

Advanced Dungeons & Dragons

03 Edition



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The Alchemist



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ALCHEMY

Everyone knows how to boil an egg or cook a stew - there are even some unskilled adventurer who can stir up a simple *Potion of healing* or two. Alchemists, on the other hand, are magic users (although not spellcasters per se) that specialize in the preparation of magical *stuff*: potions, powders, ointment and so on. They make formidable adventurers for they seem to always have a solution - often literally! - for every problem in their noisy satchel.

Therefore whatever alchemists lack in comparison to other spellcasters they more than make up for in

versatility. Alchemists can heal and protect, harm, burn and explode, disguise and hide, fortify and weaken.

That being said, alchemists are also more than anyone reliant on their laboratory (whether they carry it on their back or work in a richly-equipped room or even factory): indeed an empty-handed alchemists turns out to be just as powerless as a muted spellcaster in most situations.

So it is that nothing comes for free - a fact all alchemists are keenly aware of, for all that they produce requires costly materials and can itself be sold for a good price, and even a hefty profit if one can find in himself something of a merchant.

THE OCEAN OF GNOSIS

The motives to dedicate oneself to the study of alchemy are as varied as the powers attributed to Gnosis, the knowledge of the very fabric of reality: some seek wealth through the mastery of metal transmutation, others the discovery of the Elixir of Immortality (for obvious reasons), the Alkahest, the Panacea... But most are simply curious and gifted individuals intrigued by the secret workings of a discipline they very little understood before entering an initiatic apprenticeship they were never to leave thereafter.

SIGNS AND CYPHERS

The Ocean of Gnosis is vast and no one tradition or school, however ancient, popular or renowned, would ever claim or even dream of having encompassed all the mysteries of the Great Equilibrium. Alchemists can therefore not limit themselves to their teachings, if they are ever to be more than village pharmacists, and many are those who leave the academy and even region of their apprenticeship - in so doing following a well-established tradition within most schools of exploring the vast multiverse in quest of Gnosis, only to return and take apprentices.

THE ALCHEMIST

Level	Proficiency		—Spell Slots per Spell Level—				
	Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Basic bomb, Spellcraft, Hermetic tradition,	—	—	—	—	—
2nd	+2	Hermetic tradition feature	2	—	—	—	—
3rd	+2	Expertise	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Improved bomb, Vial master	4	2	—	—	—
6th	+3	Hermetic tradition feature	4	2	—	—	—
7th	+3	Expertise	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	---	4	3	2	—	—
10th	+4	Hermetic tradition feature	4	3	2	—	—
11th	+4	Improved bomb	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	---	4	3	3	1	—
14th	+5	Hermetic tradition feature	4	3	3	1	—
15th	+5	Improved bomb, Alchemical innovation	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	Monster-in-bottle	4	3	3	3	1
18th	+6	Hermetic tradition breakthrough	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Phlogiston synthesis	4	3	3	3	2



CREATING AN ALCHEMIST

There is no such thing as innate alchemical powers : all that an alchemist knows (all his Gnosis) he has either been taught or discovered himself, at the cost of lengthy testings and numerous sacrifices. Therefore, what an alchemist is, before all, is a life-long apprentice of a tradition of great antiquity.

Since alchemists always carry with their fate the name of their tradition, apprentice prospects are thoroughly vetted with varying criteria amongst every school, the process usually culminating in some sort of mystical initiation.

Alchemical traditions, although not outright hostile to one another and sharing somewhat of a feeling of a common goal and values, nevertheless do see each other as competition in what seems to be a race to complete Gnosis and quarrel incessantly about what turns out to be, from an outsider's perspective, minor disagreements. Sadly, this means it is virtually impossible for a student of the Way to draw knowledge from any tradition but his own. Any long-lasting personal relationship amongst students of different schools is impossible, as the sharing

of any part of the hermetic traditions under any circumstances other than strict apprenticeship is most absolutely forbidden.

The laws of the Equilibrium being the same in all parts of the multiverse, many techniques and recipes are the same in every tradition (although each one will magnify the importance of its typically superficial specificities), and so uninformed investigators might confuse the works of any alchemist for those of transmutation magic. However everything apart from those bases is wildly different whether the alchemist is an initiate of either School.

