

COMPLETE ALCHEMIST



The Definitive
Transformative, Alchemical Class
by Mage Hand Press



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ON THE COVER

Martin Kirby-Jackson illustrates an iconic alchemist proving that, indeed, cool gnomes don't look at explosions.

Disclaimer: None of the claims in this book are endorsed by the academy of alchemical science. Any assertions that more than four elements exist or that lead can't be transmuted into gold are the author's alone, and don't reflect the alchemical community at large.

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TABLE OF CONTENTS

ALCHEMIST	3
BECOMING AN ALCHEMIST...	3
ALCHEMIST CLASS FEATURES	3
BOMB FORMULAE.....	6
DISCOVERIES	9
ALCHEMIST SUBCLASSES	12
AMORIST.....	12
APOTHECARY	12
DYNAMO ENGINEER.....	13
IONIZER.....	14
MAD BOMBER.....	14
MUTAGENIST	15
OOZE RANCHER	15
PIGMENTIST	16
RESONATOR.....	17
VENOMSMITH.....	17
XENOALCHEMIST.....	18
MONSTROUS GRAFTS	20

CORE ALCHEMIST TRAITS

Primary Ability	Dexterity and Intelligence
Hit Point Die	D8 per Alchemist level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 3: Arcana, History, Insight, Medicine, Nature, Perception, Sleight of Hand, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Alchemist's Supplies
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) 2 Daggers, Leather Armor, Alchemist's Supplies, Alchemist's Fire, Scholar's Pack, and 6 GP; or (B) 160 GP

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

EXPLOSIVE REACTIONS

One of the first things an Alchemist learns is which chemicals react explosively with one other. Ostensibly, this is to prevent deadly accidents, but adventuring Alchemists regularly apply this knowledge to create Bombs.

An alchemical bomb is a one-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. When the inner vial breaks, usually on impact, the chemicals react with a violent explosion. With experimentation, an Alchemist can even infuse these explosions with elemental fire, lightning, or frost.

SERUMS AND TINCTURES

Experienced Alchemists learn to brew potions, alchemical concoctions that replicate magical effects. These range from the medicinal, such as *Potions of Healing*, to the transformative, such as *Potions of Gaseous Form*. Undisputed masters of potion-brewing, an adventuring Alchemist should have a surplus of potions to distribute among their allies.

ELEMENTAL SCIENCES

The source of alchemy's power is the Elemental Planes. Therefore, it is no surprise that Alchemists strive to tap deeper into that power, researching and discovering new elemental compounds. The pinnacle of alchemy is the Philosopher's Stone, which is rumored to grant its bearer supreme command of the elements. Few Alchemists have succeeded in creating a Philosopher's Stone, and fewer still remain alive to divulge its secrets.



BECOMING AN ALCHEMIST...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Alchemist Traits table.
- Gain the Alchemist's level 1 features, which are listed in the Alchemist Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Alchemist Traits table: Hit Point Die, proficiency in one skill of your choice from the Alchemist's skill list, proficiency with Alchemist's Supplies, and training with Light armor.
- Gain the Alchemist's level 1 features, which are listed in the Alchemist Features table.

ALCHEMIST CLASS FEATURES

As an Alchemist, you gain the following class features when you reach the specified Alchemist levels. These features are listed in the Alchemist Features table.

LEVEL 1: BOMBS

You can create volatile alchemical Bombs using the statistics shown in the Bomb sidebar.

Bomb Mastery. You have proficiency with Bombs and you can use the Bomb's mastery property.

Priming Bombs. When you take the Attack action on your turn, you can prime a Bomb to increase its potency. Make one attack using a Bomb or use the Bomb's Explode property; you can't make any other attacks using this Attack action. Add your Intelligence modifier to the damage roll.

When you prime your Bomb and deal damage with it, its damage increases by 1d10 when you reach Alchemist levels 5 (2d10), 11 (3d10), and 17 (4d10).

ALCHEMIST FEATURES

Level	Proficiency Bonus	Features	Reagents	Bomb Formulae	Discoveries
1	+2	Bombs, Reagents, Potion Brewing	2	—	—
2	+2	Bomb Formulae, Reagent Synthesis	4	3	—
3	+2	Alchemist Subclass	6	3	—
4	+2	Ability Score Improvement	8	4	—
5	+3	Discoveries, Potion Brewing	10	4	1
6	+3	Subclass feature	12	4	1
7	+3	Evasion	14	4	1
8	+3	Ability Score Improvement	16	5	1
9	+4	Potion Brewing	18	5	2
10	+4	Subclass feature	20	5	2
11	+4	Blast Coating	22	5	2
12	+4	Ability Score Improvement	24	6	2
13	+5	Potion Brewing	26	6	3
14	+5	Subclass feature	28	6	3
15	+5	Potion Mixologist	30	6	3
16	+5	Ability Score Improvement	32	7	3
17	+6	Potion Brewing	34	7	4
18	+6	Experimentalist	36	7	4
19	+6	Epic Boon	38	8	4
20	+6	Philosopher's Stone, Nuclear Bomb	40	8	4

BOMB

Bombs are weapons with the following traits:

Weapon Category: Martial Ranged

Damage on a Hit: 1d10 Fire
plus your Dexterity modifier

Properties: Destructible, Finesse,
Thrown (Range 30/90)

Mastery: Explode

Weight: 1 lb.

Cost: 2 GP

New Property: Destructible. After you make an attack with this weapon, it is destroyed.

New Mastery Property: Explode. When you take the Attack action, you can replace one of your ranged attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

Alchemist Save DC. Some of your Alchemist features require your target to make a saving throw. The save DC equals 8 plus your Intelligence modifier and Proficiency Bonus. You can use this saving throw for your Bombs instead of the DC specified in the Explode property.

LEVEL 1: REAGENTS

You have a collection of powerful reagents that you use to brew potions and empower your Bombs. You have 2 Reagents. You regain one expended Reagent when you finish a Short Rest, and you regain all expended Reagents when you finish a Long Rest. You gain additional Reagents when you reach certain Alchemist levels, as shown in the Reagents column of the Alchemist Features table.

Empowered Bomb. When you deal damage with a Bomb, you can expend a number of Reagents up to your Proficiency Bonus and add 1d10 to the Bomb's damage roll for each expended Reagent.

Additionally, if you use the Bomb's Explode property, you can increase the radius of the explosion by 5 feet. You can do so once for each expended Reagent. For example, if you expend 2 Reagents, you can choose for the Sphere to be a 5-, 10- or 15-foot radius.

LEVEL 1: POTION BREWING

You can spend 10 minutes and expend any number of Reagents to brew potions, which can be done during a Short Rest. You can have a total number of potions at one time up to your Intelligence modifier (minimum of 1). These potions retain potency until you finish a Long Rest, after which they become inert.

When you brew potions, you can also distill potions you have already brewed, destroying them and recovering the Reagents expended to brew them, up to a maximum of the number of Reagents listed on the Alchemist Features table. You can expend these Reagents immediately to brew new potions.

The number of Reagents and the Alchemist level required to brew a potion are given on the Potions table.

POTIONS

Potion	Reagents
Alchemist Level 1	
Potion of Climbing	1
Potion of Diminution	1
Potion of Growth	2
Potion of Healing	1
Potion of Resistance	1
Potion of Water Breathing	1
Alchemist Level 5	
Potion of Greater Healing	2
Potion of Invisibility	2
Sovereign Glue	1
Universal Solvent	1
Alchemist Level 9	
Potion of Heroism	3
Potion of Hill Giant Strength	3
Potion of Superior Healing	3
Alchemist Level 13	
Potion of Flying	5
Potion of Frost/Stone Giant Strength	4
Potion of Invulnerability	6
Alchemist Level 17	
Potion of Fire Giant Strength	7
Potion of Speed	9

LEVEL 2: BOMB FORMULAE

Your research has uncovered new formulations for your Bombs that you can apply just before throwing them. Choose three Bomb Formulae from the “Bomb Formulae Options” section later in this class’s description.

