

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 supported by alchemical science. Any assertions that there are more than four elements or that lead can't be transmuted into gold are the author's alone, and do not reflect the alchemical community at large.

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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.

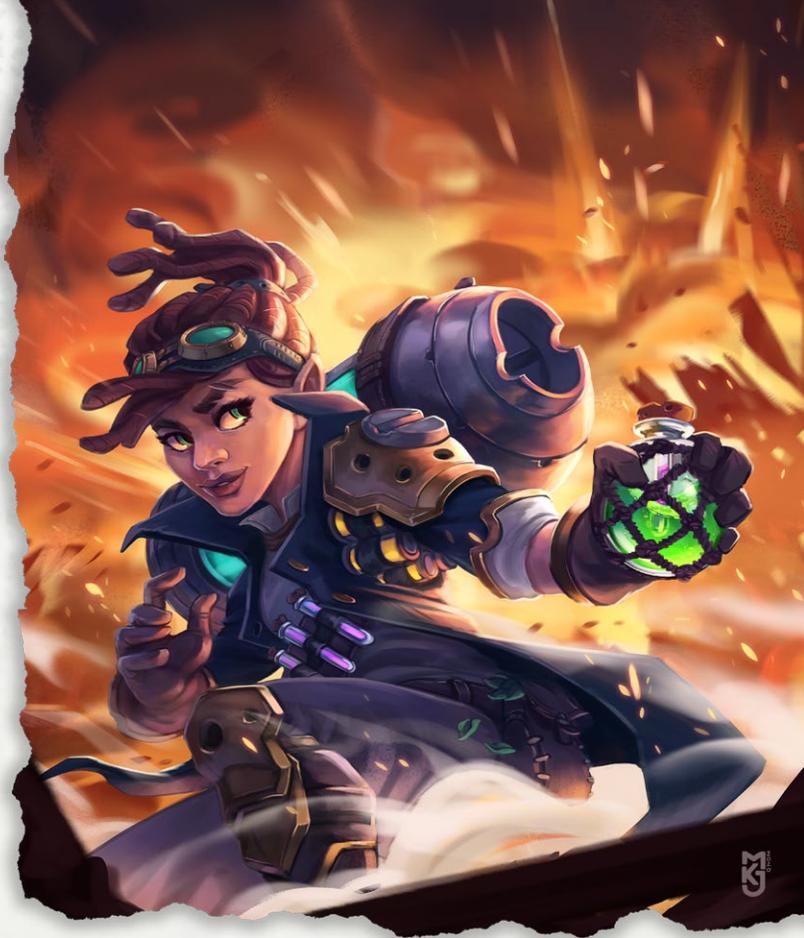
An alchemical bomb is a 1-pound, apple-sized, spherical glass or clay flask filled with a reactive chemical. A smaller vial of thin glass containing a reagent is suspended in the liquid, and the whole thing is sealed with a cork or wax seal. The chemicals violently explode when mixed. This occurs when 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 that 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 you study 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 of your choice, preferably one that lends insight into your history with alchemy.

THE ALCHEMIST

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

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

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 flask 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 ability check you make to identify herbs, potions, poisons, or other alchemical substances. If the ability check already includes your proficiency bonus, you can add this bonus in addition to your normal proficiency bonus.

BOMBS

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

BOMB

Bombs are exotic ranged weapons with the following statistics. Unless otherwise stated, no other class has proficiency with bombs.

Name	Cost	Damage	Weight	Properties
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/90)

SPECIAL PROPERTY

BOMB. When a bomb hits a target, it explodes in a 15-foot diameter sphere 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 (for a Medium or smaller target, each creature within 5 feet of it) must make 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.

PRIMING BOMBS. Once per turn you can take the Use an Object action to prime a bomb with explosive reagents and make an attack with it, increasing the bomb's explosive potential. 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 you throw a bomb, the save DC for its blast radius 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. Once per turn when you prime a bomb, you can apply a formula to it. Applying a formula sometimes changes all of the damage dice rolled for a bomb, but also grants it special effects.

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 doesn't 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 prime a bomb, you can expend a number of reagent dice up to your proficiency bonus 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 on the Potions table.

POTIONS

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
Universal Solvent	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
Sovereign Glue (1 ounce)	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

When you finish a short rest, you can choose to regain all of your expended reagent dice that weren't used to brew potions. Once you use this feature, you can't do so again until you finish a long rest.

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 gain a level in this class, 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 to 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 Large or smaller 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's supplies, 1,000 gp worth of materials, and 7 days of work. You can only have one philosopher's stone at a time. As long as you possess the stone, you gain the following benefits:

- Whenever you finish a short rest, you regain all expended reagent dice.
- You can brew potions as an action, instead of over the course of 10 minutes.
- You age 10 times slower than normal, and you can't be aged magically.

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 contents 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 the full bomb damage rolled, or half as much damage on a successful save. Creatures within 60 feet of the bomb gain no benefit from Evasion or similar features.

