

THE ALCHEMIST EXPANDED

MORE MAGIC, MORE MADNESS

"THE ALCHEMICAL SCIENCES
*are the portals to many
different kinds of secrets; too
many for anyone to master
them all in a single lifetime."*

What was merely hinted at now
becomes reality, as additional fields
of study for alchemists and other
new options present themselves
for your gaming enjoyment.

But be warned—with every
new option comes new dangers.

VARIANT: ALCHEMY IS DIFFERENT

One way to give alchemy a unique feel when
compared to standard magic is to change how
things work when it comes to preparing and
casting spells. Using this option, alchemical
spell preparations are often more unstable and
uncertain than the spell preparations of other
classes, and the formulas for those preparations
grow more complicated as the alchemist gains
experience.

When casting an alchemist spell, you must
make an Intelligence check (you are proficient in
this check) against a DC of 10 + spell slot level.
This check is made as part of the Cast a Spell
action. A failure on this check means that your



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preparation for this spell was flawed in some way, and you not only waste the spell slot used in the casting, you must also remove the spell from your list of prepared spells. To compensate for this, you can change your list of prepared spells whenever you finish a short or a long rest.

This only applies to actually casting a spell, not to other class abilities that use a spell slot, such as the Science of Destruction's Basic Bombs.

SCIENCE OF ILLUMINATION (ALCHEMIST ADVANCED STUDY)

The study of knowledge itself, the nature of what is known and knowable, is an important part of the alchemical tradition. Some hold that the concept of transforming lead to gold is a metaphor for the development of mind. While alchemists do literally transform lead to gold so as to make money, many also pursue loftier goals through meditation and self-awareness.

Elementary Enlightenment

At 2nd level, your mindfulness allows you focus all your attention on a certain subject, for good or ill. You can, as a bonus action, enter an enlightened state in which you gain advantage on all checks and saving throws made with one of your mental ability scores (Intelligence, Wisdom or Charisma), as well as resistance to psychic damage. However, this hyperfocus comes at a cost, as you suffer from disadvantage on all checks and saving throws made with a different mental ability score (Intelligence, Wisdom, or Charisma). You choose the ability scores which are affected by this ability each time you enter the state.

You remain in this enlightened state for 1 minute, unless you choose to end it early as an action.

Errata

As originally presented, some felt that the original alchemist class lacked a bit of oomph. The following modifications help bring the alchemist's power level in line with other base classes. Thank you to EN5IDER patrons who gave feedback on this class!

Alchemist. At 5th level, all alchemists gain the Extra Attack feature, as a fighter. The Spontaneous Recovery discovery requires an action to use.

Creation. Instead of requiring an action to command it, you may command your homunculus to perform a certain basic task, "defend this room; attack this creature..." as a bonus action. Your homunculus performs this task without further action required from you until the task is complete, whereupon you must command it as a bonus action again.

Destruction. The Basic Bomb feature deals damage equal to $3d8 + \text{your alchemist level}$ when using a 1st-level spell slot, and increases by $2d8$ per spell slot above 1st. The Emperor Bomb feature can be cast using a spell slot of any level and deals $4d8$ damage per spell level, and no longer requires taking a rest between uses. It has a range of 40/120 feet.

Discoveries of Illumination

At 6th and 10th levels, your studies of the science of illumination allow you to discover secrets of the mind. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Additional Perceptions: When in your enlightened state, you gain advantage with all checks and saving throws made with two of your mental ability scores. You can use this to cancel out the drawback of your enlightened state.

Master of Minds: You can add *dominate person* to your alchemist spell list.

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Psychic Gifts: You can add *detect thoughts* to your alchemist spell list.

Quick Study: When in your enlightened state, you may take an action to temporarily gain proficiency with any tool, lasting until the enlightened state ends.

Dawning Omniscience

Your long climb towards universal knowledge is not over, but you have achieved such a height that the true summit is now visible to you. At 14th level, while in your enlightened state you gain temporary proficiency in all skills associated with your enlightened ability score, as well as proficiency with all saving throws (including those in which you have disadvantage) and immunity to being charmed.

SCIENCE OF MUTATION (ALCHEMIST ADVANCED STUDY)

Anyone who has ever witnessed a barbarian's rage or a monk's flurry of blows is aware that the body possesses hidden strengths that can be accessed through specialized training or awakened by magic. Alchemists can enhance their own, often less-than-robust physiques so as to rival their more muscular colleagues. Of course, nothing comes without a cost...

Basic Concoction

At 2nd level, on choosing this science, you learn how to brew a special, personalized potion, called a concoction, which enhances your physical abilities at the cost of slightly diminished mental capacities while it is active. You can create a dose of your concoction at the end of a long rest, or as part of any downtime day activity. The dose will

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remain viable for up to 10 days before it ceases to have any effect. If any other character drinks your concoction, they must make a Constitution saving throw against your spell save DC or become poisoned for 1 minute.