Students of the School of Elements - «elementalists» - seek Gnosis in the intricate relations between elemental particles and Planes. Students of the School of Life - «healers» - seek Gnosis in the workings of all scales of life, from that of microbes to that biomes. Students of the School of the Spirits - «shamans» - seek Gnosis in the exploration of realms beyond the Prime Material: the Ethereal, Astral and Shadow Planes.

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

Tools: Alchemist tools

Saving Throw: Wisdom, Intelligence

Skills: Choose two from Arcana, Insight, Investigation, Medicine, Nature, Perception.

EQUIPMENT

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

- (a) a dagger or (b) quarterstaff
- (a) a scholar's pack or (b) an explorer's pack

BOMBS

If one were to ask denizens of the Realms what image first comes to their mind when thinking of alchemists, most would probably name anything relating to explosions. From the lowest scale to the highest, from the firecrackers kids play with during festivities to the great blasts sometimes used in mine fracking, alchemists are everywhere the purveyors of *kaboom!* It therefore comes as no surprise that adventuring alchemists would put this

knowledge to use in the form of a wide variety of bombs.

Starting at 1st level, the alchemist can use his action or bonus action to grab his specialized kit and hastily mix in a recipient potent acids and bases that react quickly and violently, ready to explode. This requires no roll, so long as the alchemist has the required materials in his kit (acids and/or bases, as well as a recipient, usually a vial or alabaster). The mixture stays active for 1 round, after which either it has become stable and nothing will come of it, or it has come in contact with air (most likely after being thrown and its recipient shattering) and has exploded.

Once a bomb is prepared, an alchemist can use his action to hurl it at an opponent within 20 feet, or 60 feet with disadvantage, or to lob it in its general direction. If he hurls it, he makes a Dexterity roll with a DC of 12. On a success, the bomb explodes where the alchemist intended it, causing any creature or object there to suffer 1d10 acid, fire, or cold damage, at his choosing (whether 2 doses of acid, 1 dose of acid and 1 dose of base, or 2 doses of base, respectively, were used in the crafting process), or half on a successful Dexterity saving throw, DC 15. On a failure, the bomb lands 1d2 tiles (1d4





if thrown more than 20 feet away) in a direction determined using a d8 on the following table, the player choosing which tile is «1» before the roll.

8	1	2
7	Target	3
6	5	4

On a critical success, all the bomb's damage die are doubled, the recipient shattering causes an extra 1d4 damage to the target, and all affected creatures lose any saving throw normally allowed by the bomb's effect. On a critical failure, the bomb has been poorly manipulated or thrown and fails to explode as a result. If the alchemist lobs the bomb, it automatically deviates 1d4 tile as if it had failed the Dexterity roll required for hurling it, but it can not critically fail and will therefore necessarily explode *somewhere*.

At 5th level, the bomb's explosion gains a 5 feet radius, the center of which now deals 2d10 damage. Other affected creatures and objects take 1d10 damage.

At 11th level, the bomb's damage increases to 3d10 in its center, and 2d10 in other tiles, and any creature taking damage from the bomb must resist its added condition by a successful saving throw of the required Ability, DC 12. On a failure, the bomb causes the condition it produces to last 1d4 round.

Damage	Ability	Condition
Acid	Constitution	poisoned
Fire	Charisma	blinded
Cold	Strength	grappled

At 15th level, the explosion's radius increases to 10 feet, and deals 4d10

SPELLCRAFT

Starting at 1st level, an alchemist learns how to magically infuse mixtures with spell-like powers, a skill better known as spellcraft, or sometimes potioncraft. Alchemists, although magic-users, are not spellcasters: they would not be able to generate magical effects out of thin air, as wizards or clerics do, even if their lives depended on it. Rather, an alchemist must have crafted their magical preparations *before* they are ever needed. The one exception being potions infused with cantrips instead of spells.

The preparation itself takes the form of a magical ritual which

lasts 10 minutes and requires the same materials the spell would, plus a recipient and an alchemist's kit. As the preparation is initiated, all materials are consumed and the alchemist must be able to concentrate for the duration. At the end of the spellcrafting process, the player rolls a d20 and adds his spellcrafting modifier, aiming at a DC of 8 plus the spell level. On a success, the spell is infused in the recipient and ready for the alchemist to use. On a failure, the preparation fails, the spell slot is spent and the materials lost (except the recipient). Critical successes and failures on this roll have no particular effects.



