



ALCHEMIST

FOR FIFTH EDITION

THE SCIENCE OF MAGIC

The ALCHEMIST offers a new class to your players that crosses the boundaries between science and magic. In addition to the core alchemist class, this supplement provides 7 alchemical traditions that emulate archetypes from Dr. Jekyll to Dr. Frankenstein.

These materials were designed to be used with 5th edition rules and can be played directly into your 5th edition favorite campaign.

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DEDICATION

For Lauren Perkins, who taught me how truly cool alchemists can be.

ALCHEMIST CLASS

Alchemists include a wide range of traditions that build, treat, or transform objects and creatures into magical or semi-magical effects. Though the alchemist class uses standard spells, their special effects represent the style and flavor of each tradition. *Faithful hound* used by an artificer is more likely a clockwork creature than a beast made of force, and his *mage armor* a force-field belt or strips of hard but ultra-light metal held together by magnetism. An *enlarge* mixture created by a metamorph could make the target more bestial looking, while a *jump* effect may give them a cosmetic insect-like appearance. A poisoner's *circle of death* is a cloud of lethal vapor that absorbs through the skin as well as the lungs, while their *see invisibility* may be the side-effect of a hallucinogenic berry that opens the mind to things the eyes can't normally perceive.

All alchemists have access to the same cantrips and 1st level spells (called formula), allowing all alchemists to create minor damaging effects (*ray of frost*, *poison cloud*), cure salves (*cure wounds*), and low-level physical and mystical enhancements. From 2nd level spells on, their formula list becomes focused and each tradition has exclusive access to a tight range of powerful effects. Artificers create useful tools and helpful effects such as *knock*, *magnificent mansion*, and *linked gate*. Metamorphs transform themselves and their companions with *alter self*, *haste*, and *regenerate*. Poisoners not only create potent mundane poisons faster than other classes, they instill *blindness/deafness* via toxins, cloud victim's thoughts with *feeblemind*, and induce lethal terror in their victim's via *phantasmal killer*.

Though alchemists have 7th, 8th, and 9th level slots, these high level formulas are limited to the bonus formulas from their tradition list. They may still use their high level slots to power lower level formula and often do. They may also use these slots to power specific tradition abilities like the artificer's *Enduring Creations*, metamorph's *Beast Within*, and poisoner's *Blighter* features.

In exchange for having a highly specialized list of spell effects and few higher level effects, alchemists are able to create mixtures that act as one-shot magic items usable by their party members. For example, an alchemist could use a 1st level slot to create a *cure wounds* mixture and give it to the party wizard to use later in the day. Mixtures can take many forms, just as an alchemist's specialized formula. A *poison cloud* could be a perfume-like bottle, a bag of poisonous dust blown into a target's face, or a rod with a head like a spitting cobra that ejects the poison at the target's eyes. Players are encouraged to use their imaginations to describe their mixtures' special effects.

Of course alchemists are also masters of the alchemical and gain the ability to create non-magical special equipment like alchemist fire and acid faster than other characters.



THE ALCHEMIST

Alchemy is the study of the fundamental physical and magical forces of the universe, and many believe the precursor to "true magic". Like wizards, alchemists experiment with the world around them, infusing potions with arcane and scientific power, but creating devices that make the world around them easier to survive.

Alchemists follow many traditions of study. Artificers create mechanical and mystical devices. Metamorphs study natural and magical animals, merging their physiologies with humanoid forms. Re-animators use their knowledge of anatomy, physiology, and magic to raise the dead. Poisoners hone their craft by creating potent toxins that affect the mind, body, and soul.

Herbwardens focus their studies on natural and supernatural healing. Pyromancers are hired by the rich and powerful for both entertainment and the defense of their cities in times of war. Irezumi are masters of ink-magic, creating tattoos that manifest magical effects for themselves and their clients.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. Intelligence should be your highest ability score, as it is important for all alchemical traditions. Many traditions find themselves in close combat more often than other casters, making Dexterity and Constitution key to long life. Second, choose the Sage background.

| THE ALCHEMIST | | | | | | | | | | | | | |
|---------------|-------------------|------------------------------|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| LVL | PROFICIENCY BONUS | FEATURES | CANTRIPS KNOWN | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | |
| 1 | 2 | Formula | 3 | 2 | | | | | | | | | |
| 2 | 2 | Extend Supplies | 3 | 3 | | | | | | | | | |
| 3 | 2 | Alchemical Tradition | 3 | 4 | 2 | | | | | | | | |
| 4 | 2 | Ability Score Improvement | 4 | 4 | 3 | | | | | | | | |
| 5 | 3 | | 4 | 4 | 3 | 2 | | | | | | | |
| 6 | 3 | Alchemical Tradition Feature | 4 | 4 | 3 | 3 | | | | | | | |
| 7 | 3 | | 4 | 4 | 3 | 3 | 1 | | | | | | |
| 8 | 3 | Ability Score Improvement | 4 | 4 | 3 | 3 | 2 | | | | | | |
| 9 | 4 | | 5 | 4 | 3 | 3 | 3 | 1 | | | | | |
| 10 | 4 | Alchemical Tradition Feature | 5 | 4 | 3 | 3 | 3 | 1 | | | | | |
| 11 | 4 | | 5 | 4 | 3 | 3 | 3 | 2 | 1 | | | | |
| 12 | 4 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | | | | |
| 13 | 5 | | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | | | |
| 14 | 5 | Alchemical Tradition Feature | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | | | |
| 15 | 5 | | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | | |
| 16 | 5 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | | |
| 17 | 6 | | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 | |
| 18 | 6 | Alchemical Tradition Feature | 5 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 | |
| 19 | 6 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | |
| 20 | 6 | Master Alchemist | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | |

CLASS FEATURES

As an alchemist, you gain the following class features:

HIT POINTS

Hit Die: d8

Hit Points at 1st Level: 8 + Con mod

Hit Points at Higher Levels: d8 (5) + Con Mod

PROFICIENCIES

Armor: None

Weapons: Simple weapons, Blowgun, Hand Crossbow, Net

Tools: Alchemist supplies, plus either herbalism kit or poisoner's kit (your choice)

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Religion

EQUIPMENT

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

- (a) hand crossbow and 20 bolts or (b) any simple weapon
- (a) scholar's pack or (b) explorer's pack
- (a) healer's kit or (b) herbalist's kit or (c) poisoner's kit
- (a) one vial of alchemist fire or (b) two vials of acid or (c) one vial of antitoxin
- Alchemist supplies, formula book, and a dagger

SPELLS, MIXTURES & FORMULAS

Drawing on alchemy, science, and arcane magic, the alchemist creates substances that heal, poison, explode, transform, and duplicate a range of spell-like effects. An alchemist's "spells" are referred to as mixtures and the recipes to create mixtures are called formula.

