

COMPLETE ALCHEMIST



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CHAPTER 1: 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 regularly apply this knowledge to create bombs.

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.

SERUMS AND TINCTURES

More experienced alchemists learn to mix less volatile substances into potions, alchemical concoctions which replicate magical effects. These potions range from the medicinal, such as *potions of healing*, to the transformative, such as *potions of gaseous form*, to the downright deadly, such as *potions of poison*. Undisputed masters of potions, alchemists constantly innovate with new formulations and preparations, improving their potions into magic items in their own right.

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?

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 any background.

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

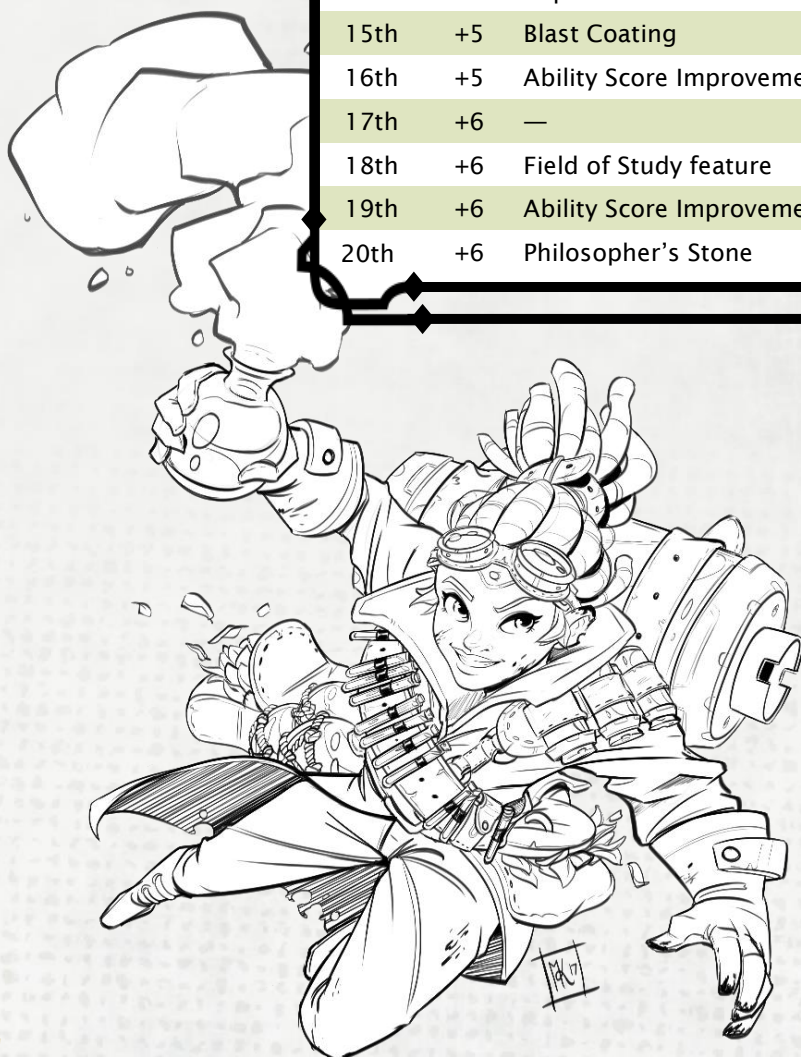
Weapons: Simple weapons, bombs

Tools: Alchemist's supplies, herbalism kit

Saving Throws: Dexterity, Intelligence

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

THE ALCHEMIST					
Level	Proficiency Bonus	Features	Formulae Known	Discoveries Known	Reagent Dice
1st	+2	Bombs, Natural Philosopher	—	—	—
2nd	+2	Bomb Formulae, Field of Study	3	—	—
3rd	+2	Reagent	3	—	3d10
4th	+2	Ability Score Improvement, Discoveries	3	2	4d10
5th	+3	Flashbang	4	2	5d10
6th	+3	Field of Study feature	4	3	6d10
7th	+3	Improved Potions	5	3	7d10
8th	+3	Ability Score Improvement	5	3	8d10
9th	+4	—	6	4	9d10
10th	+4	Field of Study feature	6	4	10d10
11th	+4	Evasion	7	4	11d10
12th	+4	Ability Score Improvement	7	4	12d10
13th	+5	—	8	5	13d10
14th	+5	Improved Potions	8	5	14d10
15th	+5	Blast Coating	9	5	15d10
16th	+5	Ability Score Improvement	9	5	16d10
17th	+6	—	10	6	17d10
18th	+6	Field of Study feature	10	6	18d10
19th	+6	Ability Score Improvement	11	6	19d10
20th	+6	Philosopher's Stone	11	6	20d10



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) a vial of acid, (b) a vial of alchemist's fire, or (c) a vial of basic poison
- Leather armor and a dagger

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 any skill check 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.

BOMB

Bombs are martial ranged weapons with the following statistics:

Name	Cost	Damage	Weight	Properties
------	------	--------	--------	------------

Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/60)
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Special Property

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

BOMBS

At 1st level, you can create volatile alchemical bombs using your alchemist's supplies. Whenever you take a short or long rest, you can create a number of bombs equal to 10 plus twice your alchemist level. The cost of materials necessary to create these bombs is negligible. The statistics of a bomb are shown in the Bombs sidebar. After 24 hours, an unused bomb becomes inert.

Instead of making an attack with a bomb using the Attack action, once per turn you can take the Use an Object action to prime a bomb with explosive reagents and throw it, increasing the bomb's explosive potential and allowing you to deal additional damage. When you do so, you can add your Intelligence modifier, instead of Dexterity, to the bomb's damage roll. Additionally, when you throw a bomb in this way, its damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

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

By 2nd level, your research has granted you insight into new alchemical formulations for your bombs. Select three bomb formulae from the Bomb Formulae section below. Once per turn, when you take the Use an Object action to throw a bomb, you can apply a formula to it.

When you gain certain levels in this class, 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 formulae 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 2nd level, you select your field of study, which grants you features at 2nd, 6th, 10th, and 18th level.

A formula granted by your field of study does not count against the total number of formulae you know.

REAGENT

Starting at 3rd level, you have a collection of powerful alchemical reagents, represented by a pool of reagent dice, that you can spend to brew potions or magnify the power of your explosives.

REAGENT DICE

You start with three reagent dice, which are d10s, and you gain additional reagent dice as you gain levels in this class, as shown in the Reagent Dice column of the Alchemist table. You regain all expended reagent dice when you finish a long rest.

When you take the Use an Object action to prime and throw a bomb, you can expend a number of reagent dice up to your proficiency modifier and add the dice to the bomb's damage roll.



BREWING POTIONS

You can spend 10 minutes and expend any number of reagent dice to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your bomb save DC.

The number of reagent dice and the alchemist level required to brew a potion are given in the following table:

Potion	Cost	Alchemist Level
Potion of Climbing	1 reagent die	3rd
Potion of Growth	1 reagent die	3rd
Potion of Healing	1 reagent die	3rd
Potion of Water Breathing	1 reagent die	3rd
Cure-All	2 reagent dice	7th
Potion of Greater Healing	2 reagent dice	7th
Potion of Heroism	2 reagent dice	7th
Potion of Resistance	2 reagent dice	7th
Potion of Diminution	3 reagent dice	14th
Potion of Flying	4 reagent dice	14th
Potion of Hill Giant Strength	4 reagent dice	14th
Potion of Invisibility	4 reagent dice	14th
Potion of Superior Healing	4 reagent dice	14th

REAGENT SYNTHESIS

Once per day when you finish a short rest, you can regain all of your expended reagent dice that you have not used to brew potions.