CANTRIPS

At 1st level, you know the cantrips from the alchemist spell list as well as those from your hermetic tradition spell list.

An alchemist needs no prior preparation to infuse a potion with a cantrip: on his turn, he can use his action or his bonus action to stir up a mixture acting as a catalyst of the cantrip's effect that stays active for 1 round, after which either it has become stable and nothing will come of it, or its trigger reaction has been met and the magical effect occurs as described in the cantrip's description at the potion's location (the content, not the container): the potion is thrown, opened, poured, drunk, or it embodies the spell itself (as per the *Light* spell). When throwing a cantrip-infused potion, follow the rules described in the Bombs feature.

PREPARING AND CRAFTING MAGIC POTIONS

The alchemist table shows how many spell slots you have to instill your mixtures. Starting at 2nd level, you can make a magically active potion with the power of one of your spells of 1st level or higher by expending a slot of the spell's level or higher. You regain all expended spell



slots when you finish a long rest.

Alchemical magical powers require no preparation, as they are recipes of sort that a skilled user can produce, given the required material conditions: time and ingredients.

SPELLCRAFTING ABILITY

Intelligence is your spellcrafting ability for your alchemical potions, since all its powers are a product of Gnosis. You use your intelligence whenever a spell refers to your



spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemical potion you use.

Potion save DC = 8 + your proficiency bonus + your intelligence modifier

Spellcrafting modifier = your proficiency bonus + your intelligence modifier

Magically-infused alchemical potions differ from non-alchemical magical potions in many important ways. First, they remain active for a finite duration, since the materialization of the magical powers occurs through a mundane, material chemical reaction. Nevertheless, the alchemist's unique ability to accumulate magically active potions over a few days translates

into a potential for the unleashing of amounts of magical effects over a short period of time that a spellcaster of the same level could only dream of. As an alchemist becomes more experienced, the «shelf life» of his potions increases. Use the following table when determining the active life of an alchemist potions.

Alchemist level	Potion life
1	1 day
6	2 days
11	3 days
16	4 days

In addition, alchemical potions need to be activated by an alchemist in order to unleash their magical effects. This means that although an alchemist can produce many magically-infused potions over

several days and therefore stockpile quite the powerful, although certainly also costly, arsenal, it is impossible for anyone outside the alchemist's tradition or of lower level to use the potions - which are therefore likely to go to waste, or the alchemist to war.

On his turn, an alchemist can use his action or his bonus action to activate any spellcrafted potion, unless the casting time is longer, in which case the potion must be activated for the same duration before it being ready to do its magic. The substances within the formula start to react and the mixture stays active for 1 round, after which either it has become stable and nothing will come of it, or its trigger reaction has been met and the magical effect occurs as described in the spell at the potion's location (the

content, not the container): the potion is thrown, opened, poured, drunk, or it embodies the spell description itself (as per the *Light* spell). When throwing a potion, follow the rules described in the Bombs feature.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th level, you can choose another two skill proficiencies to gain this benefit.

VIAL MASTER

Starting at 5th level, the alchemist familiar with action and is better prepared and organized in his materials. He can now activate his own potions with a free action, rather than a bonus action. In addition, he can use non-chemical magical potions with his bonus action, rather than his action.

ALCHEMICAL INNOVATION

At 15th level, the alchemist designs a ground-breaking reformation of the orthodox methodology of his field,



improving vastly his practice, and earning him a name.

The player chooses one of the following improvements for his character to develop:

Instant bombs. Crafting a bomb no longer requires the alchemist to use his bonus action and can be done with a free action instead.

Mass effect. The blast from the alchemist's bombs now has a radius of an additional 5 feet.

Vivid flame. The alchemist now adds his intelligence modifier to the damage caused by his bombs.

Foraging system. The alchemist now reaps double his findings when foraging materials from monsters.

Expert butcher. The alchemist now doubles his proficiency bonus on his roll when foraging materials from monsters.

Formol production. All materials foraged on monsters by the alchemist have an indefinite shelf life.

Spellcraft wizardry. The alchemist now doubles his proficiency bonus on his spellcraft rolls.

