



MAGE HAND
PRESS



COMPLETE
ALCHEMIST



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ALCHEMIST

A grinning gnome cackles with glee as he hurls a bomb into a group of charging goblins, blasting them into scorched chunks. He produces another, throws it at his feet, and disappears, still laughing, into the ensuing cloud of smoke.

A slender elf quickly mixes liquids and herbs in a small bowl. She applies the mixture to an arrow wound on an injured dwarf's side, which immediately stops bleeding.

Whether their methods are explosive, transformative, or restorative, alchemists live to transmute the world around them to their liking.



CHEMICAL REACTIONS

One of the first things an alchemist learns is how to mix chemicals that react explosively with each other. Ostensibly, this is taught to students to prevent deadly accidents, but adventuring alchemists often utilize this knowledge to create bombs to use in combat and exploration.

An alchemical bomb is a 1-pound, apple-sized, spherical glass or clay flask filled with a reactive chemical. A smaller vial of thin glass containing a reagent is suspended in the liquid, and the whole thing is sealed with a cork or wax seal. The chemicals violently explode when mixed. This occurs when the inner vial breaks, usually after the bomb impacts a solid surface or a fuse sets off a small explosive detonator within the vial. Bombs are primarily used to fend off enemies, but creative alchemists may find more practical uses for explosives, such as demolishing obstacles.

More experienced alchemists learn to mix less volatile substances, some of which can replicate magical effects. Many become apothecaries, healing and creating potions for others. Apothecaries can use herbs and chemicals to heal wounds, cure diseases, and neutralize poison.



THE ALCHEMIST				Discoveries	Bomb
Level	Proficiency Bonus	Bomb Damage	Features	Known	Formulae Known
1st	+2	1d10	Bombs, Natural Philosopher	-	-
2nd	+2	1d10	Bomb Formulae	-	3
3rd	+2	1d10	Field of Study	-	3
4th	+2	2d10	Ability Score Improvement, Firecracker	-	3
5th	+3	2d10	Discoveries	2	4
6th	+3	2d10	Brew Potions	2	4
7th	+3	2d10	Field of Study Feature	2	4
8th	+3	3d10	Ability Score Improvement	3	5
9th	+4	3d10	Brew Potions (Improved)	3	5
10th	+4	3d10	Field of Study Feature	3	5
11th	+4	4d10	-	4	6
12th	+4	4d10	Ability Score Improvement	4	6
13th	+5	4d10	Evasion	4	6
14th	+5	4d10	Brew Potions (Improved)	4	6
15th	+5	5d10	-	5	7
16th	+5	5d10	Ability Score Improvement	5	7
17th	+6	5d10	Field of Study Feature	5	7
18th	+6	6d10	-	6	8
19th	+6	6d10	Ability Score Improvement	6	8
20th	+6	6d10	Philosopher's Stone	6	9

ELEMENTAL SCIENCES

The primary source of alchemy's power comes from the elemental planes. It is no surprise, then, that alchemists strive to tap deeper into that power, researching and discovering new compounds composed of the elements.

The pinnacle of alchemy is the philosopher's stone, which is rumored to grant its bearer supreme elemental power.

Few alchemists have succeeded in creating a philosopher's stone, and fewer still remain alive to divulge its secrets.

CREATING AN ALCHEMIST

When you create an alchemist, consider why your character studies alchemy. Are you attracted to its dangerous power, or its ability to help others? Do you desire to use magic, but lack the aptitude or inborn ability? Is your character an insane pyromaniac or a rational, scientific individual? Why do you adventure? Are you searching for new alchemical formulae, or rare ingredients? Do you, like so many, seek the philosopher's stone?

Be sure to understand alchemy's place in your campaign world. You might have learned your trade from a master, or studied alongside artificers and wizards in a university. Your trade might be commonplace or an oddity. Depending on the setting, you might be respected for your knowledge or feared for your destructive potential.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Choose Strength or Constitution as your next highest if you plan to take the Mutagenist or Xenoalchemist Field of Study.

CLASS FEATURES

As an alchemist, you gain the following class features.

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: Light Armor

Weapons: Simple weapons

Tools: Alchemist's supplies

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Arcana, History, Insight, Medicine, Nature, Perception, Sleight of Hand, and Survival.

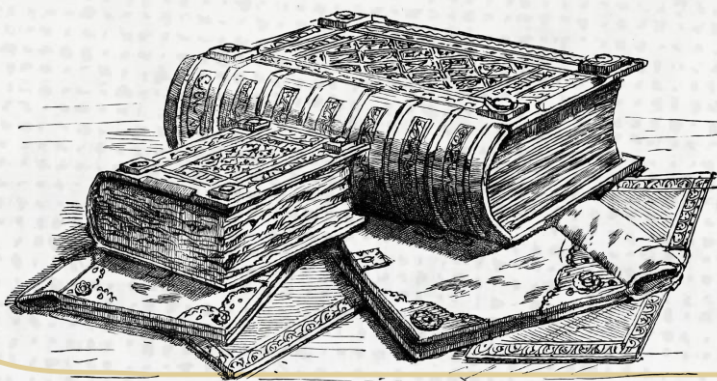
EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a scholar's pack
- alchemist's supplies and a component pouch
- leather armor and two daggers

NATURAL PHILOSOPHER

You have learned many things about alchemy during your studies. Starting at 1st level, you can add half your proficiency bonus, rounded up, to all skill checks made to identify herbs, potions, poisons, or other alchemical substances. If you are proficient with such a skill, this bonus stacks with your normal proficiency bonus.



BOMBS

Starting at 1st level, you can create volatile alchemical bombs using your alchemist's supplies and material components. The cost of materials necessary to create these bombs is negligible, but you must have alchemist's supplies and a component pouch on hand to create anything. After 24 hours, an unused bomb becomes inert.

You are proficient with your bombs and can't throw more than 1 bomb per round. You do not have disadvantage when throwing a bomb while within 5 feet of a hostile creature. If you miss your attack roll with a bomb, the bomb does not explode. When a creature without proficiency with bombs makes an attack roll with one, there is a 50% chance that the bomb detonates before being thrown, dealing full damage to the attacker.

Your bombs are finesse thrown weapons with a range of 30/60 feet. Unlike other thrown weapons, you add your Intelligence modifier to damage, rather than Strength or Dexterity. On a hit, the target takes 1d10 fire damage and each creature within 5 feet of it must succeed a Dexterity saving throw or take half as much damage. You can also choose to throw a bomb at an empty space within range, which is considered to have an AC of 10.

The amount of damage dealt by your bombs increases as you gain levels in this class, as shown in the Bomb Damage column of the Alchemist table.

Saving Throws. When your bombs call for a saving throw, its save DC is calculated as follows:

$$\text{Bomb save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

BOMB FORMULAE

Beginning at 2nd level, your research has granted you insight into new formulae for your bombs. Select three bomb formulae from the "Bomb Formulae" section below. You can apply a formula to one of your bombs when you make an attack with it. When you gain certain levels, you learn additional formulae of your choice, as shown in the Bomb Formulae Known column of the Alchemist table.

Additionally, when you gain a level in this class, you can choose one of the formula you know and replace it with another formula.

FIELD OF STUDY

While all alchemists share a common knowledge base, most alchemists specialize into a particular field of study. When you reach 3rd level, you select your field of study. Your field choice grants you features at 3rd level and then again at 7th, 10th, and 17th 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.

FIRECRACKER

At 4th level, you can use your bonus action to surprise a creature within 10 feet with a small mundane explosive. The creature can't take reactions until the start of its next turn.

DISCOVERIES

In the course of your research, you have made a number of discoveries regarding the nature of alchemy. At 5th level, you gain two discoveries of your choice. When you gain certain alchemist levels, you gain additional discoveries of your choice, as shown in the Discoveries Known column of the Alchemist table.

Additionally, when you learn a new discovery, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that level.

BREW POTIONS

At 6th level, you learn to create magical potions with ease and speed. You have a number of alchemy points equal to half your alchemist level (rounded up). During a long rest, you can brew potions by expending these points. You regain all expended alchemy points when you finish a long rest. The potions retain potency 24 hours, after which they become inert.

You can brew *potions of climbing, growth, healing, and water breathing* for 1 alchemy point each. At 9th level, you can brew *potions of heroism* and *resistance* for 2 alchemy points each and at 14th level you can brew *potions of invisibility* and *speed* for 3 alchemy points each.

