

ALCHEMIST



JOIN *the*
PARTY



A Transformative, Alchemical Class
by Mage Hand Press



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Join the Party's The Rising Tide campaign is made in collaboration with Mage Hand Press

For breathtaking adventures and genre-pushing narratives, go listen to Join the Party.

For additional subclasses, bomb formulae, discoveries, and more, read Valda's Spire of Secrets.



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THE RISING TIDE

Join the Party's third campaign, *The Rising Tide*, is set in the world of Verda Stello, the great green ringed world. This fantastical land is filled with human-sized plant and bug people (give or take some two-foot tall fruits and giant vines) called the Greenfolk.

The source of Verda Stello's verdant life was the Cascade, a massive waterfall that fell over the whole inner ring of the world. Over time, the Cascade dried up, leaving all the Greenfolk scrambling for water. But the waterfall also revealed that the entire center of Verda Stello was a great salt sea, dotted with countless unknown islands. Soon, a prophecy arose about an Infinite Lake that can save the world and a Salmon that grants your deepest desire.

The rush to claim and explore the great salt sea kicked off the Tide, a pirate era that has raged for 50 years. This story is but one of many that are caught in the wind between sails. A tale of a butterfly gunman, an explosive piece of produce, and the witch made out of tea.



Umby

Produce Greenfolk, Mad Bomber Alchemist, he/him

BIO

The resident old timer on board, Umby's years (and years) of experience and knowledge of bomb-making and potioncraft make him an invaluable crew member. Raised amongst the dreamy but unbridled politics of Overstalk, Umby sought adventure to find real meaning for his life on his terms. The wizened pawpaw fruit seems overripe, but it might be an act he puts on to keep people on their toes (before he blows their toes off).

WHAT DREW BRANDON TO THIS CLASS?

When I see the option to be a "Mad Bomber," I choose Mad Bomber. The creative use of explosives, plus the modifications of every bomb, is the type of flexible play that I love. And the environmental interaction, with the subclasses' double damage on constructions, felt like the exact right tone for a pirate story! The alchemist's potions also fit for the lower-magic campaign we're tackling, and you can't really do support without magic in vanilla D&D. I swear, I will be throwing a potion across a battlefield at my first opportunity.

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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,



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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 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 much 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.

BOMB

Bombs are exotic ranged weapons with the following statistics:

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.

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.

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:

FORMULA: 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
Black Powder Bomb*	d12 fire	Dexterity
Bramble Bomb	—	—
Cryo Bomb	d8 cold	Constitution
Holy Bomb	d8 radiant	Dexterity
Impact Bomb	d8 force	Dexterity
Lightning Bomb	d8 lightning	Dexterity
Nonlethal Bomb	d8 bludg.	Dexterity
Oil Bomb	d6 fire	—
Painkiller Bomb*	—	—
Psionic Bomb	d6 psychic	Wisdom
Quiet Bomb	d8 fire	Dexterity
Shrapnel Bomb*	d8 piercing	Dexterity
Smoke Bomb	—	—
Sonic Bomb	d6 thunder	Constitution
Stink Bomb	d8 poison	Constitution
Teleportation Bomb	—	—
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,

MISSED BOMBS

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

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.

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.

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.

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.

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
Pale Tincture	4 reagent dice
Midnight Tears	5 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 that govern emotions. You can brew the following potions:

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

ALCHEMY OF TRANSFORMATION

Prerequisite: 13th level

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

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

ARCANE STUDY

You learn three cantrips of your choice from the wizard spell list. 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.

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.

DEMOLITION SPREE

Prerequisite: 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 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.

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.

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 × Antitoxin	1 reagent die
2 × Basic Poison	1 reagent die
Oil of Taggit	2 reagent dice
Potion of Poison	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.



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.

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.

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.

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.

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 adamantine.

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.

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 it when it becomes stone must make a DC 14 Dexterity saving throw or be restrained. The restrained creature can break free by succeeding on a DC 20 Strength check or by dealing 25 damage to the stone. This sandlike substance flows about its container like a fluid.

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