DISCOVERIES

In the course of your research, you have made a number of discoveries regarding the nature of alchemy. At 4th 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.

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.

Alternatively, as an alchemist, when you gain an ability score improvement, you can instead choose to learn a new Discovery for which you meet the prerequisites.

FLASHBANG

Beginning at 5th level, you carry a supply of concussive explosives which help you escape from perilous situations. As a bonus action, you can throw one of these explosives at your feet, disorienting and distracting nearby foes. Each creature within 5 feet of you can't take reactions until the start of its next turn.

EVASION

Beginning at 11th level, 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.

BLAST COATING

Starting at 15th level, you automatically succeed on saving throws against your own bombs and never take damage from them.

PHILOSOPHER'S STONE

At 20th level, you unlock the crowning achievement of all alchemy: a philosopher's stone, a dynamo of alchemical energy in a fist-sized glowing jewel. You can construct your philosopher's stone using your alchemist supplies, 1,000 gp worth of materials, and 1 week of work. You can only have one philosopher's stone at a time and only you can gain the stone's benefits. As long as you possess the stone, you gain the following benefits:

- Whenever you finish a short rest, you regain all expended reagent dice.
- Using the stone's transmutation magic, you can brew potions as an action, instead of in 10 minutes.
- You age 10 times slower than normal, and your age cannot be magically changed.

Additionally, you learn the following formula, which doesn't count against the total number of formulae you know:

NUCLEAR BOMB

By replacing your bomb's explosive reagent with your philosopher's stone, you can change it into a nuclear bomb. A nuclear bomb deals 10d10 + 100 force damage instead of its normal fire damage, has a blast radius of 1 mile, and completely destroys the philosopher's stone. Additionally, each creature within the blast radius that fails its saving throw takes full damage, instead of half damage, and each creature that succeeds its saving throw takes half damage, instead of no damage.

BOMB FORMULAE

Bomb formulae are summarized on the following table. If a bomb is exclusively available to one field of study, it will be marked with an asterisk. Unless otherwise stated, all bombs produce a loud boom, audible out to one mile.

Bombs are presented in alphabetical order.

BOMB FORMULAE

Formula	Damage	Saving Throw
Acid Bomb	d4 acid	Dexterity
Bramble Bomb	—	—
Cryo Bomb	d8 cold	Constitution
Holy Bomb	d8 radiant	Dexterity
Impact Bomb	d8 force	Dexterity
Incendiary Bomb	d6 fire	Dexterity
Laughing Gas Bomb	d6 poison	Constitution
Lightning Bomb	d8 lightning	Dexterity
Nonlethal Bomb	d8 bludgeoning	Dexterity
Pheromone Bomb*	—	Wisdom
Prismatic Bomb	Varies	Varies
Oil Bomb	d6 fire	—
Painkiller Bomb*	—	—
Plasma Bomb*	—	Radiant
Psionic Bomb	d6 psychic	Wisdom
Quiet Bomb	d8 fire	Dexterity
Seeking Bomb	d6 fire	Dexterity
Shrapnel Bomb*	d8 piercing	Dexterity
Slime Bomb*	—	—
Smoke Bomb	—	—
Sonic Bomb	d6 thunder	Constitution
Stink Bomb	d8 poison	Constitution
Teleportation Bomb	—	—
Thermobaric Bomb	d6 fire	Dexterity
Venom Bomb*	d8 poison	Constitution
Withering Bomb	d8 necrotic	Constitution

ACID BOMB

By mixing your bomb's explosive contents with a few drops of ardenflotic acid, a highly corrosive chemical, you can change it into an acid bomb. An acid bomb deals acid damage instead of fire damage and has d4 damage dice.

Additionally, the target, as well as each creature within the blast radius that fails its saving throw, takes the same amount of damage again at the end of its turn.

MISSED BOMBS

As bombs are explosive projectiles, it makes sense to ask what happens if a thrown bomb fails to hit its target. For simplicity, we assume that missed bombs explode harmlessly in the background or fail to detonate altogether, but do not explode in the target's space and deal damage with its blast radius. The GM can decide which of these two outcomes happens or can determine the outcome randomly.

BRAMBLE BOMB

By adding a potent fertilizer to your bomb's explosive contents, you can change it into a bramble bomb. A bramble bomb deals no damage, and instead causes tough, thorny brambles to sprout from any area of natural ground within the bomb's blast radius, which becomes difficult terrain. Additionally, if a creature in the blast radius is prone when the bomb detonates, it is enveloped by the brambles and must make a Strength (Athletics) check opposed by your bomb save DC in order to move or stand. The brambles shrivel and die after 1 minute.

CRYO BOMB

By replacing your bomb's explosive reagent with a piece of ice nine, you can change it into a cryo bomb. A cryo bomb deals cold damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has its speed decreased by 10 feet until the end of its next turn.

HOLY BOMB

By adding a few drops of holy water to your bomb's explosive contents, you can change it into a holy bomb. A holy bomb deals radiant damage instead of fire damage and has d8 damage dice, unless the target is a celestial, fiend, or undead. The bomb's damage dice are d6s against celestials and a d12s against fiends and undead.

IMPACT BOMB

By replacing your bomb's explosive reagent with a more reactive one, you can change it into an impact bomb. An impact bomb deals force damage instead of fire damage and has d8 damage dice. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is pushed 5 feet away from the center of the blast.

INCENDIARY BOMB

By adding a thickening agent to your bomb's explosive contents, you can change it into an incendiary bomb. An incendiary bomb has d6 damage dice. Additionally, the area of the blast radius is engulfed in flames which persist until the beginning of your next turn. Flammable objects in this area that aren't being worn or carried ignite. Any creature that ends its turn in this area takes half the bomb's damage.

LAUGHING GAS BOMB

By mixing your bomb's explosive contents with a drop of jesterate, a highly euphoric chemical, you can change it into a laughing gas bomb. A laughing gas bomb deals poison damage instead of fire damage, has d6 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, falls prone in a fit of laughter. Once a creature is targeted by this bomb or succeeds on a saving throw against it, it does not fall prone on subsequently failed saving throws.

LIGHTNING BOMB

By replacing your bomb's explosive reagent with a charged arcane capacitor, you can change it into a lightning bomb. A lightning bomb deals lightning damage instead of fire damage and has d8 damage dice. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't take reactions until the end of its next turn.

NONLETHAL BOMB

By replacing your bomb's explosive reagent with a pouch of rubber pellets, you can change it into a nonlethal bomb. A nonlethal bomb deals bludgeoning damage instead of fire damage and has d8 damage dice. If damage from this bomb drops a creature to 0 hit points, it knocks the creature out, rather than dealing a killing blow, rendering the creature unconscious and stable. Additionally, this bomb's rubber projectiles bounce around corners, ignoring half and three-quarters cover for targets within the blast radius.

