

ALCHEMIST

A human sees a boulder rolling down the path to crush him and his friends trapped by a cliff, without time to think he steps forwards, jabbing a tincture into his leg. He screams in pain as his muscles and bones stretch and grow just in time to slam into the boulder, stopping it and saving all of their lives. Elsewhere, a half-orc is being cornered by guards. They accuse her, "You set that fire, didn't you?" She smiles and produces two vials from her belt, throwing one at the feet of the guards while raising the other to her lips. Flames erupt in front of the guards, blinding them and forcing them to take a step back. Their eyes adjust and the half-orc is gone, "What do you think?" they hear whispered behind them. The guards wheel around and still see only nothing, hearing now just a slight laughter that quickly echoes, then fades off into the distant night.

DISCERNING THE TRANSMUNDANE

There is magic in the seemingly mundane, if one has the intellect to tease it out. Alchemists are not practitioners of magic per se, you won't see them shooting lighting from their fingertips or invoking spells with a chant. They are people of science who have learned to put their knowledge to use in order to rapidly produce potions and poisons to supply their allies with, and to even learn to survive on the battlefield with a confidence in themselves.

Alchemists are always quick learners and reliable performers, able to succeed at most mundane tasks that they put themselves to practice at. They also tend to be naturally somewhat sturdy individuals, either because the constant exposure to substances makes them more resilient or because those substances naturally weed out those too weak to survive.

Some tradesman and merchants will claim the title of Alchemist, but only the brightest and most dedicated individuals truly unravel the mysteries and greater powers of science. The time and dedication spent in pursuing the craft is what sets them apart, providing them with their distinguishing abilities. Alchemists of this caliber are not to be taken lightly, as they've normally planned many steps ahead, and if they haven't, they always have some terrifying last resort hidden away at the bottom of a bottle.

"EXCEPTIONALISM, AS A PRACTICE."

Most common alchemists never really achieve a level of understanding high enough to truly own the title. Those true Alchemists are rare breeds that tend to either be savants, exceptionally well-practiced and wizened, or extreme risk-takers who defy convention, though these are not universals. What is common amongst all Alchemists is an incredible dedication to their work, with very few taking their own knowledge for granted.

Alchemists often find themselves on either side of the law, sometimes admired for their helpfulness in both the saintly and the dastardly, but are also sometimes misunderstood and hated for the esoteric and outright dangerous nature of their craft. They themselves might be motivated by any number of things, good or ill. Some are searching for power, others to satiate curiosity, and others yet in desperate need to help others.

CREATING AN ALCHEMIST

When creating an Alchemist you should expect to work heavily with items and item production, in particular potions, poisons, and explosives. Resource management is a key feature to playing an Alchemist, and you should always be considering what you are going to use and how you intend to replace it. Supporting your allies is often a primary goal, as you lack particularly strong martial capabilities most of the time, although as the risk increases you become extremely valuable in difficult situations.

One of the goals of this class is to bring Alchemy more into the forefront, and not leave its presence entirely eliminated from the majority of campaigns that lack significant amounts of downtime. Similarly, it aims to also make what downtime might be present even more significant, introducing the potential for somewhat reliably producing powerful effects from potions without significantly hindering the goals of the Dungeon Master or other players.

You should consider why your character has chosen this path as well. What motivates them to their work? Are they pursuing knowledge? Power? Do they wish to use their ability to adventure? To make money, legally or otherwise? To help others, or to harm them? Most merchants would rather run a shop than delve into a dungeon, why might they seek danger over safety?

QUICK BUILD

You can make an alchemist quickly by follow these suggestions. First, make Intelligence your highest score. Then choose either Wisdom to be your next highest to maximize your class features, Constitution to make yourself more survivable, or Dexterity to help with AC and initiative. Lastly, choose the Sage background.

IMPORTANT: SOURCE MATERIAL NOTE

This class interacts HEAVILY with item production, and makes certain assumptions about the cost of producing items. This class was written with the alternative rules and costs for crafting presented in the Xanathar's Guide to Everything supplementary material in mind, specifically those rules concerning crafting magic items and healing potions. Rules for producing poison assume the basic rules from the Player's Handbook. Certain elements of this class may not work as intended if these rules are not used as a basis. Occasionally, where applicable, the intended cost of an item will be noted in parentheses (\$\$).