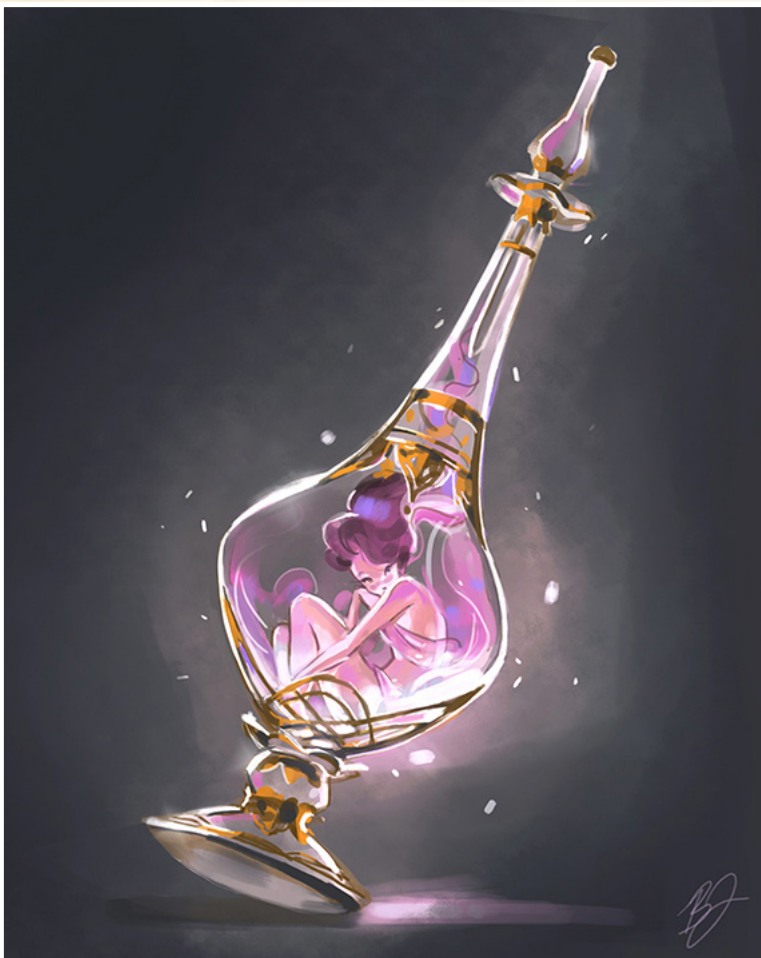
Sealed flasks. Potions crafted by the alchemist now have a +2 day life.

Laboratory efficiency. Spellcraft preparation rituals now have a base time of 1 minute instead of 10.

HERMETIC TRADITION BREAKTHROUGH

At 18th level, the alchemist makes a discovery that his School has been working on for centuries. Although not quite the Panacea, or Philosopher's stone itself, what the alchemist is now capable to produce in small amounts is a formidably potent substance entirely unknown beforehand.

The nature of the innovation is deter-



mined by the alchemist's hermetic tradition and detailed in its section.

PHLOGISTON SYNTHESIS

At 20th level, the alchemist has made the impossible: he has managed to synthesize phlogiston. The event wrecked major havoc in the alchemist's high-tier lab, causing much destruction and chaos. As phlogiston cannot be maintained within the Spheres, the alchemist sadly now has no way to prove his incredible feat, nor to use it in any tangible way. Nevertheless, he now *knows* its composition and derives many important concrete findings from that knowledge. The player chooses three improvements from the Alchemical Innovation list for his character to develop.

HERMETIC TRADITIONS

No alchemist is self-taught, and all the greatest alchemists were all proud inheritants, as well as architects, of their tradition, or school. As all 1st level alchemists are deemed having successfully undergone apprenticeship, any player creating an alchemist character must also decide to which hermetic tradition he will owe his powers. Each one of these tradition crosses all boundaries of race, country, religion and even realm, and alchemists of a same school will recognize their culture at work in any given situation, anywhere.

Hermetic traditions grant a unique spell list and specific features at level 2, 6, 10 and 14.