Replacing and Gaining Formulae. When you reach certain Alchemist levels, you learn additional formulae of your choice, as shown in the Bomb Formulae column of the Alchemist Features table. Additionally, whenever you finish a Long Rest, you can replace one of your Bomb Formulae with another formula of your choice.

If another Alchemist feature gives you a Bomb Formula, it doesn’t count against your number of formulae.

Applying Bomb Formulae. Once per turn when you prime a Bomb, you can apply a Bomb Formula to it, granting it special effects and potentially changing its damage dice.

LEVEL 2: REAGENT SYNTHESIS

When you finish a Short Rest, you can regain an additional number of expended Reagents up to your Intelligence modifier (minimum of 1).

Once you use this feature, you can’t do so again until you finish a Long Rest.

LEVEL 3: ALCHEMIST SUBCLASS

You gain an Alchemist subclass of your choice. A subclass is a specialization that grants you features at certain Alchemist levels. For the rest of your career, you gain each of your subclass’s features that are of your Alchemist level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Alchemist levels 8, 12, and 16.

LEVEL 5: DISCOVERIES

In the course of your research, you have made a number of discoveries regarding the nature of alchemy. You gain one discovery of your choice from the “Discovery Options” section later in this class’s description.

HOW MANY BOMBS DO I HAVE?

As an Alchemist, you can use Alchemist’s Supplies to effectively make as many Bombs as you need for the adventuring day at no cost. If you prefer to track your inventory of Bombs manually, you can create a number of Bombs equal to 10 + twice your Alchemist level when you finish a Short or Long Rest. After 24 hours, an unused Bomb becomes inert.



Whenever you gain an Alchemist level, you can replace one of your discoveries with another one for which you qualify. When you gain certain Alchemist levels, you gain more discoveries of your choice, as shown in the Discoveries column of the Alchemist Features table. You can't pick the same discovery more than once.

LEVEL 7: EVASION

When you're 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.

You don't benefit from this feature if you have the Incapacitated condition.

LEVEL 11: BLAST COATING

You automatically succeed on saving throws against your own Bombs and never take damage from them.

LEVEL 15: POTION MIXOLOGIST

You can mix two potions together and drink them as a Bonus Action, gaining the effects of both. You suffer no unexpected effects from mixing potions.

LEVEL 18: EXPERIMENTALIST

When you finish a Long Rest, you can replace any of your Bomb Formulae with other formulae of your choice, and you can replace one of your discoveries with another one for which you qualify.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: PHILOSOPHER'S STONE

You gain the crowning achievement of alchemy: a Philosopher's Stone, a dynamo of alchemical energy in a fist-sized, glowing jewel.

Constructing a New Philosopher's Stone. If your Philosopher's Stone is destroyed, you can construct a new one using Alchemist's Supplies, materials worth 1,000+ GP, and 7 days of work. You can only have one Philosopher's Stone at a time.

Philosopher's Stone Benefits. As long as you possess the stone, you gain the following benefits:

Regenerating Reagents. When you roll Initiative, you regain expended Reagents until you have 6 if you have 5 or fewer.

Quick Brewing. You can brew potions as a Utilize action, instead of over the course of 10 minutes.

Longevity. For every ten years that pass, your body ages only one year.

LEVEL 20: NUCLEAR BOMB [FORMULA]

You can utilize the most devastating Bomb Formula imaginable. By replacing your Bomb's explosive contents with your Philosopher's Stone, you can change it into a Nuclear Bomb. You must use the Bomb's Explosive property. This Bomb deals 10d10 + 100 Force damage instead of its normal Fire damage, and its explosion is a Sphere with a radius of 1 mile. A creature within 60 feet of the center of the Sphere gains no benefit from Evasion or similar features.

This Bomb completely destroys your Philosopher's Stone.

BOMB FORMULAE OPTIONS

Bomb Formula options appear in alphabetical order. The damage dice, damage type, and saving throw for Bomb Formulae are summarized on the following table.

Bomb Formula	Damage	Saving Throw
Acid Bomb	d8s Acid	Dexterity
Bramble Bomb	—	—
Concussion Bomb	d10s Thunder	Constitution
Cryo Bomb	d8s Cold	Constitution
Fear Bomb	d6s Psychic	Wisdom
Holy Bomb	d10s/d12s Radiant	Dexterity
Impact Bomb	d8s Force	Strength
Incendiary Bomb	d8s Fire	Dexterity
Laughing Gas Bomb	d8s Poison	Constitution
Lightning Bomb	d10s Lightning	Dexterity
Oil Bomb	—	—
Paint Bomb	—	Dexterity
Prismatic Bomb	d10s Varies	Varies
Quiet Bomb	d10s Bludgeoning	Dexterity
Seeking Bomb	d10s Fire	Dexterity
Smoke Bomb	—	—
Teleportation Bomb	—	—
Withering Bomb	d8s 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. This Bomb deals Acid damage instead of Fire damage and all of its damage dice are d8s. A target hit by this Bomb or that fails its saving throw against it has a -3 penalty to its AC until the start of your next turn.

BRAMBLE BOMB

By adding a soil and a potent fertilizer to your Bomb's explosive contents, you can change it into a Bramble Bomb. This Bomb deals no damage. When you use the Bomb's Explode property, each creature within the explosion makes a Strength saving throw, instead of Dexterity. The area of the explosion is filled with thorny brambles and is Difficult Terrain. A target on the ground hit by this Bomb or that fails its saving throw against it is entangled in the brambles and its Speed is 0 and can't increase. An entangled creature can take an action to make a Strength (Athletics) check against your Bomb save DC. On a success, it frees itself from the brambles and its Speed is no longer 0. The brambles shrivel and die after 1 minute.

CONCUSSION BOMB

By mixing your Bomb's explosive contents with a few drops of air elemental essence, you can change it into a Concussion Bomb. This Bomb deals Thunder damage instead of Fire damage. When you use the Bomb's Explode property, each creature within the explosion makes a Constitution saving throw, instead of Dexterity. A Huge or smaller target hit by this Bomb is pushed 10 feet away from you. A Huge or smaller creature that fails its saving throw against this Bomb is pushed 10 feet away from the center of the explosion.

CRYO BOMB

By replacing your Bomb's explosive contents with a sliver of ice-nine, you can change it into a Cryo Bomb. This Bomb deals Cold damage instead of Fire damage and all of its damage dice are d8s. When you use the Bomb's Explode property, each creature within the explosion makes a Constitution saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it has a -3 penalty to its attack rolls until the start of your next turn.

FEAR BOMB

By mixing your Bomb's explosive contents with concentrated adrenaline, you can change it into a Fear Bomb. This Bomb deals Psychic damage instead of Fire damage and all of its damage dice are d6s. When you use the Bomb's Explode property, each creature within the explosion makes a Wisdom saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it has the Frightened condition until the start of your 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. This Bomb deals Radiant damage instead of Fire damage and all of its damage dice are d10s. If a creature that takes damage from the Bomb is a Fiend or Undead, the Bomb's damage dice against this creature become d12s.

IMPACT BOMB

By replacing your Bomb's explosive contents with a more reactive one, you can change it into an Impact Bomb. This Bomb deals Force damage instead of Fire damage and all of its damage dice are d8s. When you use the Bomb's Explode property, each creature within the explosion makes a Strength saving throw, instead of Dexterity. A Huge or smaller target hit by this Bomb or that fails its saving throw against it has the Prone condition.

INCENDIARY BOMB

By adding a thickening agent to your Bomb's explosive contents, you can change it into an Incendiary Bomb. All of this Bomb's damage dice are d8s. When you use the Bomb's Explode property, the area of the explosion is filled with flames until the start of your next turn. Whenever a creature enters the area or ends its turn there, it must succeed on a Dexterity saving throw or take Fire damage equal to the Bomb's damage dice.