THE ALCHEMIST

Level	Proficiency Bonus	Batch Item Limit	Grenade Damage/Radius	Features
1st	+2	5	-	Supply and Demand, Efficiency, Rarified and Reliable
2nd	+2	5	1d6/5ft	Grenadier's Special
3rd	+2	6	1d6/5ft	Signature Mixture
4th	+2	6	1d6/5ft	Ability Score Improvement
5th	+3	6	2d6/5ft	Practiced Hands
6th	+3	7	2d6/5ft	Ability Score Improvement
7th	+3	7	2d6/5ft	Signature Mixture Upgrade
8th	+3	7	3d6/5ft	Ability Score Improvement
9th	+4	8	3d6/5ft	Improved Distillation
10th	+4	8	3d6/5ft	Signature Mixture Upgrade
11th	+4	8	4d6/10ft	Mithradatism
12th	+4	9	4d6/10ft	Ability Score Improvement
13th	+5	9	4d6/10ft	As Above, so Below
14th	+5	9	5d6/10ft	Ability Score Improvement
15th	+5	10	5d6/10ft	Signature Mixture Upgrade
16th	+5	10	5d6/10ft	Ability Score Improvement
17th	+6	10	6d6/10ft	Master of Natural Philosophy
18th	+6	12	6d6/10ft	Signature Mixture Upgrade
19th	+6	12	6d6/10ft	Ability Score Improvement
20th	+6	12	7d6/15ft	Better Living Through Alchemy

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 1d10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Alchemist level after 1st

PROFICIENCIES

Armor: None

Weapons: Club, dagger, light hammer, quarterstaff, crossbow, dart, sling, hand crossbow

Tools: Alchemist's Supplies, Herbalism Kit, Poisoner's Kit

Saving Throws: Intelligence, Wisdom

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) One simple melee weapon you are proficient with and one simple ranged weapon you are proficient with along with 20 units of ammo, or (b) one simple melee weapon you are proficient with and three simple weapons with the thrown property that you are proficient with

- (a) a scholar's pack or (b) an explorer's pack
- Alchemist's Supplies, a Herbalism Kit, and a Poisoner's Kit
- 1d4 x 10gp starting gold and enough raw material in your Supply and Demand pool to sustain production for a few days (add 500gp to your Supply and Demand pool).
- (with Dungeon Master's permission) A recipe book containing recipes for all healing potions, manufacturable poisons of 600gp value or less, as well as recipes for most or all uncommon potions, and recipes for two rare potions, two very rare potions, and one legendary potion.

OPTIONAL RULE: FIREARM PROFICIENCY

The secrets of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in the Dungeon Master's Guide and your alchemist has been exposed to the operation of such weapons, your alchemist is proficient with them. Additionally, if your Dungeon Master allows it, you may replace a ranged weapon you start with with a firearm.

SUPPLY AND DEMAND

You understand better than most that all things must come from something else. Alchemy itself is most simply a process of converting some things into other things, and must obey the laws of equivalent exchange. As such, alchemists are always in need of new materials, and any good alchemist must also be a good resourcer. At 1st level, you gain the following benefits:

- Your proficiency bonus is now doubled for any ability check you make that uses your proficiency with an Alchemist's Supplies, Herbalism Kit, or a Poisoner's Kit
- You maintain a store of basic raw materials that is represented by a gp value called your Supply and Demand pool.
- You use a unique process on the basic raw materials you collect that, combined with your idiosyncratic production techniques, allows you to effectively get more value from lesser quantities and qualities of materials. However, these processes render those materials practically unusable by anyone else, appearing ruined and useless to them as they understand neither what you did to the materials nor how you can utilize them, appearing nonsensical to them if explained or demonstrated. Raw materials added to and already in your Supply and Demand pool can only be used by you, and cannot be sold for their gold value, appearing worthless to discerning individuals.
- Whenever you create an item via a class feature or a tool kit with which you are proficient, you may pay the creation cost from your Supply and Demand pool.
- Your maximum Supply and Demand pool is limited only by what capability you reasonably have to store and access raw materials. For instance, if you are travelling on foot, you would have much less space to store and access materials than if you were in a workshop you owned in a city.
- Resource management is crucial to an alchemist's effectiveness, so you should discuss with your Dungeon Master what opportunities you might have to increase your supply of raw materials for your Supply and Demand pool beyond simply gathering on your own. Hirelings, supply contracts, mercantilism, and other roleplay opportunities would be ideal, although it should not be considered entirely necessary.