BOMB FORMULAE

Bomb formulae are summarized on the following table. Bombs that are exclusively available to one field of study are 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
Arcano Bomb*	d12 force	Dexterity
Black Powder Bomb*	d12 fire	Dexterity
Bramble Bomb	—	—
Conical Bomb*	d8 thunder	Constitution
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 bludg.	Dexterity
Oil Bomb	d6 fire	—
Painkiller Bomb*	—	—
Paint Bomb*	Varies	—
Pheromone Bomb*	—	Wisdom

MISSED BOMB

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 or deal damage within their blast radius. The GM can decide which of these two outcomes happens or can determine the outcome randomly.

Plasma Bomb*	d10 radiant	Dexterity
Prismatic Bomb	Varies	Varies
Psionic Bomb	d6 psychic	Wisdom
Quiet Bomb	d8 fire	Dexterity
Reverb Bomb*	Varies	Constitution
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 its damage dice are d4s. 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 next turn.

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, but 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 succeed on a Strength (Athletics) check against your bomb save DC before it can move or stand. The brambles shrivel and die after 1 minute.

CRYO BOMB

By replacing your bomb's explosive contents with a piece of ice-nine, you can change it into a cryo bomb. A cryo bomb deals cold damage instead of fire damage, its damage dice are d8s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has its speed reduced 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 its damage dice are d8s, unless the target is a Celestial, Fiend, or Undead. The bomb's damage dice are d6s against Celestials and d12s against Fiends and Undead.

IMPACT BOMB

By replacing your bomb's explosive contents with a more reactive one, you can change it into an impact bomb. An impact bomb deals force damage instead of fire damage, and its damage dice are d8s. 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's damage dice are d6s. Additionally, the area of the blast radius is engulfed in flames, which persist until the start 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, its damage dice are d6s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. 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 falls prone due to this bomb's effects, it is immune to this effect (but not the bomb's poison damage) for the next 24 hours.

LIGHTNING BOMB

By replacing your bomb's explosive contents with a charged arcane capacitor, you can change it into a lightning bomb. A lightning bomb deals lightning damage instead of fire damage, and its damage dice are d8s. 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 contents 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 its damage dice are d8s. 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 pellets 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 deals no 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 extra d6 damage for each die of fire damage rolled, up to a maximum of half your alchemist level, rounded up. This 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 of a randomly determined type instead of fire damage, and it requires a randomly determined type of saving throw. Its damage dice are d8s. 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		

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, its damage dice are d6s, and it requires a Wisdom saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on Constitution saving throws it makes to maintain concentration on spells until the end of its next turn, including against this bomb's damage.

QUIET BOMB

By replacing your bomb's explosive contents with a wad of thermal cotton, you can change it into a quiet bomb. A quiet bomb's damage dice are d8s. 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 contents with a powerful lodestone, you can change it into a seeking bomb. A seeking bomb's damage dice are d6s. You don't have disadvantage on ranged attack rolls you make using this bomb as a result of being within 5 feet of a hostile creature.

SMOKE BOMB

By removing your bomb's explosive contents 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 smoke spreads around corners and its area is heavily obscured. It lasts for a number of rounds equal to your Intelligence modifier (minimum

of 1 round) 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 one 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, its damage dice are d6s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. 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, its damage dice are d8, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on ability checks it makes until the end of its next turn.

TELEPORTATION BOMB

By replacing your bomb's explosive contents 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. This effect fails if the bomb explodes more than 30 feet away from you.

THERMOBARIC BOMB

By replacing your bomb's explosive contents with a lower speed explosive, you can change it into a thermobaric bomb. A thermobaric bomb's damage dice are d6s, and it explodes in a 10-foot radius.

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, its damage dice are d8s, it requires a Constitution saving throw, instead of a Dexterity saving throw. 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. A level prerequisite refers to your level in this class. You can only learn a discovery once, unless otherwise specified.

ADVANCED POISONER

Prerequisites: 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

ANTISOUND

Prerequisite: 13th level, Resonator Field of Study

Whenever you throw a bomb that deals thunder damage in a blast radius, you can choose to magically silence the area after the blast, as per the spell *silence*. Creatures in the area aren't immune to thunder damage caused by your bombs. This effect lasts for 1 minute or until you choose to use this feature again.

ARCANE STUDY

You learn three cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for your wizard spells.

BALLISTICS RESEARCH

You learn two additional bomb formulae.

BATTLE TRAINING

You gain proficiency with martial weapons and shields.

BEGUILING HAZE

Prerequisites: 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

Prerequisites: 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 thickens your blood. Your hit point maximum increases by your alchemist level + your Constitution modifier, and it increases by 1 again whenever you gain a level in this class.

CRAFT HOMUNCULUS

Using a special alchemical process requiring 8 hours of work, which can be performed over the course of a long rest, 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.
- You can't dismiss your homunculus as you would a familiar.
- Your homunculus is a Construct and can't assume a different form.
- Your homunculus can take the Attack action on its turn.