EVASION

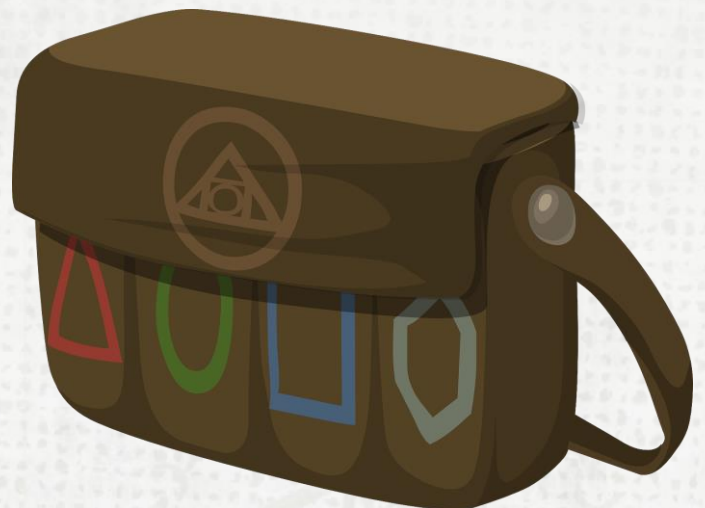
Beginning at 13th level, your experience with avoiding your own bombs' explosions has granted you the ability to nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

PHILOSOPHER'S STONE

At 20th level, you unlock the secrets of alchemy. Using your alchemist's supplies and 1000 gold pieces worth of materials, you can spend 1 week of work creating a philosopher's stone, a dynamo of elemental energy encased in a fist-sized, glowing jewel. Your philosopher's stone only works in your possession, and you can only have 1 at a time. To any other creature, it is just an ordinary (if beautiful) gemstone. As long as you possess your philosopher's stone, you gain the following benefits.

- You age 10 times slower than normal, and your age cannot be magically changed.
- You have advantage on saving throws against disease and poison.
- As an action, you can transmute a vial of water into any potion you can brew, which becomes inert after 24 hours. You must complete a short or long rest before you can do this again.

The philosopher's stone also has devastating destructive potential. As a bonus action when you throw a bomb, you can replace its reagent with the philosopher's stone, creating a nuclear bomb. A nuclear bomb has a blast radius of 500 feet, dealing 10d10 + 50 damage to all creatures in the area.



FIELDS OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, where others focus on research or potion-brewing. Fields of study are as varied as the alchemists which research them, and have applications equally as diverse.

APOTHECARY

Many practically-minded alchemists assume the role of the apothecary. An adventuring party always needs a healer, and clerics might be in short supply. On their downtime, such alchemists have a marketable skill to depend upon for income. Apothecaries are constantly at work studying potions and herbology.

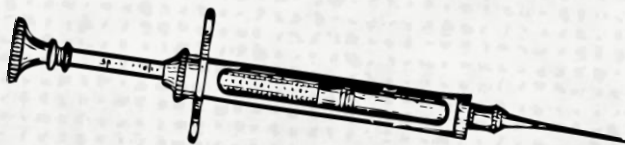
BONUS PROFICIENCIES

When you select this field of study at 3rd level, you gain proficiency with the herbalism kit and with the Medicine skill. You can craft *potions of healing* with the herbalism kit as if you were a wizard of the same level using the normal rules for crafting a magic item.

PAINKILLER BOMB

At 3rd level, you can create bombs which spray an analgesic oil. As a bonus action when you throw a bomb, you can replace its contents with this oil, changing it to a painkiller bomb. The bomb can then be thrown as normal or splashed on a creature within your reach. You automatically succeed on attack rolls made with this bomb against a willing creature. Painkiller bombs do not have a blast radius and deal no damage. Instead, on a hit, the target gains temporary hit points equal to $2d4 +$ your Intelligence modifier for 1 minute. This amount increases by $1d4$ at 8th level, 11th level, 15th level, and 18th level.

After a creature gains temporary hit points from a painkiller bomb, it cannot be effected by another one until it finishes a short or long rest.



QUICK HANDS

Starting at 7th level, as a bonus action, you can drink a potion or safely pass a potion to a willing creature within 15 feet of you that has at least 1 hand free. As an action, you can pass a number of potions and bombs up to your Dexterity modifier to willing creatures within range.

BONUS POTIONS

At 10th level, when you take a long rest, you can brew *potions of greater healing* and *poison* for 2 alchemy points each, which become inert after 24 hours.

PANACEA

At 17th level, during a long rest, using 5 alchemy points and materials worth at least 100 gp (which are consumed upon use,) you can distill the essence of universal healing, the panacea. When you drink this potion, you instantly gain the following benefits:

- Any reduction to the creature's ability scores or hit points is ended.
- The creature's hit points are restored to maximum.
- The creature is no longer cursed, blinded, deafened, paralyzed, poisoned, or petrified. It loses all levels of exhaustion.
- All the creature's diseases are cured.

The panacea must be consumed within 24 hours, after which it becomes inert. You can re-brew it for no additional cost.



FORMULAEIST

Ill-content to simply make explosives that maim and injure, some alchemists focus their alchemical studies on the researching new, nonlethal bombs. By probing the lesser-known alchemical processes and merging them with advanced ballistics engineering, you can create bombs which perform a variety of utility functions which rival the powers of arcane magic.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in the Arcana skill, and may add double your proficiency bonus to Intelligence (Arcana) checks if you already have proficiency in this skill.

BOMB SLINGER

At 3rd level, you have developed a mechanical device, like a miniature trebuchet, called a bomb slinger, which allows you hurl bombs with greater efficiency. As a bonus action when you throw a bomb on your turn, you can load a bomb into the slinger to throw it with a range of 60/120 feet.

FLASH BOMB

At 7th level, you can make nonlethal bombs which flare brightly. As a bonus action when you throw a bomb, you can replace the bomb's contents with a packet of flash power, changing it into a flash bomb. A flash bomb deals no damage, but the target and each creature in the blast radius must succeed on a Dexterity saving throw or be blinded until the beginning of your next turn. After a creature has failed a saving throw against a flash bomb, it automatically succeeds on all subsequent saving throws against them, as it knows to shield its eyes from the blast.

DARKNESS BOMB

At 7th level, you can make bombs that shroud an area in magical darkness. As a bonus action when you throw a bomb, you can replace the bomb's contents with enchanted pitch, changing it into a darkness bomb. A darkness bomb deals no damage but creates a 10-foot-radius sphere of magical darkness for 1 minute. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If you use another one of these bombs while a previous bomb is still in effect, the effect of the old bomb ends.

POTION BOMBS

Beginning at 10th level, you can create bombs infused with the essences of spells, much like potions often are. When you take a long rest, you can create disruption bombs for 1 alchemy point each and hallucination bombs and terror bombs for 2 alchemy points each. At 17th level, you can create temporal bombs for 2 alchemy points each.

DISRUPTION BOMB

You can make nonlethal bombs which disrupt the nature of magic, causing spells to fail. As a bonus action when you throw a bomb, you can replace the bomb's contents with enchanted powdered iron, changing it into a disruption bomb. A disruption bomb deals no damage, but affects active spells in its radius. Any spell of 4th level or lower within the blast radius ends. For each spell of 5th level or higher, you must make an Intelligence check with a save DC of 10 + the spell's level. On a successful check, the spell ends.

HALLUCINATION BOMB

You can create nonlethal bombs which intoxicate those who are caught in its blast. As a bonus action when you throw a bomb, you can replace the bomb's contents with a few drops of a potent narcotic, changing it into a hallucination bomb. A hallucination bomb deals no damage, but creates an opiate cloud when it explodes. The target and all creatures in the blast radius must succeed on a Wisdom saving throw or be afflicted as with the spell *confusion*. You do not need to concentrate on this effect.

TERROR BOMB

You can create nonlethal bombs which fill its targets with dread. As a bonus action when you throw a bomb, you can replace the bomb's contents with a bit of enchanted blood, changing it into a fear bomb. A fear bomb deals no damage but creates a cloud of terror-inducing fog when it explodes. The target and all creatures in the blast radius must succeed on a Wisdom saving throw or be frightened of you as with the spell *fear*. You do not need to concentrate on this effect.

TEMPORAL BOMB

You can make nonlethal bombs which distort the fabric of time. As a bonus action, you can replace the bomb's contents with an arcane gyroscope, selecting either Slow or Haste, changing it into a temporal bomb. You can automatically hit a willing creature with a temporal bomb without making an attack roll. A temporal bomb deals no damage and has no blast radius, but the target is effected in one of the following ways.

If you use another one of these bombs while a previous bomb is still in effect, the effect of the old bomb ends.

Haste. The target creature is accelerated through time.

For a number of rounds equal to your Intelligence modifier, its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Slow. The target lags through time. For a number of rounds equal to your Intelligence modifier, its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

MAD BOMBER

While many "mad bombers" aren't actually mad, it takes a special kind of crazy to devote one's life to studying explosives. Most alchemists who specialize in this field are incorrigible pyromaniacs who take great pleasure in burning, blasting, and blowing things up. Mad bombers are always working to improve their bombs' effectiveness.