EFFICIENCY

Be it natural inclination or years of experience, the work you do can only be described as heroic. You've found ways to streamline your procedures using methods your contemporaries don't fully understand, resulting in much more rapid preparation. Your mastery of alchemy has given you superior consistency and control in your production, to such an extent that you've even learned to set a concoction before bed and have it be ready in the morning. At 1st level, you gain the following benefits:

- You may use your Alchemist's Supplies, Herbalism Kit, Poisoner's Kit (hereafter referred to collectively as "your tools") in combination with raw materials in your Supply and Demand pool to create multiple items in a Batch rather than individually.

- Batches can be made up of different items created from different tools simultaneously, so long as you possess each required tool.
- Batch Size is equal to a gp amount that represents the gp material cost of producing all items in a Batch.
- Maximum Batch Size is a gp amount equal to your Alchemist level plus your Intelligence and Wisdom modifiers, times 25.
- Maximum Batch Size equation: $gp = 25 \times (\text{Alchemist level} + \text{INT modifier} + \text{WIS modifier})$
- Additionally, there is a limit to the individual amount of items allowed to be produced in a batch, which is determined by your Alchemist level as seen in the Batch Item Limit column of the Alchemist table.
- Items created in a Batch have a limited lifespan of a number of days equal to your proficiency bonus. Signature Mixtures last 3 times as long.
- It takes 8 hours of work to produce a Batch.
- When you begin a Long Rest, you may specify and begin a Batch that will complete when you finish the Long Rest.
- If you attempt to make a Batch by working (i.e. not during a long rest) while affected by exhaustion, you must make a DC 10 Constitution saving throw at the end of the work period. On a failed save, you fail to synthesize the batch and lose any special materials being used in the attempt, however you do not lose the gold value of the material cost of the batch.
- You may produce poisons at a quarter (1/4) of their normal production cost (e.g. 25gp for Basic Poison) when using Batch production.
- Additionally, when you reach 5th level you may produce uncommon potions (including Potion of Greater Healing) at half (1/2) of their normal production cost (100gp for an uncommon potion and 50gp for a Potion of Greater Healing) when using Batch production.

RAREFIED AND RELIABLE

You live to create, and you create to live. The constant need for materials has made you especially talented at adapting, identifying, and gathering the bare necessities of your profession from any environment, be it a mountainside, city sewer, or elemental plane. Likewise, you also know how to make the most out of the limited opportunities provided to you. At 1st level, you gain the following benefits:

- You may spend downtime gathering materials from the environment to contribute towards your Supply and Demand pool, the gp per hour rate you add to the pool while gathering is equal to your proficiency bonus plus your Intelligence and Wisdom modifiers, times 10.
- Gathering rate equation: $gp \text{ per hour} = 10 \times (\text{proficiency bonus} + \text{INT modifier} + \text{WIS modifier})$
- You may also gather this way while traveling, but you only gather at a 50% rate when traveling at a normal speed and at a 100% rate only when travelling slowly.
- Additionally, whenever you would successfully gather a special ingredient (e.g. a hill giant's fingernail, a white dragon scale, a cat's hair) or poison (e.g. wyvern poison, serpent venom) from a creature, you manage to extract twice as much.

GRENADIER'S SPECIAL

Necessity is the parent of creativity, Necessity also happens to be the name of your spouse. Pressed into danger, you've come up with a genius, and economical, solution to clearing the field of your foes. At 2nd level, you gain the following benefits:

- You can use your alchemist's supplies to craft special Alchemist's Grenades.
- These Alchemist's Grenades are a mundane item, cost 1gp each in material to produce, and do not require any other materials (i.e. flasks, gunpowder, etc.) beyond the 1gp material cost.
- You can produce multiple grenades simultaneously, as if you were working on a singular common magical item.
- Producing grenades as part of a Batch counts only as 1 item for the purposes of the Batch Item Limit.
- Alchemist's Grenades last indefinitely until detonated or destroyed, and do not expire from time passed as described by the rules governing Batch produced items in the Efficiency class feature.
- The limit to the number of grenades you can create at once is equal to your proficiency bonus, Intelligence and Wisdom modifiers (Proficiency bonus + INT modifier + WIS modifier).
- Due to the inherent danger of alchemical explosives, the maximum production number described above also represents the maximum number of grenades you and your party can possess at one time, as an alchemist's knowledge determines how much he knows how to safely transport without risking chemical instability and random detonations.
- You can choose what type of damage a grenade will deal when you create it, and you can create grenades of different damage types at the same time as long as you specify at the beginning how many of each type you will produce.
- Damage type choices for grenades are acid, cold, fire, lightning, piercing, and thunder.
- The DC of the saving throw for your Alchemist's Grenades is equal to eight plus your proficiency bonus and your Intelligence modifier (8 + proficiency bonus + INT modifier).
- As you gain alchemist levels, your Alchemist's Grenades' damage and effect radius will increase, as seen in the Grenade damage/radius column of the Alchemist table. If you gain an alchemist level and possess grenades weaker than those you would craft now, you may upgrade already existing grenades when you craft grenades of greater strength. You cannot change their damage type, however you do not need to expend the 1 gp apiece material cost associated with crafting new grenades.
- Alchemist's Grenades consist of a proprietary multi-layered shell containing the various reagents and catalysts required to produce the explosion and projectiles. This shell is relatively thin so that, when thrown, the shell will break on impact and cause the ingredients to come into contact with one another, instantly detonating with the desired effect.

- Any creature in the radius must make a Dexterity saving throw against your Alchemist's Grenade's DC. On a failed save, they take damage according to the Grenade damage/radius column of the Alchemist table, or half as much on a successful save. The explosion does not wrap around corners.
- As a bonus action on your turn, you may throw one grenade to any point you can see within 20 feet.
- Due to the fragile nature of the grenades, characters without this class feature (i.e. without two alchemist levels) must use their Attack action to throw a grenade, but before attempting to do so must make a Dexterity (Sleight of Hand) check with a DC of 12 to ready the grenade. On a failed Dexterity (Sleight of Hand) check, they cannot throw the grenade and must wait until their next turn to attempt to ready a grenade again. If the d20 roll for the Dexterity (Sleight of Hand) check is a natural 1, they drop the grenade, it breaks at their feet and their turn immediately ends. Attempting to ready a grenade does not count as an action, so failing the Dexterity (Sleight of Hand) check to ready a grenade does not prevent them from taking other actions on their turn. Their Attack action is only used when they successfully ready and actually use their action to throw the grenade.

SIGNATURE MIXTURE

You've developed a proprietary formula unlike anything you'd seen before. This formula is a specialty for you, as it is uniquely born from and tailored to your idiosyncratic methods, and as such is mostly unreproducible and unusable by anyone other than you. At third level, alchemists choose one out of several special concoctions of significant power.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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, you can choose a feat (see Chapter 6 for a list of feats).

PRACTICED HANDS

There are two kinds of alchemist: those who have shaky hands, and those who have long careers. You've taken efforts to be one of the latter. Through training, you have found you are not only incredibly sure-handed, but also quite deft, even capable of handling objects on and around your person quickly without needing to look at them. At 5th level, you gain the following benefits:

- You gain proficiency with Sleight of Hand (Dex), if you already have this proficiency then your proficiency bonus is doubled for any ability check you make that uses Sleight of Hand (Dex).
- As a bonus action on your turn, you can consume a potion from your inventory, or administer a potion from your inventory to an ally that you can reach.
- As a bonus action on your turn, you can use poison from your inventory. You can deploy an inhaled poison, apply poison to a weapon or piece of ammunition you are holding, or to one being held by an ally within reach.

IMPROVED DISTILLATION

You achieved a higher level of refinement, and have made lengths in getting the most potent effects out of the most simple ingredients. At 9th level, when using Batch production, you may produce rare potions (including Potions of Superior Healing) at a tenth (1/10) of their normal cost (200gp for a rare potion and 100gp for Potions of Superior Healing).

MITHRADATISM

Your exposure to various chemicals and poisons has made you resistant to their effects. At 11th level, you gain resistance to all poison damage, and the duration of all poison affects against you are halved.

AS ABOVE, SO BELOW

You've dived deeper yet, understanding more about the interchangeability and impermanence of material form, and the energy within. At 13th level, when using Batch production, you may produce very rare potions (including Potions of Supreme Healing) at 150% of the cost you pay to produce rare potions (300gp for a rare potion and 150gp for Potions of Supreme Healing).