Mixtures include a range of items like weapons, wands, orbs, rods, belts, amulets, and bizarre mechanical and

mystic devices in addition to the potions, salves, and teas commonly associate with alchemy. Alchemists keep the formulas for these mixtures in a formula book.

Though alchemists gain 7th, 8th and 9th level mixture slots, they may only use these slots to trigger bonus formula, empower 1st-6th level mixtures, or to trigger tradition features.

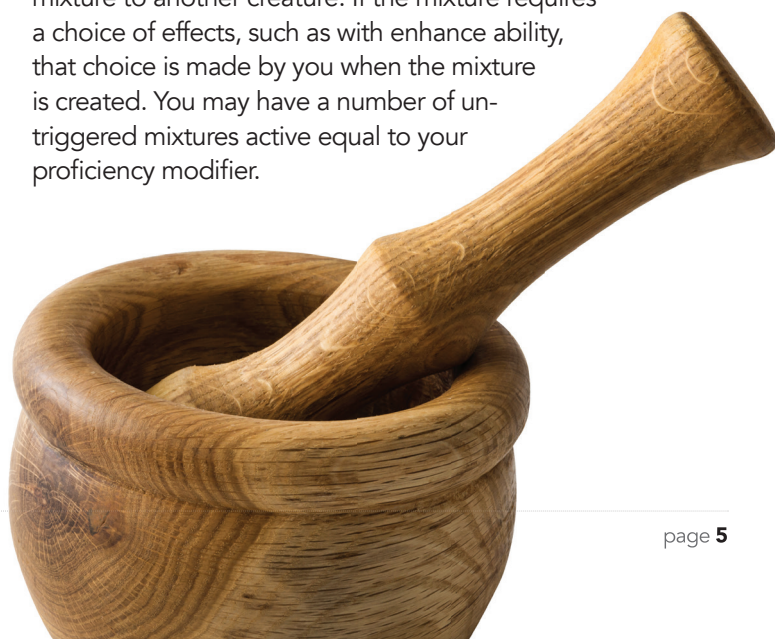
CANTRIPS

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

PREPARING AND TRIGGERING MIXTURES

The Alchemist table shows how many mixture slots you have to create your mixtures of 1st level and higher. To create alchemist mixtures, you must expend a slot of the mixture's level or higher. You regain all expended mixture slots when you finish a long rest.

Unlike a wizard or sorcerer spell, when an alchemist creates a mixture they may choose to delay the effects. Once you have selected a formula to make into a mixture you may trigger the effects immediately, hold onto that mixture for use at a later time, or give the mixture to another creature. If the mixture requires a choice of effects, such as with enhance ability, that choice is made by you when the mixture is created. You may have a number of un-triggered mixtures active equal to your proficiency modifier.



A creature with an Intelligence greater than 4 who is holding the mixture may use an action to trigger the mixture's effect. For example, if you create a mixture in the form of a hand crossbow that fires a *ray of frost*, you may trigger *ray of frost* as part of the Action used to create the mixture, tuck it into your belt to use as an action later, or give it to your party's fighter. The fighter may use an action to fire the mixture at a target up to the formula's range. Saving throws associated with mixtures use your saving throw DC. Attack bonuses use the Intelligence score of the creature that triggers the mixture plus your proficiency modifier. The creature that triggered the effect determines the target(s) of a mixture.

Unlike standard alchemical items or true magical potions, mixtures lose their magical qualities once you regain your mixture slots after a long rest.

You prepare the list of formulas available for you to turn into mixtures. To do so, choose a number of alchemical formula from your formula book equal to your Intelligence modifier + your alchemist level (minimum of one formula). The formula must be of a level for which you have mixture slots.

You can prepare a different list of formula when you finish a long rest. Preparing a new list of formula requires time spent studying your formula book and prepping vials, censures, tablets, wands, or other items: at least 1 minute per formula level for each formula on your list.

CONCENTRATION AND MIXTURES

The magic that powers your mixtures comes from both the components you use and your own innate magical powers. As such, when a mixture that requires concentration is triggered, you must maintain concentration on that mixture even if you did not trigger it. If you are already concentrating on a mixture, you may decide which mixture goes into effect. For example, if you are a metamorph under the effects of your mutagen tradition feature and your party fighter decides to trigger the enhance ability mixture you

gave her earlier in the day, you must decide which effect is canceled. You are not required to maintain concentration on a mixture until it is triggered.

At 9th level, you may allow one creature that triggered a mixture to maintain the concentration for that mixture in your place. Once that creature stops concentrating or the effect ends, you may grant a new (or the same) creature the same benefit. If a second creature triggers a mixture that requires concentration while the first is in effect, you may cancel that effect, maintain the concentration yourself, or cancel the first effect to allow the second effect to trigger. At 15th level, the number of creatures who may maintain concentration on your mixtures at one time increases to two.

If you choose not to maintain the concentration on a mixture triggered by another creature, that mixture is lost.

MIXTURE ABILITY

Intelligence is your ability for your alchemical mixtures, since you learn formulas through dedicated study and experimentation. You use your Intelligence whenever a mixture refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a mixture you trigger and when making an attack roll with one.

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

Mixture attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL PREPARATION

You can trigger a formula as a ritual if that formula has the ritual tag and you have the formula in your formula book. You don't need to have the formula prepared nor do you need to expend a mixture slot.

COMPONENTS AND SPELLCASTING FOCUS

All alchemical formulas have Somatic and Material components in place of the listed components for the spell. Alchemical formulas never require verbal components. Alchemist cannot use an arcane focus in place of the material components of a formula.

LEARNING FORMULAS OF 1ST LEVEL AND HIGHER

At 1st level, you possess a formula book with six 1st level formulas of your choosing. Each time you gain an alchemist level, you can add two alchemical formulas of your choice to your formula book. Each of these formulas must be of a level for which you have mixture slots, as shown on the Alchemist table. On your adventures you might find other formula that you can add to your formula book (see Spell Scrolls, Spellbooks, and Formulas below).