OIL BOMB

By mixing your bomb's explosive contents with a few drops of a super-surfactant, you can change it into an oil bomb. An oil bomb does not deal damage, but coats each creature within the blast radius in a sticky, flammable oil. The next time a creature coated in oil takes fire damage, it takes an additional d6 damage for each die of fire damage rolled. Oil can be removed by dousing a creature with a gallon of water.

PRISMATIC BOMB

By adding an ounce of polyjuice, an unpredictable, multicolored chemical, to your bomb's explosive contents, you can change it into a prismatic bomb. A prismatic bomb deals damage randomly-determined instead of instead of fire damage, has d8 damage dice, and requires a randomly-determined type of saving throw. Roll on each of the following tables.

d6	Damage	d6	Saving Throw
1	Fire	1-2	Dexterity
2	Acid	3-4	Constitution
3	Lightning	5-6	Wisdom
4	Poison		
5	Cold		
6	Radiant		

PSIONIC BOMB

By mixing your bomb's explosive contents with dust from a psionic crystal, you can change it into a psionic bomb. A psionic bomb deals psychic damage instead of fire damage, has d6 damage dice, and requires a Wisdom saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, makes ability checks to concentrate on spells with disadvantage until the end of its next turn.

QUIET BOMB

By replacing your bomb's explosive reagent with a wad of thermal cotton, you can change it into a quiet bomb. A quiet bomb has d8 damage dice. When this bomb detonates, it makes only a low thud, audible out to 10 feet, and releases a puff of smoke to mask the light given off by its blast. Creatures have disadvantage on ability checks to detect that this bomb was detonated nearby.

SEEKING BOMB

By replacing your bomb's explosive reagent with a powerful lodestone, you can change it into a seeking bomb. A seeking bomb has d6 damage dice. You don't suffer disadvantage from making a ranged attack using this bomb while you are within 5 feet of a hostile creature.

SMOKE BOMB

By removing your bomb's explosive reagent entirely, you can change it into a smoke bomb. A smoke bomb deals no damage but fills a 10-foot radius sphere with smoke. This fog 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. Once you throw one of these bombs, you can't throw another for 1 minute.

SONIC BOMB

By mixing your bomb's explosive contents with a few drops of air elemental essence, you can change it into a sonic bomb. A sonic bomb deals thunder damage instead of fire damage, has d6 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is deafened until the end of its next turn.

STINK BOMB

By adding a single drop of skunkanide, a chemical too unholy to expound upon, you can change it into a stink bomb. A stink bomb deals poison damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on ability checks it makes before the end of its next turn.

TELEPORTATION BOMB

By replacing your bomb's explosive reagent with a glowing etherite crystal, you can change it into a teleportation bomb. A teleportation bomb deals no damage and instead opens a rift in space, instantly teleporting you to its point of detonation, if it explodes within 30 feet of you.

THERMOBARIC BOMB

By replacing your bomb's explosive reagent with a delayed explosive, you can change it into a thermobaric bomb. A thermobaric bomb deals has d6 damage dice and explodes in a 10-foot radius sphere.

WITHERING BOMB

By mixing your bomb's explosive components with a powerful desiccating agent, you can change it into a withering bomb. A withering bomb deals necrotic damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't regain hit points until the end of its 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.

ADVANCED POISONER

Prerequisite: 13th level, Venomsmith Field of Study

Your morbid research into the most vicious, exotic poisons has revealed how to synthesize the following poisons when you brew potions:

Potion	Cost
Burnt Othur Fumes	3 reagent dice
Crawler Mucus	3 reagent dice
Drow Poison	3 reagent dice
Midnight Tears	5 reagent dice
Pale Tincture	4 reagent dice
Wyvern Poison	6 reagent dice

ALCHEMY OF ASCENDANCY

Prerequisite: 17th level

A breakthrough in your alchemical studies has revealed the formulation of several potent elixirs. You can brew the following potions:

Potion	Cost
Necromantic Draught	4 reagent dice
Oil of Etherealness	4 reagent dice
Potion of Speed	4 reagent dice
Potion of Stone Giant Strength	4 reagent dice

ALCHEMY OF INFLUENCE

Prerequisite: 13th level

Your alchemical research has revealed many of the basic chemicals which govern emotions. You can brew the following potions:

Potion	Cost
Potion of Animal Friendship	1 reagent die
Philter of Love	2 reagent dice
Potion of Clairvoyance	3 reagent dice
Potion of Mind Reading	3 reagent dice

ALCHEMY OF TRANSFORMATION

Prerequisite: 13th level

You have mastered the alchemical secrets of shifting matter, which allow you to brew the following potions:

Potion	Cost
Oil of Slipperiness	2 reagent dice
Sandstone Solution	2 reagent dice
Aqua Fortis	3 reagent dice
Chameleon Concoction	3 reagent dice
Potion of Gaseous Form	3 reagent dice

ARCANE STUDY

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

BALLISTICS RESEARCH

You learn two additional bomb formulae.

BATTLE TRAINING

You gain proficiency with martial weapons and shields.

BEGUILING HAZE

Prerequisite: 13th level, Amorist Field of Study

When you charm a creature, you can choose to place it in a dreamy state, from which it regards everyone it sees as close friends. While the creature is charmed, it is nonhostile and acts as though it is charmed equally by each creature it sees. Once you use this ability, you can't use it again until you finish a short or long rest.

BUFFERED METABOLISM

Prerequisite: 13th level, Xenoalchemist Field of Study

As a reaction when you take damage, you can expend any number of reagent dice up to your proficiency bonus to reduce the amount of damage taken by the total rolled on the dice.

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, which can be performed over the course of a short or long rest. Your homunculus can take the Attack action on its turn.

DEMOLITION SPREE

Prerequisites: 13th level, Mad Bomber Field of Study

When you take the Use an Object action to prime and throw a bomb, you can throw a number of bombs equal to the number of the bomb's damage dice, instead of only one. Each bomb you throw deals 1d10 damage plus your Intelligence modifier and can't target the same creature or space. You must spend reagent dice separately on these bombs and can apply a bomb formula to only one of them.

EXPLOSIVE MISSILE

As a bonus action on your turn, you can load one of your bombs onto the head of a crossbow bolt. Instead of its normal damage, this bolt deals damage as if you had primed and thrown a bomb as an action, but does not have a blast radius. Only one of your bombs can be loaded onto a bolt at a time and you can't fire an explosive bolt if you have already thrown a bomb on your turn.

FIRE BRAND

You can mix your bomb's reagents together and apply the fiery concoction to a melee weapon you are holding as a bonus action. Until the end of your turn, this melee weapon deals an additional 1d6 fire damage on a hit. This bonus damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6.)

FIRE EATER

Instead of throwing a bomb, you can take the Use an Object action to drink a bomb's contents and spit them out in a 15-foot cone. Each creature

within the cone must make a Dexterity saving throw or take damage as if the bomb had been thrown. On a successful save, a creature takes half as much damage. When you use this ability, you take 1d4 points of fire damage each of your bomb's damage dice.

FIRE IN THE HOLE

Prerequisite: 9th level

You have tweaked your bomb's formula to increase its explosive yield. Your bomb save DC increases by half your proficiency bonus, rounded down.