MASTER OF NATURAL PHILOSOPHY

You've broken through, and your understanding of alchemical components has become exhaustive and incomparable. At 17th level, when using Batch production, you may produce legendary potions at 200% of the cost you pay to produce very rare potions (600gp for a legendary potion).

BETTER LIVING THROUGH ALCHEMY

Your body has adapted to the long years of constant substance use to the point where your body naturally makes the most out of anything you put into it. At 20th level, you gain the following benefits:

- Any beneficial effect from a potion you ingest, including the primary effect of your signature mixtures, lasts twice as long.
- Whenever you roll to calculate hit points restored from any kind of healing potion, you roll d6 dice instead of d4 dice.

SIGNATURE MIXTURES

There are four Signature Mixtures available to alchemists. The Monster Within creates a potion that temporarily gives you incredible physical power while straining your mental faculties, and leaving you drained afterwards. The Living Bomb creates a potion that causes explosions to emanate from your person for a time, damaging you and all those around you. The Sapper's Dirge creates a large bomb that you can place and will detonate in a massive explosion after a time. Finally, The Great Panacea creates a potion that cures diseases and heals you and all allies in an area. Choose carefully, as the difficulty in developing a Signature Mixture means you will only ever achieve one as an alchemist and will be unable to develop another or change the one you have developed.

THE MONSTER WITHIN

This Signature Mixture transforms you physically, but at a cost. When under the effects of this mixture you will be exceptionally more physically capable, but must struggle to focus and not lose yourself to pain and anger. The short term drawbacks can also be substantial if care is not taken.

DOMINUS PELLEM

At 3rd level, you learn how to create a Potion of Inner Monstrosity with your Alchemist's supplies, which has a production cost of 50gp. Each Potion of Inner Monstrosity you produce has a secondary mixture in a separated and marked part of the container that contains the antidote, which can be consumed to prematurely end the primary potion's affects. Consuming the Potion of Inner Monstrosity transforms you for 10 minutes and gives a number of effects:

- You ignore the effects of exhaustion until the potion's affect ends.
- Your size becomes Large if it is Medium or smaller. If you were wearing any armor or holding any weapons, they fall to the ground and your clothes become ragged and torn if they cannot accommodate your new size. Your other items and equipment stay in your inventory.
- Your AC becomes twelve plus your Dexterity and Intelligence modifiers ($12 + \text{DEX modifier} + \text{INT modifier}$).
- Your unarmed strikes deal $1d8$ bludgeoning damage, you are proficient with them, and you use your Intelligence modifier for the attack and damage rolls for these strikes.
- Your unarmed strikes benefit from the Large creature size bonus.
- You roll a number of $d4$ dice equal to your Intelligence modifier and gain that number of temporary hit points for the potion's duration.
- You gain 15 feet of movement speed and gain a climbing speed equal to half your total movement speed.
- You can use potions, but no other items or weapons. You cannot use your Alchemist's Grenades.
- Almost any device beyond those of the simplest complexity becomes impossible for you to operate.
- You have disadvantage on all Intelligence savings throws.
- You have disadvantage on Arcana (Int), History (Int), Investigation (Int), Nature (Int), and Religion (Int) checks.

- You have advantage on all Strength saving throws, and you use your Intelligence modifier in place of your Strength modifier for those saving throws.
- You have advantage on all Acrobatics (Dex), Athletics (Str), and Intimidation (Cha) checks, and you use your Intelligence modifier in place of the normal modifier for those skill checks.
- If you are able to cast spells, you can't cast them or concentrate on them while transformed.
- At the start of each of your turns you must make a DC 8 Wisdom saving throw, on a failed save you use your Attack action to make an unarmed attack against the nearest creature you are aware of, if you are unaware of any creatures you attack the nearest object, if there is nothing to attack you attack yourself. On a successful save, your turn proceeds as normal.
- Whenever the potion's affect ends (from either the duration expiring or from taking the antidote) you gain one level of exhaustion.
- If anyone other than you consumes a Potion of Inner Monstrosity you created, they must make a DC 14 Constitution saving throw. On a failed save, the creature takes $3d6$ poison damage, is poisoned for one hour, and is knocked unconscious for one minute. On a successful save, they receive the potion's normal affects, but they use your Intelligence modifier for the calculations.