When your homunculus dies, its body remains, and can be reanimated in a procedure requiring 1 hour of work, which can be performed over the course of a short or long rest.

DEMOLITION SPREE

Prerequisites: 13th level, Mad Bomber Field of Study

When you prime and throw a bomb, you can choose to throw a number of bombs equal to the amount of damage dice for the bomb 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, 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 the bomb had been primed and thrown, but it doesn't 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 on the same turn you throw a bomb.

FIRE BRAND

As a bonus action you can mix your bomb's contents together and apply the fiery concoction to a melee weapon you are holding. Until the end of your turn, this melee weapon deals an extra 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 use an action to drink its contents and spit them out in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw against your bomb save DC. On a failed save, a creature takes fire damage as if the bomb had been primed and thrown, or half as much on a successful save. When you use this ability, you take 1d4 points of fire damage for 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 attacks until the end of its next turn.

GRENADIER

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

DYNAMO CHARGER

Prerequisites: 13th level, Dynamo Engineer Field of Study

You've invented a device that rapidly recharges your spell dynamos. Once per day when you finish a short rest, you can regain 2 expended spell slots stored in dynamos. You can configure these dynamos immediately.

HEMOREAGENT

Prerequisite: 17th level

When you prime and 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 without expending them, and you take 1d6 necrotic damage for each reagent die added. This damage can't be reduced or prevented in any way.

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 within 5 feet of you 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 have expanded their blast radius and 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

Prerequisites: 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 speed of 30 feet, unless it was already higher. 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 bonus to their damage rolls and initiative rolls.

PAINT PORTALS

Prerequisite: 13th level, Pigmintist Field of Study

Through some clever paint mixing, you have infused your paint with a small amount of 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.

POISONER

Your research into poisonous compounds has taught you 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:

Potion	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 on 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 at 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

Prerequisites: 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 consumed normally. You can inject a potion into an unwilling creature with a successful melee attack, treating the syringe as a finesse weapon.

TRI-MUTATION

Prerequisites: 13th level, Mutagenist Field of Study

You've developed a powerful, but fleeting way to blend your mutagens. 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 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, while others focus on research or potion-brewing. Fields of study are as varied as the alchemists who 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 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.

BONUS PROFICIENCIES

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

FORMULA: PHEROMONE BOMB

Starting at 2nd level, you can replace your bomb’s explosive contents with a potent pheromone, changing it into a pheromone bomb. A pheromone bomb requires a Wisdom saving throw, instead of a Dexterity saving throw. 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 until it takes damage.



MAGNETIC PERSONALITY

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

FIELDS OF STUDY

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 resonates frequencies
Venomsmith	Poison expert and assassin
Xenoalchemist	Modifies their body and the bodies of others with monster surgery

ALCHEMICAL PERFUME

Beginning at 10th level, you wear an aromatic, mind-altering perfume that endears others to you. When a hostile creature within 5 feet of you makes an attack roll against you, it must succeed on 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. A target automatically succeeds on this saving throw if it can't be charmed.

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 need 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 in the Medicine skill.

FORMULA: PAINKILLER BOMB

At 2nd level, you can mix your bomb's contents with analgesic oil, changing it into a painkiller bomb. A painkiller bomb deals no damage and doesn't have a blast radius. On a hit, roll damage as normal; the target instead gains temporary hit points which last for 1 minute equal to the total damage roll. You can target a willing creature with this bomb without making an attack roll. Once you throw one of these bombs, you can't throw another one for 1 minute.

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 or unconscious creature within 20 feet of you. The target gains the potion's benefit as if it had consumed 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 dead*. If you use your action to pour this concoction on a Humanoid corpse that has been dead no longer than 10 days, the target gains the effect of the *raise dead* spell.

DYNAMO ENGINEER

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 can 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.

SPECTRUM ANALYZER

Starting at 2nd level, 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 using 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.

SPELLCASTING

Also at 2nd level, you can cast spells by storing and releasing energy in spell dynamos. See the core rules for the general rules of spellcasting and the wizard spell list.

DYNAMO ENGINEER SPELLCASTING			
Alchemist Level	Spells Known	Spell Dynamos	Slot Level
2nd	3	2	1st
3rd	3	2	1st
4th	4	3	1st
5th	4	3	1st
6th	4	3	1st
7th	5	4	2nd
8th	6	4	2nd
9th	6	4	2nd
10th	7	5	2nd
11th	8	5	2nd
12th	8	5	2nd
13th	9	5	3rd
14th	10	5	3rd
15th	10	5	3rd
16th	11	6	3rd
17th	11	6	3rd
18th	11	6	3rd
19th	12	7	4th
20th	13	7	4th

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 what the level of those slots held in each of your dynamos is; all of these spell slots are the same level. To cast one of your wizard spells of 1st level or higher, you must expend a spell dynamo. You regain all expended spell dynamos when you finish a long rest.

PREPARING SPELLS. 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 you know. You can only use a spell dynamo to cast a spell to which it is configured. When you finish a short or long rest, you can reconfigure your unexpended dynamos to hold different spells.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER. You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and transmutation spells on the wizard spell list.