SPELL SCROLLS, SPELLBOOKS AND FORMULAS

Any spell scroll or spell book that includes a spell on the alchemist formula list may be translated and transcribed into a formula book. This process is similar to transcribing a spell. The spell scroll contains enough information about the magical process that creates the spell for the alchemist to duplicate its effects using their own techniques. Alchemists cannot, however, trigger spell scrolls, even if the spell is also on the formula list.

MAGIC ITEM ATTUNEMENT

Alchemists may attune magic items that are normally limited to the sorcerer and wizard classes, as well as items that require attunement by any spellcaster.

EXTEND SUPPLIES

Starting at 2nd level, whenever you use downtime to create items using an alchemist kit (items determined by your DM, but typically include alchemist fire and acid) you create a number of items equal to your proficiency modifier instead of a single item. This ability does not apply to poisons or items created using an herbalist kit, such as antitoxin and potions of healing.

ALCHEMICAL TRADITIONS

When you reach 3rd level, you choose an alchemical tradition that hones your chosen area of study.

BONUS FORMULAS

Each tradition grants an alchemist bonus formulas that are automatically added to the alchemist's formula book when they gain mixture slots of the appropriate level. These bonus formulas are considered alchemist mixtures for their tradition only and must be prepared normally.

MASTER ALCHEMIST

At 20th level, up to three creatures may maintain concentration on mixtures in your place. The creature maintaining the concentration must have triggered the mixture with their action.



ALCHEMIST FORMULAS

CANTRIPS

Acid Splash
Dancing Lights
Fire Bolt
Guidance
Light
Mending
Poison cloud
Produce Flame
Stabilize the Dying
Ray of Frost
Resistance
Shillelagh
Thornstrike
True Strike

1ST LEVEL

Alarm
Animal Friendship
Burning Hands
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Disguise Self
Entangle
Expeditious Retreat
False Life
Feather Fall
Faerie Fire
Find Familiar
Fog cloud
Goodberry
Grease
Hideous Laughter
Identify
Illusory Script

Inflict Wounds
Jump
Longstrider
Mage Armor
Magic Missile
Purify Food and Drink
Ray of Poison
Protection from Evil and Good
Shield
Silent Image
Sleep
Thunderwave

2ND LEVEL

Animal Messenger
Aid
Arcanist's Magic Aura
Calm Emotions
Continual Flame
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Heat Metal
Hold Person
Invisibility
Levitate
Locate Animals or Plants
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Pass without Trace
Phantasmic Force
Protection from Poison
See Invisibility
Shatter
Spider Climb
Suggestion
Web
Zone of Truth

3RD LEVEL

Clairvoyance
Counterspell
Dispel Magic
Fear
Gaseous Form
Glyph of Warding
Hypnotic Pattern
Magic Circle
Nondetection
Protection from Energy
Sending
Simulate Death
Slow
Stinking Cloud
Water Breathing

4TH LEVEL

Arcane Eye
Banishment
Conjure Minor Elementals
Dominate Beast
Fabricate
Greater Invisibility
Locate Creature
Resilient Sphere
Secret Chest
Stone Shape

5TH LEVEL

Awaken
Conjure Elemental
Contact Other Plane
Dominate Person
Dream
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory

Passwall
Planar Binding
Scrying
Telekinesis
Telepathic Bond
Teleportation Circle
Wall of Force

6TH LEVEL

Blade Barrier
Disintegrate
Instant Summons
Find the Path
Forbiddance
Globe of Invulnerability
Guards and Wards
Mass Suggestion
Irresistible Dance
Programmed Illusion
Sunbeam
True Seeing
Wall of Thorns

7TH, 8TH, AND 9TH LEVEL

Alchemists only gain formula of 7th level or higher as bonus formula from their traditions.



ALCHEMICAL TRADITIONS

Alchemical traditions include the Artificer, Herbwarden, Irezumi, Metamorph, Poisoner, Pyromancer, and Re-animator.

ARTIFICER

Artificers are the blacksmiths of the alchemical traditions, creating clockwork, electrical, and technological devices that allow characters to fly, counter magical effects, and cross into other dimensions. *Arcane lock* may be a physical device attached to a door. *Move earth* may be a set of plow handles that project a telekinetic effect. Instead of a weapon made of force, *arcane sword* may be a clockwork weapon that hovers near the artificer. Mixtures such as *ray of frost* often take the form of projectile weapons (slings, hand crossbows) that fire the effect.

BONUS FORMULAS

2nd: *arcane lock, find traps, knock*

3rd: *fly, tiny hut, water walk*

4th: *dimension door, faithful hound, private sanctum*

5th: *animate object, creation*

6th: *linked gate, move earth*

7th: *arcane sword, magnificent mansion*

8th: *antimagic field, antipathy/sympathy*

9th: *gate, time stop*

ARTISAN

When you choose this tradition at 3rd level, you receive proficiency with any three tool kits.

JACK OF ALL TRADITIONS

At 6th level, you may add any 3 formulas from the Bonus Formula lists of other alchemical traditions to your formula book. The formulas chosen must be of a level for which you have mixture slots available. These formulas are not considered bonus formula for you and are not subject to your Efficient Alchemy or Enduring Creation features.

ARCANE EXPERT

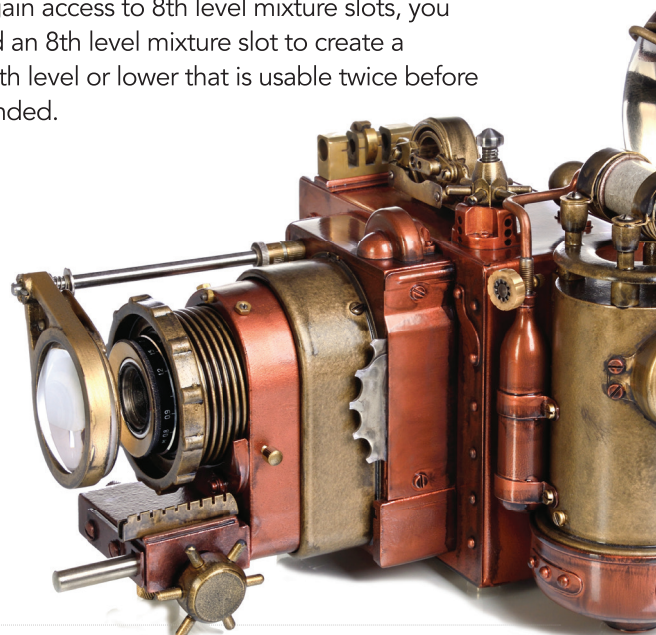
At 10th level, you can ignore class, race, and alignment requirements for attuning magic items. This ability does not apply to legendary items or artifacts.