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. This Bomb deals Poison damage instead of Fire damage and all of its damage dice are d8s. When you use the Bomb's Explode property, each creature within the explosion makes a Constitution saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it laughs uncontrollably and has the Poisoned condition and can't cast spells with a Verbal component until the start of your next turn.

LIGHTNING BOMB

By replacing your Bomb's explosive contents with a charged arcane capacitor, you can change it into a Lightning Bomb. This Bomb deals Lightning damage instead of Fire damage. A target hit by this Bomb or that fails its saving throw against it can't make Opportunity Attacks until the start of its next turn.

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. This Bomb deals no damage, but instead causes the target or each creature within the Sphere of the Bomb's Explode property to become coated with a flammable oil. This oil lasts for 1 minute or until it or another creature takes the Utilize action to remove the oil. The next time a creature coated in oil takes Fire damage, you can treat a roll of 1–3 on any damage die as a 4. This destroys the oil on the creature.

PAINT BOMB

You can replace your Bomb's contents with vibrant, magical pigment, changing it into a Paint Bomb. This Bomb deals no damage but instead splatters paint within the Sphere of the Bomb's Explode property. A target hit by this Bomb or that fails its saving throw against it is coated in paint until the start of your next turn. A coated creature can't benefit from the Invisible condition and attacks against it have Advantage.

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. This Bomb deals a randomly-determined damage type instead of Fire damage, and the Bomb's Explode property requires a randomly-determined type of saving throw. Roll on each of the following tables.

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

MISSED BOMBS

For simplicity, we assume that a missed attack roll using a Bomb explodes harmlessly in the background or fails to detonate altogether. The GM decides the secondary effects of a miss, if any.

QUIET BOMB

By replacing your Bomb's explosive contents with a pouch of rubber pellets, you can change it into a Quiet Bomb. This Bomb deals Bludgeoning damage instead of Fire damage. 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 of the blast.

Additionally, when you reduce a creature to 0 Hit Points with this Bomb, you can instead knock it out. The creature is instead reduced to 1 Hit Point. The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

SEEKING BOMB

By replacing your Bomb's explosive contents with a powerful lodestone, you can change it into a Seeking Bomb. Your ranged attack with this Bomb and its explosion ignores Half and Three-Quarters Cover.

SMOKE BOMB

By removing your bomb's explosive contents entirely, you can change it into a Smoke Bomb. This Bomb deals no damage, but creates a Sphere of smoke that is Heavily Obscured. The radius of this Sphere is twice that of the Bomb's Explode property. The smoke lasts for 1 minute or until a strong wind (such as one created by *Gust of Wind*) disperses it.

TELEPORTATION BOMB

By replacing your Bomb's explosive contents with a glowing etherite crystal, you can change it into a Teleportation Bomb. This Bomb deals no damage. Instead, you teleport to the Bomb's point of impact. This teleportation fails if the Bomb explodes more than 30 feet away from you.

WITHERING BOMB

By mixing your Bomb's explosive contents with a powerful desiccating agent, you can change it into a Withering Bomb. This Bomb deals Necrotic damage instead of Fire damage and all of its damage dice are d8s. When you use the Bomb's Explode property, each creature within the explosion makes a Constitution saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it has a –3 penalty on saving throws it makes before the start of your next turn.

DISCOVERY OPTIONS

Discovery options appear in alphabetical order.

ALCHEMY OF ALTERATION

Your research has revealed how to warp the body and mind. You gain the following benefits.

Batch Brewing. The number of potions you can have at one time increases by 2.

Potion Ingredients. You gain 4 additional Reagents which you can only use to brew potions.

Expanded Potions. You can brew the following potions at the Alchemist levels given.

Potion	Reagents
Alchemist Level 5	
<i>Potion of Gaseous Form</i>	2
<i>Philter of Love</i>	1
<i>Potion of Mind Reading</i>	1
<i>Potion of Animal Friendship</i>	1
Alchemist Level 9	
<i>Oil of Etherealness</i>	3
Alchemist Level 13	
<i>Oil of Slipperiness</i>	5

ALCHEMY OF POISON

Your research has taught you how to concoct poisonous compounds. You gain the following benefits.

Batch Brewing. The number of potions you can have at one time increases by 2.

Poisoner's Kit. You gain proficiency in the Poisoner's Kit.

Potent Poison. When you make a damage roll that deals Poison damage, it ignores Resistance to Poison damage.

Poison Crafting. You can brew the following poisons, which use your Alchemist save DC, when you brew potions. These poisons are included in the 5th Edition rules.

Poison

Reagents

Alchemist Level 5	
<i>Carrion Crawler Mucus</i>	2
<i>Lolth's Sting</i>	2
<i>Serpent Venom</i>	2
Alchemist Level 9	
<i>Malice</i>	3
<i>Burnt Othur Flames</i>	3
<i>Oil of Taggit</i>	3
Alchemist Level 13	
<i>Wyvern Poison</i>	4

ALCHEMY OF RESTORATION

Your research has unveiled a plethora of medicines and remedies. You gain the following benefits.

Batch Brewing. The number of potions you can have at one time increases by 2.

Double Dose. Whenever you brew a *Potion of Healing*, it has twice the normal potency. Each potion has two uses. Drinking the potion expends one use. The potion gains another use when you reach level 9 (3 uses) and level 13 (4 uses).

Expanded Potions. You can brew the following potions.

Potion	Reagents
Alchemist Level 5	
<i>Elixir of Health</i>	2
Alchemist Level 9	
<i>Potion of Longevity</i>	4
Alchemist Level 13	
<i>Potion of Vitality</i>	4
<i>Potion of Supreme Healing</i>	6



ARCANE STUDIES

Dabbling in arcana has granted you limited magic. You gain the following benefits.

Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Intelligence is your spellcasting ability for this discovery's spells.

Level 1 and 2 Spells. Choose a level 1 spell and a level 2 spell from the Wizard spell list. You always have these spells prepared. You can cast each once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also restore your use of a spell by taking the Utilize action and expending a number of Reagents equal to the level of the spell. You can also cast these spells using any spell slots you have of the appropriate level.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this discovery with a different spell of the same level from the Wizard spell list.

COMBAT STUDIES

Your research extends into the strategy and tactics of warfare. You gain the following benefits.

Martial Training. You gain proficiency with Martial weapons and training with Medium armor and Shields.

Breacher. You can take a Bonus Action to make an attack with a weapon that isn't a Bomb and doesn't have the Heavy property.

Fire Brand. When you hit a creature with an attack using a Melee weapon, you can expend 1 Reagent to deal an extra 1d10 Fire damage to the target.

FUNDAMENTAL ALCHEMY

Your research has revealed the finer points of brewing basic alchemical substances. You gain the following benefits.

Quadruple Flasks. When you brew potions, you can brew a batch of four vials of Acid, Alchemist's Fire, Holy Water, or Oil for 1 Reagent die. Each batch counts as one potion for the number of potions you can have at once. These batches can be all of one substance or a mix of them.

These substances use your Alchemist save DC and retain potency until you finish a Long Rest, after which they become inert.

Quick Flask. When you take the Attack action to prime a bomb, you can take a Bonus Action to throw a flask of Alchemist's Fire, Holy Water, Oil, or Acid, or to use an Oil flask to douse a space.

Potent Flasks. Acid, Alchemist's Fire, and Holy Water that you brew deal an additional die of damage. Alchemist's Fire also deals this extra dice of damage to burning creatures. Burning Oil adds your Intelligence modifier to the extra Fire damage it deals.

GUIDED EXPLOSIVES

You've learned how to magnify the explosive potential of your Bombs. You gain the following benefits.

Improved Bombs. You gain a +1 bonus to attack rolls you make using your Bombs.

Aerodynamic Bombs. The normal and long ranges of your Bombs double.