The Spells Known column of the Dynamo Engineer Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY. Intelligence is your spellcasting ability for your wizard spells, since you cast them using cutting-edge arcane technology. You use your Intelligence whenever a spell refers to your spellcasting ability. Use your bomb save DC as the saving throw DC for a wizard spell you cast, and use your Intelligence modifier when making an attack roll with one.

SPELL ATTACK MODIFIER = your proficiency bonus + your Intelligence modifier

FORMULA: ARCANO BOMB

Starting at 6th level, you can craft arcano bombs. By adding an unexpended 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, its damage dice are d12s, and it deals one extra die of damage, as if a reagent die were added to it.

COUNTER-DISCHARGE

Beginning at 10th level, when a creature you can see casts a spell that affects you, you can use your reaction to expend a spell dynamo to release a wave of disruptive magical energy. If the spell requires you to make a saving throw to resist its effects, you have advantage on the saving throw. If the spell deals damage, you have resistance against it.

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

ARCANE RECYCLER

By 18th level, you can convert otherwise wasted magical energy into a usable form. When you miss with an arcano bomb, you can recycle the spell slot stored in the dynamo and transfer it to one of the empty dynamos on your person.

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 contents 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 next 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 feature a number of times equal to your Intelligence modifier (a minimum of once). You regain 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. If you are hit by a ranged weapon attack that deals force, lightning, necrotic, or radiant damage, you can use your reaction to roll a d6. On a roll of 6, the attack misses you, regardless of its roll.

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 weapon attack 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 augment your bomb's explosive contents with metal bearings, changing it into a shrapnel bomb. A shrapnel bomb deals piercing damage instead of fire damage, its damage dice are d8s, and it explodes in a 10-foot radius

DARK MATTER

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

TIMED DEMOLITION

Starting at 6th level, when you prime and throw a bomb, you can set a duration for its detonation, which can be any number of rounds (any increment of 6 seconds) up to 1 minute. The bomb detonates at the end of your turn after this duration. If a creature is in the area of more than one bomb's blast radius simultaneously, the creature is only affected by one of the bombs of your choice.

BLAST SHIELD

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

FORMULA: BLACK POWDER BOMB

Beginning at 18th level, you can replace your bomb's explosive contents with a charge of black powder, changing it into a dreaded black powder bomb. A black powder bomb's damage dice are d12s.

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 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

Starting when you choose this field of study at 2nd level, you gain proficiency in your choice of the Acrobatics or Athletics skill, as well as with shields

MUTAGEN

Also at 2nd level, you can use your 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 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. If you hit with it, 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 walking speed increases by 5 feet.

CONSTITUTION. Your Constitution score increases by 3, to a maximum of 20. As a result, 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 mutagen formulation 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 inject 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. Melee weapons you use are considered to have the Reach property, if they didn't already have it already. 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 your grapples.

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. The chosen ability score increases by 2, and your maximum for this score increases to 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 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 to experiment upon.

OOZE EMPATHY

Starting when you choose this field of study at 2nd level, you've developed a pheromone mix that endears 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 mix your bomb's explosive contents with the remnants of an Ooze, changing 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* (see Chapter 2).

Your Oozes use your Intelligence modifier + your proficiency bonus for their attack rolls, and use your bomb save DC in place of their save DCs.

LIQUID ANATOMY

By 10th level, you have injected yourself with ozoplasm, the gooey substance which composes oozes and slimes, mutating your form. You can move through any space as narrow as 1 inch wide without squeezing (though your equipment doesn't similarly compress). Moreover, any critical hit against you becomes a normal hit.

OOZE JUG

Beginning at 18th level, you've solved the problem that prevented large Oozes from being bottled: you just needed a much larger bottle. You have an ooze jug, which functions like an *ooze bottle*, but contains a single larger Ooze. You can only have one ooze jug 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

PIGMENTIST

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 who 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.

BONUS PROFICIENCIES

Starting when you choose this field of study at 2nd level, you gain proficiency with painter's supplies. Additionally, you can make a gallon of paint whenever you create bombs following a short or long rest.

FORMULA: PAINT BOMB

Starting at 2nd level, you can replace your bomb's contents with vibrant, magical paint, changing it into a paint bomb. A paint bomb's damage dice are d6s. When you prime a paint bomb, you choose a color of paint from the following options to determine the bomb's effect. Each creature within the blast radius is splattered in a coat of this magical paint. A creature covered in paint is affected by the paint until it dries after 1 minute, the paint is washed off with a gallon of water, or a new coat of paint of any color is applied.

BLUE. Once per turn when the target takes cold damage, it takes extra cold damage equal to your bomb's damage roll.

GREEN. The target treats the blast radius as difficult terrain.

INDIGO. Once per turn when the target fails a Strength, Dexterity, or Constitution saving throw, it takes force damage equal to your bomb's damage roll.