SPLIT PERSONALITY

The discovery of your inner monster has had an effect on your personality and psyche, as you feel as if there is a second side of you now that revels in pain and destruction that you are compelled to hide. At 3rd level you gain proficiency in Deception (Cha) checks, you have advantage on all Deception (Cha) checks, and you may use your Intelligence modifier in place of your Charisma modifier for all Deception (Cha) checks.

IRON-HANDED

Your inner monster has fists like solid steel and loves seeing weaker materials crumble. Starting at 7th level, the damage dice for your unarmed strikes while transformed by your Potion of Inner Monstrosity are $2d8$, your hands cannot be damaged from hitting things, and count as magical for the purposes of overcoming resistance to non-magical damage.

WITH A SINGLE BOUND

What started as a vain attempt to hurt the ground has led to your inner monster discovering they can direct their immense strength towards the ground to leap great distances. Starting at 10th level, while transformed by your Potion of Inner Monstrosity you may jump once on your turn without using any of your movement speed, you calculate your jump distance with your Intelligence modifier in place of your Strength modifier, and leap five times that distance.

THICK-SKINNED

Your body has acclimated more to the monstrous state, becoming stronger and more durable when transformed. Starting at 15th level, the dice you roll to calculate added hit points when transformed by your Potion of Inner Monstrosity uses d6 dice now, and you have resistance to bludgeoning, piercing, and slashing damage.

PEACE WITH YOUR DEMONS

You've mastered the transformed state, insofar as one can, and have come to peace with the rampaging monster inside of you. Starting at 18th level, you gain a number of benefits while transformed by your Potion of Inner Monstrosity:

- The damage dice for your unarmed strikes becomes 3d8
- The dice rolled to determine your temporary hit points become d8s
- You no longer have to make the Wisdom saving throw on each of your turns to avoid automatically attacking the nearest thing.
- If your hitpoints would be reduced to 0, they are instead reduced to 1, but you are mortally wounded. If this wound is not healed by restoring any number of hit points before the transformation ends, your hitpoints are reduced to 0 when the transformation ends.

THE LIVING BOMB

This Signature Mixture turns you into a walking magical explosion, albeit a self-destructing one. A desperate move for those with no other options, or the ultimate sabotage of the enemy, either way, it's a terrific power to behold.

IGNIS VITALIS

At 3rd level, you learn how to create a Potion of Inner Fire with your Alchemist's supplies, which has a production cost of 50gp. Each Potion of Inner Fire you produce has a secondary mixture in a separated and marked part of the container that contains the antidote, which can be consumed to prematurely end the primary potion's affects. You or anyone else consuming the Potion of Inner Fire are ignited for 1 minute and have a number of effects occur:

- While ignited, your eyes glow like fire and your skin takes a noticeably redder hue, while your hair raised all over your body as if from goosebumps.
- At the start of each of your turns, fire explodes out from you, affecting a ten foot (10 ft) radius centered on you. Anyone in the affected area must make a Dexterity saving throw with a DC equal to eight plus your proficiency bonus and your Intelligence modifier ($8 + \text{proficiency bonus} + \text{INT modifier}$). On a failed save, they take $2d6 + \text{your Intelligence modifier fire damage}$ ($2d6 + \text{INT modifier}$) and half that amount on a successful save. Any flammable objects not being worn or carried are set on fire.
- You are affected by this explosion, but you succeed on the save automatically.
- If you are reduced to 0 hp, another explosion occurs at that instant and the potion's affect ends.

HOT-BLOODED

Repeated ignitions have had an interesting affect whereby you never seem to feel chilly, and are always warm to the touch. Starting at 3rd level, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional Protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit. Additionally, you can share this heat with others, and anyone within five feet of you shares the benefits to tolerating temperatures.

BURNING, INSIDE AND OUT

You've acclimated more to the ignited state, and can channel the energy out of yourself more effectively. Starting at 7th level, the explosion from the ignited state deals $3d6 + \text{your Intelligence modifier}$ fire damage, and affects a fifteen foot (15 ft) radius. Additionally, you gain resistance to the damage dealt by your ignited state explosion.

ORIGIN OF FLAME

You can feel the fire burning in you all the time, waiting to escape. Starting at 10th level, the explosion from the ignited state deals $4d6 + \text{your Intelligence modifier}$ fire damage, and affects a twenty foot (20 ft) radius. Additionally, you can focus the heat from within yourself for a few moments to ignite a flammable object with your touch, even when not ignited.