Seeking Charge. When you miss with an attack roll using a Bomb, you can expend a Reagent to roll 1d8 and add the number rolled to the attack roll, potentially causing the attack to hit.

HOMUNCULUS

Your research has taught you how to create an alchemical familiar: a **Homunculus**.

Creating a Homunculus. By expending 3 Reagents and spending materials worth 10+ GP in a 1-hour long alchemical process, which can be done over a Short Rest, you can create a homunculus. You can only have one homunculus at a time; if you create another one, your existing one dies.

Hit Points. Your homunculus has Hit Points equal to five times your Alchemist level.

Bomb Immunity. Your homunculus automatically succeeds on its saving throws against your Bombs and never takes damage from them.

Combat. The homunculus is an ally to you and your allies. It takes its turn immediately before or after your turn each round (your choice). Your homunculus can't attack on its turn, but it can take other actions and Bonus Actions as normal.

Additionally, you can take a Bonus Action to allow your homunculus to make one attack with its Reaction. Your homunculus's attack bonus equals your Intelligence modifier plus your Proficiency Bonus.

Elemental Infusion. As a Magic action, you can expend 2 Reagents to infuse your homunculus with elemental essence for the next hour. Choose Acid, Cold, Fire, Lightning, or Thunder damage. While infused, your homunculus has Resistance to this damage and deals 2d8 extra damage of that type on its damage rolls.

NECROBIOLOGY

Your explorations into necromancy have borne scientific fruit. You gain the following benefits.

Hemoreagent. You can take a Bonus Action to extract a measure of your own blood and convert it into Reagents. Expend any number of Hit Dice. You regain a number of expended Reagents equal to half the number of Hit Dice expended (round down).

Lazarus Bolt. As a Magic action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature revives with 1 Hit Point. This discovery 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 Long Rest. You can also restore your use of it by expending 5 Reagents (no action required).

PRECISION EXPLOSIVES

Your Bombs are extremely precise. You gain the following benefits.

Improved Bombs. You gain a +1 bonus to your Alchemist save DC. This bonus increases to +2 when you reach Alchemist level 11.

Sculpt Explosion. When you use the Bomb's Explode property, you can choose a number of creatures within the explosion up to your Intelligence modifier (minimum of 1). Each chosen creature automatically succeeds on its saving throws against the Bomb and takes no damage from it.

UNCONVENTIONAL EXPLOSIVES

You've discovered new ways to utilize your Bombs. You gain the following benefits.

Explosive Missile. When you prime a Bomb, you can take a Bonus Action to load the Bomb onto a crossbow and launch it. The Bomb uses the crossbow's range, but you can't use its Explode property for this attack. You can apply a formula to this Bomb as normal.

Fire Eater. When you prime a Bomb, you can take a Bonus Action to drink the Bomb's contents and spit them out in a 15-foot Cone. This Cone acts as the area of the Bomb's explosion, which you can expand by expending Reagent dice as normal. You can apply a formula to this Bomb as normal.

UNCONVENTIONAL POTIONS

Your research has chiefly revealed how to deliver potions quickly. You gain the following benefits.

Potion Toss. You can take a Utilize action to hurl a potion at an ally within 30 feet of you. The target gains the potion's benefits as if it had consumed the potion normally.

Reactionary Gulp. Immediately after you take damage from a creature you can see, you can take a Reaction to drink a potion. You can use this ability to drink a potion that restores your Hit Points, even if the triggering damage reduces you to 0 Hit Points.



ALCHEMIST SUBCLASSES

Name	Description
Amorist	Brewers of love potions and practitioners of mind-affecting alchemy
Apothecary	Alchemical healers and herbalists
Dynamo Engineer	Casts spells by preparing them in devices known as spell dynamos
Ionizer	Manipulates the high-energy physics of blaster weapons
Mad Bomber	Pyromaniacs who fashion particularly devastating bombs
Mutagenist	Transmutes their body with experimental injected mutagens
Ooze Rancher	Breeds and commands all manner of oozes and slimes
Pigmentist	Splatters magical paint to weaken and confound foes
Resonator	Shapes sonic explosions and manipulates resonant frequencies
Venomsmith	Poison expert and assassin
Xenoalchemist	Modifies their body and the bodies of others with monster surgery

ALCHEMIST SUBCLASSES

An Alchemist subclass is a specialization that grants you features at certain levels, as specified in the subclass.

AMORIST

Brew Love Potions and Charm Your Foes

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

LEVEL 3: CHARMER

You gain proficiency in the Deception and Persuasion skills. Additionally, when you make a Charisma check using these skills, you can make it as an Intelligence check.

When you brew potions, you can create a *Philter of Love* for 1 Reagent.

LEVEL 3: PHEROMONE BOMB [FORMULA]

By adding a potent pheromone to your Bomb, you can change it into a Pheromone Bomb. This Bomb deals no damage. When you use the Bomb's Explode property, each creature within the explosion makes a Wisdom saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it has the Charmed condition until the start of your next turn or until it takes damage.

LEVEL 6: MAGNETIC PERSONALITY

You can take the Influence action as a Bonus Action.

LEVEL 10: BEGUILING PERFUME

You wear a mind-altering perfume that endears others to you. When an enemy within 5 feet of you makes an attack roll against you, it must succeed on a Wisdom saving throw against your Alchemist save DC or either choose a new target or lose the attack. A creature that takes damage from you is immune to this feature for 1 hour.

LEVEL 14: ALCHEMICAL ROMANCE

When you use your Pheromone Bomb, you can expend 1–4 Reagents to improve it. Choose a number of benefits equal to the number of Reagents expended.

Dreamy Haze. Choose one creature that has the Bomb's Charmed condition. While Charmed, that creature falls into a dreamy state in which it regards every creature it sees as the condition's charmer.

Extended Charm. Choose one creature that has the Bomb's Charmed condition. The Charmed condition lasts for 1 minute for it or until it takes damage.

Ignore Immunity. Your Pheromone Bomb ignores Immunity to the Charmed condition.

Toxic Love. A target hit by your Pheromone Bomb or that fails its saving throw against it takes Poison damage equal to 4d8 plus your Intelligence modifier. A creature takes half as much damage on a successful save. This damage doesn't end the Bomb's Charmed condition.

APOTHECARY

Heal the Sick and Wounded

Many practically minded Alchemists assume the role of the Apothecary, for adventuring parties always need a healer and Clerics are often 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 constantly study potions and herbology, preferring to learn how to mend the body, rather than destroy it.

LEVEL 3: PHYSICIAN'S STUDIES

You gain proficiency in the Medicine skill. Additionally, you gain a bonus to checks using this skill equal to your Intelligence modifier (minimum bonus of +1).

LEVEL 3: PAINKILLER BOMB [FORMULA]

You can mix your Bomb's contents with analgesic oil, changing it into a Painkiller Bomb. This Bomb deals no damage, but instead causes the target or each creature within the Sphere of the Bomb's Explode property to gain Temporary Hit Points. These Temporary Hit Points equal your Alchemist level.

When you grant Temporary Hit Points using this Bomb, you can also expend Reagents to use Empowered Bomb. Instead of increasing the Bomb's damage, you increase the number of Temporary Hit Points by 1d10 for each expended Reagent.

You can use this formula a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you finish a Long Rest.

LEVEL 6: CONCENTRATED HEALING

When a creature regains Hit Points as a result of drinking one of your potions, it can instead replace up to half of the dice rolled with the highest possible number for each die.

LEVEL 10: SELF-MEDICATION

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 have Advantage on saving throws until the end of your next turn.

LEVEL 14: ALCHEMICAL RESURRECTION

Your medicines are potent enough to rouse the dead. By using a Magic action to mix diamond dust worth 1,000 GP+ into a *Potion of Superior Healing* or a *Potion of Supreme Healing*, you create a *Potion of Resurrection*. This potion doesn't become inert after 24 hours.

POTION OF RESURRECTION

Potion, Very Rare

You can administer this potion to a dead creature as a Bonus Action. The creature gains the effect of the *Raise Dead* spell.