ORANGE. Whenever a target ends its turn in the blast radius, it takes acid damage equal to your bomb's damage roll.

RED. Once per turn when the target takes fire damage, it takes extra fire damage equal to your bomb's damage roll.

VIOLET. Once per turn when the target fails an Intelligence, Wisdom, or Charisma saving throw, it takes force damage equal to your bomb's damage roll.

YELLOW. Whenever a target ends its turn in the blast radius, it takes lightning damage equal to your bomb's damage roll.

ILLUSORY PAINTINGS

By 6th level, you can infuse your paint with a small amount of illusion magic, creating marvelously deceptive images. Whenever you create a painting depicting an object, you can choose to augment its effect using an image from the *silent image* spell. For example, you can cause a painting of a lion to walk along a wall, you can lend a painting of a sculpture a sense of three-dimensionality, or you can cause a painting of a lantern to give off light.

The illusion must be contained entirely within the bounds of the painting. The illusion's duration depends on how long you spent painting the image. If you painted the image in under 10 minutes, it lasts for an hour after the paint dries. If you painted the image over the course of an hour, it lasts for 24 hours after the paint dries. If you painted the image over the course of 24 hours or longer, the effect lasts until dispelled.

IMPROVED PAINT BOMB

Beginning at 10th level, you can choose to fill your paint bombs with white and black magical paint. The Armor Class of a creature coated with white magical paint increases by 1d6, to a maximum of 20, and it adds 1d6 to its saving throws. The Armor Class of a creature coated with black magical paint decreases by 1d6, to a minimum of 10, and it subtracts 1d6 from its saving throws.

RAINBOW BLAST

By 18th level, all of your bombs paint the world in vibrant colors. Whenever you prime and throw a bomb with a formula that has a blast radius, you can also change it to a paint bomb of any color except white or black. The bomb first applies all the effects of its original formula, including dealing damage using the formula's damage dice, then coats the creatures within the blast radius with magical paint.

RESONATOR

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, flashbang dragons, and vibrate steel to pieces.

PLAYBACK DEVICE

Starting when you choose this field of study at 2nd level, 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. Audio played back 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 your playback device is lost or stolen, you can build a new one for 100 gp over the course of a long rest.

FORMULA: CONICAL BOMB

Starting at 2nd level, you can attach a waveguide to the exterior of your bomb, changing it into a conical bomb. Instead of exploding in a radius, a conical bomb's blast radius extends in a 15-foot cone from the point of impact, facing in a direction you choose. A conical bomb deals thunder damage instead of fire damage, its damage dice are d6s, and it requires a Constitution saving throw, instead of a Dexterity saving throw.

RESONANT FREQUENCY

By 6th level, you have discovered that every material has a resonant frequency, a specific tone that compromises its structural integrity. As an 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. While playing the resonant frequency, objects made of the specified material within 15 feet of you that aren't being worn or carried take force damage equal 1d8 + your Intelligence modifier at the start of each of your turns. 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.

You can stop playing a resonant frequency on your turn (no action required).

IMPROVED FLASHBANG

Starting at 10th level, your Flashbang feature improves in the following ways:

- Your flashbangs affect creatures within 10 feet of you.
- You can choose creatures within this area to be unaffected when you throw a flashbang.
- Your flashbangs affect creatures of Huge size.

FORMULA: REVERB BOMB

At 18th level, you can add materials to shift your bomb's resonant frequency, changing it into a reverb bomb. A reverb bomb deals thunder damage instead of fire damage, its damage dice are d8s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. After hitting a target with a reverb

bomb, the bomb explodes again in the same blast radius again with diminished force at the beginning of your turn on the two following rounds. Each time the bomb explodes, creatures in the blast radius must succeed on a saving throw or take half of the bomb's damage, as normal. At the start of your next turn, the bomb's damage dice are d6s. At the start of your following that one, the bomb's damage dice are d4s. This effect ends early if you use a reverb bomb again.

VENOMSMITH

For every alchemist that has devoted their 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 you can spend only on crafting poisons using this discovery. This discovery doesn't count against your number of discoveries known, and 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 mix a few drops of a fast-acting toxin into your bomb's explosive components, changing it into a venom bomb. A venom bomb deals poison damage instead of fire damage, its damage dice are d8s, and it requires a Constitution saving throw instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has 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 poison 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 creature without it noticing.

MITHRIDATISM

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

TOXIC RECOMPENSE

Starting at 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. See Chapter 3: Monstrous Grafts.

SURGICAL ATTACK

Beginning at 6th level, whenever you take the Attack or prime and throw a bomb on your turn, you can make an unarmed strike as part of that action. 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 to tinge your own biology with necromancy through reanimated organs that will persist after your death. If you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

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

Damage Immunities lightning

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. If 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, deal twice the normal number of damage dice, and have a +5 bonus to their 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.

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

IT'S ALIVE!