In addition, you may choose not to regain mixture slots after a long rest. If you do, the mixtures you created using those slots maintain their potency until you take another long rest as long as you and the mixture are on the same plane.

EFFICIENT ALCHEMY

At 14th level, when you use a 7th level mixture slot to create a mixture of 4th level or lower, that mixture may be triggered twice before being expended; both uses are lost whenever you take a long rest. If the mixture has a duration longer than instantaneous, the second use may not be triggered until the first use has expired. For example, if you use a 7th level slot to create a 4th level *cure wounds* salve, that salve may be used to trigger *cure wounds* as a 4th level spell twice before you take a long rest. If you create a magical stone that triggers *conjure minor elemental*, the stone may not be used a second time until 1 hour has expired, the elemental is destroyed, or concentration is lost.

When you gain access to 8th level mixture slots, you may expend an 8th level mixture slot to create a mixture of 5th level or lower that is usable twice before being expended.



ENDURING CREATIONS

At 18th level, when you use a 9th level mixture slot to create one of your bonus formulas of 7th level or lower, that mixture's duration increases to 10 days if it is less than 10 days, with the following exceptions:

- If the formula has a duration of instantaneous, as with find traps or knock, the mixture may be triggered a number of times per day equal to your Intelligence modifier.
- If the formula creates an object, as with animate object or creation, the duration is 10 days or until the object is destroyed.
- If the formula requires concentration, as with move earth or arcane sword, you may voluntarily stop concentrating on the effect as a bonus action, and may use an Action to resume concentration and restart the effect. Should you lose concentration involuntarily, such as by failing a concentration check after taking damage or falling unconscious, the duration ends.
- When used to create a linked gate, resuming concentration reopens the gate in the same location as originally triggered.

HERBWARDEN

Where other alchemists focus their studies on animals, magical beasts, or technology, herbwardens study the unique properties of natural and magical plants, as well as the sentience of plant creatures. Herbwardens are able to enhance the innate traits of plants as well as incorporate their abilities into the humanoid body. Herbwarden mixtures commonly take the form of teas, tinctures, salves, and tablets.

BONUS FORMULAS

2nd: barkskin, gentle repose, lesser restoration, locate animals or plants

3rd: plant growth, revivify, remove curse, speak with plants

4th: blight, death ward, freedom of movement, vine grapple

5th: commune with nature, greater restoration, raise dead

6th: heal, heroes' feast, transport via plants

7th: regenerate, resurrection, symbol

8th: animal shapes, clone, mind blank

9th: power word heal, shapechange, true resurrection

ACADEMIC MEDICINE

At 3rd level, when you take this tradition, you gain proficiency with Herbalism kits, and either Medicine or Nature checks (your choice). You make Medicine checks using Intelligence in place of Wisdom.

FIELD MEDICINE

At 3rd level, you may spend an action to use a healer's kit to quickly bind wounds, offer pain-numbing salves, and apply natural anticoagulants. If you do, the target may spend 1 hit dice to heal damage as if they had spent the hit dice after a short rest. The number of hit dice they may spend increases by 1 at 6th level (2 HD), 10th level (3 HD), 14th level (4 HD), and 18th level (5 HD). This healing is in addition to any other benefits gained by the use of a healer's kit, such as from feats. Once a creature is healed in this way, it may not benefit from this feature again until it takes a short or long rest.

APOTHECARY

At 6th level, whenever you spend downtime to craft an item using an herbalist kit such as antitoxin or *potions of healing*, you create a number of items equal to your proficiency modifier.

You gain advantage on saving throws against poisons, as well as against effects generated by oozes, plants, and plant creatures, such as fungus spores or the engulf traits of gelatinous cubes and shambling mounds.



MASTER CHIRURGEON

At 10th level, you may double your Intelligence modifier when making Intelligence (Medicine) or Intelligence (Nature) checks, and when creating healing mixtures from formulas such as *cure wounds*.

EMPOWER PATIENTS

At 14th level, when one of your mixtures heals hit point damage, removes a condition, or cures a disease, the mixture grants its target alchemical and supernatural protection. If the target fails a saving throw or an ability check before its next long rest, it may instead choose to succeed. A target may not gain the benefit of this feature again until it takes a long rest.

NATURAL ALLY

At 18th level, you may use a 9th level mixture slot to animate a sentient plant creature composed of nearby foliage. This creature has the same statistics as a shambling mound. You and the creature may communicate telepathically up to a range of 100 ft. and it will follow your commands to the best of its ability. In combat, the creature acts on your initiative and takes its own actions. The creature remains in your service until it is reduced to 0 hit points, you complete a long rest, or you and the creature are on different planes of existence.

IREZUMI

Irezumi are the artists of the alchemical traditions. Though their common name is Asian in origin, irezumi hail from a range of cultures including rainforest tribes, religious cults, barbarian hordes, and contemplative monasteries, as well as arcane universities and metropolitan cities.

The majority of mixtures created by irezumi are temporary tattoos illustrated using plant-based inks that stain the skin instead of being injected under it. These mixtures are quick to apply and disappear after the magic has been triggered. As an irezumi becomes more skilled at their craft they are able to infuse magic

into permanent tattoos. Most of these permanent tattoos require an irezumi to infuse them with their own alchemical power each day, but master artists can create images that draw on the bearer's own life force, leaving the user tired but granting them access to powerful magical abilities.