FORTIFIED SERUM

Prerequisites: 13th level, Apothecary Field of Study

Whenever a creature regains hit points by drinking one of your potions, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the end of its next turn.

GRENADIER

When you take the Use an Object action to prime and throw a bomb, you can use your bonus action to make an attack with a weapon that isn't two-handed.

HEMOREAGENT

Prerequisite: 17th level

When you take the Use an Object action to throw a bomb, you can convert a measure of your own blood into reagents. You can add five or fewer reagent dice to the bomb's damage roll and you take 1d6 necrotic damage for each reagent die added. This damage can't be avoided or reduced.

LAZARUS BOLT

Prerequisite: 9th level

You've discovered a radical necromantic workaround: restoring life with direct electricity to the heart. 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. That creature returns to life with 1 hit point. This feature can't return to life a creature that lacks a heart, a creature that has died of old age, or a creature that is missing vital organs.

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

MAGNIFIED BLAST

Prerequisite: 17th level

Thanks to a new internal design for your bombs, you can expand its blast radius along with its magnitude. Whenever you add reagent dice to your bomb's damage, you can also choose to expand the bomb's blast radius by a distance of up to 5 feet per two reagent dice spent.

OOZE COWBOY

Prerequisite: 13th level, Ooze Rancher Field of Study

Tired of waiting for your oozes to catch up with you, you've modified your formula to make extra fast slimes! All slimes you make have a movement speed of 30 feet, if it were lower. Additionally, you can ride any ooze you make of Medium size or larger as a mount. You and your equipment suffer no ill effect from touching your oozes directly. Lastly, your oozes add your proficiency modifier to their damage rolls and initiative rolls.

POISONER

Thanks to your research into poisonous compounds, you've learned how to concoct lethal toxins. You gain proficiency with the poisoner's kit. Additionally, you can craft the following poisons when you brew potions, which use your bomb save DC instead of their normal save DC:

Poison	Cost
2 × Basic Poison	1 reagent die
2 × Antitoxin	1 reagent die
Potion of Poison	2 reagent dice
Oil of Taggit	2 reagent dice
Serpent Venom	2 reagent dice
Truth Serum	2 reagent dice

PRECISION EXPLOSIVES

You have modified your bombs to have narrow gaps in their explosions, perfect for keeping some creatures safe from the blast. You can choose one creature in the blast radius of a bomb other than the target to automatically

succeed its saving throw against the bomb and take no damage from it.

REACTIONARY GULP

Prerequisite: 17th level

By keeping your potions organized on a bandolier or in a series of pouches, you can quickly draw them in a moment's notice. Immediately after you take damage from a creature you can see, you can use your reaction to drink a potion.

REAGENT PULSE

Prerequisite: 13th level, Ionizer Field of Study

You can integrate a special ionization chamber within a blaster of your choice with one minute of work. Once you've modified a blaster in this way, you can spend a number of reagent dice up to your proficiency bonus when you make an attack roll with that blaster, adding your Intelligence modifier and the reagent dice to the blaster's damage roll.

RECYCLED POTIONS

Prerequisite: 9th level

When you brew potions, you can distill those you have already brewed, recovering the reagents stored within. You can convert brewed potions into reagent dice and you can choose to expend those dice to create new potions. You can't gain more than your maximum number of reagent dice using this ability.

SYRINGE

Using a sophisticated hypodermic needle, you can more quickly administer potions and poisons. As a bonus action, you can inject a potion into yourself or a willing creature within 5 feet of you, granting the benefits of the potion as if it were drunk normally. You can inject a potion into an unwilling creature with a successful melee attack.

TRI-MUTATION

Prerequisites: 13th level, Mutagenist Field of Study

You've developed a powerful, but fleeting way of blending your mutagens together. When you inject yourself with a mutagen, you can choose to inject a tri-mutagen, which grants you the benefit of all your mutagens at once. This benefit lasts for 1 minute, or until you use your bonus action to inject yourself with a different mutagen. Once you use this ability, you can't use it again until you finish a long rest.



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.

AMORIST

The study of mind-affecting alchemy is a delicate one, practiced only by a small number of alchemists, known as amourists. Often called “love doctors” by their clientele, amourists specialize in the brewing of potions that produce strong emotional responses in their drinkers. While love potions are by far their most popular product, amourists can also craft pungent pheromone bombs which can even soften the hearts of terrible monsters.

BONUS PROFICIENCIES

When you select this field of study at 2nd level, you gain proficiency in the Deception and Persuasion skills.

PHEROMONE BOMB

Starting at 2nd level, you can craft pheromone bombs. By replacing your bomb's explosive reagent with a potent pheromone you can change it into a pheromone bomb. A pheromone bomb deals requires a Wisdom saving throw instead of a Dexterity save. The bomb deals no damage, and instead causes the target, as well as each creature within the blast radius that fails its saving throw, to be charmed by you until the end of its turn or it takes damage.

MAGNETIC PERSONALITY

Starting at 6th level, you can add your Intelligence modifier to Charisma checks that you make.

ALCHEMICAL PERFUME

Beginning at 10th level, you wear an aromatic mind-altering perfume which endears others to you. When a hostile creature within 5 feet of you makes an attack roll against you, it must make a Wisdom saving throw against your bomb save DC or have disadvantage on the attack roll. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours. Creatures which are immune to being charmed automatically succeed this save.

ALCHEMICAL ROMANCE

Starting at 18th level, during a long rest, you can spend 4 reagent dice to make an extremely potent *potion of true love*. This potion acts much like a *philter of love*, except that when you make the potion, you choose the creature the target regards as its true love, provided the target knows the creature or meets it within 24 hours of consuming the

potion. Additionally, this effect lasts indefinitely, ended only when you make a new *potion of true love*, or the effect is removed with a *remove curse* spell or similar magic. When this potion's effects are ended on a target, it regards the creature it once loved with total disgust, and can never love that creature again.

APOTHECARY

Many practically-minded alchemists assume the role of the apothecary, for adventuring parties always needs a healer, and clerics might be in short supply. During their downtime, such alchemists have a marketable skill to depend upon for income and can do an indisputable amount of good with their knowledge. Apothecaries are constantly at work studying potions and herbology, preferring to learn how to mend the body, rather than destroy it.

BONUS PROFICIENCIES

When you choose this field of study at 2nd level, you gain proficiency with the Medicine skill.

FORMULA: PAINKILLER BOMB

At 2nd level, you can create painkiller bombs. By mixing your bomb's explosive reagent with a slurry of analgesic oil, you can change it into a painkiller bomb. A painkiller bomb deals no damage, and instead grants each creature within its blast radius temporary hit points equal to 1d8 plus half your alchemist level, which last until the end of your next turn. This bomb has no effect on constructs and undead.

POTION TOSS

Starting at 6th level, you've developed a chemical mechanism to deliver potions more effectively to distant allies. You can use your action to hurl a potion at a willing creature within 20 feet of you. The target gains the benefit as if they had drank the potion normally.

SELF-MEDICATION

By 10th level, you've tested out your own tolerances to painkillers such that you can take a small measure regularly without ill effect. Whenever you drink a potion that has the effect of restoring your hit points (even if you already have all of your hit points), you gain advantage on saving throws until the end of your next turn.