BONUS PROFICIENCIES

When you select this field of study at 3rd level, you gain proficiency with 1 martial melee weapon and 1 martial ranged weapon.

SHRAPNEL BOMB

At 3rd level, you can make bombs that explode in a shower of shrapnel. As a bonus action when you throw a bomb, you can uncork it and fill it with metal bearings, changing it to a shrapnel bomb. A shrapnel bomb deals piercing damage rather than fire damage, and has a 10-foot radius.

DEMOLITION

At 7th level, you learn to use your bombs to damage and destroy structures. You now make your bombs to accept fuses of various lengths. As an action, you can set a bomb and light its fuse, which has a duration of your choice between 1 round and 5 minutes. You can only have one bomb with a lit fuse at a time. Upon detonation, this bomb deals its damage as normal, but also deals double damage any nonmagical object within 5 feet of it that isn't being worn or carried and also ignores its damage threshold.

ADDITIONAL POTIONS

At 10th level, when you take a long rest, you can brew *potions of hill giant strength* and vials of *oil of slipperiness* for 2 alchemy points each, which become inert after 24 hours.

BLACK POWDER

Beginning at 17th level, you have unlocked the alchemical secrets of black powder and have infused your bombs with its devastating potential. Your normal bombs have d12 damage dice and ignore fire damage resistance. Creatures with immunity to fire damage are instead treated as only having resistance to it.



School of Alchemy

Your campaign setting might have entire universities or guilds devoted to the study of alchemy, or perhaps alchemy classes offered wherever wizards learn their trade. Alternatively, alchemy could be handled in a master-apprentice fashion, as knowledge is passed down the generations. Or even, perhaps, it is a fringe belief or taboo, practiced only in the shadows.

Whatever its nature in your setting, alchemy is a major addition to any world. Especially in low-magic or nonmagical settings, or in those with a greater focus on technology, alchemy might even supplant magic as one of society's cornerstone utilities.



MUTAGENIST

The study of alchemy is fundamentally the study of transformation. All alchemists transmute mundane materials into magical substances: potions, poultices, and bombs, yet some take it one step further. You have discovered the secrets of the mutagen, the very keystone of transmutation, which allows you to transform your very body, gaining supernatural strength or speed, sprouting additional limbs or claws, or thickening your skin into a stony aegis.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in Acrobatics or Athletics and in the use of shields.

MUTAGEN

Beginning at 3rd level, you can use your bonus action to inject yourself or a willing creature within your reach with a powerful transmutative potion known as a mutagen. That creature gains one of the following benefits of your choice for 1 minute:

- The creature's Strength score increases by 3, to a maximum of 20.

Additionally, it grows claws, fangs, spines, horns, or a different natural weapon of your choice. The creature's unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and it is proficient with unarmed strikes. Finally, the natural weapon is magic and the creature has a +1 bonus to the attack and damage rolls it makes using it.

At 7th level, the creature also adds 1d4 to the damage of its melee attacks.

- The creature's Dexterity score increases by 3, to a maximum of 20.

Additionally, its limbs lengthen and become more limber. Its walking speed increases by 10 feet and has advantage on all Dexterity saving throws.

At 7th level, the creature's melee attacks gain Reach if they did not have it already.

- The creature's Constitution score increases by 3, to a maximum of 20. Additional hit points gained from this increase are temporary hit points, and cannot be regained once lost by using this feature until you complete a short or long rest.

Additionally, the creature's skin hardens and turns a dark shade of grey. Its AC increases by 2.

At 7th level, the creature also reduces all damage it takes from nonmagical bludgeoning, piercing, and slashing damage by 2.

Only one mutagen can be active at a time. If you inject a new mutagen while another is still in effect, the effects of the previous mutagens end.

ADDITIONAL POTIONS

At 10th level, when you take a long rest, you can brew *potions of diminution* and *hill giant strength* for 2 alchemy points each, which become inert after 24 hours.

PERMANENT MUTATION

Beginning at 17th level, you gain the permanent effects of 1 mutagen. This mutagen option, once selected, cannot be changed. You can use mutagens as normal, though you cannot benefit from the effects of the same mutagen twice.



XENOALCHEMIST

A small number of alchemists elect to experiment on themselves, subtly modifying their anatomy or even outright attaching new body parts. These experiments are often considered unethical and dangerous, even by other alchemists, and those that practice them are branded Xenoalchemists. As Xenoalchemists progress in their studies, they invariably stumble upon the dangerous practice of alchemical necromancy.

XENO BIOLOGY

Starting when you select this field of study at 3rd level, you have advantage on all ability checks made to identify or learn about monsters.

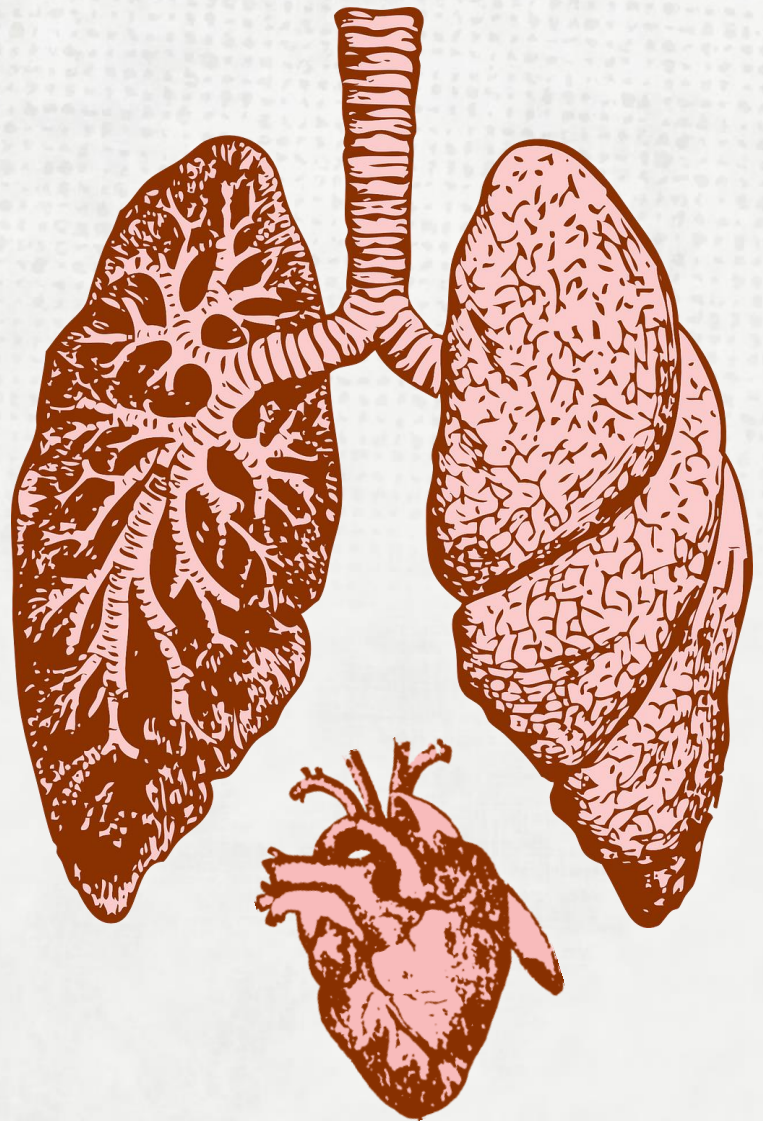
MAD SCIENTIST

Starting at 3rd level, you have learned a way to reanimate dead appendages and alchemically graft them to yourself. You can attach one graft from the Monstrous Grafts section below to yourself during a long rest. Such grafts are permanent, but can be removed and exchanged for a replacement part over a long rest.

To attach a graft, you must have a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as the components harvested from a donor of the correct type for that graft. The components must have been harvested from a creature within the last 48 hours, or been preserved by *gentle repose* or a similar spell. It takes 10 minutes to successfully remove a viable graft from a creature. Only one part can be harvested from each creature slain, and the part is consumed when making the graft. If such a part is too large or small, it is alchemically enlarged or reduced to fit. You cannot harvest grafts from Tiny or smaller creatures, or from Gargantuan or larger creatures.

The process of attaching or removing a graft is brutal, and the creature loses half its hit points and expends all of its hit dice, which it can then recover through magic or rest. For 24 hours, the creature must recover after the attachment of the graft, during which time it can't use the effects of its grafts.

You may have a maximum number of grafts equal to your proficiency bonus.