Though irezumi can create mixtures that are not tattoos, most rarely do. Their skin-staining techniques are quick to create and portable for the bearer

BONUS FORMULAS

2nd: *aid, enhance ability, spiritual weapon*

3rd: *beacon of hope, protection from energy, spirit guardians*

4th: *conjure minor elementals, conjure woodland beings, polymorph*

5th: *conjure elemental, mass cure light wounds*

6th: *true seeing, wall of thorns*

7th: *etherealness, project image*

8th: *animal shapes, mind blank*

9th: *astral projection, shapechange*

SKIN STAINING

You gain proficiency with tattooing supplies when you take this tradition at 3rd level. Tattooing supplies are a new kit not present in the core rules and allows the player to add their proficiency modifier to any roll involving creating or identifying tattoos, their symbolism, origin, etc. You learn to infuse temporary magic into plant-based inks that stain the skin until used. Mixtures shared with other creatures typically take the form of these stained patterns, which disappear when triggered or after you take a long rest.



LIVING ART

Starting when you select this alchemical tradition at 3rd level, you gain two bonus cantrips chosen from the cantrip list of any spellcasting class. These cantrips, as well as your standard cantrips, take the form of permanent tattoos on your body. They do not count as Mystic Tattoos.

MYSTIC TATTOOS

Starting at 6th level, you can tattoo subjects with images infused with magical and alchemical power. When creating a mystic tattoo, you decide which area of the body is to be tattooed and which effect the tattoo will be charged with (see Tattoo Locations below). Once chosen, the location and effect cannot be changed. To create a mystic tattoo, you must spend 8 hours with the subject and a subject may only receive a single mystic tattoo from this feature.

After you have completed a long rest, you may charge a number of mystic tattoos equal to your Proficiency modifier. These mystic tattoos need not be ones you created, but they must have been created by another irezumi using this class feature. Charging a tattoo takes 1 minute and you must be able to touch the subject. Tattoos remain charged until triggered, or until you complete a long rest.

The subject may use an action to trigger a charged tattoo, gaining its benefits for one hour.

Tattoo Location

- **Arms:** Resistance to one damage type (chosen when the tattoo is created)
- **Head:** Darkvision to a range of 60 feet, or advantage on Perception checks, or advantage on Insight checks (chosen when the tattoo is created).
- **Legs:** An increase to base walking speed of 10 feet (bearer loses this benefit if encumbered, or while wearing medium or heavy armor), or advantage on Athletics checks, or advantage on Acrobatics checks (chosen when the tattoo is created).
- **Torso:** Advantage on the saving throw of one ability (chosen when the tattoo is created)

ENHANCED ARTISTRY

Starting at 10th level, you may enhance the artwork and alchemical power of your tattoos. You may grant a subject up to two mystic tattoos. Each tattoo must be created separately. The tattoos created using this feature may be on the same body part, or a different body part. Each mystic tattoo must be charged separately and requires its own action to trigger.

EMPOWERED TATTOOS

At 14th level, you may create an empowered tattoo on a subject. When completed, the empowered tattoo is charged with one of your bonus formula of 4th level or lower. The subject may trigger the tattoo using an action. If any choices must be made regarding the formula (such as which benefit is gained from enhanced ability) those choices are made at the time the enhanced tattoo is created. A subject may only have one empowered tattoo. The charge of this tattoo is permanent, and is not expended when you take a long rest or after being triggered by the subject. Should the formula require concentration to maintain, the subject maintains it. When the duration ends, the subject takes 1 level of exhaustion.

You may ignore the exhaustion cost of an empowered tattoo you bear once per long rest.

MASTER INKER

At 18th level, you may create a master tattoo on a subject. When completed, the master tattoo is charged with one of your bonus formulas of 6th level or lower. The subject may trigger the tattoo with an action. If any choices must be made regarding the formula (such as which beast the subject turns into when casting polymorph, or which creatures are summoned with conjure) those choices are made at the time the master tattoo is created. A subject may only have one master tattoo. The charge of this tattoo is permanent, and is not expended when you take a long rest or after being activated by the bearer. Should the formula require concentration to maintain, the bearer maintains it. When the duration ends, the subject takes 2 levels of exhaustion.

You may ignore the exhaustion cost of a master tattoo you bear once per long rest.

The Art of Magic

Unlike other alchemists, *irezumi* are able to imbue their allies with permanent magical effects. Empowered and master tattoos allow the bearer to trigger powerful effects at the cost of the bearer's own life force. Allowing the fighter to trigger a polymorph spell may sound quite powerful, but the cost the spell incurs can make the choice to use the spell a dramatic and even life-saving one.

Creating empowered or master tattoos takes significant time and energy on the part of both the *irezumi* and the subject. Creating an empowered or master tattoo requires 1 day of downtime and 1,000gp in material components per level of the formula infused into the tattoo, and may not be placed on an undead creature, a construct, or any creature immune to the effects of exhaustion. The process of creating the tattoo is incredibly painful and taps into the subject's own energy; therefore the subject can have no fewer than 2 levels of exhaustion until the tattoo is complete.

There is no daily limit to the number of times a tattoo may be activated. A subject with a conjure woodland beings tattoo may activate it several times a day, but suffers the cumulative effects of exhaustion. A long rest removes only a single level of exhaustion, as does a greater restoration spell, so multiple uses may severely impede or even kill the bearer if they aren't careful.

Mundane tattoos may be created by anyone trained with tattoo supplies. The cost and time to create mundane tattoos will vary from campaign to campaign, country to country, and even district to district in a cosmopolitan city. Tattoos generally follow the same rules as other mundane crafting. Simple tattoos can take a single day of downtime and cost 1-5gp, while large, detailed, or complex tattoos may take up to 20 days of downtime and cost up to 100gp.

Tattoos are both permanent and distinctive and can be used to identify the bearer. DMs and players are encouraged to describe the mundane, mystic, enhanced, and master tattoos on their characters, as well as the perceptions of such tattoos. Some churches, organizations, or cultures will look poorly on tattooed individuals, while others will see them as a mark of pride and respect.