ALCHEMICAL RESURRECTION

Starting at 18th level, your medicines are potent enough to rouse the dead. By using your action to mix 500 gp worth of diamond dust into a *potion of superior healing* or a *potion of supreme healing*, you create a *potion of raise*

DARK MATTER

The Ionizer Field of Study uses blaster rules included in the book *Dark Matter*, published by Mage Hand Press.

dead. Pouring this concoction on a humanoid corpse that has been dead no longer than 10 days as an action causes the effect of the *raise dead* spell.

IONIZER

Research into alchemical alternatives to devices such as blasters or personal shield emitters is practiced by very few alchemists, more out of scientific curiosity rather than true innovative spirit. A select few, however, become true masters in energy manipulation. These so-called ionizers can bend most forms of energy to their will using sophisticated alchemical reactions.

BONUS PROFICIENCIES

When you select this field of study at 2nd level, you gain proficiency with the Technology skill.

FORMULA: PLASMA BOMB

At 2nd level, you can craft plasma bombs. By replacing your bomb's explosive reagent with an ion-fluxer, you can change it into a plasma bomb. A plasma bomb deals radiant damage instead of fire damage. When you hit a creature with this bomb, an intense attractive force causes it to permanently stick to the creature, exploding and dealing damage as normal at the end of the creature's turn.

HEATSINK

By 6th level, you've learned an alchemical trick to channel excess heat away from a blaster, normalizing its temperature. Once per turn, you can use an action or a bonus action to supercool a blaster you touch. The next time this blaster would overheat within the next minute, it automatically cools down and stops being overheated. If you supercool a blaster that is overheated, it immediately stops being overheated.

You can use this ability a number of times equal to your Intelligence modifier and regain all expended uses when you finish a long rest.

ELECTROMAGNETIC SHIELD

Starting at 10th level, you have discovered a way to deflect harmful projectiles by reverse engineering a plasma bomb. As a reaction when you would be hit by a ranged weapon attack that deals force, lightning, necrotic, or radiant

damage, you can roll a d6. On a roll of 6, the attack misses you.

ENERGETIC DISCHARGE

At 18th level, you create a fist-sized “discharge device” that can absorb, store, and redirect small amounts of any energy that hits you. When you use your Electromagnetic Shield feature, regardless of your roll, your discharge device gains 1 charge, to a maximum of 10. Charges last for 24 hours. As a bonus action on your turn, you can expend any number of stored charges and make a ranged attack roll against a target within 60 feet. On a hit, the target takes 1d8 force or radiant damage (your choice) for each charge expended.

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.

BLASTING SPECIALTY

Starting when you choose this field of study at 2nd level, your bombs deal double damage to objects and structures.

FORMULA: SHRAPNEL BOMB

At 2nd level, you can create shrapnel bombs. By augmenting your bomb's explosive reagent with metal bearings, you can change it into a shrapnel bomb. A shrapnel bomb deals piercing damage instead of fire damage, has d8 damage dice, and explodes in a 10-foot radius.

TIMED DEMOLITION

At 6th level, you've learned how to set bombs to explode on a delay. When you take the Use an Object action to prime a bomb and throw it, you can set a duration for its detonation, which can be any number of rounds (any increment of 6 seconds) up to one minute. Following this duration, the bomb detonates at the end of your turn.

BLAST SHIELD

Starting at 10th level, you have developed an elemental plating to protect you from hazardous energies. You gain resistance to your choice of acid, cold, fire, or lightning damage and can change your selection whenever you finish a long rest.

FORMULA: BLACK POWDER BOMB

Beginning at 18th level, you can craft the dreaded black powder bombs. By replacing your bomb's explosive reagent with a charge of black powder, you can change it into a black powder bomb. A black powder bomb has d12 damage dice.

MUTAGENIST

The study of alchemy is fundamentally the study of transformation. All alchemists transmute mundane materials into magical substances: potions, elixirs, 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 2nd level, you gain proficiency in your choice of the Acrobatics or Athletics skill, as well as in the use of shields.

MUTAGEN

Beginning at 2nd level, you can use your bonus action to inject yourself with a powerful transmutative potion known as a mutagen. You gain one of the following benefits of your choice for 1 minute, or until you use your bonus action to inject yourself with a different mutagen:

Strength. Your Strength score increases by 3, to a maximum of 20.

Additionally, you sprout claws, fangs, spines, horns, or a different natural weapon of your choice. You can use this natural weapon to make unarmed strikes. On a hit, you deal damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. The damage of this attack is bludgeoning, piercing, or slashing, as appropriate for the natural weapon.

Dexterity. Your Dexterity score increases by 3, to a maximum of 20. Additionally, your movement speed increases by 5 feet.

Constitution. Your Constitution score increases by 3, to a maximum of 20. When you gain this increase, your current and maximum hit points increase accordingly with your new Constitution score, but when this effect ends, both your current and maximum hit points decrease by the same amount.

SHARED MUTAGEN

At 6th level, you've created a formulation of your mutagens generic enough to safely be injected into others. You can use your action and spend a reagent die to inject a willing creature within 5 feet of you with a mutagen of your choice. A creature can only be under the effect of one mutagen at a time. Once you have injected another creature with a mutagen, you can't do so again until the original mutagen ends.

ADVANCED MUTATION

Starting at 10th level, whenever you inject yourself with a mutagen, you can choose one of the following additional mutations:

Hyperelastic. Your flesh takes on a rubbery quality, allowing you to bend and stretch with ease. Your melee weapon attacks gain the Reach property, if they did not already have them. Additionally, you have advantage on ability checks you make to escape grapple or slip binds.

Mucilaginous. Your skin secretes a thick, extremely sticky substance which helps you adhere to objects. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also have a climbing speed equal to your walking speed. Additionally, creatures have disadvantage on ability checks made to escape grapple with you.

Polybrachia. You grow a pair of additional arms. These arms are fully functional and can be used to hold weapons and shields (allowing you to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant you any additional actions.

MUTATED BLOOD

By 18th level, your mutagens have permanently altered your biology. Choose Strength, Dexterity, or Constitution. This ability score increases by 2 and its maximum becomes 22. Once you have chosen an ability score, this selection can't be altered.

OOZE RANCHER

Unsurprisingly, oozes, jellies, and slimes are a fascinating subject of subject for alchemists who wish to piece together how inanimate chemicals can form together and rise up in a moving, hungry mass. The answer to this question may very well be at the heart of alchemy itself. Alchemists which choose to research slimes in depth are called ooze ranchers, for they breed and keep numerous slimes to experiment upon.

OOZE EMPATHY

Starting when you choose this field of study at 2nd level, you've developed a pheromone mix which engenders all kinds of slime to you. Whenever an ooze tries to attack you, it must make a Wisdom saving throw against your bomb save DC. On a failed save, its attack misses. On a successful save, the ooze is immune to this feature for the next 24 hours.

FORMULA: SLIME BOMB

At 2nd level, you can create slime bombs. By mixing your bomb's explosive contents with the remnants of an ooze, you can change it into a slime bomb. A slime bomb deals no damage, but coats each creature within the blast radius in a viscous, green slime. No creature coated in slime can take the Dash action or the Disengage action. Slime can be removed by dousing a creature with a gallon of water or by taking an action to remove most of it.