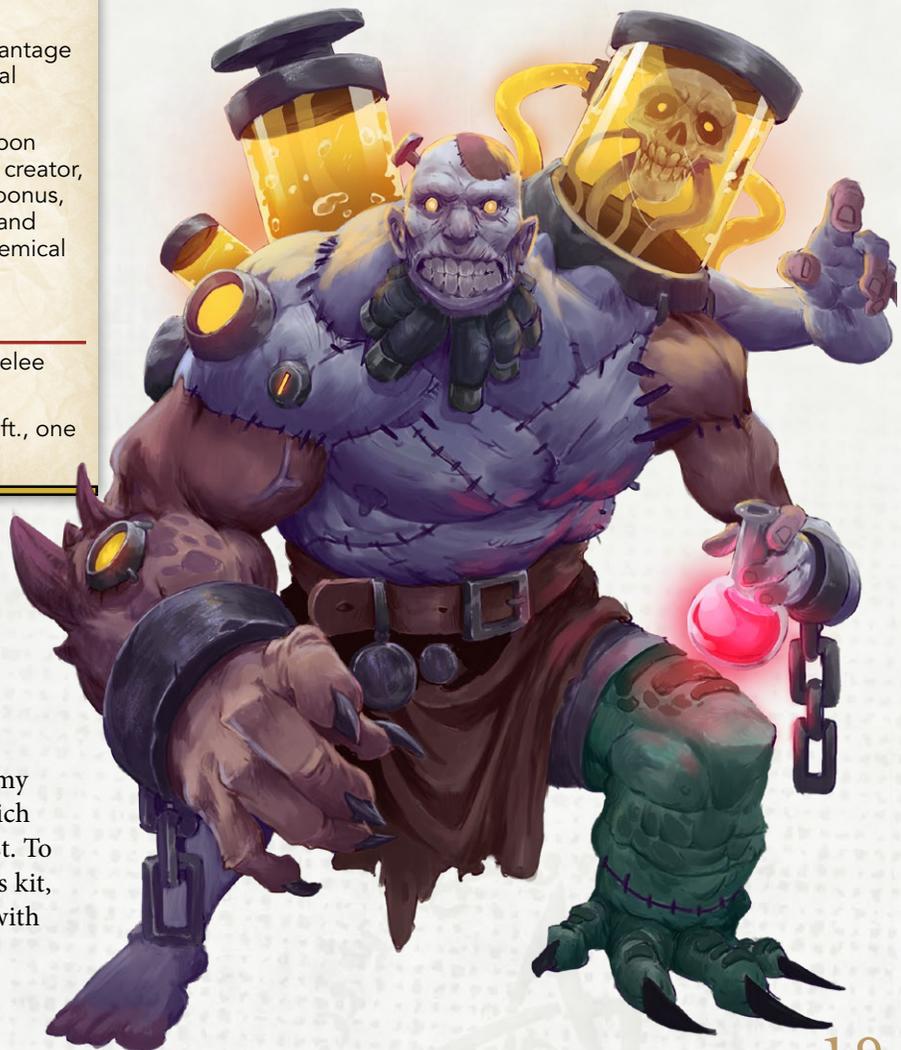
Beginning at 18th level, your research into the field of necromancy has culminated in an alchemical golem stitched together from discarded body parts. You can create an alchemy golem through an 8-hour-long procedure, which can be conducted over the course of a long rest. To complete this process, you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

The golem can use your Intelligence modifier + your proficiency bonus for its attack rolls.

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.



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 REACTOR

Wondrous item, very rare (requires attunement by an alchemist)

This stupendously complex vessel the size of a cask is festooned with valves and dials. While attuned to the reactor, you can use an action to adjust its settings and begin producing any of the following potions: *potion of flying, potion of hill giant strength, potion of invisibility, potion of superior healing, sovereign glue* (1 ounce), or *universal solvent*.

The reactor rumbles and whirs for the next 12 hours as it produces the specified potion. Once it is finished, you can use your action to pour the potion from the top of the reactor. This potion loses its potency and becomes nonmagical if it is not consumed within 24 hours.

Additionally, while attuned to the reactor, you can regain 2 expended reagent dice whenever you finish a short rest.

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. A suit of armor reduced to an AC of 10 or a shield that drops to a $+0$ bonus is destroyed. If splashed on a weapon, it takes a permanent and cumulative -1 penalty to damage rolls. A weapon reduced to a -5 penalty is destroyed. 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 extra $2d6$ acid damage at the end of its next turn and another $1d6$ acid damage at the end of the turn after that. The acid can be washed off with one gallon of water, ending the effect early.

CHAMELEON CONCOCTION

Potion, uncommon

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

CURE-ALL

Potion, uncommon

The *cure-all* contains $1d4 + 1$ doses of potent medicine. As an action, you can drink a dose, curing you of any disease, ending your poisoning, and causing you to be immune to the poisoned condition 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 potion's contents.

NECROMANTIC DRAUGHT

Potion, rare

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

OOZE BOTTLE

Potion, rare

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 1 hour. The charcoal-colored liquid inside this bottle seems to lunge about with unnatural momentum.