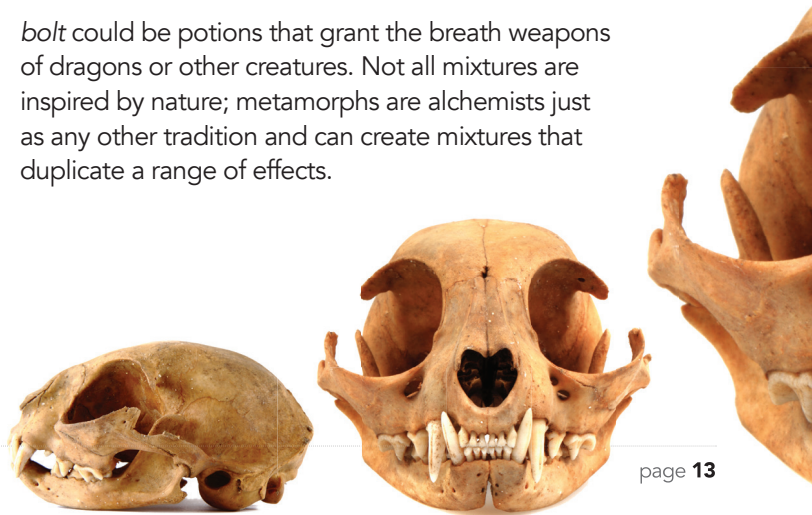
Each tattoo should bear the unique style of the *irezumi* that created it. An enhanced ability tattoo created by the shaman of a jungle tribe will look significantly different than one of druidic or Eastern artists. Tattoos may be direct representations of animals, plants, or objects, or may be arcane runes, elvish script, or a poem written in a dead language.

METAMORPH

Not all alchemists search for answers in the outside world. Some resort to personal and "professional" experimentation to improve the humanoid condition. Metamorphs learn techniques for enhancing the abilities of their companions as well as transforming their own bodies.

Alter self, *enhance ability*, *jump*, *expeditious retreat*, and *regenerate* are often potions, salves, or patches, and may cause minor cosmetic effects in their users. Cantrips such as *poison cloud*, *ray of frost*, or *fire*

bolt could be potions that grant the breath weapons of dragons or other creatures. Not all mixtures are inspired by nature; metamorphs are alchemists just as any other tradition and can create mixtures that duplicate a range of effects.



BONUS FORMULAS

2nd: *alter self, enhance ability, enlarge/reduce*

3rd: *gaseous form, haste, simulate death*

4th: *giant insect, polymorph, stonewood*

5th: *awaken, modify memory*

6th: *flesh to stone, true seeing*

7th: *simulacrum, regenerate*

8th: *animal shapes, clone*

9th: *shapechange, true polymorph*

MUTAGEN

At 3rd level, you may expend a 2nd level mixture slot to trigger *alter self*, *enhance ability*, and *mage armor* as a single action. All spells activated by this action must have been prepared and are considered a single magical effect with a duration of "Concentration, 1 hour" and a range of self. Should you fail a concentration check or trigger an additional mixture that requires your concentration, all spells activated by this Action end. See Concentration and Mixtures above for more information.

The benefit you gain from the *enhance ability* mixture may be selected from: *bear's endurance*, *bull's strength*, or *cat's grace*. In addition, select one mental ability score (Intelligence, Wisdom, or Charisma). You gain disadvantage on all ability checks using that ability score for the duration of the effect.

CHEMICAL FORTITUDE

At 6th level, you have developed potions, pills and treatments that enhance your health and endurance. You may add your Intelligence modifier in place of your Constitution modifier to your hit point total at each level, as well as when expending Hit Dice to recover hit points. This effect is retroactive to 1st level.

ENHANCED MUTAGEN

At 6th level, you can expend a 3rd level mixture slot to use your Mutagen class feature instead of a 2nd level slot. If you do, you gain the following additional benefits:

- **Alter self:** You gain the benefits of two of this formula's features.
- **Mage armor:** Your AC equals 14 + your Dexterity modifier.

SUPERIOR MUTAGEN

At 10th level, you may expend a 5th level mixture slot to use your Enhanced Mutagen class feature instead of a 3rd level slot. If you do, you gain the following benefits in addition to those:

- Add *stonewood* to the list of formula activated by the use of the Mutagen class feature. This formula must have been prepared.
- **Enhance ability:** Select two physical abilities of the *enhance ability* spell (*bear's endurance*, *bull's strength*, *cat's grace*) and gain the benefits of both.

ENDURING MUTAGEN

At 14th level, you can expend a 7th level mixture slot to use your Superior Mutagen class feature instead of a 5th level slot. If you do, you gain the following additional benefits:

- Add *regeneration* to the list of formula activated by the use of the Mutagen class feature. This formula must have been prepared.
- **Alter self:** The damage you inflict using the Natural Weapons feature increases to 1d8 and the bonus to attacks and damage increases to +2. Your natural weapons are considered either magical or silver (chosen when Mutagen is triggered).
- You gain advantage on concentration checks you make as the result of taking damage.
- The duration of the formula associated with this feature becomes "Concentration, 2 hours."

THE BEAST WITHIN

At 18th level, you can expend a 9th level mixture slot to use your Enduring Mutagen class feature instead of a 7th level slot. If you do, you gain the following additional benefits:

- **Alter self:** You gain the benefits of all three options offered by the alter self mixture. The attack and damage bonus to your Natural Weapons increase to +3 and your natural weapons are considered both magical and silvered.
- **Mage armor:** Your AC equals 15 + your Dexterity modifier.
- **Enhance Ability:** You gain the benefits of bear's endurance, bull's strength, and cat's grace.
- The duration of the formula associated with this feature becomes "Concentration, 4 hours."

POISONER

Poisoners have been sought after for as long as there has been conflict. Alchemists of the poisoner tradition create mixtures that affect the body and mind, creating lethal hallucinations, inhibiting mental faculties, weakening the body, or outright killing their foes.

All of the poisoner's bonus formulas are considered poison effects (see Poisonous Formulas below), and take the form of gases, dusts, darts, and ingestible poisons. The somatic components of these formulas often involve firing a small projectile, blowing a powder into someone's eyes, or simply giving a potion with subtle or cosmetic side effects to a companion. Formulas like *weird* and *phantasmal killer* twist the mind of the target, confronting them with their own nightmares. As with other traditions, it's important to remember that poisoners are alchemists just like any other and their mixtures can take a range of forms.

Making Alchemy Your Own

The alchemist is designed to encourage players to stretch their imaginations, altering the special effects of spells and granting each formula their signature twists. Alchemists of all traditions can be adapted to a range of settings, from the classic pseudo-European researcher, to the tribal herbalist, to the twisted science of technomagical campaigns.