THE SCHOOL OF SPIRITS SPELLS

Alchemist level Spells

1	<i>Shillelagh, Sword Burst</i>
2	<i>Detect Evil and Good, Entangle</i>
5	<i>Gentle Repose</i> (Ritual), <i>Spiritual Weapon</i>
9	<i>Feign Death</i> (Ritual), <i>Speak with Dead</i>
13	<i>Divination</i> (Ritual), <i>Guardian of Faith</i>
17	<i>Negative Energy Flood, Reincarnate</i>

EMBALMING OINTMENT

At 2nd level, the alchemist can quickly prepare a magical mixture that can suspend death. On his turn, the alchemist can use his bonus action to prepare the ointment, which stays active for 1 round. Using his action, he can then apply the preparation on an unconscious target with 0 hit point. If nothing prevents this action from taking place, no roll is required and the target is stabilized as the alchemist draws force from another Plane in the still body. In addition, the target will gain 1 hit point 1d6 round after the application, regaining his spirit as the saying goes.

SPIRITFIRE

Starting at 6th level, the alchemist's bombs explode in a blueish vapor-like flame that consumes very rapidly, seemingly shifting in another Plane as it rises in the air. The alchemist's bombs can now deal radiant or necrotic damage and burn undead,

THE SCHOOL OF SPIRITS

Some alchemist see the workings of alchemy as the language of the great Spirits that are said to predate the Spheres themselves. Each and every reaction, either material or magical, follows the edicts of the universe, of which only the Spirits know. Alchemist of the School of the Spirits specialize thus in the interactions between the Prime Material Plane and the Ethereal, Astral and Shadow Planes, from which they claim their preparations draw all their magical properties.



demons, fiends, celestials, ethereal creatures as well as any planeshifting creature for an additional 1d6 damage.

OIL OF THE OLD ONES

At 10th level, the alchemist can craft a fortifying balm, covering with a magical ward a willing target of his choosing. The alchemist makes a spellcraft roll, DC 15. On a success, powerful spiritual forces are bound in the mixture, which must be used within 1 hour, or become useless. Once applied, the target benefits for 1 hour of either a +2 bonus to his AC or resistance to radiant, necrotic and psychic damage, to the alchemist's choosing. After this feature has been used, the alchemist must complete a short rest before using it again.

ETHEREAL BREACH

At 14th level, the alchemist's is able to throw a special bomb that tears the gauntlet between the Prime Material Plane and the Ethereal Plane, unleashing a whirlwind of spiritual forces upon the area. All rolls are made as if the alchemist was crafting and using a bomb. On a successful preparation and use, the *Spirit Guardian* spell materializes, centered on the potion's (the container, not the content) location when the vial shatters. The alchemist can designate the unaffected creatures if any, but he can't stop the spell prematurely as it does not depend on his concentration. After this feature has been used, the alchemist must complete a long rest before using it again.

SCHOOL OF SPIRITS

BREAKTHROUGH

At 18th level, the alchemist can produce an incredible solution capable of walking back time. Mirroring the effects of the coveted Elixir of Immortality, the substance, once absorbed, the drinker's physical age is reduced by 3d6 plus the alchemist's spellcrafting modifier, to a minimum of 20. Nevertheless, this incredible boon comes at the cost of one hit die, which the drinker loses permanently, and 20,000gp worth of crafting materials of all sorts. The alchemist can only perform the week-long ritual that is required once a year. The potion is stable and has an indefinite shelf life, but its effect only works once on a given soul.



THE SCHOOL OF LIFE

Nothing expresses the logic of the great Equilibrium in a more succinct and clear manner than Life itself: a complex and multifaceted reality composed of numerous interacting systems acting as a coherent whole seeking its own preservation and growth. Students of the Tradition of Life dedicate themselves to the careful study of all living things, both great and small, and see every phenomenon unique to life as a model of sorts for the Multiverse's organization, or at the very least as the opportunity of a meaningful insight into its workings.

THE SCHOOL OF LIFE SPELLS

Alchemist level	Spells
1	<i>Light, Spare the dying</i>
2	<i>Cure Wounds, False Life</i>
5	<i>Lesser Restoration, Prayer of Healing</i>
9	<i>Mass Healing Word, Revivify</i>
13	<i>Death Ward, Blight</i>
17	<i>Mass Cure Wounds, Raise Dead</i>

HEALING MADE EASY

At 2nd level, the alchemist can use his kit and knowledge to produce *Potions of Healing*. If the alchemist can concentrate without interruption for one hour, he can make a spellcraft roll, DC 15. On a success, a *Potion*

of *Healing* that can be used by non-initiates is created, with an active life of a number of days equal to the alchemist's spellcrafting modifier. No particular material is required for this operation. The alchemist must complete a long rest before using this feature again.