SANDSTONE SOLUTION

Potion, rare

You can pour this substance on the ground as an action. If poured onto stone, a 10-foot deep, 10-foot radius portion of the stone becomes 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 AC 17, 75 HP, and immunity to psychic and poison damage. Any creature inside 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. This sandlike substance flows about its container like a fluid.

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 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 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 for the target creature, it is alchemically enlarged or reduced to fit. You can't harvest grafts from Tiny creatures or from Gargantuan 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 is a laborious surgical procedure, normally removing an original body part. This procedure takes one hour and requires a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as someone with proficiencies in these tools or with the Medicine skill to perform the operation. A monstrous graft is permanent until replaced with another graft.

This surgery is intensive and necessitates recovery time. When you finish installing a monstrous graft into your body, you lose half your current 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. You still lose half your hit points when replacing a graft, but you don't lose Hit Dice.

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.

GRAFT COST

Graft	Cost
Amphibious Adaption	400 gp
Arcane Synapses	1,000 gp
Beast's Hide	250 gp
Bestial Weapons	200 gp
Charging Hooves	350 gp
Climbing Apparatus	1,250 gp
Darkvision	300 gp
Doppel-Blooded	1,000 gp
Draconis Fundamentum	1,000 gp
Dragon's Hide	2,250 gp
Energetic Suture	500 gp
Fiend's Hide	1,500 gp
Heart of Steel	2,250 gp
Horns	350 gp
Indiscernible Anatomy	1,250 gp
Leaping Legs	400 gp
Olfactory Implants	200 gp
Oversized Arms	1,500 gp
Prehensile Tail	350 gp
Regenerating Marrow	500 gp
Replacement	400 gp
Stench	400 gp
Tentacles	500 gp
Venom Sac	350 gp
Voice Box	150 gp
Webspinner Apparatus	500 gp

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 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.

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 swimming speed equal to your walking speed.

ARCANE SYNAPSES

DONOR: Any creature with the Innate Spellcasting trait

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 spellcasting ability for this cantrip.

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

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. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your Beast's Hide to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your Beast's Hide.

BESTIAL WEAPONS

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

SLOT: Arms or Head

You have surgically implanted either the teeth or claws from a monster into yourself, which are natural weapons that you can use to make unarmed strikes. By harvesting a second creature, you can improve this graft to gain both the claws and teeth.

You can use Dexterity instead of Strength for the attack rolls of your unarmed strikes made using your teeth or claws. If you hit with them, you deal damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), 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 its 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 climbing speed

SLOT: Legs

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

DARKVISION

DONOR: Any creature with darkvision

SLOT: Head

You have replaced your own eyes with those of a monster with keen nightvision. 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.

DOPPEL-BLOODED

DONOR: Any creature with the shapechanger tag

SLOT: Internal

You transform 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 distinguishing characteristics, if any. You can make yourself appear as a member of another race, 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.

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

DRACONIS FUNDAMENTUM

DONOR: Dragon, Humanoid, 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 damage on a successful one. The breath weapon's damage type is the same 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, diamond-like hide of a Dragon onto your body. While you aren't wearing armor, this natural armor provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

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, Fey, or Fiend with immunity or resistance to acid, cold, fire, lightning, poison, or thunder 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: acid, cold, fire, lightning, poison, or thunder.

FIEND'S HIDE

DONOR: Fiend of Medium size or larger

SLOT: External

When you aren't wearing armor, your base AC is 15 + your Dexterity modifier (maximum 2). You can use your Fiend's Hide to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your Fiend's Hide.

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 can finish a long rest in 4 hours.

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, which are a natural weapon that you can use to make unarmed strikes. If you hit with them, you deal damage equal to 1d6 + your Strength modifier, instead of the bludgeoning 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 a Strength check contested by your Strength check. If you succeed, the creature is knocked prone.



INDISCERNIBLE ANATOMY

DONOR: Aberration of Medium size or larger

SLOT: Internal

You have spliced aberrant genetics into your body, which have subsequently altered the placement and composition of your internal organs. Any critical hit against you becomes a normal hit.

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 jump distance doubles. 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. The reach of your melee attacks increases by 5 feet, unless the attack is made with a weapon that already has the Reach property. If you are Small, you can wield heavy weapons with which you are proficient without penalty. Additionally, you have advantage on Strength checks and saving throws you make to maintain your grip on objects.

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.

PREHENSILE TAIL

DONOR: Any creature with a Tail attack

SLOT: External

You surgically attach a muscular, prehensile tail, which is a natural weapon that you can use to make unarmed strikes. You can use Dexterity instead of Strength for the attack rolls of your unarmed strikes made using your tail. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), 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: 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 short or 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 can't 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 kidney takes up the Internal slot.

STENCH

DONOR TYPE: Any creature with the Stench trait

SLOT: Internal

As a bonus action, you can release a foul liquid contained within an organ taken from the donor creature. Each creature within 10 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, which is a natural weapon that you can use to make unarmed strikes. You can use Dexterity instead of Strength for the attack rolls of your unarmed strikes made using your tentacle, and it has a reach of 10 feet. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), instead of the damage normal for an unarmed strike.