DYNAMO ENGINEER

Build Gadgets for Arcane Magic

As an early alchemical thesis states: if the fundamental energy of magic could be captured within physical substance, there would be no need for magic-users. Some alchemists have founded their careers on this notion, inventing and iterating upon small devices known as spell dynamos which store and manipulate arcane energy. These dynamos can be configured to store their energy at a specific resonance, such that, when it is released, it perfectly replicates the effect of a spell. Indeed, these few alchemists have begun to brave the frontier of spellcasting without an ounce of arcane talent; just a knack for tinkering and endless inventiveness.

LEVEL 3: SPECTRUM ANALYZER

You have invented a small device shaped like a monocle capable of rendering magical auras visible to the naked eye. You can cast the *Detect Magic* spell once without a spell slot or spell components.

Once you cast the spell in this way, you can't do so again until you finish a Short or Long Rest.

LEVEL 3: SPELL DYNAMOS

You can cast spells by storing and releasing energy in Spell Dynamos.

Spell Dynamos. You power your spells through handheld arcane devices called Spell Dynamos, which each hold a single spell slot. The Dynamo Engineer Spellcasting table shows how many Spell Dynamos you have. The table also shows the level of spell slots held in your dynamos, all of which are the same level. To cast one of your Wizard spells of level 1+, you must expend a Spell Dynamo. You regain all expended Spell Dynamos when you finish a Long Rest.

Configuring Dynamos. Unlike other spells, you must prepare the spells held in each of your Spell Dynamos in advance. When you finish a Long Rest, you configure each of your dynamos to cast a particular Wizard spell that you have prepared. When you finish a Short or Long Rest, you can reconfigure your unexpended dynamos to hold different spells that you have prepared.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. *Feather Fall*, *Grease*, and *Magic Missile* are recommended.

The number of spells on your list increases as you gain Alchemist levels, as shown in the Prepared Spells column of the Dynamo Engineer Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level.

Changing your Prepared Spells. Whenever you gain an Alchemist level, you can replace one spell on your list with another Wizard spell for which you have spell slots. Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

DYNAMO ENGINEER SPELLCASTING

Alchemist Level	Prepared Spells	Spell Dynamos	Slot Level
3	3	2	1
4	4	3	1
5	4	3	1
6	4	3	1
7	5	4	2
8	6	4	2
9	6	4	2
10	7	5	2
11	7	5	2
12	8	5	2
13	9	5	3
14	10	5	3
15	10	5	3
16	11	6	3
17	11	6	3
18	11	6	3
19	12	7	4
20	13	7	4

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

LEVEL 6: ARCANO BOMB [FORMULA]

By adding an unexpended Spell Dynamo to your Bomb (and thus expending the dynamo's spell slot), you can change it into an Arcano Bomb. An Arcano Bomb deals Force damage instead of Fire damage, all of its damage dice are d12s, and it deals an extra die of damage.

LEVEL 10: COUNTER-DISCHARGE

When a creature you can see within 60 feet of yourself casts a spell that affects you, you can take a Reaction to expend a Spell Dynamo to release a wave of disruptive energy. You have Advantage on any saving throw you make against the spell and Resistance to any damage it deals.

LEVEL 14: ARCANO RECYCLER

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can take a Reaction to capture the essence of the spell in an expended Spell Dynamo. If you don't have any expended dynamos, you can choose one to expend as a part of this Reaction. You regain the use of this dynamo and it becomes configured to the spell, using the slot level at which it was cast. The spell doesn't need to be a Wizard spell or one for which you have spell slots.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

IONIZER

Manipulate Energy to Defeat Your Foes

Ionizers specialize in the transfer of energy. In the most benign applications, they design heatsinks and cooling systems to improve cutting edge technology. However, they also deal in destructive ends, designing lasers, energy shields, and especially blasters. With a few thermodynamic tricks, they command plasma in all its forms.

LEVEL 3: BONUS PROFICIENCIES

You gain proficiency in the Technology skill. This is a new skill introduced in *Dark Matter* by Mage Hand Press.

LEVEL 3: PLASMA BOMB [FORMULA]

By replacing your Bomb's explosive contents with an ion-fluxer, you can change it into a Plasma Bomb which adheres to a target it directly hits. This Bomb deals Radiant damage instead of Fire damage. If you use the Bomb's Explosive property, all of its damage dice are d6s; otherwise, all of its damage dice are d12s.

LEVEL 6: HEATSINK

You've learned an alchemical trick to channel heat from one object to another. As a Bonus Action, you can expend 1 Reagent to use Overheat and Supercool.

Overheat. You direct heat toward an enemy or a weapon you can see within 30 feet of you. If you choose a creature, it takes 2d6 Fire damage. If you choose a weapon, the weapon overheats. An Overheated weapon can't be used again to make an attack until the end of your next turn.

Supercool. You direct heat away from a weapon you can see within 30 feet of you, supercooling it. This weapon deals an extra 2d6 Cold damage on the next attack it makes before the end of your next turn.

LEVEL 10: ELECTROMAGNETIC SHIELD

When you are hit by a ranged attack that deals Force, Lightning, Necrotic, or Radiant damage, roll a d6. On a roll of 6, the attack misses you, regardless of its roll.

LEVEL 14: ENERGETIC DISCHARGE

You create a fist-sized device that can absorb, store, and redirect small amounts of energy. 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, you can expend any number of stored charges to force a target within 60 feet of you to make a Dexterity saving throw against your Alchemist save DC. A creature takes 1d10 Force damage for each charge expended on a failed save, or half as much damage on a successful one.

MAD BOMBER

Blow Things Up

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.

LEVEL 3: BLASTING SPECIALTY

Your bombs deal double damage to objects and structures.

LEVEL 3: BLACK POWDER BOMB [FORMULA]

By adding a charge of black powder to your Bomb, you can change it into a Black Powder Bomb. All of this Bomb's damage dice are d12s. If a target has Resistance to Fire damage, it loses that Resistance for this damage roll. If it has Immunity to Fire damage, it instead has Resistance for this damage roll.

You can use this formula a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you finish a Long Rest.

LEVEL 6: TIMED DEMOLITION

When you prime a Bomb, you can set a duration for its detonation, which can be any number of rounds (any increment of 6 seconds) up to 10 minutes. The Bomb detonates using the Bomb's Explode property at the end of your turn after this duration. If a creature is in the area of more than one Bomb's explosion simultaneously, the creature is only affected by one Bomb of your choice.



LEVEL 10: BLAST SHIELD

Choose one damage type from among Acid, Cold, Fire, Lightning, or Thunder whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

LEVEL 14: OVERLOADED CHARGE

Whenever you expend a number of Reagents equal to your Proficiency Bonus to empower a Bomb, you gain 2 additional Reagents which you can immediately expend to further empower the Bomb beyond the normal maximum of Reagents.

MUTAGENIST

Mutate Yourself to Adapt to Any Situation

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 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.

LEVEL 3: BONUS PROFICIENCIES

You gain proficiency in your choice of the Acrobatics or Athletics skill.

LEVEL 3: MUTAGENS

You can take a Bonus Action to inject yourself with a potent transmutative potion known as a Mutagen. You gain one of the following benefits of your choice for 1 minute, or until you take a Bonus Action to inject yourself with a different Mutagen.

Strength. Your Strength score increases by 3, to a maximum of 23. 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. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal damage equal to 1d8 plus your Strength or Dexterity modifier instead of the strike's normal damage. The damage of this strike is Bludgeoning, Piercing, or Slashing damage, as appropriate for the natural weapon.

Dexterity. Your Dexterity score increases by 3, to a maximum of 23. Additionally, your Speed increases by 10 feet.

