

THE ALCHEMIST

WHERE MADNESS MEETS MAGIC

WEARING A LONG COAT STAINED BY many substances, a human carefully adds the last reagent to a vat of chemicals surrounding his greatest creation. As lightning crackles down from the skies above, the vat boils over, and the human declares his success. "It's alive!" he cries. "Alive!"

Like all magic-users, alchemists seek a deeper understanding of the secrets of the universe, but approach that understanding through studies of the material world, rather than research into magic itself, pacts with strange beings, or contemplation of one's bloodline. Some might call their researches almost scientific in nature, yet they involve as much of the arcane and the occult as the mundane. They also frequently involve obsession and even what some might call madness.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your highest ability score. Make Dexterity your next highest if you plan on specializing in ranged combat. Select the cantrips *light*, *produce flame*, and *resistance*. Finally, choose the sage background.

Multiclassing

To qualify for new class levels as an alchemist, you must have Intelligence 13 or better. You gain proficiency with alchemist's supplies only.



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CLASS FEATURES

All alchemists share the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per alchemist level
- ▶ **Hit Points at 1st level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per alchemist level after 1st.

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** Alchemist's supplies
- ▶ **Saving Throws:** Dexterity, Intelligence
- ▶ **Skills:** Choose three skills from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Perception, or Stealth

Equipment

- ▶ (a) a dagger, (b) a mace, or (c) a quarterstaff
- ▶ (a) studded leather armor or (b) leather armor and 20 gp
- ▶ (a) a scholar's pack or (b) a diplomat's pack
- ▶ Alchemist's supplies

Alchemy

Not only are you proficient with the ordinary uses of alchemist's supplies, you have trained in extraordinary ones as well. Whenever a task would require proficiency with an herbalist's kit, you may use your proficiency with alchemist's supplies instead.

Spellcasting

Your alchemical studies have allowed you to discover methods to effectively cast spells, in

ways similar to yet subtly different from other magic-using classes. See below for the alchemist's spell list.

Cantrips

You know three cantrips of your choice from the alchemist spell list. You learn an additional cantrip of your choice at 10th and 20th level, as shown in the Cantrips Known section of the Alchemist table. You must have your alchemist's supplies in order to cast these cantrips.

Preparing and Casting Spells

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

You prepare a list of alchemist spells that are available for you to cast, choosing from the alchemist spell list. When you do so, choose a number of alchemist spells equal to your Intelligence modifier plus half your alchemist's level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level alchemist, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot.

You can change your list of prepared spells whenever you finish a long rest. Preparing a new list of alchemist spells requires time spent reviewing notes and mixing components: at least 1 minute per spell level for each spell on your list.

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THE ALCHEMIST

Level	Proficiency		Class Features	Cantrips	Spells				
	Bonus				1st	2nd	3rd	4th	5th
1st	2		Alchemy, Spellcasting	3	—	—	—	—	—
2nd	2		Advanced Studies	3	2	—	—	—	—
3rd	2		Discovery	3	3	—	—	—	—
4th	2		Ability Score Improvement	3	3	—	—	—	—
5th	3	—		3	4	2	—	—	—
6th	3		Advanced Studies feature	3	4	3	—	—	—
7th	3		Discovery	3	4	3	—	—	—
8th	3		Ability Score Improvement	3	4	3	—	—	—
9th	4	—		3	4	3	2	—	—
10th	4		Advanced Studies feature	4	4	3	2	—	—
11th	4		Greater Discovery	4	4	3	3	—	—
12th	4		Ability Score Improvement	4	4	3	3	—	—
13th	5	—		4	4	3	3	1	—
14th	5		Advanced Studies feature	4	4	3	3	1	—
15th	5		Greater Discovery	4	4	3	3	2	—
16th	5		Ability Score Improvement	4	4	3	3	2	—
17th	6	—		4	4	3	3	3	1
18th	6		Ultimate Discovery	4	4	3	3	3	1
19th	6		Ability Score Improvement	4	4	3	3	3	2
20th	6		Alchemical Genius	5	4	3	3	3	2

Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells, since you learn your spells through patient study and copious note-taking. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemist spell and when making an attack roll for one.

- ▶ Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
- ▶ Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an alchemist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use alchemist's supplies as your spellcasting focus.

Advanced Studies

Starting at 2nd level, you choose to focus your attention and research on one branch of advanced studies on which from that point forward—the Science of Creation or the Science of Destruction, both detailed at the end of this class entry. Your studies grant you additional class features at 2nd level, and again at 6th, 10th, and 14th level.

