISONS

Prerequisite: Naturalist

Add your Intelligence modifier to any poison damage dealt by a poison that you have created.

QUICK THROW

Prerequisite: Alchemical Bomb formula minora, 5th level

You can use an *alchemical bomb* as a bonus action on your turn.

RUBBERY BODY

Prerequisite: 7th level

You can use *Freedom of Movement* once on yourself without expending a formula slot. You regain the ability to do so when you finish a long rest.

SAVAGERY

Prerequisite: Mutagenicist, 5th level

You can attack twice, instead of once, whenever you take the Attack action.

SCREAMING BANSHEE RECIPE

This little box has a fuse that can be adjusted to burn for up to 1 minute. After the fuse ignites the contents of the box, it begins squeeling and screaming with a deafening wail akin to that of a banshee's cries. The sound lasts for 1 minute and is audible up to 300 feet away. When the box ignites, creatures within 10 feet of it are deafened for 1 minute unless they make a Constitution saving throw. Creatures that end their turn within 10 feet of the box are also subject to this effect.

This recipe requires 75 gp worth of materials and can be made in 8 hours with access to a set of alchemist's tools, DC 10. Failing the DC by 5 or more wastes half the materials.

STICKY FIRE MIXTURE

Prerequisite: Alchemical Bomb formula minora, 7th level

You've concocted a substance that sticks to whatever it hits and burns fiercely. When you prepare to use an *alchemical bomb*, you can include this substance. Creatures that fail their saving throw are coated in the burning substance. It deals 2d6 fire damage at the start of an affected creature's subsequent turns for up to 6 rounds. As an action, the creature can put itself out by making a Dexterity saving throw, falling prone and rolling on the ground (no save needed), or dousing itself with several gallons of water (also no save needed). This cannot be combined with other mixtures.

TIMED FUSE

Prerequisite: Alchemical Bomb formula minora

You can have learned to rig an *alchemical bomb* with a long duration fuse that causes it to detonate after an amount of time that you choose has passed (up to 8 hours). The *alchemical bomb* can be spotted with a Perception check or found with an Investigation check opposed by a Sleight of Hand check made by you when you set up the timed fuse. You can only plant a number of alchemical bombs in this fashion up to your Intelligence modifier at once. When the duration expires, the bomb goes off and deals damage according to how it was prepared and where it is located. The bomb can be disarmed using thieves' tools; the DC to do so is equal to your spell save DC. If the disarmer fails by 5 or more, the bomb goes off.

TINCTURE OF CLEAR THOUGHT

You have devised a new kind of infusion that clears the mind and allows a person to perform a task with great focus. As an action, you or another creature can imbibe this infusion. The consumer gains advantage on the next ability check they make using any set of tools within the next hour.

This recipe requires 10 gp of materials and can be made in 10 minutes with access to a set of alchemist's tools, DC 5. Failing the DC by 5 or more wastes half the materials.

TONGUE TWISTER RECIPE

You have devised a decoction that unlocks the secrets of speech in intelligent creatures. The decoction can be drunk as an action and allows the drinker to speak and understand a single language for one hour. The language is chosen by the alchemist when they create the decoction. As a side effect, the drinker has disadvantage on Intelligence, Wisdom, and Charisma based ability checks.

This recipe requires 20 gp worth of materials and can be made in 1 hour with access to a set of alchemist's tools, DC 10. Failing the DC by 5 or more wastes half the materials.

TRIPWIRE FUSE

Prerequisite: Alchemical Bomb formula minora

You have devised a contraption that will cause an *alchemical bomb* to detonate only when a wire is tripped. The wire and *alchemical bomb* must be connected, and the wire can be up to 20 feet long. The device can be spotted with a Perception check or found with an Investigation check opposed by a Sleight of Hand check made by you when you set up contraption. The bomb can be disarmed using thieves' tools; the DC to do so is equal to your spell save DC. If the disarmer fails by 5 or more, the bomb goes off.

UNNATURAL SPEED

Prerequisite: Mutagenicist

You have discovered an ingredient that can be used to enhance your mobility. While your mutagen is active, your speed increases by 10 feet.

VARIETY OF OPTIONS

Add another formula minora and a single formula whose level is equal to or less than your formula slot level to your repertoire. If you ever replace this concoction, you lose the mastery of the chosen formula minora and formula.

VENOMANCER

Prerequisite: Naturalist, 9th level

You are well versed in the preparation of poison. The cost and time for you to prepare any poison is reduced by half, and you double your proficiency bonus when making checks to create any poison.

VITAL ADVANTAGE

Whenever you use a formula minora with a range of 30 feet or less, you can double its range.

WARDING GEL RECIPE

You have learned to invest a protective gel with elemental energy. The gel can be applied to a creature to give it resistance to acid, cold, fire, or lightning damage. The type of resistance given is chosen by you when the warding gel is made. The gel takes 1 minute to apply and lasts for 1 hour.

This recipe requires 100 gp of materials and can be made in 1 day with access to a set of alchemist's tools, DC 15. Failing the DC by 5 or more wastes half the materials.

WEAPON BLANCH RECIPE

You learn a technique for coating weapons in a durable film containing useful properties. A blanch can cause a melee weapon to act if it were silvered or magical for the purposes of overcoming damage reduction. The type of effect is chosen by you when you create the blanch.