J.M. Perkins' *City of Salt in Wounds* setting (www.saltinwoundssetting.com) revolves around an economic powerhouse fueled by the continuous butchering of the undying tarrasque. Alchemists from across the world travel to Salt in Wounds to study every aspect of the massive creature. An artificer from the Salt in Wounds setting may have clockwork devices created from the bones and sinew of the beast, giving a horrifying twist to their creations. Metamorphs that draw on the creature's fluids and tissues to create their mutagens have a drastically different appearance than those who study animals, aberrations, or magical beasts. These changes may or may not alter the mechanics of the class, but a tarrasque-born metamorph outside of the city's boundaries would be an intimidating figure that draws questions, and even jealousy, from the academically trained.

The traditions were designed to be flexible in the interpretation of their abilities, but depending on the needs and flavor of your campaign you may work with your players to swap out a bonus formula or two with others of the same level. A drow or sea elf metamorph that draws their mutagen ingredients from aberrations may have access to formula that duplicate certain warlock spells. Making the alchemist, or any class, your own with aesthetic and minor mechanical changes can help make your character your own.

Only their Bonus Formula are considered poison effects, so standard alchemist formulas will only be poison effects if the formula indicates so (or the DM and player decide otherwise, which can be interesting).

BONUS FORMULAS

2nd: blindness/deafness, protection from poison, ray of enfeeblement

3rd: bestow curse, simulate death, slow

4th: blight, confusion, phantasmal killer

5th: cloudkill, contagion

6th: anti-heal, circle of death

7th: finger of death, symbol

8th: feeblemind, trap soul

9th: power word kill, weird

POISONOUS FORMULAS

At 3rd level, when you take this tradition, you gain six doses of basic poison. These doses are considered crafted by you. In addition, the mixtures listed under Bonus Formula are considered poison effects if they aren't already.

SUBTLETY

At 3rd level, you have learned to handle dangerous substances with a deft hand, and to enhance the potency of rudimentary poisons. You gain proficiency with Sleight of Hand and Stealth checks, and you may apply poisons to a weapon (or 3 pieces of ammunition) as a bonus action.

Whenever you spend downtime to create a basic poison, you craft a number of doses equal to your proficiency modifier. Basic poisons you craft may be contact, ingested, inhaled, or injury (chosen when created), and deal 2d6 damage on a failed saving throw.

You may concentrate and refine 1 dose of a basic poison that was not crafted by you after a long rest. If you do, that dose gains all the benefits of having been crafted by you.

POISON EXPERT

At 6th level, the save DC of basic poisons you craft is equal to your mixture save DC.

When you successfully harvest poison from a creature, you gain a number of doses equal to your proficiency modifier.

POISON MASTERSMITH

At 10th level, when you spend downtime to create a poison, you may create a number of doses equal to your proficiency modifier. Targets that fail their saving throw against basic poisons you craft gain the poisoned condition for 1 round in addition to taking damage.

Whenever you make a saving throw against poison that would inflict half damage against you on a successful save, you instead take 0 damage.

EMPOWER CONTAGION

At 14th level, you may inhibit creatures' immune systems and intensify the effects of poisons. When you expend a 7th level or higher mixture slot and touch either a creature or a dose of poison, you may choose one of the following effects:

- **Creature:** The creature touched gains disadvantage on saving throws against poisons and diseases for 1 hour. Expending an 8th level spell slot increases the duration to 1 day. Expending a 9th level spell slot increases the duration to 1 week. This effect can only be ended by a remove curse, protection from poison or similar effect that is cast using a slot of 7th level or higher.



- **Poison:** *The creature(s) affected by the targeted poison makes all saving throws against that poison at disadvantage. In addition, the poison ignores poison resistance (but not immunity). Expending an 8th level spell slot affects 2 doses of poison and the doses treat poison immunity as poison resistance. Expending a 9th level spell slot affects 3 doses of poison and the doses ignore both poison immunity and poison resistance. This increased potency lasts until you complete a long rest.*

BLIGHTER

At 18th level, you may create a mixture of any of your bonus formula of 7th level or lower using a 9th level mixture slot. If you do, all creatures make saving throws against that mixture at disadvantage for the duration. In addition, the poison or disease inflicted by that spell can only be negated by one of the following: natural saving throws, a legendary item, an artifact, a spell or mixture using a slot 2 or more levels higher than the level of the mixture.

For example, a disease inflicted by the contagion mixture that was triggered using a 9th level mixture slot cannot be dispelled by lesser restoration, unless lesser restoration is cast using a 7th level slot.

PYROMANCER

Despite their nom de guerre, pyromancers are experts in fireworks, explosives, and energy manipulation of all kinds. Sought after by royalty and warbands alike, both for their ability to entertain as destroy enemies en masse, the skills of a skilled pyromancer go for a high price and their names reach farther and wider than many wizards.

The majority of mixtures created by pyromancers take the form of bombs, rockets, explosive vials, and empowered ranged weapons and ammunition such as sling bullets and crossbows. Many pyromancers devise their mixtures in the form of primitive firearms and cannons.

As with other alchemical traditions, pyromancers can create simple mixtures outside of explosions. Skilled pyromancers not only create fireball-launching mortars and acid arrow crossbows, but healing mixtures and defensive devices such as potions of *expeditious retreat*, automated field defenses (*shield*), and force field projectors (*mage armor*).