Discoveries

Through your research, you achieve mastery of certain processes which have immediate value to you. At 3rd and later at 7th level, you can select one of the following discoveries.

Extend Potion. You can cause any potion that you drink, other than one with an instantaneous duration, to last twice its normal duration. Once you use this discovery, you cannot use it again until after you take a short rest.

Poison Resistance. You gain advantage on any saving throw against poisons.

Spontaneous Recovery. You have learned to amplify your body's own natural healing processes through careful dietary choices. You can now expend up to half your Hit Dice without rest.

Swift Alchemy. You can achieve the effect of 5 downtime days of work using your alchemist's supplies in 1 downtime day, making it much simpler to craft acids, alchemist's fire, and so forth.

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.

Greater Discoveries

Your continuing research unveils mysteries of alchemy beyond those you achieved earlier. At 11th and 15th level, you can select one of the following discoveries.

Eternal Potion. You can cause the effect of any potion that you drink, other than one with an instantaneous duration, to last until you next take a long rest. Once you use this discovery, you cannot use it again until after you take a long rest.

Nauseating Flesh. Because of all the chemicals you have consumed, you have become unappetizing to monsters. Any creature that makes a successful bite attack against you or swallows you whole must make a Constitution save against your spell save DC or become poisoned for one hour.

Poison Immunity. You are now immune to poison damage and the poisoned condition.

Reanimation. You can use alchemy to duplicate some of the effects of necromancy. Add *animate dead* to your alchemist spell list.

Ultimate Discovery

At 18th level, your research allows you to achieve a discovery only imagined by your peers. Select one of the following discoveries.

Elixir of Life. You can spend one downtime day per year of your actual age to brew a special elixir that affects only you. Once you drink it, you do not age that year.

Perfect Health. Thanks to your command of medical secrets, you heal double the usual amount when you spend a Hit Die during a short rest.

Philosopher's Stone. You can spend 10 downtime days to create a stone which you, or anyone else using it, can crush to grant a single wish (as the spell *wish*). You can only make one stone like this at a time. This ability is unaffected by Swift Alchemy.

Unbound Intellect. Your Intelligence score increases by 2, and your maximum Intelligence score is now 22.

Alchemical Genius

At 20th level, your understanding of the ways and means of alchemy is now so profound that simple procedures which once confounded you are now second nature. Select any two 1st-level alchemist spells. You may now cast them as though they were cantrips, without using a spell slot but with level dependent effects as though they were cast as 5th-level spells.

ADVANCED STUDIES

The alchemical sciences are the portals to many different kinds of secrets; too many for anyone to master them all in a single lifetime.

SCIENCE OF CREATION

This science trespasses in domains normally reserved for the gods—the creation of life, or at least pseudo-life. Alchemists who study

this science gain servants who can be of great assistance in their other endeavors, but they also run the risk of their servants' potential treachery or failure.

Initial Creations

At 2nd level, on choosing this science, you construct a homunculus to act as your servant, and it begins to grow in power as you do. Add your proficiency bonus to its AC, attack rolls, and damage rolls. Its hit point maximum equals half of your own, and it possesses hit dice equal to half of your own. Its alignment is the same as yours. The homunculus also gains the ability to speak any languages you do, though its Telepathic Bond can still only communicate senses and emotions.

The construct obeys your commands as best as it can. It takes its turn on your initiative, but it doesn't take an action unless you command it to. On your turn, you can mentally command the construct where to move (no action required by you). You can use your action to mentally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If your construct is destroyed, you may create another one by spending 10 downtime days working with your alchemical supplies. If you die, your homunculus becomes inert clay and must be re-created if you are raised or resurrected.

Discoveries of Creation

At 6th and 10th levels, your studies of the Science of Creation allow you to discover a new secret that can enhance and augment your creations. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Repair Unliving Flesh. You learn how to cast cure wounds in a way that affects constructs and the undead.

Disguised Construct. Your homunculus can, in response to your mental command, shed its wings and grow to Small size, causing it to appear as a short but unremarkable member of your race. Its statistics otherwise remain the same.