SLEEP BOMB

At 7th level, you can make bombs that anesthetize a creature for a short time. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with a few drops of a potent sedative, changing it to a sleep bomb. A sleep bomb deals no damage and has no blast radius. On a hit with a sleep bomb, roll damage as normal and apply any relevant modifiers. If the target creature is not a construct, elemental, or undead, and has fewer hit points than the amount rolled, it falls unconscious for a number of rounds equal to your Intelligence modifier.

If you use another one of these bombs while a previous bomb is still in effect, the effect of the old bomb ends.

BONUS POTIONS

Starting at 10th level, when you take a long rest, you can brew *potions of hill giant strength* and *poison* for 2 alchemy points each, which become inert after 24 hours.

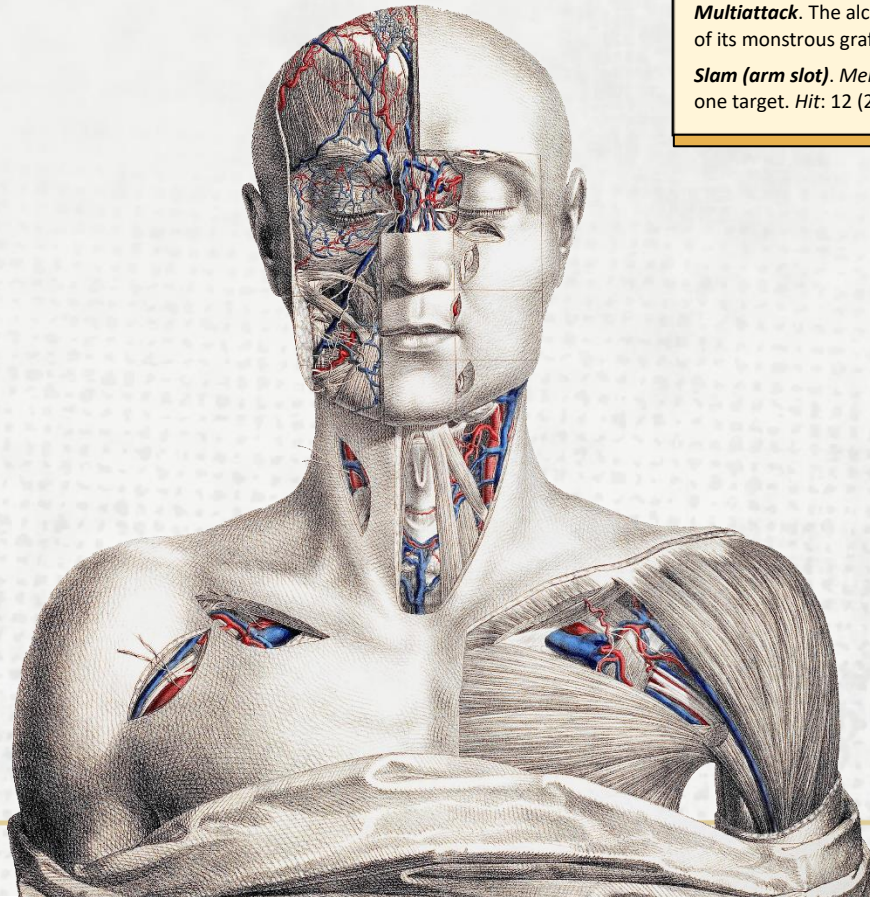
IT'S ALIVE!

When you reach 17th level, you have perfected your special process for alchemically animating dead flesh. You can create a special type of flesh golem known as an alchemy golem in an 8-hour process during a long rest. You must have a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as at least three recently deceased humanoid corpses, to complete this process.

When the alchemy golem drops to 0 hit points, it dies. At any time, you can reanimate the golem in a process that takes 10 minutes.

Your alchemy golem acts independently on its own turn, but always obeys your commands. On each of your turns, you can use a bonus action to mentally command your golem if it is within 60 feet of you. You decide what action the golem will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is complete.

You can attach up to three monstrous grafts to your alchemy golem without penalty. You may only have one alchemy golem at a time, and you cannot create a homunculus at the same time you have an alchemy golem. If you animate an alchemy golem while you command a homunculus, the homunculus dies, and cannot be reanimated while you command the golem.



ALCHEMY GOLEM

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Aversion of Fire. Whenever the alchemy golem takes fire damage, it has disadvantage on ability checks and attack rolls until the end of its next turn.

Immutable Form. The alchemy golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the alchemy golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.

Magic Resistance. The alchemy golem has advantage on saving throws against spells and other magical effects.

Monstrous Grafts. The alchemy golem's weapon attacks, including monstrous grafts added by its creator, are magical. Monstrous grafts have a +6 attack bonus, deals three times the normal number of damage dice, and add 5 to damage rolls. The alchemical golem can only have 1 graft in each slot.

ACTIONS

Multiattack. The alchemy golem makes two attacks with any of its monstrous grafts.

Slam (arm slot). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

MONSTROUS GRAFTS

You can attach any graft which you have harvested from the proper donor. Each graft takes up a slot on your body, and you cannot have more than one graft in the same spot. For instance, if you already have an arm graft, you must remove it before you can attach a different arm graft.

AMPHIBIOUS ADAPTATION

Donor Type: Aberration, Dragon, Fey, Humanoid, or Monstrosity with the Amphibious feature

Slot: Head

You have grafted the gills of an aquatic creature to your neck. You can breathe both air and water. Additionally, you attach minimal fins, and gain a swim speed equal to your movement speed.

APPENDAGE TRANSPLANT

Donor Type: Aberration, Beast, Dragon, Humanoid, or Monstrosity, or Undead with a melee attack not provided by a weapon

Slot: Arms

You have replaced one of your arms with an extremity from a donor creature. You can gain an attack that the creature possessed, granted to it by one of its limbs, such as a stinger, tentacle, tail, hook, or talon, which deals 1d6 bludgeoning, piercing, or slashing damage, as appropriate. You can use this attack independently, or as if you were two weapon fighting. You cannot use this appendage to hold a weapon or object.

At 10th level, this attack deals 1d8 damage and is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ARCANE SYNAPSES

Donor Type: Aberration, Fey, Giant, Humanoid, or Monstrosity with the Innate Spellcasting feature

Slot: Head

You have stolen a bit of arcane potential from a creature by inserting some of its nerves into your brain. You learn 1 cantrip of your choice from the wizard spell list. Intelligence is your casting ability for this cantrip.

At 10th level, you improve the nervous interaction and learn an additional wizard cantrip.

Extrplanar Creatures

Harvesting grafts from celestials, elementals, and fiends is extremely difficult, as these creatures typically return to their home plane once slain. It is possible to gain grafts from a celestial or fiend if it has been captured within a magic circle spell, slain, harvested, and surgically attached immediately. Because this is an immensely difficult feat, celestials, elementals, and fiends will not be listed as typical Donor Types, but your Game Master can allow them if the appropriate conditions are met.

BESTIAL FEATURES

Donor Type: Beast, Dragon, Monstrosity with Bite or Claw attack

Slot: Head and/or Arms

You have surgically implanted the teeth and claws from a monster into yourself. You gain a bite attack, which deals 1d6 piercing damage, and two claw attacks, which deal 1d4 slashing damage. You can use these attacks independently, or as if you were two weapon fighting.

The claws occupy the Arm slot and the bite occupies the Head slot. You can add or remove parts of this graft independently.

At 10th level, these attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BONEMAIL

Donor Type: Beast, Giant, Humanoid, or Undead with a skeleton

Slot: External

While you're not wearing armor, your AC is equal to 14 + your Dexterity modifier (maximum +2)

CLIMBING APPARATUS

Donor Type: Beast, Humanoid, or Monstrosity with a climb speed

Slot: Legs

You have replaced or complemented your limbs with those of a climbing creature. You gain a climb speed equal to your movement speed.

When you reach 10th level, you alchemically improve the limbs, can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.



CONSTRUCT CORE

Donor Type: Construct

Slot: Internal

You have replaced your heart with the core from a construct. As a result, you can ignore the effects of 1 level of exhaustion, and you only need to rest for 4 hours to gain the same benefit that a human does from 8 hours of sleep.

DRACONIS FUNDAMENTUM

Donor Type: Dragon or Monstrosity with a Breath attack

Slot: Internal

You have installed the mighty source of breath weapons into yourself, and as an action on your turn, you can exhale a wave of energy. Each creature in a 15-foot cone must make a Dexterity saving throw against your Bomb Save DC. On a failed save, the creature takes 2d6 damage of same type as the donor's breath weapon, or half as much on a successful one. Once you have used this feature, you must finish a short or long rest before you can use it again.

At 10th level, this damage increases to 4d6.

ENERGETIC SUTURE

Donor Type: Celestial, Dragon, Elemental, or Fiend with resistance to fire, cold, lightning, or poison damage

Slot: External

You have managed to capture the essence of extraplanar resistance to magic. You gain resistance to one of fire, cold, lightning, or poison damage if the donor had resistance to it.