Constitution. Your Constitution score increases by 3, to a maximum of 23. You gain Temporary Hit Points instead of increasing your Hit Point maximum or current Hit Points. If your Constitution modifier increases by 1, you gain Temporary Hit Points equal to your level. If the modifier increases by 2, you gain Temporary Hit Points equal to twice your level. These Temporary Hit Points last for the duration of the ability score increase.

LEVEL 6: SHARED MUTAGEN

You can take a Bonus Action and expend 1 Reagent to inject an ally 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.

LEVEL 10: ADVANCED MUTATION

Whenever you inject yourself with a Mutagen, you can also gain one of the following mutations of your choice.

Hyperelastic. Your flesh takes on a rubbery quality, allowing you to bend and stretch with ease. Your reach is 5 feet greater than normal. Additionally, you have Advantage on checks you make to end the Grappled condition or to escape from nonmagical restraints.

Mucilaginous. Your skin secretes a thick, extremely sticky substance that 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 Climb Speed equal to your Speed.

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 wield two Two-Handed weapons, or four one-handed weapons), perform Somatic components of spells, and perform other actions, though the arms themselves don't grant you any additional actions.

LEVEL 14: MUTATED BLOOD

Choose Strength, Dexterity, or Constitution. The chosen ability score increases by 2, and your maximum for this score increases to 22. When a Mutagen is applied to that ability score, its maximum increases to 25. You can change this ability score increase when you finish a Long Rest.

OOZE RANCHER

Brew Bottled Ooze Minions

Unsurprisingly, Oozes, jellies, and slimes are a fascinating subject for Alchemists who wish to figure out 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 who choose to research slimes in depth are called Ooze Ranchers, for they breed and keep numerous slimes upon which to experiment.

LEVEL 3: OOZE RESILIENCE

Your experience with Oozes grants you the following benefits.

Acid Resistance. You have Resistance to Acid damage.

Ooze Empathy. Additionally, whenever an Ooze tries to attack you, it makes a Wisdom saving throw against your Alchemist save DC. On a failed save, the attack automatically misses you. On a successful save, the Ooze is immune to this feature for the next 24 hours.

BOTTLED OOZE

Wondrous Item, Uncommon

As Bonus Action, you can throw this bottle up to 60 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. The ooze dissolves into a lifeless sludge after 1 hour or when you release another *Bottled Ooze*.

LEVEL 3: SLIME BOMB [FORMULA]

By mixing your Bomb's explosive contents with the remnants of an Ooze, you can change it into a Slime Bomb. This Bomb deals no damage, but instead causes the target or each creature within the Sphere of the Bomb's Explode property to become coated in a viscous, green slime. A creature coated in slime can't take Bonus Actions or the Dash, Disengage, or Dodge action. This slime lasts for 1 minute or until it or another creature takes the Utilize action to remove the slime.

LEVEL 6: BOTTLED OOZES

Whenever you brew potions, you can spend 2 Reagents to create a *Bottled Ooze*, which contains a **Gray Ooze** (see *Bottled Ooze* sidebar). This item retains potency until you finish a Long Rest, after which it becomes inert.

An Ooze produced by your *Bottled Oozes* uses your Intelligence modifier plus your Proficiency Bonus for its attack rolls. If the Ooze forces a creature to make a saving throw, it uses your Alchemist save DC.

Improved Bottled Oozes. At higher Alchemist levels, you can distill more powerful slimes into Bottled Oozes that you create, as shown on the following table. An Ooze produced by your Bottled Ooze can't take the Split Reaction.

Item	Reagents
Alchemist Level 6	
<i>Bottled Ooze (Gray Ooze)</i>	2
Alchemist Level 9	
<i>Bottled Ooze (Ochre Jelly)</i>	4
<i>Bottled Ooze (Gelatinous Cube)</i>	4
Alchemist Level 13	
<i>Bottled Ooze (Black Pudding)</i>	6

LEVEL 10: SACRIFICIAL SLIME

Whenever you are targeted by an attack while an allied Ooze is within 5 feet of you, you can take a Reaction to command it to move in the way of the attack, causing the attack to target it instead.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 14: ELEMENTAL OOZES

Whenever you create a *Bottled Ooze*, choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. The Ooze has Immunity to that damage. Whenever it is subjected to that damage type, it takes no damage and instead regains a number of Hit Points equal to half the damage dealt.

PIGMENTIST

Splash Paint Everywhere to Support Your Allies

One of the lesser-known duties of Alchemists is synthesizing new and increasingly vibrant pigments from mundane and magical materials—in many cases, creating new colors from whole cloth. Alchemists that specialize in this field are called Pigmentists. An artful and imaginative lot, they seek to brighten the world with their newly-invented hues, or failing that, simply splatter it with marvelous combinations of paint.

LEVEL 3: PAINTER

You gain proficiency with Painter's Supplies and gain a bonus to checks using it equal to your Intelligence modifier (minimum bonus of +1). Additionally, you can make a gallon of paint whenever you finish a Short or Long Rest.

LEVEL 3: PAINT BOMBS

You gain the Paint Bomb formula, which doesn't count against your total number of formulae known. If you already have it, gain another formula of your choice. For you, the Bomb is improved in the following ways.

Extended Duration. Creatures remain coated in paint until the end of your next turn, instead of the start of your next turn.

Magical Pigments. When you throw a Paint Bomb, choose its color from the Magical Pigment table. Each color corresponds to a damage type. Whenever a creature coated in paint takes damage of the corresponding type, it takes an extra 1d6 damage of that type.

MAGICAL PIGMENTS

Color	Damage Type
Blue	Cold
Green	Poison
Indigo	Thunder
Orange	Acid
Red	Fire
Violet	Necrotic
Yellow	Lightning



LEVEL 6: PALETTE PORTALS

You mix your paint with conjuration magic. Once on each of your turns, you can use 10 feet of your movement to enter any area of wet paint within 5 feet of you, emerging from another area of wet paint of the same color within 60 feet of you. Both areas of paint must be at least the same size as you and must have been coated within the last minute.

LEVEL 10: PIGMENT POTIONS

Whenever you brew a potion, you can add a pigment from the Magical Pigments table. When a creature drinks this potion, they also gain the benefits of a *Potion of Resistance* of the corresponding damage type for 1 minute.

LEVEL 14: SPLATTER BOMBS

Your Paint Bombs are improved in the following ways:

Rainbow Blast. You can add up to three colors from the Magical Pigments table when you throw a Paint Bomb.

Selective Splatter. When you use the Explode property of your Paint Bomb, you can choose for each creature within the area to automatically succeed or fail (your choice) on its saving throw against the Bomb.

RESONATOR

Use Acoustics to Shape the Battlefield

The explosive force of an Alchemist's Bomb isn't just fire—it is a wave that can be shaped and focused. Alchemists who realize this and pursue the science of waves are deemed Resonators for their oft-revisited subject, resonant frequencies. Perhaps such frequencies are at the center of all alchemical pursuits, for with the right frequencies, a Resonator can warp explosions, concuss dragons, and vibrate steel to pieces.

LEVEL 3: PLAYBACK DEVICE

You construct a clockwork device for recording and playing back audio. You can record anything you have heard within the last minute using this device and can store up to 8 hours of audio. Played back audio sounds identical to when it was recorded, but you can't use this device to replicate sounds loudly enough to deafen or deal damage. Additionally, you can playback audio up to three times as loud, allowing you to use the device as a megaphone. If you lose your Playback Device, you can build a new one using materials worth 100+ GP over the course of a Short or Long rest.

LEVEL 3: CONICAL BOMB [FORMULA]

By attaching a waveguide to the exterior of your Bomb, you can change it into a Conical Bomb. This Bomb deals Thunder damage instead of Fire damage. When you use the Bomb's Explode property, the explosion is a 10-foot Cone originating from the Bomb's point of impact, extending in a direction you choose. Each creature within the Cone makes a Constitution saving throw, instead of Dexterity. You can extend the cone by 5 feet by expending Reagent dice as normal.