BONUS FORMULAS

2nd: acid arrow, scorching ray, shatter

3rd: fireball, lightning bolt

4th: ice storm, wall of fire

5th: cone of cold

6th: chain lightning

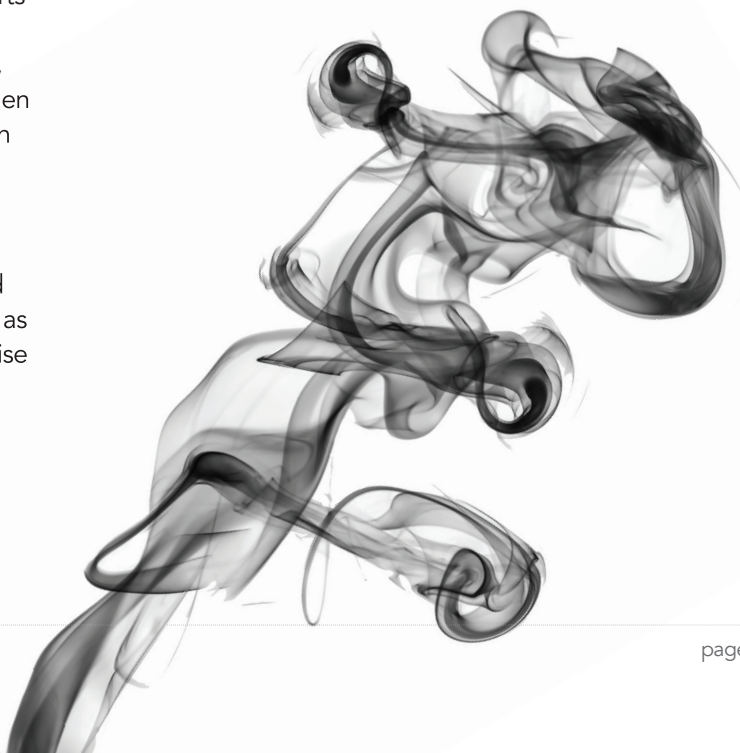
7th: delayed blast fireball

8th: incendiary cloud

9th: meteor swarm

CRAFT EXPLOSIVES

At 3rd level, you may change the damage-type dealt by any evocation cantrip or evocation mixture you know to one of the following: acid, bludgeoning, cold, fire, lightning, piercing, slashing, or thunder. No other aspects of the mixture are changed. You must choose the energy type when you prepare your mixtures after a long rest. You may prepare the same mixture more than once, selecting a different energy type each time.



In the case of cantrips, you may alter your cantrip's damage types a number of times per day equal to your proficiency modifier and may do so as part of the action you use to prepare the mixture.

For example, a pyromancer may choose to prepare *scorching ray* three times, once normally, a second time altering the damage type to lightning, and a third time altering the damage type to piercing. A 3rd level pyromancer may alter her *ray of frost* or other evocation cantrip to any other listed energy type twice per day as a part of the action taken to create the mixture.

ENERGY DAMPENING

At 6th level, you gain resistance to one of the following energy types: acid, cold, fire, lightning, or thunder. You may change the energy type you are resistant to whenever you take a short rest.

EXPLOSIVES EXPERT

At 10th level, you may add your Intelligence bonus to the damage dealt by evocation mixtures.

ADVANCED WEAPONRY

At 14th level, you may use a 7th level spell slot to trigger an evocation mixture of 5th level or lower. When you do so, you may alter the mixture's range or area of effect in one of the following ways:

Sniper: Double the effective range. This modification does not stack with feats or class features that double a spell's range.

High Power Explosive: Double the radius of the effect or the length of a cone.

Close Combat Explosive: Halve the radius of the effect or the length of a cone. The damage is calculated as if it were cast using a 6th level slot.

Pinpoint Explosive: (Area Affect or Cone only) Affect a single square either within the spell's range or within the area normally affected by the cone. The damage is calculated as if it were cast using a 7th level slot.

For example, a 5th level *cone of cold* deals 8d8 damage in a 60 ft cone. If a mixture is created using this class feature, the mixture may be altered to one of the following: 8d8 cold damage in a 120 ft cone (High Power), 9d8 cold damage in a 30 ft cone (Close Combat), 10d8 cold damage in one 5ft square within 60 feet of you (Pinpoint). If a 5th level mixture of *magic missile* is created using this feature, the spell creates 7 missiles with a range of 240 ft.

EMPOWERED BLAST

Whenever you use a 9th level spell slot to trigger an evoker mixture of 7th level or lower, all targets make saving throws against the effect at disadvantage.

RE-ANIMATORS

Alchemists are renowned for their understanding of the arcane sciences – chemistry, physics, geology, herbology, engineering, and, of course, biology. All alchemists have basic healing skills, but re-animators use their knowledge to circumvent the capricious whims of the divine and hold the power of life and death in their hands.

Mixtures created by re-animators resemble the classic alchemist's wares – potions, salves, creams – with the addition of crystals and devices powered by steam and electricity. Mastery of the physiology of living creatures, both body and mind, is key to a re-animator's studies. Not only do they create undead constructs such as skeletons and zombies, they also create devices that manipulate a target's mind and body. These devices can be as elegant as alchemically charged diadems, or as crude as shock collars.

BONUS FORMULAS

- 2nd:** aid, gentle repose, lesser restoration
- 3rd:** animate dead, revivify, speak with dead
- 4th:** banishment, death ward, dominate beast
- 5th:** greater restoration, raise dead
- 6th:** create undead, harm
- 7th:** regenerate, resurrection
- 8th:** dominate monster, power word stun
- 9th:** power word kill, true resurrection

PRACTICE MAKES PERFECT

When you choose this archetype at 3rd level, you add the *find familiar* formula to your formula book if you don't already have it. When you create a familiar, you may choose a crawling claw or a homunculus in addition to the normal selection of animals. Any familiar you create is considered undead, does not need to eat, drink, or sleep, and is immune to poison damage and the poisoned condition. Since it is not a true undead creature, it gains advantage on saving throws against spells and effects that target undead (such as turning and *sunbeam*), and immunity to damage that targets undead (such as the bonus damage of a Paladin's Divine Smite feature)

ANATOMIST

At 3rd level, your knowledge of anatomy and physiology is unrivaled. You may double any proficiency modifier you are allowed when performing Medicine checks.

In addition, you gain the Sneak Attack (+1d6) class feature. The damage you deal with your Sneak attack increases at 6th (+2d6), 10th (+3d6), 14th (+4d6), and 18th (+5d6) levels. Otherwise, this feature works as the rogue class feature of the same name.

RE-ANIMATE

At 6th level, undead created by you are animated through alchemy, electricity, and mechanical devices, not divine magic. As such, your undead creations gain advantage on saving throws against spells and effects that target undead (such as turning and *sunbeam*), and immunity to damage that targets undead (such as the bonus damage from a Paladin's Divine Smite feature).

MORE THAN HUMAN

At 10th level, you have turned your experimentation onto yourself. You gain advantage on saves against disease, poison, and fear. You may also use a bonus action to activate defensive mechanisms, trigger pain-reducing endorphins, and send a surge of adrenaline through your body. If you do, you gain resistance to damage from non-magical weapons and advantage on ability checks for 1 minute. You may not use this ability again until you take a long rest.

ADAM...

At 14th level, when you spend a 7th level spell slot to cast *create undead*, you may create or assert control over one flesh golem or one revenant instead of four ghouls.

...AND EVE

At 18th level, when you spend a 9th level spell slot to cast *create undead*, you may create or assert control over two flesh golems or two revenants instead of the normal benefits.





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