FLEXIBLE FORM

Donor Type: Aberration, Humanoid, or Monstrosity with the shapechanger subtype

Slot: Internal

You have alchemically transfused the blood of a shapechanger into yourself. You can change your form as per the spell *alter self* (to use only the Change Appearance option), targeting only yourself and requiring no spell slots, spell components, or concentration.

INDISCERNIBLE ANATOMY

Donor Type: Aberration

Slot: Internal

You have modified the placement and composition of your internal organs to a bizarre extent. You take no additional damage from critical hits.

INFRARED VISION

Donor Type: Aberration, Beast, Dragon, Fey, Giant, Humanoid, or Monstrosity with the darkvision

Slot: Head

You have replaced your own eyes with those of a monster with keen vision. You gain darkvision, the ability to see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

At 10th level, you can see through magical darkness, as well as nonmagical darkness.

LEAPING LEGS

Donor Type: Beast or Humanoid with the Standing Leap feature

Slot: Legs

You have attached the springing parts of a long-legged creature, tripling your jump distance.



NAUSEATING STENCH

Donor Type: Humanoid or Undead with the Stench feature

Slot: Internal

As an action, you can release a stench contained within an organ taken from the donor creatures. Each creature adjacent to you must make a Constitution saving throw or be poisoned until the end of its next turn.

Once you have used this feature, you must finish a short or long rest before you can use it again.

OLFACTORY IMPLANTS

Donor Type: Beast, Giant, Humanoid, or Monstrosity with the Keen Smell feature

Slot: Head

You have replaced or modified your nose with that of a creature with keen smell. You have advantage on Wisdom (Perception) checks that rely on smell.

OVERSIZED ARMS

Donor Type: Giant

Slot: Arms

You have replaced your arms with massive ones. Your melee attacks gain Reach if they did not have it already.

RESILIENT HIDE

Donor Type: Aberration, Dragon, Fey, Humanoid, Monstrosity, or Plant with natural armor

Slot: External

You have transplanted the tough hide of an exotic creature onto your own, giving you a +2 bonus to Armor Class.

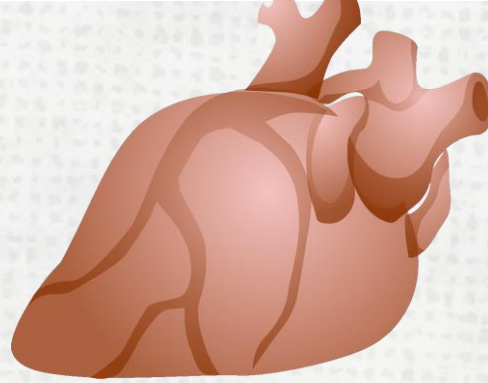
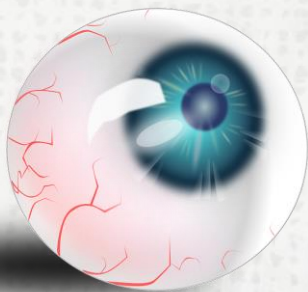
TROLL BLOOD

Donor Type: Aberration or Giant with the Regeneration feature

Slot: Internal

You have infused your own blood with that of a regenerating creature. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Constitution modifier.

Once you use this feature, you must finish a long rest before you can use it again. When you reach 10th level, you can use this feature twice between long rests.



VENOM SAC

Donor Type: Aberration, Beast, Dragon, Monstrosity

which can deal poison damage or poison a creature with an attack not provided by a weapon

Slot: Internal

You have installed an internal bladder which secretes poison from your body. You can coat a weapon or attack provided by another graft in basic poison as a bonus action.

VOICE BOX

Donor Type: Beast, Fey, or Humanoid with the Mimicry feature

Slot: Head

You have augmented your own vocal folds with those of a creature that can mimic sounds. You can mimic any sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Bomb Save DC.

WEBSPINNER APPARATUS

Donor Type: Beast or Monstrosity with a Web attack

Slot: Internal

You have surgically implanted an arachnid's apparatus to spin webs. As an action, you can make a ranged weapon attack against a creature within 30 feet. On a hit, the creature must make a Strength saving throw or be restrained. It can repeat this saving throw at the beginning of each of its turns, escaping from the webbing on a success. The creature can also be freed if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

WINGS

Donor Type: Beast, Dragon, Fey, Humanoid, or Monstrosity with a fly speed and wings

Slot: External

You have grafted a pair of wings to your back. You can glide through the air over short distances, falling 5 feet for every 20 feet you travel horizontally.

When you reach 15th level, you can make the wings stronger, and you gain a flight speed equal to your movement speed.

BOMB FORMULAE

Bomb formulae are presented in alphabetical order.

ACID BOMB

You can make bombs which spray a corrosive acid. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an acidic one, changing it to an acid bomb. An acid bomb deals acid damage instead of fire damage, and has d8 damage dice. Additionally, the target, as well as all creatures within the blast radius that fail their saving throws, take an additional 2d4 acid damage at the end of its next turn.

FORCEFUL BOMB

You can make especially volatile bombs. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an elemental one, changing it to a force bomb. A forceful bomb deals force damage instead of fire damage, and has d8 damage dice. Additionally, the target, as well as all creatures within the blast radius that fail their saving throws, are pushed 5 feet away from the blast.

FROST BOMB

You can make bombs that generate a cryogenic burst of intense cold. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an elemental one, changing it to a frost bomb. A frost bomb deals cold damage instead of fire damage and has d8 damage dice. Additionally, the target must make Constitution saving throw. On a failed save, it can't make more than one melee or ranged attack until the start of your next turn.

HOLY BOMB

You can infuse a bomb with holy water. As a bonus action when you throw a bomb, you can add a few drops of holy water to the bomb, changing it to a holy bomb. A holy bomb has d8 damage dice. If its target is a fiend or undead, it takes an additional 4d6 radiant damage.

IMPLOSION BOMB

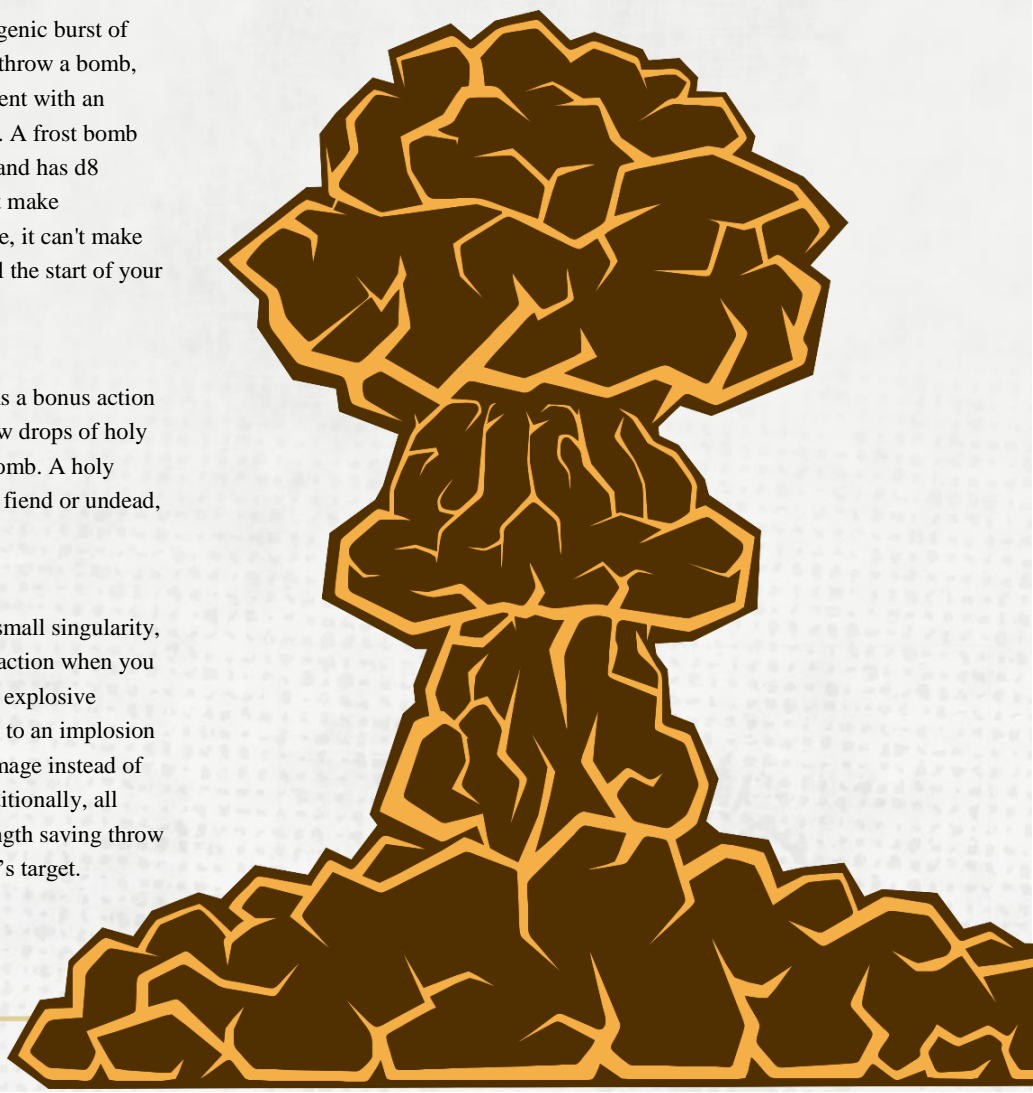
You can create a bomb which produces a small singularity, pulling creatures to its center. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an elemental one, changing it to an implosion bomb. An implosion bomb deals force damage instead of fire damage, and has d8 damage dice. Additionally, all creatures within 15 feet must make a Strength saving throw or are pulled up to 5 feet toward the bomb's target.