This recipe requires 50 gp worth of materials for the silver version and 150 gp worth of materials for the magical version. Both versions require 3 days to make with access to a set of alchemist's tools, DC 10. Failing the DC by 5 or more wastes half the materials.

ALCHEMIST FORMULA LIST

FORMULA MINORA

Alchemical Bomb++
Booming Blade
Greenflame Blade
Magic Stone
Noxious Vapors++
Primal Savagery
Sword Burst
Thorn Whip

1ST LEVEL

Absorb Elements
Armor of Agathys
Color Spray
Create or Destroy Water
Detect Poison and Disease
Ensnaring Strike
Expeditious Retreat
False Life
Fog Cloud
Grease
Herbal Tea++
Hail of Thorns
Ice Knife
Jump
Purify Food and Drink
Sleep
Zephyr Strike

2ND LEVEL

Aganazzar's Scorchers
Alter Self

Barkskin
Blur
Continual Flame
Cordon of Arrows
Darkvision
Dragon's Breath
Enhance Ability
Enlarge/Reduce
Essence of Elfroot++
Flame Blade
Levitate
Protection from Poison
Pyrotechnics
See Invisibility
Spider Climb
Web

3RD LEVEL

Conjure Barrage
Create Food and Water
Elemental Weapon
Fear
Feign Death
Flame Arrows
Gaseous Form
Glyph of Warding
Lightning Arrow
Lightning Bolt
Meld into Stone
Slow
Stinking Cloud
Tidal Wave

Thunderstep
Wall of Sand
Wall of Water

4TH LEVEL

Blight
Confusion
Conjure Minor Elementals
Control Water
Elemental Bane
Fire Shield
Giant Insect
Grasping Vine
Polymorph
Stone Shape
Stoneskin
Wall of Fire
Watery Sphere

5TH LEVEL

Circle of Power
Cloudkill
Cone of Cold
Conjure Elemental
Conjure Volley
Contagion
Dream
Maelstrom
Mislead
Modify Memory
Steel Wind Strike
Swift Quiver
Transmute Rock

Wall of Stone

6TH LEVEL

Bones of the Earth
Disintegrate
Flesh to Stone
Investiture of Flame
Investiture of Ice
Investiture of Stone
True Seeing
Wall of Ice
Wind Walk

7TH LEVEL

Etherealness
Prismatic Spray
Reverse Gravity
Simulacrum
Symbol

8TH LEVEL

Animal Shapes
Antimagic Field
Feeblemind
Horrid Wilting
Mind Blank

9TH LEVEL

Foresight
Shapechange
True Polymorph
Weird

Formula marked with a double plus (++) are new spells detailed at the end of the document.

NEW SPELLS

ALCHEMICAL BOMB

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (small clay vessel filled with alchemical materials)

Duration: Instantaneous

You add the final ingredient to a volatile mixture and ignite the explosive properties of the combined ingredients with a bit of your own magic, then you chuck the bomb at a spot within range. Any creatures inside a 5 foot cube must succeed on a Dexterity saving throw or take 2d6 thunder damage. Creatures that succeed on the saving throw take half damage.

The bomb's damage goes up by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

ESSENCE OF ELFROOT

2nd level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (elfroot powder and a bit of red wine)

Duration: 12 hours

You mix together a tonic that can stave off the effects of exhaustion. You can administer the tonic after a minute of preparation. The tonic removes all levels of exhaustion from a creature that drinks it for 1 hour. After the hour passes, the exhaustion returns and worsens by 1 level. The tonic is merely a stopgap meant to enable a person to surpass their limits in an emergency.

When you cast the spell with a spell slot of 3rd level or higher, you prepare enough tonic to be able to affect an additional creature for each level above 2nd.

HERBAL TEA

1st level transmutation

Casting Time: 10 minutes

Range: Touch

Components: S, M (dried herbs and a pot of boiling water)

Duration: 1 hour

You prepare a special tea with curative properties that can aid the restoration of up to two creatures. Any creature which partakes of the tea regains 1d12 hit points.

When you cast the spell with a spell slot of 2nd level or higher, the amount of healing increases by 1d12 or you may affect an additional creature for each level above 1st. For instance, you could spend a 5th level spell slot to increase the healing by 2d12 and affect two additional creatures.

NOXIOUS VAPORS

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (bottle of rotted flesh)

Duration: Instantaneous

You open the stopper on a bottle and fill the surrounding air with noxious fumes. Living creatures within 5 feet of you that fail a Constitution saving throw are forced to use their reaction to move half their speed away from you and are poisoned until the start of your next turn. Creatures with advantage on Perception checks related to smell are particularly susceptible to this effect and have disadvantage on the saving throw.

The vapors' range increases by 5 ft when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

NEW EQUIPMENT

Alchemist's Bag. This bag is full of the ingredients, containers, and other implements needed by an alchemist to store and quickly retrieve his formulas. It also contains the necessary materials to fuel any and all of his formulae, minora and concoctions. Similar to a wizard's arcane focus, this item can be used in place of a component pouch to provide the materials required for an alchemist's formulas that cost 1 gold piece or less.

CREDITS

This homebrew class is the brain child of **Eric Weber**, sometimes known by the alias of **WOLFOS**.

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