PURIFIED

You are becoming one with the flame, strengthening your fire and being less affected by that of others. Starting at 15th level, the explosion from the ignited state deals $5d6 + \text{your Intelligence modifier}$ fire damage, and affects a twenty-five foot (25 ft) radius. Additionally, you gain resistance to all fire damage while ignited.

COMPELLED TO BURN

You cling to the fire like life itself, even as it burns away your essence. Starting at 18th level, the explosion from the ignited state deals $6d6 + \text{your Intelligence modifier}$ fire damage, and affects a thirty foot (30 ft) radius. Additionally, while ignited, if your hitpoints would be reduced to 0, they are instead reduced to 1, but you are mortally wounded. If this wound is not healed by restoring any number of hit points before the ignited state ends, your hitpoints are reduced to 0 when the ignition ends.

THE SAPPERS' DIRGE

This Signature Mixture is a bomb without equal. It generates a massive explosion, which might endanger you and your allies if deployed carelessly. It also is vulnerable to enemy attacks and sabotage, although that may just hasten their own doom.

MATER FRAGOR

At 3rd level, you learn how to create a Dirge Bomb with your Alchemist's supplies, which has a production cost of 50gp. As an action on your turn, you can deploy a Dirge Bomb to any space you can reach within five feet (5 ft) of you. A Dirge Bomb has a number of properties:

- A Dirge Bomb will explode at the end of your next turn after you deploy the bomb. If you do not have a turn during the round of combat after the turn you deployed the bomb, it instead explodes at the end of the aforementioned combat round (i.e. if you are dead or no longer in combat the bomb will explode after everyone finishes their turn during the round after you deployed it.)
- If combat ends before the bomb explodes, it explodes twelve seconds after the end of combat.
- The Dirge Bomb affects a thirty foot (30 ft) radius.
- The Dirge Bomb's explosion DC is equal to eight plus your proficiency bonus and your Intelligence modifier (8 + proficiency bonus + INT modifier).
- Anyone in the affected area when the bomb explodes must make a Dexterity saving throw against the Dirge Bomb's explosion DC. On a failed save a target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The explosion ignores up to 3/4 cover and the fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.
- The Dirge Bomb can be disarmed or destroyed before it explodes.
- Disarming the bomb requires a Sleight of Hand (Dex) check and an Intelligence saving throw, the DC of these throws is the Dirge Bomb's Explosion DC. Failing either the check or the save result in the bomb immediately exploding. The Alchemist who created the bomb automatically succeed at both the check and the save.
- The Dirge Bomb has a hit point pool equal to the sum of your proficiency bonus and Intelligence modifier, multiplied by three (Dirge Bomb hit points = (proficiency bonus + Intelligence modifier) x 3).
- The Dirge Bomb has an AC of 12.
- Reducing the bomb's hit points to zero will destroy it without detonating it, however if damage of any type other than bludgeoning, piercing, or slashing damage is dealt to the bomb it immediately explodes, even if its hit points would be reduced to zero.

PROFESSIONALISM

A sapper's job is as much as about being subtle as it is about not being subtle. A bomb everyone knows about tends not to hit too many people. At 3rd level you gain proficiency in Stealth (Dex) checks, you have advantage on all Stealth (Dex) checks, and you may use your Intelligence modifier in place of your Dexterity modifier for all Stealth (Dex) checks.

BETTER PROPELLANTS

You've refined the formula, and have upped the yield of your Dirge Bomb's without any significant increase in material used. At 7th level, your Dirge Bombs now deal 10d6 fire damage and affect a thirty-five foot radius (35 ft). Additionally, the Dirge Bomb now has a hit point pool equal to the sum of your proficiency bonus and Intelligence modifier, multiplied by four (Dirge Bomb hit points = (proficiency bonus + Intelligence modifier) x 4).

DANGER CLOSE

You have gotten used to being on the frontlines, and comfortable enough with your ability to dive to cover that you up the charge. At 10th level, your Dirge Bombs now deal 11d6 fire damage and affect a forty foot radius (40 ft). Additionally, the Dirge Bomb now has a hit point pool equal to the sum of your proficiency bonus and Intelligence modifier, multiplied by five (Dirge Bomb hit points = (proficiency bonus + Intelligence modifier) x 5). Finally, you automatically succeed the saving throw for your Dirge Bomb's.