LAUGHING GAS BOMB

You can make nonlethal bombs which afflict your foes with fits of laughter. As a bonus action when you throw a bomb, you can replace the bomb's contents with a drop of jesterate, a highly euphoric chemical, changing it into a laughing gas bomb. A laughing gas bomb deals poison damage instead of fire damage, and has d4 damage dice. Instead of a Dexterity saving throw, creatures in the blast radius must make a Constitution saving throw. The target also makes a Constitution saving throw. Each creature that fails its saving throw begins laughing uncontrollably, and has disadvantage on attack rolls until the beginning of your next turn. On a successful save, a creature is immune to the effects of laughing gas bombs for 24 hours.

LIGHTNING BOMB

You can make bombs that generate a burst of electricity. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an elemental one, changing it to a lightning bomb. A lightning bomb deals lightning damage instead of fire damage, and has d8 damage dice. Additionally, the target, as well as all creatures within the blast radius that fail their saving throws, cannot take reactions until the beginning of your next turn.





NONLETHAL BOMB

You can make a nonlethal bomb, designed to incapacitate rather than kill. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with a pouch of rubber pellets, changing it to a nonlethal bomb. A nonlethal bomb deals bludgeoning damage instead of fire damage, and has d8 damage dice. If this bomb reduces a creature to 0 hit points, it knocks the creature out, rather than killing it, rendering it unconscious and stable.

OIL BOMB

You can make nonlethal bombs which cover the ground in a slick oil. As a bonus action when you throw a bomb, you can replace the bomb's contents with a flask of flame-resistant oil, changing it into an oil bomb. An oil bomb deals no damage, but covers a 10-foot square of ground centered on the explosion with grease, turning it into difficult terrain for 1 hour, when it dries. Additionally, the target, and each creature in the blast radius must succeed on a Dexterity saving throw or be covered in oil and fall prone.

PSIONIC BOMB

You can make psionic bombs which addle the minds of those in the blast. As a bonus action when you throw a bomb, you can replace the bomb's reagent with a psionic crystal, changing it into a psionic bomb. A psionic bomb deals psychic damage instead of fire damage and has d8 damage dice. The target and each creature in the blast radius concentrating on a spell must succeed a concentration check against your Bomb save DC or lose concentration.

SEEKING BOMB

You can make a homing bomb which arcs towards close targets when you would otherwise miss. As a bonus action when you throw a bomb, you can add an enchanted

powerful natural magnet to its contents, changing it to a seeking bomb. A seeking bomb has no blast radius and d6 damage dice. Attack rolls made with a seeking bomb against targets within 15 feet are made with advantage.

STINK BOMB

You can create bombs that produce putrid, noxious gas. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with an ounce of a toxic compound, changing it into a stink bomb. A stink bomb deals poison damage instead of fire damage, and has d8 damage dice. Instead of a Dexterity saving throw, creatures in the blast radius must make a Constitution saving throw. The target also makes a Constitution saving throw. Each creature that fails its saving throw begins to choke uncontrollably, and has disadvantage on ability checks until the beginning of your next turn.

SMOKE BOMB

You can make nonlethal bombs that generate smoke. As a bonus action when you throw a bomb, you can replace the bomb's reagent with a less explosive one, changing it to a smoke bomb. A smoke bomb deals no damage, but creates a 20-foot-radius sphere of fog. The sphere spreads around corners, and its area is heavily obscured. It lasts for a number of rounds equal to your Intelligence modifier or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

If you use another one of these bombs while a previous bomb is still in effect, the effect of the old bomb ends.

SONIC BOMB

You can make bombs that generate a deafening boom. As a bonus action when you throw a bomb, you can replace the bomb's explosive reagent with a different one, changing it to a sonic bomb. A sonic bomb deals thunder damage instead of fire damage, and has d8 damage dice.

Additionally, the target, as well as all creatures within the blast radius that fail their saving throws, are deafened until the beginning of your next turn.

TANGLEFOOT BOMB

You can make nonlethal bombs which explode with a glue-like resin. As a bonus action when you throw a bomb, you can replace a bomb's contents with a hardened block of resin which liquefies in the explosion, changing it into a tanglefoot bomb. A tanglefoot bomb deals no damage and has no blast radius, but its target must make a Dexterity saving throw or be glued to the floor, reducing its speed to zero. At the end of each of its turns, the creature can break the resin with a successful DC 12 Strength check.



TELEPORTATION BOMB

You can make nonlethal bombs which make small tears in the weave, teleporting you a short distance. As a bonus action when you throw a bomb, you can replace a bomb's contents with a glowing arcane crystal, changing it into a teleportation bomb. A teleportation bomb deals no damage and has no blast radius, but if it explodes within 30 feet of you, you instantly teleport to its location.

THORN BOMB

You can make bombs which envelop the ground in thorny vines. As a bonus action when you throw a bomb, you can replace the bomb's contents with a vial of extremely potent fertilizer, changing it into a thorn bomb. A thorn bomb deals no damage, but causes the ground in a 10-foot radius to sprout hard spikes and thorns. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. This amount of damage increases by 1d4 at 8th level, 11th level, 15th level, and 18th level. These spikes shrivel and die after 1 minute.

If you use another one of these bombs while a previous bomb is still in effect, the effect of the old bomb ends.

WITHERING BOMB

You can make bombs which waste away living things. As a bonus action when you throw a bomb, you can add a desiccating chemical to the bomb's reagent, changing it to a withering bomb. A withering bomb deals necrotic damage instead of fire damage, and has d8 damage dice.

Additionally, the target, as well as all creatures within the blast radius that fail their saving throws, can't regain hit points until the start of your next turn.

DISCOVERIES

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

ALCHEMIST APRON

You have developed a special apron to assist in your alchemical experiments. It is flame-retardant and resistant to caustic substances, granting you resistance to fire and acid damage.

ALCHEMIST GOGGLES

You have invented a pair of goggles which enhance your sight and protect your eyes. While wearing the alchemist goggles, you gain darkvision: you can see in dim light within 60 feet of you as if it was bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey. If you already have darkvision, the goggles increase your range by 60 feet.

Additionally, while wearing your goggles, you can use your bonus action to activate or deactivate aura vision. While active, you can see magical auras, as per the spell *detect magic*. You can use your aura vision for a total of 10 minutes each day, and regain expended time when you finish a long rest.

Lastly, while wearing your goggles, you are immune to being blinded.

ARCANE STUDY

You learn two cantrips of your choice from the wizard spell list. Your casting modifier for these cantrips is Intelligence.

AQUA FORTIS

Using your alchemist's supplies, you can spend 1 hour to create a vial of aqua fortis, a very strong acid that rapidly dissolves organic material and most metals. This vial can be splashed or thrown at a creature like common acid. On a hit, a creature takes 3d6 acid damage, followed by an additional 2d6 acid damage at the start of your next turn and another 1d6 acid damage at the start of the turn after that.

If a vial of aqua fortis is splashed on a nonmagical object that isn't being worn or carried, it will dissolve a 1-foot cube of it. If splashed on a suit of armor or a shield, the object takes a permanent and cumulative -1 penalty to the AC it offers. If splashed on a weapon, it takes a permanent and cumulative -1 penalty to damage rolls. It has no effect on gold, glass, stone, and adamantine objects or magical items.

You can have up to 3 vials of aqua fortis prepared at a time.

BALLISTICS RESEARCH

You learn one additional bomb formula. You can select this discovery multiple times. Each time you do so, you must select a different formula.

BLAST COAT

You have developed a laboratory coat, specially treated to protect you from your own explosions. You automatically succeed any saving throws against your own bombs.