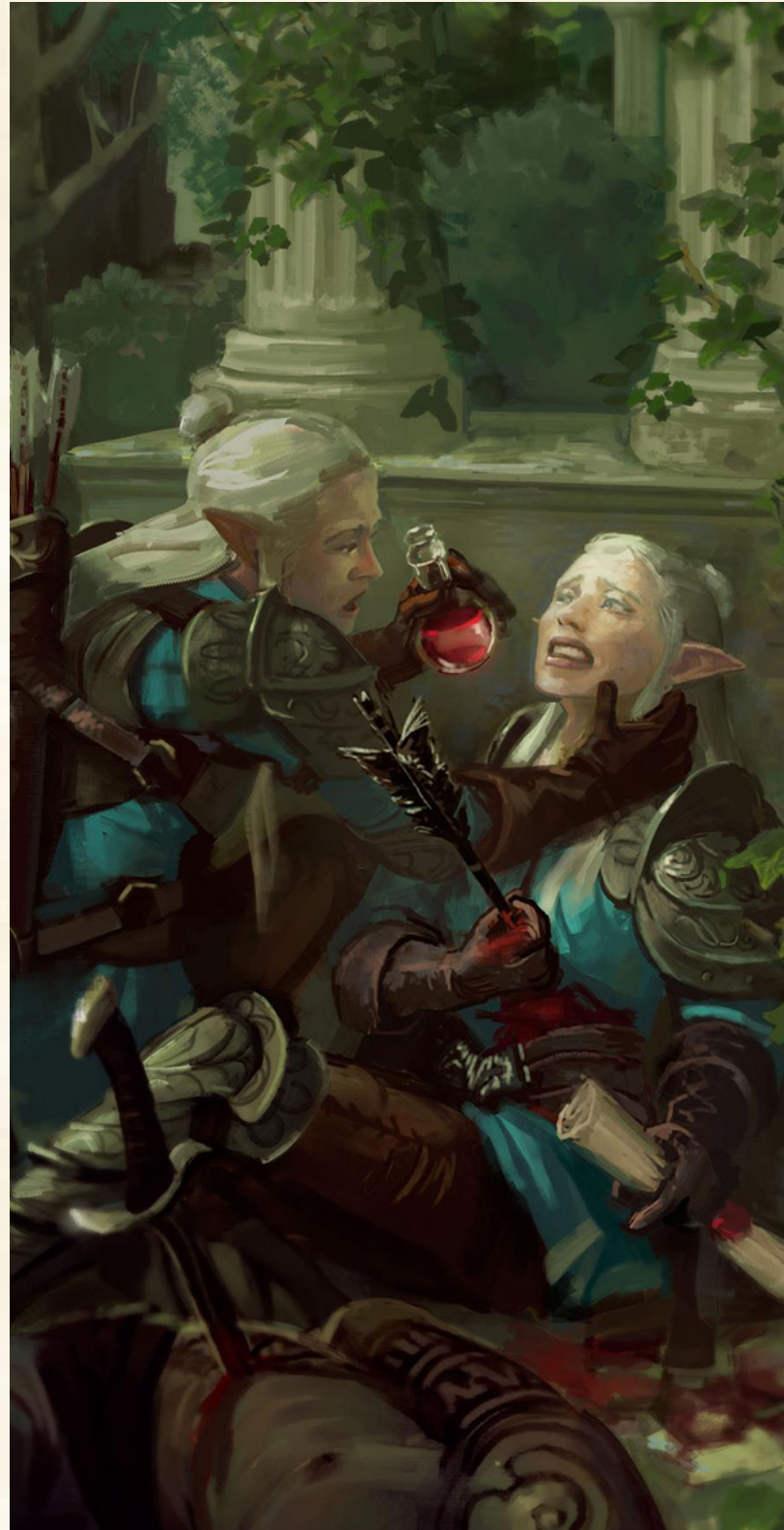
BACK TO YOUR FEET!