BOTTLED OOZES

Starting at 6th level, you've learned a clever alchemical trick for condensing oozes into denser states and storing them in stasis for later use. Whenever you brew potions, you can spend 2 reagent dice to create an ooze bottle.

LIQUID ANATOMY

By 10th level, your experiments with ooze alchemy has resulted in injecting yourself with a measure of ozoplasm, a fundamental substance which composes oozes and slimes. As a result, you can move through any space as narrow as 1 inch wide without squeezing (though your equipment does not similarly compress). Moreover, you take no additional damage from critical hits.

OOZE JUG

Beginning at 18th level, you've solved the major problem preventing large oozes from being bottled: you just needed a much larger bottle. You have one ooze jug, which functions like an ooze bottle, but contains a larger ooze. You can only have one ooze jug at a time and it can only contain one ooze at a time. You can fill it with the following oozes when you brew potions:

Ooze	Cost
Ochre Jelly	4 reagent die
Gelatinous Cube	8 reagent die
Black Pudding	10 reagent dice

VENOMSMITH

For every alchemist that has devoted his or her life to healing the sick and infirm, there is another with a darker calling. Commonly called poisoners or venomsmiths, these alchemists are masters in the art of crafting deadly and debilitating poisons. Whether employed by an assassin's guild or performing assassinations themselves, a venomsmith's presence is usually accompanied by untimely death.

POISONER

Beginning when you choose this field of study at 2nd level, you gain the Poisoner discovery. Until you reach 3rd level, you have 2 reagent dice which can spend only on crafting poisons using this discovery. You can't later replace this discovery with a different one when you gain a level in this class.

Additionally, when you deal poison damage to a creature, you ignore resistance to poison damage and you treat immunity to poison damage as resistance instead, dealing half damage.

FORMULA: VENOM BOMB

At 2nd level, you can create venom bombs. By mixing a few drops of a fast-acting toxin into your bomb's explosive components, you can change it into a venom bomb. A venom bomb deals poison damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, have disadvantage on the next Strength, Dexterity, or Constitution saving throw it makes before the end of its next turn.

ALCHEMICAL ASSASSIN

Beginning at 6th level, you are adept at applying poisons without being seen. You have advantage on Dexterity (Sleight of Hand) checks you make to add ingested poisoned to food or drink, to apply poison to a weapon you are holding without being seen, or to place a vial of poison on another person without them noticing.

MITHRIDATISM

By 10th level, by administering yourself small doses of various poisons and toxins, you have developed immunity to their ravages. You have immunity to poison damage and to being poisoned.



TOXIC RECOMPENSE

Starting the 18th level, whenever a creature within 5 feet of you hits you with a melee attack, you can use your reaction to unleash a spray of poisonous vapor. The attacker must make a Constitution saving throw against your bomb save DC or be poisoned for 1 minute. While poisoned, the creature takes 1d10 poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

XENOALCHEMIST

A small number of renegade alchemists elect to experiment on themselves, 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 for their efforts. As xenoalchemists progress in their studies, they invariably stumble upon the dangerous practice of alchemical necromancy, which allows them to imbue unlife upon amalgamations of body parts.

XENO BIOLOGY

Starting when you choose this field of study at 2nd level, you have advantage on all ability checks you make to identify or research monsters.

MAD SCIENTIST

By 2nd level, you've learned the finer points of reanimating dead appendages and stitching them to things. You gain two monstrous grafts of your choice. Additionally, you don't lose hit points or hit dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft.

SURGICAL ATTACK

Beginning at 6th level, whenever you take the Attack or Use an Object action on your turn, you can make an unarmed strike. You can only use this ability if your unarmed strike is improved by a graft, such as Bestial Features.

NECROMANTIC ORGANS

By 10th level, you've learned how tinge your own biology with necromancy through reanimated organs that will persist after your death. If you drop to 0 hit points and don't die outright, you drop to 1 hit point instead.

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

IT'S ALIVE!

Beginning at 18th level, your research into the field of alchemical necromancy has culminated in an alchemical golem stitched together from discarded body parts. You can create an alchemy golem in an 8-hour long procedure, which can be conducted over the course of a long rest. To complete this process, 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.

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.

When the alchemy golem drops to 0 hit points, it dies. You can restore your alchemy golem's hit points and reanimate it over the course of a short or long rest.

You can attach up to three grafts to your alchemy golem. You can only have one alchemy golem at a time.

ALCHEMY GOLEM

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 76 (9d8 +36)

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.

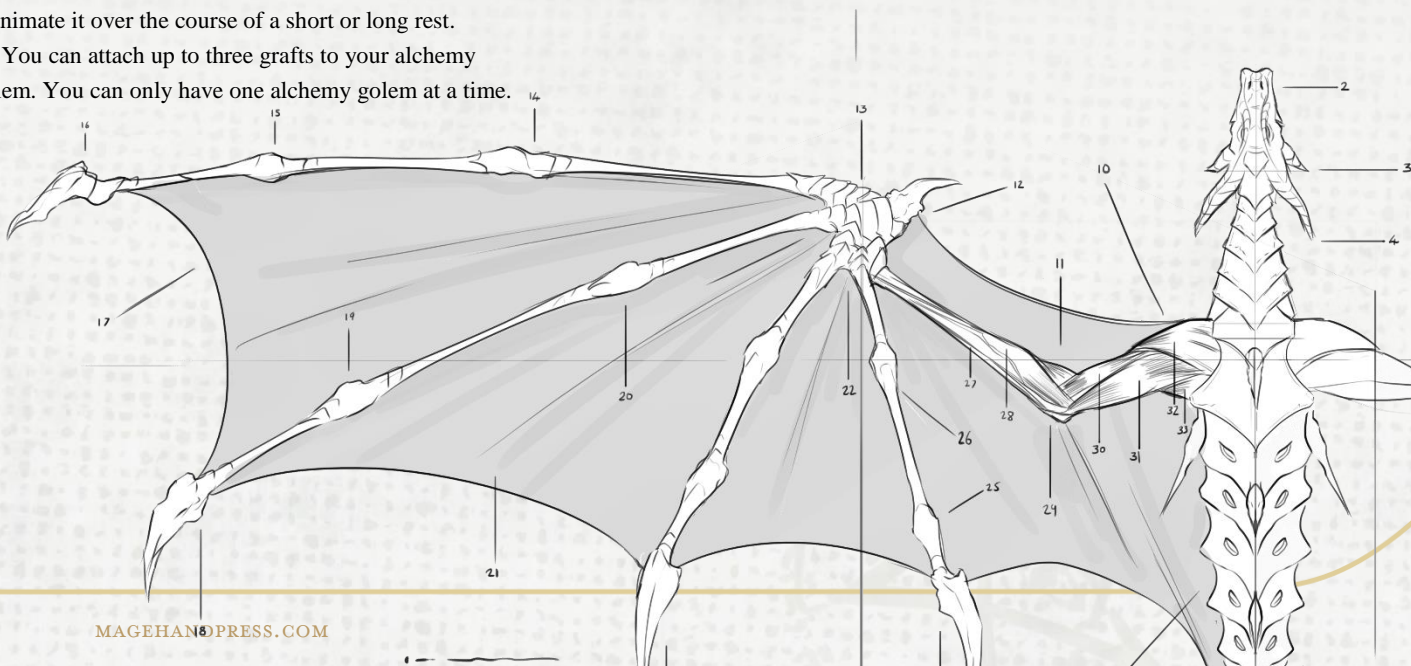
Magic Resistance. The alchemy golem has advantage on saving throws against spells and other magical effects.