Additionally, when you hit a target with your tentacle as part of the Attack action, you can use your bonus action to attempt to grapple the target.

VENOM SAC

DONOR: Any creature with a natural weapon or trait that can deal poison damage or cause a creature to become poisoned

SLOT: Internal

You have installed a gland that secretes poison from your body. As a bonus action, you can coat a weapon you are holding or a natural weapon, if you have one, in basic poison. The save DC for the poison 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.

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, contested by your Charisma (Deception) check.

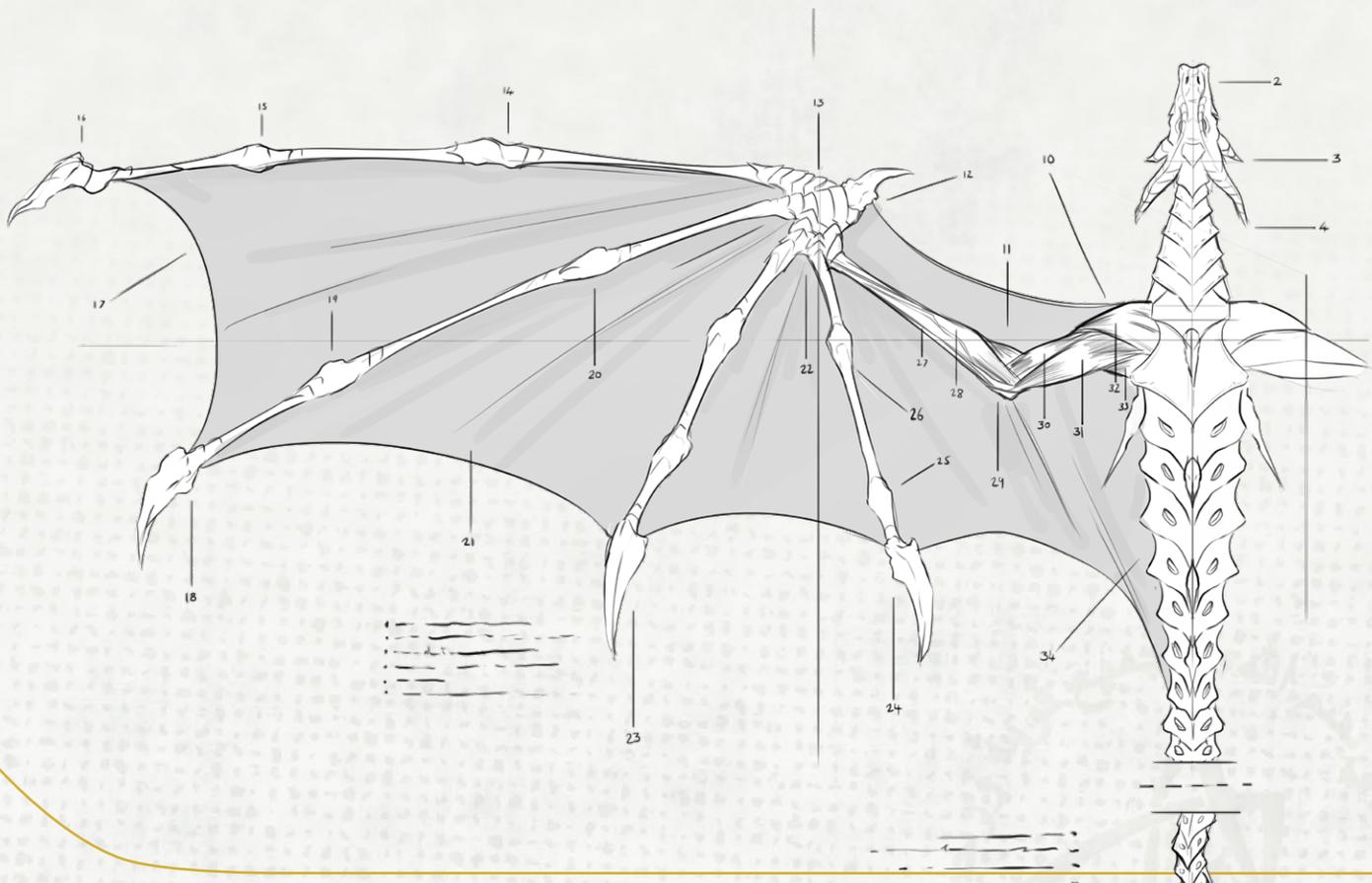
WEBSPINNER APPARATUS

DONOR: Any creature with a Web action

SLOT: Internal

You have installed spinnerets from a spiderlike creature into your body, allowing you to produce webs. You can cast the *web* spell 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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ANDREW CONNERS
ANTHONY CURRIER-
REAGOR
ANTHONY QUALKINBUSH
BILLONEEYE
BLIJAGOW
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