LEVEL 6: RESONANT FREQUENCY

You have discovered that every material has a resonant frequency, a specific tone that compromises its structural integrity. As a Magic action, you can choose one type of solid material, such as wood, glass, metal, or stone, and begin playing the material's resonant frequency through your Playback Device. You can stop playing a resonant frequency on your turn (no action required).

When you take this action and at the start of each of your turns while playing the frequency, objects made of the specified material within 15 feet of you that aren't being worn or carried take Force damage equal to 1d8 plus your Intelligence modifier. Constructs or Elementals made predominantly of a single material, such as metal or stone, and components of objects, such as the metal lock of a door, can also be damaged by a resonant frequency.

LEVEL 10: FLASHBANG

As a Bonus Action, you can throw a concussive explosive at your feet. Each Large or smaller creature of your choice within 10 feet of you can't make Opportunity Attacks until the start of your next turn.

LEVEL 14: REVERB EXPLOSIONS

When you prime a Bomb and use its Explode property, you can spend 4 Reagents to create a reverb explosion. If the Bomb deals damage, all if its damage dice decrease by 1 step (d12s → d10s → d8s → d6s → d4s, to a minimum of d4s). At the start of your next turn, the explosion occurs again with the same area and damage, but its damage dice are decreased by a further 1 step.

VENOMSMITH

Cripple Your Foes with Deadly Poisons

For every Alchemist that devotes their life to healing the sick, another hears 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.

LEVEL 3: POISONER

You gain the Poisoner discovery and can ignore the prerequisite of Alchemist level 5 for brewing poisons. This discovery doesn't count against your number of discoveries known, and you can't later replace this discovery with a different one.

LEVEL 3: LAUGHING GAS BOMBS

You gain the Laughing Gas Bomb formula, which doesn't count against your total number of formulae known. If you already have it, gain another formula of your choice. For you, the Bomb is improved in the following ways.

Improved Damage. All of this Bomb's damage dice are d10s.

Side-Splitter. A creature that rolls a 1 on the d20 for its saving throw against the Explode property of this Bomb has the Prone condition and its Speed is 0 until the start of your next turn.

LEVEL 6: ALCHEMICAL ASSASSIN

You have a specially-designed needle ring for poisoning others. You can use a Bonus Action to deal 1 Piercing damage to a creature within 5 feet of you, subjecting the creature to contact and injury poisons on the ring. You have Advantage on Dexterity (Sleight of Hand and Stealth) checks made to conceal and use this ring.

LEVEL 10: MITHRIDATISM

By administering small doses of poisons and toxins to yourself, you have Immunity to Poison damage and the Poisoned condition.

LEVEL 14: TOXIC RECOMPENSE

Whenever a creature within 5 feet of you hits you with a melee attack, you can take a Reaction to unleash a spray of poisonous vapor. The attacker must succeed on a Constitution saving throw against your Alchemist save DC or have the Poisoned condition for 1 minute. While it has the condition, the creature takes 1d10 Poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

XENOALCHEMIST

Harvest Monsters and Attach Grafts

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.

LEVEL 3: XENO BIOLOGY

You also gain proficiency in one of these skills of your choice: Arcana, Nature, or Medicine. Additionally, you have Advantage on all ability checks you make to identify or research monsters.

LEVEL 3: MAD SCIENTIST

Your experiments in xenoalchemy grant you the following benefits.

Two Grafts. You gain two Common or Uncommon monstrous grafts of your choice. *Beast's Hide* and *Climbing Apparatus* are recommended. Monstrous grafts are detailed at the end of the class description.

Painless Attachment. You don't lose Hit Dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft.

Intelligent Grafts. You can use your Intelligence modifier, instead of Strength or Dexterity, for the attacks and damage of Unarmed Strikes that are improved by a graft, such as *Bestial Features*. If a graft forces a creature to make a saving throw, it uses your Alchemist save DC.

LEVEL 3: SLEEP BOMB [FORMULA]

By adding a tranquilizer to your Bomb, you can change it into a Sleep Bomb. This Bomb deals no damage. When you use the Bomb's Explode property, each creature within the explosion makes a Wisdom saving throw, instead of Dexterity. A target hit by this Bomb or that fails its saving throw against it has the Incapacitated condition until the end of its next turn at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for 1 minute. The condition ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the Bomb's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this Bomb. A creature that succeeds on its saving throw against the Bomb is Immune to its conditions for 24 hours.

You can use this formula a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you finish a Long Rest.

LEVEL 6: SURGICAL STRIKE

You can take the Study action to examine a creature as a Bonus Action. You learn the target's creature type and make a DC 15 Intelligence check using a skill from the Examine Specimen table, corresponding to the target's creature type. If you succeed, you learn one of the following pieces of information of your choice about the target: its AC, Immunities, Resistances, and whether it is Bloodied.

Whether you succeed or fail, you can't use this feature again to target that creature or another creature of its specific kind (such as humans or unicorns) until you finish a Short or Long Rest.

EXAMINE SPECIMEN

Skill	Creature Type
Arcana	Aberrations, Constructs, Elementals, Fey, and Monstrosities
History	Giants and Humanoids
Nature	Beasts, Dragons, Oozes, and Plants
Religion	Celestials, Fiends, and Undead

LEVEL 10: NECROMANTIC ORGANS

You've augmented your body with reanimated organs that persist after your death. If you are reduced to 0 Hit Points but not killed outright, you can drop to a number of Hit Points equal to your Alchemist level.

Once you use this feature, you can't use it again until you finish a Long Rest.

ALCHEMY GOLEM

Large Monstrosity, Unaligned

AC 13 plus your Intelligence modifier **Initiative** -1

HP 5 plus five times your Alchemist level
(the golem has a number of Hit Dice [d8s]
equal to your Alchemist level)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	17	+3	+3	DEX	8	-1	-1	CON	18	+4	+4
INT	6	-2	-2	WIS	11	+0	+0	CHA	5	-3	-3

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 30 ft.; Passive Perception 10

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

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Alchemical Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

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

ACTIONS

Multiattack. The golem makes one Slam and one Unarmed Strike.

Slam. *Melee Attack Roll:* Bonus equals your Intelligence modifier plus your Proficiency Bonus, reach 5 ft.
Hit: 1d8 plus 3 plus your Intelligence modifier Bludgeoning damage.

Unarmed Strike. *Melee Attack Roll:* Bonus equals your Intelligence modifier plus your Proficiency Bonus, reach 5 ft. *Hit:* 1d6 plus 3 plus your Intelligence modifier Bludgeoning damage.

LEVEL 14: IT'S ALIVE!

Your research into necromancy has culminated in golem stitched together from discarded body parts. This golem uses the Alchemy Golem stat block.

Creating or Replacing the Golem. You can make a golem using 3 Humanoid corpses in a process that requires 8 hours of work, which can be done during a Long Rest. If you already have a golem from this feature, the old one dies when the new one is completed.

Golem in Combat. The golem is under your control and is an ally to you and your allies. In combat, it takes its turn immediately before or after your turn each round (your choice). You can take a Bonus Action to mentally command the golem if it is within 500 feet of you. If you issue no commands, the golem takes the Dodge action and moves only to avoid harm.

Golem Grafts. You can attach up to three monstrous grafts to the golem.

Restoring the Golem. If the golem has died within the last hour, you can take a Magic action to touch it and expend 1 Reagent. The golem returns to life with a number of Hit Points equal to 1d10 plus your Intelligence modifier.



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 the practice of Xenoalchemy, or Graftworking—which involves surgically attaching monstrous parts onto a humanoid body—distasteful, if not outright revolting. This fringe science, obsessed with the appendages 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.

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 for the target creature, it is alchemically enlarged or reduced to fit. You can't harvest grafts from Tiny or Gargantuan creatures.

Certain grafts can only be harvested from monsters with a specific creature type, attack, or trait, as specified in the graft's Donor section.