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 twice 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 melee weapon attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.



CHAPTER 2: POTIONS

Alchemists are masters of all manner of potions and concoctions. Indeed, nearly all of the *universal solvents* and *potions of invisibility* found in dungeons and crypts originated in an alchemist's lab. The following potions might be brewed by an alchemist or found as treasure.

ALCHEMICAL ANESTHETIC

Potion, uncommon

This clear, odorless potion is housed in a wicked-looking syringe, which contains 4 doses. You can administer the anesthetic to a willing creature as an action, dulling its nerves and making it impossible for them to feel pain for one hour. An aestheticized creature has advantage on Constitution checks and saving throws and can't be incapacitated or have disadvantage on rolls due to being in pain. However, the creature is unaware of how much pain they are in or how many levels of exhaustion they have. If a player character is aestheticized, the GM tracks the character's hit points and levels of exhaustion instead of the player for the duration.

If you administer a dose over the course of a minute to a willing or unconscious creature, you can render the creature unconscious for one hour. If you continue to slowly administer anesthetic (one dose every eight hours), you can keep a creature unconscious for up to 24 hours; keeping a creature unconscious longer than this results in death.

AQUA FORTIS

Potion, rare

This transparent acid constantly bubbles within its sealed vial. As an action, you can throw the vial up to 20 feet, shattering it on impact. Make a ranged attack, treating the vial as an improvised weapon.

If the target is an object that isn't being worn or carried, the acid dissolves a 1-foot cube of the object. 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 magic items and objects made of gold, glass, stone, or adamantite.

If the target is a creature, it takes 3d6 acid damage, followed by an additional 2d6 acid damage at the end of its next turn and another 1d6 acid damage at the end of the turn after that. The *aqua fortis* can be washed off with one gallon of water, ending the effect early.

CHAMELEON CONCOCTION

Potion, uncommon

This liquid's hue rapidly shifts to match whatever material it is nearest to. When you drink this potion, your skin camouflages to match the color and texture of your surroundings, granting your advantage on Dexterity (Stealth) checks you make to avoid being seen for 1 hour.

CURE-ALL

Potion, uncommon

The *cure all* contains 1d4 + 1 doses of potent medicine. A creature can drink a dose as an action, curing it of any disease, ending its poisoning, and causing it to be immune to being poisoned for 1 hour. A complex swirl of red liquid in the potion's center resembles a snake on a pole. Shaking the bottle fails to mix the colors.

NECROMANTIC DRAUGHT

Potion, rare

This brightly glowing neon-yellow goo is repelled away from living things which touch its container. Pouring this potion on a humanoid corpse causes the effect of the *animate dead* spell for 24 hours. You command undead animated in this way.

OOZE BOTTLE

Potion, rare

The charcoal-colored liquid inside this bottle seems to lunge about with unnatural momentum. As an action, you can throw this vial up to 20 feet, shattering it on impact and releasing a gray ooze. This ooze is friendly to you and your allies and will otherwise attack the nearest creature it can detect. If there is no creature to attack, the ooze will follow you. However, the biochemistry of this ooze is unstable, and the ooze dissolves into a lifeless sludge after one hour.

SANDSTONE SOLUTION

Potion, rare

This sandlike substance flows about its container like a fluid. You can pour this substance on the ground as an action. If poured onto stone, a 10-foot deep, 10-foot radius of the stone becomes soft mud for 1 hour.

When poured into mud, sand, or quicksand, a 10-foot deep, 10-foot radius region of the material become solid stone for 1 hour. The stone has 75 HP, 17 AC, and immunity to psychic and poison damage. Any creature inside it when it becomes stone must make a DC 14 Dexterity saving throw or be restrained. The restrained creature can break free by succeeding on a DC 20 Strength check or by dealing 25 damage to the stone.

CHAPTER 3: MONSTROUS GRAFTS

Adopting the fearsome claws of a monstrosity or the scorching breath of a dragon is an unusual, but surefire way to gain an advantage over one's foes. However, many find Xenoalchemy, or Graftworking, the practice of surgically attaching monstrous parts onto a humanoid body, distasteful, if not outright revolting. This fringe branch of alchemy, obsessed with the limbs and organs of monsters, can replace the limbs of amputees, grant adventurers the uncanny ability to see in the dark, and empower them with unconventional weapons and senses.

Harvesting a Graft. Grafts are harvested from the fresh corpses of monsters, slain within the last 48 hours or preserved by *gentle repose* or a similar spell. Harvesting a graft from a corpse takes 10 minutes. Only one graft can be harvested from each corpse. If the graft is too large or too small, it is alchemically enlarged or reduced to fit. You cannot harvest grafts from Tiny or smaller creatures, or from Gargantuan or larger creatures.

Different types of monstrous grafts can only be harvested from monsters with specific properties, as specified in the graft's Donor section.

Attaching a Graft. Attaching a graft for the first time always requires a laborious surgical procedure, normally removing an original body part. This procedure takes one hour and requires a healer's kit, alchemical supplies, and a knife (or a facility with access to such tools), as well as someone to perform the operation. A monstrous graft is permanent until another graft is provided to replace it.

You can only have one component in each of your body slots.

This surgery is intensive and necessitates recovery time. When you finish installing a monstrous graft into your body, you lose half your hit points and all of your hit dice. For 24 hours after installation, you can't use the graft's abilities, as you adjust to its presence. Replacing a graft or adding a new graft in its body slot takes only 30 minutes.

HARVESTING EXTRAPLANAR CREATURES

Harvesting grafts from extraplanar creatures is extremely difficult, as these creatures typically return to their home plane once slain. However, it is possible to harvest grafts from a celestial, elemental, or fiend if it is first captured within a *magic circle* spell, and then slain, harvested, and its graft surgically attached before the spell ends.

You still lose half your hit points when replacing a graft, but you don't lose hit dice.

Body Slots. Each graft takes up one of the following slots: Arms, External, Head, Internal, or Legs. You cannot have more than one graft in the same slot. For instance, if you already have an arm graft, you must remove it before you can attach a different arm graft.

Cost. Not all grafts can be easily obtained, but when grafts can be purchased, suggested prices are shown on the Graft Cost table below. Most of these can be acquired at even cheaper rates, if one is willing to track down a disreputable establishment specializing in dealing grafts and accept the risks inherent to an unsanitary operation.

GRAFT COST

Graft	Cost
Amphibious Adaption	800 gp
Arcane Synapses	650 gp
Beast's Hide	250 gp
Bestial Weapons	200 gp
Charging Hooves	350 gp
Climbing Apparatus	800 gp
Darkvision	450 gp
Draconis Fundamentum	750 gp
Dragon's Hide	2,250 gp
Energetic Suture	1,500 gp
Heart of Steel	2,250 gp
Horns	350 gp
Fiend's Hide	1,500 gp
Flexible Form	750 gp
Indiscernible Anatomy	800 gp
Leaping Legs	500 gp
Olfactory Implants	200 gp
Oversized Arms	1,500 gp
Prehensile Tail	500 gp
Regenerating Marrow	500 gp
Replacement	400 gp
Stench	500 gp
Tentacles	400 gp
Venom Sac	750 gp
Voice Box	200 gp
Webspinner Apparatus	750 gp

AMPHIBIOUS ADAPTATION

Donor: Any creature with the Amphibious trait

Slot: Head

You have grafted the gills of an aquatic creature to your neck, allowing you to breathe both air and water.