Independent Construct. Your homunculus gains the ability to take the Attack, Dash, Disengage, Dodge, or Help action on your turn without your mental prompting, allowing you to take an action on your own turn while it does so. **Spellbound Construct.** Whenever you cast an alchemist spell that would normally affect you as the target, you can choose to have it affect your construct instead (as long as the spell can affect your construct) regardless of the distance between the two of you, as long as you are on the same plane.

Awaken Construct

All experimentation with constructs has led to this. At 14th level, you are able to create a greater homunculus, a monster with the statistics of a flesh golem, without needing to use a manual of golems. Furthermore, through the use of an alchemical process, you are able to grant your creation a mind beyond that of a regular flesh golem. However, this requires a special material component which alchemist's supplies cannot replace, but which has no set price: the preserved brain of a recently deceased member of your race.

The greater homunculus gains Intelligence and Charisma scores of 10, can speak any languages you do, and adds your proficiency bonus to its attack rolls, saving throws, and damage rolls. It gains a Hit Die every time you do. Its alignment is the same as yours, but may shift depending on how you treat it.

In combat, the greater homunculus takes its turn on your initiative but doesn't take an action unless you command it to. On your turn, you can mentally command the construct where to move (no action required by you), and you can use your action to mentally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

You cannot have a greater homunculus and a standard homunculus at the same time. Some alchemists incorporate their first construct into their ultimate one, while others simply allow it to cease functioning. If your greater homunculus is destroyed, you may create another one by spending 80 downtime days working with your alchemical supplies and acquiring another preserved brain. If you die, your construct becomes free-willed and can never be controlled by you again, even if you are raised or resurrected.

SCIENCE OF DESTRUCTION

While the techniques of destruction are most useful for doing injury to one's opponents, they can nonetheless be used in ways that don't involve hurting anyone, probably. Explosions can really solve far more problems than they will ever create.

Basic Bombs

At 2nd level, on choosing this science, you gain the ability to quickly assemble and throw explosive weapons that do various sorts of damage to your targets. Throwing a bomb is a ranged weapon attack with a range of 20/60. You are proficient with bombs that you throw. To create a bomb, you must expend an alchemist spell slot as a bonus action. A 1st-level spell slot produces a bomb that does 2d8 acid, fire, lightning or thunder damage (as chosen by you). The damage increases by 2d8 per spell slot above the 1st.

Discoveries of Destruction

At 6th and 10th levels, your studies of the Science of Destruction allow you to discover secrets which



can enhance and augment your bombs. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level. You cannot apply multiple discoveries to a single bomb.

Burst Bomb. Instead of acting as a ranged attack, you can cause your bombs to do their damage to all within a 20-foot radius within 60 feet of you. Those in that area make a Dexterity saving throw, taking half damage on a successful save.

Delay Bomb. Instead of immediately affecting the target, you can cause the bomb to explode on your turn in a later round, up to 10 rounds later. **Mind Bomb.** You can choose to have your bombs inflict psychic damage instead of the standard types of damage your bombs can inflict.

Snare Bomb. Instead of doing damage, you can cause your bomb to force the target to make a Strength saving throw or be restrained until it is freed by another character using their action to free it, or until it succeeds in a Strength check. A snare bomb does not affect formless creatures, or those capable of incorporeal movement.

Emperor Bomb

In the end, your studies lead to the perfection of destruction. Starting at 14th level, you gain the ability to create the ultimate explosive. This bomb deals 12d6 damage, split between two of the damage types of your standard bombs; half of the bomb's damage is of one type, half is of the other type. The bomb also does damage as though it were a spell cast using a spell slot of any spell level up to 9th, regardless of whether you can cast spells of that level. Finally, you can use any number of bomb-related discoveries you possess on the Emperor Bomb, unless one discovery contradicts another.

After creating an Emperor Bomb, you cannot create another until you complete a short rest. 

ALCHEMIST SPELLS

Cantrips (0 Level)

acid splash
light
produce flame
resistance
shocking grasp
true strike

1st Level

color spray
cure wounds
detect magic
disguise self
expeditious retreat
false life
feather fall
fog cloud
grease
inflict wounds
jump
longstrider
purify food and drink
sleep

2nd Level

barkskin
blindness/deafness
darkvision
enhance ability
enlarge/reduce
gust of wind
invisibility
lesser restoration
levitate
protection from poison

3rd Level

gaseous form
haste
protection from energy
revivify
slow
stinking cloud
water breathing

4th Level

blight
confusion
freedom of movement
polymorph
stoneskin

5th Level

awaken
cloudkill
creation
insect plague
scrying