When you take an action to drink your concoction, you gain the following abilities and hindrances:

- ▶ You become mighty. You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength or unarmed strike, you gain a bonus to your damage roll equal to half your alchemist level, rounded down.
- ▶ You can endure great pain. You have resistance to bludgeoning, piercing, and slashing damage.
- ▶ Your thoughts lack clarity. You have disadvantage on Intelligence checks and Intelligence saving throws, and cannot cast any spells that you know from any source.

The effects of your concoction last for 1 minute. They end early if you are knocked unconscious. You otherwise cannot end the effects of the concoction before the duration's end.

Once you have drunk your concoction, you must take a long rest before you can use it again. Should you drink a second dose of your concoction before you take a long rest, you gain its effects but must make a Constitution saving throw against your spell save DC or become poisoned for the duration.

Discoveries of Mutation

At 6th and 10th levels, your studies of the science of mutation allow you to discover secrets which can enhance and augment your concoctions. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Additional Concoction: You can now drink a second dose of your concoction before you take a long rest without risking becoming poisoned.

Clarity Concoction: You no longer suffer disadvantage on Intelligence checks or

Intelligence saving throws while using your concoction, but you still cannot cast any spells while it is active.

Tooth and Claw: Your concoction-altered form is especially feral. While using your concoction, your unarmed strikes do 1d6 slashing damage.

Troll Concoction: The effects of your concoction do not end early if you are knocked unconscious. While affected by your concoction, you regain hit points equal to your proficiency bonus at the start of your turn. If you take acid, fire or psychic damage, this discovery doesn't function at the start of your next turn. You must start making death saving throws only if you start your turn with 0 hit points and don't regenerate.

Grand Concoction

At 14th level, you realize the secret of a superior type of concoction, and can choose to create it instead of the regular kind whenever you create a concoction.

The grand concoction can sometimes be used by others. Anyone other than you who drinks it must make a Constitution saving throw against your spell save DC, as usual. On a failure, they become poisoned for 1 minute, but on a success, they gain the abilities and hindrances of a standard concoction. They cannot make use of any concoction-related discoveries you may possess. While this might allow your allies to use your concoction, an enemy could also steal a dose and use it against you.

When you drink a dose of your grand concoction, however, the effects are greater. You gain these effects in addition to those of your basic concoction:

- Your skin thickens. You add your Constitution bonus to your AC while wearing no armor or light armor.
- Your senses are razor-sharp. You gain advantage on Wisdom (Perception) checks, and add your Wisdom bonus to your damage rolls when making a ranged weapon attack.

- Your intellect shines through the haze. You add your Intelligence bonus to your damage rolls when making a melee weapon attack or an unarmed attack.
- Your movements are swift. You can make an additional attack as a bonus action whenever you take the Attack action on your turn.

All other details of the concoction remain the same. You cannot use a standard concoction after using a grand concoction, or vice versa, without taking a long rest in between the uses, unless you have made a discovery which indicates otherwise.

SCIENCE OF REGENERATION (ALCHEMIST ADVANCED STUDY)

It's believed by some that alchemy has its origins in the study of medicine, and that its original purpose was to ensure longevity and eternal youth for its practitioners. While many of the discoveries in that field have passed into the general knowledge of modern alchemists, others are still kept secret and sacred by those alchemists who focus on the healing arts.

Basic Regeneration

Starting at 2nd level, your abilities to use medicine improve dramatically. Whenever you use an alchemist's spell to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Discoveries of Regeneration

At 6th and 10th levels, your studies of the science of regeneration discover secrets that improve your ability to heal. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Fortify Patient: You can spend 10 minutes advising another creature on better habits for healthy living. Afterwards, the creature can use a bonus action to regain 1d6 hit points. The creature cannot benefit from this discovery again before taking a short or a long rest.



Medical Miracle: You add *raise dead* to your alchemist's spell list.

Preservation: You add *gentle repose* to your alchemist's spell list.

Panacea: You add *greater restoration* to your alchemist's spell list.

True Regeneration

At 14th level, you have truly mastered and internalized the secrets of life and death. When you die, 1 minute later your corpse is immediately the target of a *resurrection* spell that requires no material component. You must complete a long rest before you can use this feature again.

You can also extend this ability to others, temporarily forsaking your ability to resurrect yourself for the ability to cast *raise dead* without a material component or using a spell slot. Again, you can only use this feature this once before taking a long rest, and remain dead if you die before doing so.

NEW SPELLS

Both these spells, and the cantrip *poison spray*, are added to the alchemist's spell list. The new spells may be added to other class' spell lists at the Game Master's discretion.

Putrefy Food

2nd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: S, M (a bit of mold)

Duration: Instantaneous

All non-magical food within a 5-foot radius sphere centered on a point of your choice within range is rendered obviously rotten and unwholesome. Creatures who eat it anyway must make a Constitution saving throw or become poisoned for 10 minutes.

Universal Potion

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a potion, which the spell consumes)

Duration: Instantaneous

You drink a potion, combining the effect of the potion with your own magic, and affect yourself as though you had drunk a different potion. You can produce the effects of any common or uncommon potion.

At Higher Levels. If you use a 3rd-level spell slot, you produce the effects of any rare potion. If you use a 5th-level spell slot, you produce the effects of any very rare potion. 