Starting at 6th level, the alchemist can concoct active mixtures that burst into volatile fumes with regenerative properties. On his turn, the alchemist can choose to prepare a different type of bomb, which will heal, rather than hurt. Following the same rules as bomb crafting, a healing bomb is made and used, simply substituting the damage that would normally be dealt with the recovery of 1 hit point for every creature in the bomb's blast radius.

OINTMENT OF FORTITUDE

At 10th level, the alchemist can craft a fortifying balm, covering with a magical ward a willing target of his choosing. The alchemist makes a spellcraft roll, DC 15. On a success, powerful vital forces are bound in the mixture, which must be used within 1 hour, or become useless. Once applied, the target benefits for 1 hour of either a number of

temporary hit points equal to three times the alchemist's level or resistance to acid, fire and cold damage, to the alchemist's choosing. After this feature has been used, the alchemist must complete a short rest before using it again.





FOUNTAIN OF LIFE

At 14th level, the alchemist can use his kit and knowledge to produce *Potions of Greater Healing*, following the same rules as the Healing Made Easy feature and with the same restrictions, except 50gp worth of materials are required for these.

In addition, regular *Potions of Healing* produced with the Healing Made Easy feature now have an indefinite shelf life.

SCHOOL OF LIFE

BREAKTHROUGH

At 18th level, the alchemist can produce an incredible solution capable of curing any ailment, disease or curse afflicting a character and even reverting death. Mirroring the effects of the coveted Panacea, the oily substance, once applied to a creature, mimicks the effects of the *True Ressurrection* spell. Nevertheless, this incredible feat comes at the cost of one level of exhaustion, which the target will suffer from for 1d6 months, and 10,000gp worth of crafting materials of all sorts. The alchemist can only perform the week-long ritual that is required once a year. The potion is stable and has an indefinite shelf life.

THE SCHOOL OF ELEMENTS

All through the Multiverse, alchemists of the school of elements see the same basic particles behave in the same way, brushing with colored strokes the intricate dynamics of the great Equilibrium. Matter is animated with the will of the Elemental Planes that crisscrosses in an elegant ballet to form what falsely appears as the autonomous Prime Material Realm. Alchemists of the School of Elements dedicate their lives to the study of this beautiful yet ruthless carnival.

THE SCHOOL OF ELEMENTS SPELLS

Alchemist level	Spells
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1	<i>Eldritch Blast, Frost Bite</i>
2	<i>Chromatic Orb, Ice Knife</i>
5	<i>Aganazzar's Scorcher, Misty Step</i>
9	<i>Fireball, Lightning Bolt</i>
13	<i>Ice Storm, Vitriolic Sphere</i>
17	<i>Cone of Cold, Steel Wind Strike</i>

WARDING OINTMENT

At 2nd level, the alchemist can quickly prepare a magical mixture that can ward off an element of his choosing. On his turn, the alchemist can use his bonus action to prepare the ointment, which stays active for 1 round. Using his action, he can then apply the preparation on any willing target within 5 feet. The affected





target gains resistance to any one type of elemental damage (fire, cold, thunder, lightning, force, necrotic, radiant) for 1 hour.

In addition, the alchemist's bombs can now cause damage of any elemental type.

GREATER KABOOM!

Starting at 6th level, the alchemist's bombs become more potent and their blasts more devastating. All creatures affected by the alchemist's bombs take additional damage of the same type equal to his proficiency bonus.

ELEMENTAL OIL

At 10th level, the alchemist can craft a magical oil that can cover a weapon

of his choosing. The alchemist makes a spellcraft roll, DC 15. On a success, strong elemental forces are bound in the mixture, which must be used within 1 hour, or become useless. Once applied to a weapon, the substance acts like an *Oil of Sharpness*. The added elemental damage type is determined by the alchemist at creation. After this feature has been used, the alchemist must complete a long rest before using it again.

ARCANIC STORM

At 14th level, the alchemist is able to throw a special bomb that tears the gauntlet between the Prime Material Plane and one Elemental Plane, unleashing a deluge of elemental forces upon the area. All rolls are made as if the alchemist

was crafting and using a bomb. On a successful preparation and use, the bomb detonates and deals damage as normal. In addition, starting on the following turn, the area affected by the bomb is showered with elemental magic and behaves as per the *Wall of Fire* spell, with the elemental damage type (fire, cold, thunder, lightning, force, necrotic, radiant) being chosen by the alchemist when the bomb is being crafted. The alchemist can't stop the spell's effect prematurely as it does not depend on his concentration.