CHAMELEON CONCOCTION

During a short or long rest, you can prepare a single dose of an alchemical potion that changes the color of your skin to match the color and texture of your natural surroundings.

You can drink this potion as a bonus action to camouflage for an hour. While camouflaged, you have advantage on Dexterity (Stealth) checks to avoid being seen. This potion loses potency when you take a long rest if it has not been used. You can only have one of these potions at a time.

CLOTTING AGENT

You have developed a serum that protects you from harm. Your hit point maximum increases by your alchemist level + your Constitution modifier, and increases by 1 again whenever you gain a level in this class.

CRAFT HOMUNCULUS

Using a special alchemical process requiring 8 hours of work, you can create a homunculus. A homunculus functions as a familiar summoned by the *find familiar* spell, with several differences:

- The telepathic link between you and your homunculus functions at any distance, provided you and your homunculus are on the same plane of existence.
- Your homunculus is a construct.
- You cannot dismiss your homunculus as you would a familiar.
- Your homunculus cannot assume a different form.
- When your homunculus dies, its body remains, and can be reanimated as a ritual requiring 1 hour of work.
- Your homunculus is able to take the Attack action on its turn.

DETONATION THEOREM

When you throw a bomb, you can add your Intelligence modifier, instead of Strength or Dexterity, to its attack roll.

EXPLOSIVE MISSILE

You can rig arrows and crossbow bolts with explosive heads. As a bonus action, you can attach a small vial of chemicals from one of your bombs to the head of a projectile. On a hit, the projectile deals additional fire damage equal to half of your bomb damage dice, rounded down (minimum 1d10). The projectile does not have a blast radius.

FIRE BRAND

You can mix your bomb's reagents together and apply the fiery concoction to a melee weapon as a bonus action. Until the end of your next turn, this melee weapon deals an additional 1d6 fire damage on a hit. At 11th level, this damage increases to 2d6.

FIRE EATER

Instead of throwing a bomb, you can choose to use your action to drink the bomb's contents and spit them out in a 15-foot cone. All creatures within the cone must make a Dexterity saving throw. A creature takes the full damage of the bomb instead of half on a failed save, or half as much (instead of none) on a successful one. When you use a bomb in this way, you take 2 points of fire damage for each of your bomb's damage dice.



FIRE IN THE HOLE

You have tweaked your bomb's formula to increase the explosive yield. The blast radius of your bombs ignores cover, and your Bomb Save DC increases by 1.

LANDMINE

You can bury a bomb with a pressure trigger, changing it into a landmine which explodes when a creature steps on it.

You can bury such a bomb with 1 minute of digging.

You can have a number of landmines up to your Intelligence modifier at one time. When a creature of Small size or larger steps on the spot where a landmine is buried, it must make a Dexterity saving throw. On a failed save the creature takes full damage from the bomb, or half as much on a successful save.

A creature can detect the presence of a buried landmine with a Wisdom (Perception) check opposed by your Charisma (Deception) check. After burying it, you can take 10 minutes to carefully disguise the landmine, and checks made to discover it are made at disadvantage.

PICKLED QUASIT

You have learned how to seal a quasit in a bottle, which you can release when thrown. You can prepare one such bottle when you take a short or long rest by summoning the quasit directly into the bottle, and you can only have one bottled quasit at a time. You can throw the bottle as an action, which breaks upon impact, releasing the quasit where it lands. The quasit rolls its own initiative and acts on its own turn. It is nonhostile toward you, but will attack any other creature. The quasit returns to its home plane at the end of 1 minute, or whenever it is reduced to 0 hit points.



PRECISION EXPLOSIVES

Prerequisite: Formulaeist Field of Study

You have modified your bombs to have narrow gaps in their explosions, perfect for keeping some creatures safe from the blast. You can choose up to 2 creatures in the blast radius of a bomb other than the target. These creatures automatically succeed their saving throws against the bomb and take no damage from it.

SKELETAL AUGMENTATION

Prerequisite: Mutagenist Field of Study

You have developed an alchemist concoction which makes your bones metallic. Your AC can never be lower than 16.

SURGICAL PRECISION

Prerequisite: Xenoalchemist Field of Study

You can use your knowledge of anatomy to strike creatures in their vital organs. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

At 8th level, this bonus damage increases to 2d6 and at 15th level it increases to 3d6.

SYRINGE

Using a sophisticated hypodermic needle, you can administer a potion to a willing creature within your reach as a bonus action. If the creature is unwilling, you can administer a potion to it with a successful melee attack.

BODY BOMB

Prerequisite: 8th level, Xenoalchemist Field of Study

During a short or long rest, you can take 10 minutes to surgically embed a bomb into your familiar, homunculus, alchemy golem, or a zombie that you raised. On the creature's turn, you can, as a reaction, telepathically command it to detonate the bomb, which reduces the creature to 0 hit points. Alternately, if the creature is reduced to 0 hit points, the bomb goes off automatically. All creatures in a 10-foot radius of the blast must make a Dexterity saving throw. A creature takes the full bomb's damage on a failed save, or half as much on a successful one.

DRAUGHT OF NECROMANCY

Prerequisite: 8th level, Brew Potions feature

During a long rest, you can prepare a single dose of an alchemical potion that reanimates corpses for 3 alchemy points. You can pour this potion on a corpse or a pile of bones as an action, causing it to be reanimated as if it was the target of an *animate dead* spell. This potion loses potency after 24 hours.

DUAL MUTATION

Prerequisite: 8th level, Mutagenist Field of Study

You have discovered how to keep two mutagens active at the same time, provided one of them is injected in yourself and the other is injected in another creature. If you inject a new mutagen while two are already active, the appropriate mutagen ends.

FIELD LABORATORY

Prerequisite: 8th level, Brew Potions feature

For 100 gp, you can purchase enough alchemist supplies to construct a field laboratory, which can be set up or torn down in 30 minutes. If torn down, these supplies can be reused and do not need to be repurchased to set up again. When you brew potions over a long rest using a field laboratory, you can spend 2 additional alchemy points.

GRENADIER

Prerequisite: 8th level, Mad Bomber Field of Study

When you take the Attack action and attack with a weapon that you're holding in one hand, you can use a bonus action to throw a bomb.

IDIOT-PROOF BOMBS

Prerequisite: 8th level, Formulaeist Field of Study

You can build bombs with stringent built-in safety devices. When you take a long rest, you can create a number of idiot-proof bombs equal to your Intelligence modifier. You can have not more than 5 idiot-proof bombs created at any time. A creature that is not proficient with bombs can use an idiot-proof bomb without the risk that it will explode before being thrown. However, the safety mechanisms make these bombs less efficient; idiot-proof bombs deal half the damage dice of a regular bomb and have a range of 15/30 feet.

LAZARUS BOLT

Prerequisite: 8th level, Apothecary Field of Study

As an action, you can drive a bolt into the torso of a creature that has died within the last minute and shock it



back to life with electricity. That creature returns to life with 1 hit point. This feature can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Once you use this ability, you can't use it again until you finish a short or long rest.

POISONER

Prerequisite: 8th level, Brew Potions feature

You have extensively studied poisonous herbs, and you know how to mix them into potent poisons. You gain proficiency with the poisoner's kit. During a short or long rest, you can brew a vial of basic poison for 1 alchemy point or a vial of serpent venom for 2 alchemy points. The poison retains potency for 24 hours, after which it becomes inert.

ROCKET BOMB

Prerequisite: 8th level

You have developed a special rocket-propelled bomb, and a cannon from which to fire it. As an action, you can fire a rocket bomb, which is a normal bomb with a range of 120 feet and a 10-foot blast radius. You can't target individual creatures with a rocket bomb. You instead make attack rolls targeting a location you can see within range, which is considered to have an AC of 10.

SANDSTONE SOLUTION

Prerequisite: 8th level

When you take a short or long rest, you can create a single dose of sandstone solution. Sandstone solution can be poured onto a surface of solid, nonmagical stone or onto nonmagical mud, sand, or quicksand. When poured onto stone, a 10-foot deep, 20-foot radius of the stone becomes soft mud for 1 hour.

When poured into mud, sand, or quicksand a 10-foot deep, 20-foot radius region of the material become solid stone for 1 hour. Any creature inside it when it becomes stone must make a Dexterity saving throw or be restrained by the rock. The restrained creature can break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. Once freed, the creature is shunted safely to the surface in an unoccupied space.

ALCHEMY OF INFLUENCE

Prerequisite: 11th level, Brew Potions feature

You can brew *potions of clairvoyance* and *mind reading* and *philters of love* for 2 alchemy points each, and *potions of animal friendship* for 1 alchemy point each.