TEN FINGERS, TEN TOES... GIVE OR TAKE

You've had a lot of near misses, and over time it seems like more misses than near. Feeling bold, you increase the charge again. At 15th level, your Dirge Bombs now deal 12d6 fire damage and affect a forty-five foot radius (45 ft). Additionally, the Dirge Bomb now has a hit point pool equal to the sum of your proficiency bonus and Intelligence modifier, multiplied by six (Dirge Bomb hit points = (proficiency bonus + Intelligence modifier) x 6). Finally, you have resistance against the damage dealt by your Dirge Bomb's.

PYROTECHNOMANIAC

Bomb's could be described as a passion for you and in pursuit of bigger and better things, you have pushed things a bit past reason. At 18th level, your Dirge Bombs now deal 14d6 fire damage and affect a fifty foot radius (50 ft). Additionally, the Dirge Bomb now has a hit point pool equal to the sum of your proficiency bonus and Intelligence modifier, multiplied by seven (Dirge Bomb hit points = (proficiency bonus + Intelligence modifier) x 7). Finally, you can use a bonus action to place a Dirge Bomb and your bombs can no longer be disarmed by anyone but you or someone you've instructed in doing so.

THE GREAT PANACEA

This Signature Mixture is a cure-all that can instill such great regenerative power that it overflows out of yourself and to your allies. Using this mixture drains the body reserves as it accelerates the healing process, and thus can only be used infrequently.

MAGNA PANACEA

At 3rd level, you learn how to create a potion called a Panacea with your Alchemist's supplies, which has a production cost of 50gp. A Panacea, once consumed, provides its benefits for thirty seconds. After consuming a Panacea, you cannot consume another until you finish a long rest. Consuming a Panacea has the following effects:

- Your eyes glow pure white and all dirt and impurities are cleansed from your skin, you even look somewhat younger while the effect lasts. Soothing energy surges out of you infrequently, which physically disturbs your hair and clothing like a breeze.
- On the turn you consume the Panacea and at the start of each of your turns afterwards, you heal $1d4$ hit points and any ally within five feet (5 ft) of you also heals for the same amount (i.e. the same roll).
- The effect does not end if your hit points drop to 0, you are still healed on your turn if you are alive.
- If anyone other than you consumes the Panacea, they are poisoned and receive no other effects.

A PURE TOUCH

Ingestion of the Panacea has some benefits that extend well past the regular power of the potion. You learned to focus the residual cleansing energy from Panacea into your touch when you work with foods and drinks. At 3rd level, you can spend an action to remove all disease and poison from food and drink from a five foot (5 ft) area you can reach, and you cannot do so again until you finish a long or short rest.

BIOSYMPATHETIC ADAPTATION

Your body has developed unique properties that allow it to make better use of the healing energy of the Panacea. At 7th level, your Panacea healing affect now restores $1d6$ hit points per pulse.

PROJECTION

You've learned how to focus on the sensation of the energy pulsing out of your body and have worked to intensify it, resulting in an expanded effective area for your healing along with a more intense healing affect. At 10th level, your Panacea healing now affects a ten foot (10 ft) radius and restores $1d6 +$ your Intelligence modifier hit points per pulse.

A TRUE CURE-ALL

You've refined the formula somewhat, unlocking more of the energy in your body to increase the effects of your Panacea and give it additional cleansing power. At 15th level, your Panacea healing now affects a fifteen foot (15 ft) radius and restores $2d6 +$ your Intelligence modifier hit points per pulse. Additionally, Panacea also cures all diseases of natural origin from all allies, food, and drink in the affected area on each pulse.

BEACON OF CLEANSING

Your master of the Panacea has manifested, reaching the apex of its power and approaching something like a natural miracle. At 18th level, your Panacea healing now affects a twenty foot (20 ft) radius and restores $2d8 +$ your Intelligence modifier hit points per pulse. Additionally, after receiving three healing pulses from one Panacea a creature will start to regrow any severed body members (fingers, legs, tails, and so on), and finishes doing so after thirty seconds. Finally, you cannot die from failing death saving throws while affected by Panacea.

MULTICLASSING

To multiclass in or out of Alchemist, one must have Intelligence and Wisdom scores of at least 13.

CREDITS:

This is a work of CSelH. Thanks to all the folks at Wild West's Wonderful Whimsies, especially Zehensauger and DoomTheDM