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

First Installation in a Body Slot. The first installation of a graft in a particular body slot is an invasive procedure that often necessitates removing a body part or organ. This installation, which can be done during a Short Rest, requires one hour of work, a Healer's Kit and a knife, and someone else to perform the procedure. You lose half of your Hit Points and all of your Hit Dice when it is completed. Further installations in that body slot have none of these ill effects.

Attaching a Graft. After the first installation in a body slot, you can attach a graft in 10 minutes, which can be done during a Short Rest. Whenever you attach a graft for the first time, you can't use its abilities for 24 hours, as your body adjusts to its presence. A graft is permanent until another graft is provided to replace it.

Cost and Rarity. The costs of obtaining grafts are shown on the following Grafts table. The table also includes a magic item rarity for each graft. If a graft doesn't include a cost, it can't be easily purchased, though such an item might be discovered while adventuring.

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, Fey, or Fiend if it is first affected by a *Planar Binding* spell, and then slain, harvested, and its graft surgically attached before the spell ends.

GRAFTS

Graft	Slot	Cost
Amphibious Adaptation	External	400 GP
Arcane Synapses	Head	800 GP
Beast's Hide	External	700 GP
Bestial Weapons	Arms or Head	150 GP
Charging Hooves	Legs	500 GP
Climbing Apparatus	Legs	800 GP
Darkvision	Head	200 GP
Doppel-Blooded	Internal	1,200 GP
Draconis Fundamentum	Internal	750 GP
Dragon's Hide	External	[5,000 GP]
Energetic Suture	External	3,000 GP
Heart of Steel	Internal	350 GP
Horns	Head	200 GP
Indiscernible Anatomy	Internal	1,500 GP
Leaping Legs	Legs	300 GP
Oversized Arms	Arms	[6,000 GP]
Prehensile Tail	External	400 GP
Regenerating Marrow	Internal	2,500 GP
Replacement	Any	100 GP
Stench	Internal	4,000 GP

AMPHIBIOUS ADAPTATION

Monstrous Graft (External Slot), Uncommon
 Donor: Any Creature With the Amphibious or Water Breathing trait

You have grafted the fins and gills of an aquatic creature to your body. You have a Swim Speed equal to your Speed and you can breathe air and water.

ARCANE SYNAPSES

Monstrous Graft (Head Slot), Uncommon
 Donor: Any Creature with a Spellcasting Action

You have stolen a bit of arcane potential by inserting additional nerves into your brain. You learn one cantrip of your choice from the Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this cantrip when you cast it with this graft (choose each time you install this graft).

BEAST'S HIDE

Monstrous Graft (External Slot), Uncommon
 Donor: Large or Larger Beast

You have transplanted the thick hide from a wild Beast onto your body. Your base Armor Class equals 13 plus your Dexterity modifier. You can wear armor on top of your Beast's Hide, and you can use either armor to determine your AC. You can use a Shield and still gain this benefit.

BESTIAL WEAPONS

Monstrous Graft (Arms or Head Slot), Common
Donor: Any Creature with a Bite or Claw Action

You have implanted either the teeth or claws from a monster into yourself, which you can use to make Unarmed Strikes. A set of claws occupy the Arms slot, whereas teeth occupy the Head slot.

You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Slashing damage (for Claws) or Piercing damage (for Teeth) equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage.

CHARGING HOOVES

Monstrous Graft (Legs Slot), Uncommon
Donor: Any Creature with a Gore or Hooves Action

You have replaced your legs with those of a running creature. 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 movement.

CLIMBING APPARATUS

Monstrous Graft (Legs Slot), Uncommon
Donor: Any Creature with a Climb Speed

You have replaced or complemented your lower limbs with those of a climbing creature. You have a Climb Speed equal to your Speed.

DARKVISION

Monstrous Graft (Head Slot), Uncommon
Donor: Any Creature with Darkvision

You have replaced your own eyes with those of a nocturnal or subterranean monster. You have Darkvision with a range of 60 feet.

DOPPEL-BLOODED

Monstrous Graft (Internal Slot), Uncommon
Donor: Any Creature with the Shape-Shift Action

As a Magic action, you can alter your appearance for up to 1 hour. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics, if any. You can make yourself appear as a member of another species, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for instance.

OTHER MONSTROUS GRAFTS

Other monsters might have organs, weapons, or traits 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.

DRACONIS FUNDAMENTUM

Monstrous Graft (Internal Slot), Uncommon
Donor: Dragon, Humanoid, or Monstrosity with a Breath Weapon Action (such as Fire Breath)

You have installed the mighty source of breath weapons into your body. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage. The damage is the same type as the donor's breath weapon. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this graft a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

DRAGON'S HIDE

Monstrous Graft (External Slot), Rare
Donor: Large or Larger Dragon

You have transplanted the scaly, diamond-like hide of a Dragon onto your body. Your base Armor Class equals 17 (your Dexterity modifier doesn't affect this number). You can wear armor on top of your Dragon's Hide, and you can use either armor to determine your AC. You can use a Shield and still gain this benefit.



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.

ENERGETIC SUTURE

Monstrous Graft (External Slot), Rare

Donor: Any Creature with Immunity or Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage

You have Resistance to one of the following damage types to which the donor had Resistance or Immunity: Acid, Cold, Fire, Lightning, Poison, or Thunder.

HEART OF STEEL

Monstrous Graft (Internal Slot), Common

Donor: Any Construct

You have replaced your heart with a Construct's core. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a motionless state, during which you retain consciousness.

HORNS

Monstrous Graft (Head Slot), Uncommon

Donor: Any Creature with a Gore, Horns, Ram, or Tusks Action

You attach a sturdy pair of horns or tusks onto your body that you can use to make Unarmed Strikes. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal damage equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage. The damage is the same type as the donor's attack. If you move at least 20 feet straight toward the target immediately before the hit, the target has the Prone condition, if it is Large or smaller.

INDISCERNIBLE ANATOMY

Monstrous Graft (Internal Slot), Uncommon

Donor: Medium or Larger Aberration

You have spliced aberrant genetics into your body, which have altered your internal organs. Any Critical Hit against you becomes a normal hit.

LEAPING LEGS

Monstrous Graft (Legs Slot), Uncommon

Donor: Any Creature with the Standing Leap Trait or Pounce Action

The distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal). You suffer no penalty for making a standing High or Long Jump.

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Proficiency Bonus.

OVERSIZED ARMS

Monstrous Graft (Arms Slot), Rare

Donor: Giant

You have replaced your arms with a Giant's massive limbs. Your reach is 5 feet greater whenever you make an attack with a Melee weapon or Unarmed Strike. Additionally, you have Advantage on Strength checks and saving throws.

PREHENSILE TAIL

Monstrous Graft (External Slot), Uncommon

Donor: Any Creature with a Tail Action

You attach a muscular, prehensile tail, which you can use to make Unarmed Strikes. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage. 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

Monstrous Graft (Internal Slot), Rare

Donor: Any Creature with the Regeneration Trait

You have replaced your bone marrow with that of a regenerating creature. If you are Bloodied and have at least 1 Hit Point at the start of each of your turns, you can expend one of your Hit Dice, roll the die, and regain a number of Hit Points equal to the roll plus your Constitution modifier.

REPLACEMENT

Monstrous Graft (Any Slot), Common

Donor: Any

One or more of your organs or limbs has been replaced with a part harvested from a monster. A Replacement can replace an amputated limb or missing organ but can't revive a creature that has died. Replacement limbs can look like 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 kidney takes up the Internal slot. You can have more than one Replacement in a single body slot.

STENCH

Monstrous Graft (Internal Slot), Rare

Donor: Any Creature with the Stench Trait

As a Bonus Action, you can release a foul liquid contained within an organ taken from the donor creature. A creature you choose within 10 feet of you must succeed on a Constitution saving throw (DC 8 plus your Constitution modifier and your Proficiency Bonus) or have the Poisoned condition until the end of your next turn..

You can use this graft a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

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