SCHOOL OF ELEMENTS

BREAKTHROUGH

At 18th level, the alchemist can produce an incredible solution capable of transmuting any metal into

gold or gold to adamantine. Mirroring the effects of the coveted Alkahest or Philosopher's Stone, the substance allows for large amounts of metal to be transmuted into gold - up to a total worth of 75,000gp - or one suit of heavy armor or three weapons made of gold (or five times the amount of ammunition) to be transmuted to a form of adamantine that is stable under sunlight. This adamantine naturally grants a +1 bonus to the relevant stats (AC or bonus to hit and damage) and can be further enchanted, eventually stacking bonuses. Nevertheless, this incredible feat comes at the cost of one spell slot of 5th level, which the alchemist loses for a month, and 50,000gp worth of crafting materials of all sorts. The alchemist can only perform the week-long ritual that is required once a year.



THE ALCHEMIST'S KIT

The kits actual alchemists use are a lot more complete, and thus cumbersome, than a regular alchemist's, like the ones uninitiated dilettantes use.

Alchemist's kits initiates acutally use obviously enable all actions regular ones do, but also way more, as one might guess. An initiate's kit, when full, contains all materials required for spellcrafting (though not necessarily the spell components per se) and up to 100 doses of either acids or bases, in any proportion. The kit itself generates 10 doses daily, although this requires the alchemist to spend 1 minute distilling the reagents and the doses will be lost if this work is made impossible. If the alchemist works with his kit for a duration of 1 hour, he can produce a number of doses equal to 1d20 plus his spellcrafting modifier. A long rest must be completed before using this feature again. Resupplying a kit's doses at a shop costs 5 cp per dose.

The kits being vital to an alchemist's survival on the road means they are cherished and well looked after, but no attention is a fullproof protection: indeed they can be damaged and broken. Once an alchmist's kit looses all its hit points, it is deemed broken,



and all spellcrafting rolls made by the alchemist are done at disadvantage, until the kit is replaced or repaired for half its original price. Kits obviously come in a variety of compositions and sturdiness. The following table details the most common ones.

Price	AC	HP	Materials shelf life
25 gp	12	30	1d4 weeks
250 gp	17	60*	1d4 months
2,500 gp	22	100**	1 year

All kits are immune to psychic damage, while higher-end kits (*) have resistance to piercing, slashing, necrotic, acid and fire damage, and top-tier ones (**) have resistance against all damage types. None of these resistances are magical.

ALCHEMIST SPELL LIST

Cantrip

Blade Ward
Acid Splash
Fire Bolt
Magic Stone
Mending
Message
Poison Spray
Ray of frost

1st level

Alarm
Cause Fear
Color Spray
Comprehend Languages (Ritual)
Create or Destroy Water
Detect Poison and Disease (Ritual)
Disguise Self
Feather Fall
Fog Cloud
Grease
Identify (Ritual)
Mage Armor
Longstrider
Protection from Good and Evil
Purify Food and Drink (Ritual)
Sleep

2nd level

Arcane Lock
Blindness/Deafness
Cordon of Arrows

Darkvision
Enthrall
Find Traps
Locate Animals or Plants (Ritual)
Locate Object
Magic Mouth (Ritual)
Mirror Image
Nystul's Magic Aura
Protection from Poison
Scorching Ray
See Invisibility
Warding Bond
Zone of Truth

3rd level

Blink
Catnap
Conjure Barrage
Create Food and Water
Dispell Magic
Erupting Earth



Glyph of Warding
Leomund's Tiny Hut (Ritual)
Magic Circle
Meld Into Stone (Ritual)
Nondetection
Remove Curse
Sending
Tidal Wave
Tiny Servant
Tongues
Water Breathing (Ritual)
Water Walk (Ritual)

4th level

Dimension Door
Fabricate
Fire Shield
Freedom of Movement
Hallucinatory Terrain
Leomund's Secret Chest

Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Stone Shape

5th level

Commune with Nature
Contact other Plane (Ritual)
Dream
Flame Strike
Geas
Greater Restoration
Hallow
Legend Lore
Passwall
Planar Binding
Rary's Telepathic Bond (Ritual)
Seeming
Teleportation Circle
Transmute Rock