Additionally, you attach minimal fins and gain a swim speed equal to your movement speed.

ARCANE SYNAPSES

Donor: Any creature 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 one cantrip of your choice from the wizard spell list.

Intelligence is your casting ability for this cantrip.

By harvesting a second creature, you can improve this graft and learn an additional wizard cantrip.

BEAST'S HIDE

Donor: Beast of Large size or larger

Slot: External

You have transplanted the thick (and possibly furry) hide from a wild beast onto your body. Your Armor Class equals 12 + your Dexterity modifier.

BESTIAL WEAPONS

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

Slot: Arms or Head

You have surgically implanted the teeth or claws from a monster into yourself, granting yourself a host of ferocious weapons. By harvesting a second creature, you can improve this graft to gain both the claws and teeth.

You can use your claws and teeth to make unarmed strikes, and can use Dexterity instead of Strength for their attack and damage rolls. If you hit with your claws or teeth, you deal damage equal to 1d4 + your Strength or Dexterity modifier (your choice), instead of the bludgeoning damage normal for an unarmed strike.

Your claws deal slashing damage and take up the Arms slot, whereas your teeth deal piercing damage and take up the Head slot.

CHARGING HOOVES

Donor: Any creature with a Charge trait or a Gore or Hooves attack

Slot: Legs

You have replaced your legs with those of a creature known for running down their foes. Once on each of your turns, when you move at least 15 feet in a straight line, you can move up to 10 additional feet in that direction without spending additional movement.

CLIMBING APPARATUS

Donor: 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.

DARKVISION

Donor: Any creature with 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 60 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.

DRAGONIS FUNDAMENTUM

Donor: Humanoid, Dragon, or Monstrosity with a Breath weapon

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 (DC equals 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d6 damage for each point of your proficiency bonus, or half as much on a successful one. The breath's damage is the same type as the donor's breath weapon.

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

DRAGON'S HIDE

Donor: Dragon of Large size or larger

Slot: External

You've transplanted the scaly, diamondlike hide of a dragon onto your body. Your Armor Class equals 17. You also gain resistance to one of the following damage types to which the donor dragon was immune: acid, cold, fire, lightning, or poison damage. You can only install this graft if you are proficient with heavy armor.

ENERGETIC SUTURE

Donor: 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 the following damage types to which the donor was immune or resistant: fire, cold, lightning, or poison damage.

HEART OF STEEL

Donor: Any 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.

HORNS

Donor: Any creature with a Gore, Horns, Ram, or Tusk attack

Slot: Head

You attach a sturdy pair of horns or tusks onto your body. You can use your horns to make unarmed strikes, which deal damage equal to 1d4 + your Strength modifier, instead of the damage normal for an unarmed strike. Your horns deal the same type of damage as the donor (usually bludgeoning or piercing damage). Additionally, if you move in a straight line for 10 feet immediately before hitting a creature with your horns, that creature must make an opposed Strength check or be knocked prone.

FIEND'S HIDE

Donor: Fiend of Medium size or larger

Slot: External

You have transplanted the supernaturally tough hide of a fiend onto your body. Your Armor Class equals 15 + your Dexterity modifier (maximum 2).

FLEXIBLE FORM

Donor: Any creature 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.

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

OTHER MONSTROUS GRAFTS

Other monsters might have organs, weapons, or abilities that are well-suited to becoming a graft that is not included on this list. In this case, the GM decides what type of graft can be harvested, what body slot it takes up, and the special effects it confers.

INDISCERNIBLE ANATOMY

Donor: Aberration

Slot: Internal

You have spliced aberrant genetics into your body, which have subsequently altered the placement and composition of your internal organs. When you are targeted by an attack that is a critical hit, you can choose to take no additional damage from critical hit, as if it were a normal hit instead.

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

LEAPING LEGS

Donor: Any creature with the Pounce or Standing Leap trait

Slot: Legs

You have replaced or modified your legs with the muscular limbs of a bounding creature. Your long jump distance and your high jump height double. Additionally, you can jump your full distance with or without a running start.

OLFACTORY IMPLANTS

Donor: Any creature with the Keen Smell or Keen Hearing and Smell trait

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: Giant

Slot: Arms

You have replaced your arms with a giant's massive limbs. Your melee attacks gain Reach if they did not have it already. Additionally, you have advantage on Strength checks and saving throws you make to maintain your grip on objects.

PREHENSILE TAIL

Donor: Any creature with a Tail attack

Slot: External

You surgically attach a muscular, prehensile tail to your body and wire its nerves to your own. You can use your tail to make unarmed strikes, and can use Dexterity instead of Strength for its attack and damage rolls. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength or Dexterity modifier, instead of the damage normal for an unarmed strike.

Additionally, you can hold and manipulate objects and weapons with your tail, but you can't make attacks with weapons held by your tail or wield a shield with your tail and gain its benefits.

REGENERATING MARROW

Donor Type: Any creature with the Regeneration trait

Slot: Internal

You have replaced your bone marrow 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 ability, you can't use it again until you finish a long rest.

REPLACEMENT

Donor: Any

Slot: Any

One or more of your organs or limbs has been replaced with a part harvested from a monster. A replacement can effectively solve any amputation or organ failure, but they cannot return to life someone that has died; such work is solely the domain of necromancy. Replacement limbs can resemble the original limb, or can demonstrate obvious monstrous characteristics, depending on the donor. A replacement organ or limb takes up one body slot relevant to it; for example, a troll's hand takes the Arms slot and a replacement liver takes up the Internal slot.

STENCH

Donor Type: Any creature with the Stench trait

Slot: Internal

As an action, you can release a foul liquid contained within an organ taken from the donor creatures. Each creature within 5 feet of you must make a Constitution saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus) or be poisoned until the end of its next turn.

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

TENTACLES

Donor: Any creature with a Tentacles or Tendrils attack

Slot: Arms

You surgically replace or modify one or both of your arms with a flexible tentacle or tendril. You can use your tentacles to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength or Dexterity modifier, instead of the damage normal for an unarmed strike.

Additionally, when you hit a target with a melee attack using your tentacles, you can use your bonus action to attempt to grapple the target.

VENOM SAC

Donor: Aberration, Beast, Dragon, or Monstrosity which can poison a creature or deal poison damage with an attack not provided by a weapon

Slot: Internal

You have installed an internal bladder which secretes poison from your body. As a bonus action, you can coat your claws, if you have them, or a weapon you are holding in basic poison.

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

VOICE BOX

Donor: Any creature with the Mimicry trait

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: Any creature with a Web action

Slot: Internal

You have installed spinnerets from a spiderlike creature into your body, allowing you produce webs. You can cast the spell *web* without using spell slots or spell components (DC equals 8 + your Constitution modifier + your proficiency bonus).

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

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