CONSTRUCT BOMB

Prerequisite: 11th level

During a long rest, you can assemble a rolling construct around one of your bombs, creating a construct bomb. A construct bomb is a tiny construct with 1 hit point, an AC of 10, and a movement speed of 35 feet. It takes its turn on your initiative, though it doesn't act unless you command it to. If a construct bomb is ever reduced to 0 hit points, it detonates, dealing damage to creatures and objects in its blast radius as a normal bomb.

As an action, you can command one or more of your construct bombs to detonate, each targeting a creature within 5 feet of it. Make a ranged attack roll for each construct bomb. On a hit, the construct bomb detonates as if it were a normal bomb, dealing damage to the target and those in the blast radius. On a miss, the bomb does not explode.

You can have up to 3 construct bombs at a time.

ALCHEMY OF CHANGE

Prerequisite: 15th level, Brew Potions feature

You can brew *potions of flying* and *gaseous form* for 3 alchemy points each and *potions of diminution* for 1 alchemy point each.

ELIXIR OF LIFE

Prerequisite: 15th level, Apothecary Field of Study

During a long rest, using your alchemist's supplies and materials worth at least 1000 gp (which are consumed upon use), you can brew a powerful elixir which, when poured over a corpse, acts as if a *resurrection* spell has been cast upon it. The target must not have been dead for longer than 1 year.

Additionally, if a living creature drinks the elixir, it functions as if a *regenerate* spell was cast upon the drinker.

The elixir must be consumed within 24 hours, after which it becomes inert. You can re-brew an elixir for no additional cost.

SHAPED CHARGE

Prerequisite: 15th level, Mad Bomber Field of Study

You can set your bombs to explode in different patterns. As part of your attack when you throw a bomb, you can change that bomb's blast radius to a 15-foot cone or a 20-foot line, originating from the target's space in a direction of your choice.

SUPERFORMULA

Prerequisite: 15th level, Formulaeist Field of Study

Due to tenacious engineering and brilliant innovation, you have managed to infuse explosive core in previously nonlethal bombs. If a bomb formulae deals no damage to the target, it instead deals half the number of damage dice to the target on a hit.

THE DOCTOR IS IN

Prerequisite: 15th level, Xenoalchemist Field of Study

You can attach monstrous grafts to other creatures. Doing so reduces the creature's maximum hit points by 10. These changes remain until the graft is detached, at which point they immediately revert to normal. Any grafts given to other creatures still count against your maximum number of grafts.

TRUE MUTAGEN

Prerequisite: 15th level, Mutagenist Field of Study

When you take a long rest, you can prepare a single dose of pure mutagen, which causes savage mutations. It is keyed to your biology; it has no effect on other creatures and you can only have 1 dose prepared at a time.

When you inject it, you gain the benefits of all mutagen options for 1 minute, the ability score bonuses from these options are + 5, to a maximum of 22, and you may make an additional attack when you take the Attack action on your turn.

DRUGS

Though magic is a powerful force, it can be difficult for a commoner to obtain the benefits and enhancements magic can offer. In the space between pure natural ability and magical enhancement, there are drugs. Though they may be natural or alchemical in origin, the effect is the same: benefit, with a heavy cost. While unrestrained usage can quickly lead to addiction and potentially death, many of the substances listed below can have their penalties mitigated under the right circumstances, especially in a medical setting.

DRUG PENALTIES

When imbibing a drug, you gain a benefit at the cost of some sort of penalty. A drug's effects and penalties last for the amount of time specified or until you take a long rest, whichever is shorter, unless otherwise specified.

OVERDOSE

Some drugs have an overdose effect, an immediate negative effect caused by consuming too much of the drug in a short period of time, i.e. between long rests. You have an Overdose score, which represents how likely it is for you to Overdose (OD). When you consume a drug, add its OD modifier to your Overdose score then roll a Constitution saving throw with a DC of your Overdose score. On a failed save, you take the OD effects of each drug in your system. Your Overdose score resets to 0 when you take a long rest.

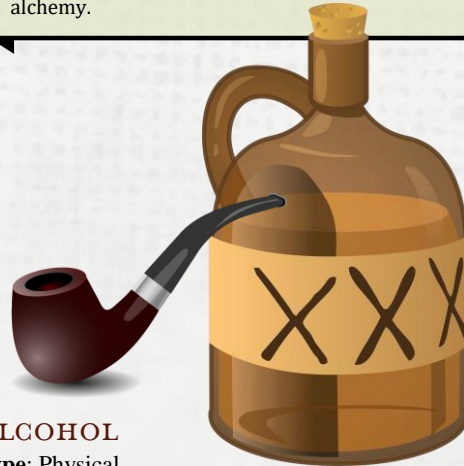
ADDICTION

When you take a long rest after consuming one or more drugs, you must make a saving throw against each drug's addiction DC: failure causes you to become addicted to that drug. While addicted, you gain one permanent level of exhaustion; this level of exhaustion can be suppressed until your next long rest by consuming another dose of the drug. For Physical drugs, this is a Constitution saving throw against poison; for mental drugs, this is a Wisdom saving throw against charm effects.

Addiction effects and lingering overdose effects can be cured by the *remove curse* or *greater restoration* spell.

Disclaimer

The rules presented here are neither an advertisement nor a condemnation of illegal drug use; it is merely a mechanical system for representing a facet of the real world that might be appropriate in some fantasy settings, particularly those that deal heavily with alchemy.



ALCOHOL

Type: Physical

Benefit: For one hour, you have advantage on saving throws against fear effects, and you gain 2 temporary hit points. For each additional dose you take, the effects last for an additional hour and you gain an additional 2 temporary hit points.

Penalty: For one hour, you have disadvantage on Dexterity and Wisdom checks and saving throws. For each additional dose you take, the effects last for an additional hour.

OD: +1. You are knocked unconscious for an hour and take 1d4 poison damage for each dose you consumed.

Addiction: DC = 8 + 1 for each day in a row you consume the drug.

BERSERKER DUST

Type: Physical

Benefit: Upon consuming a dose of berserker dust, for one minute you have advantage on Strength checks and Strength saving throws and, when you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll. For each additional dose you take, the effects last for an additional minute.

Penalty: You take 1 damage at the beginning of each of your turns while you are under the effects of berserker dust.

OD: +4. You lose control and begin to attack the creature nearest to you that you can see until you take a short rest.

Addiction: DC = 14 + 1 for each day in a row you consume the drug.



DRAGON'S MILK

Type: Physical

Benefit: For one hour, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. For each additional dose you take, the effects last for an additional hour.

Penalty: For one hour, you have disadvantage Intelligence, Wisdom, and Charisma checks and saving throws. Additionally, during combat, you may only take an action or a bonus action on your turn, not both. For each additional dose you take, the effects last for an additional hour.

OD: +2. You gain one level of exhaustion for each dose you consumed.

Addiction: DC = 16 + 1 for each day in a row you consume the drug.

GREENWEED

Type: Mental

Benefit: For 1 hour, you have advantage on Wisdom checks and saving throws. For each additional dose you take, the effects last for an additional hour.

Penalty: For 1 hour, you become lethargic. Your movement speed is reduced by 10 feet, and you have disadvantage on Perception checks. For each additional dose you take, the effects last for an additional hour.

OD: +0. This drug has no overdose effect, and you do not roll an OD check when you consume it.

Addiction: DC = 8 + 1 for each day in a row you consume the drug.

QUICKDUST

Type: Physical

Benefit: For 1 hour, your movement speed increases by 10 feet and you have advantage on initiative checks. For each additional dose you take, you gain a cumulative +1 to initiative checks.

Penalty: For one hour, when you move, you must move your entire movement speed. Once you enter a space in your movement, you can't enter that space again on this turn. For each additional dose you take, the effects last for an additional hour.

OD: +3. You take 1d10 poison damage for each dose you consumed.

Addiction: DC = 12 + 1 for each day in a row you consume the drug.

WARLOCK CRYSTAL

Type: Mental

Benefit: For one hour, you may take an additional bonus action or reaction on each of your turns. For each additional dose you take, the effects last for an additional hour.

Penalty: While under the influence of Warlock crystal you may not benefit from short rests. If you take a number of doses of warlock crystal equal to 1 + your Wisdom modifier between long rests, you do not gain any healing or recover any expended class abilities during your next long rest.

OD: +2. You take 1d8 poison damage for each dose you consumed.

Addiction: DC = 18 + 1 for each dose you consumed.

WIZARD'S TOADSTOOL

Type: Mental

Benefit: For one hour, you can cast the cantrip prestidigitation and have advantage on Insight checks. For each additional dose, the effects last for an additional hour.

Penalty: You have disadvantage on Concentration checks.

OD: +2. You experience vivid hallucinations and have disadvantage on ability checks.

Addiction: DC = 10 + 1 for each day in a row you consume the drug.



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