Alchemist

Dr. Angela Carrow looked down at the warped and defiled man who's corpse lay at her feet. After so many years of tyranny, Nicola Dracul had been brought to his knees by a simple drought of narcoleptic toxins injected direct into his bloodstream.

Around her, the wizard and rouge argued furiously over the rightful ownership of the Mad Mage's Bloody Spellbook, before the Frankensteinian monster of a barbarian grabbed it up and declared it to be hers.

Angela Could care little for the mad ravings of the deranged spellcaster. Whatever magics he had uncovered within the far-realm had done little to save him against her poison. With a sharp crack, the arcane catalyst within her latest concoction began it's work, and she tossed the phial of volatile compound onto the mangled corpse, setting it ablaze.

If she had learned anything in the past few months, it was that nothing good ever came of the far-realm. And even a single contaminated body provided more risk of infection than she was willing to take.

Study and Experimentation

Alchemists are, above all else, scientists of a sort. One does not become an alchemist without study and experimentation. New discovery comes only by pushing the boundaries of the unknown with the tools at ones disposal, and while an alchemist may not have the benefit of arcane talent, their practical knowledge of chemistry and transmutation allow them to replicate some of the most powerful arcane phenomena using only mundane ingredients and a spark of scientific genius. What's more, they can share these concoctions with the world!

Creating an Alchemist

When creating an alchemist, one of the best places to start is by considering where they learned their trade. Did they have the good fortune to learn at a prestigious university, or did they make their first discoveries out of necessity, living on the street? Consider what their motivation are for continuing to study. Do they hope to uncover some secret formula such as that of eternal youth, or are they just seeking to make a profit on their own unique concoctions?

One factor that may be important to think about is how your alchemist views spellcasters such as wizards and sorcerers. Do they lust after the unbound magical talent that they never showed themselves, or do they find mages to be elitist snobs, who need to be shown they aren't the only ones who can create a fiery explosion. What of more religious classes? Do they respect the divine power wielded by paladins, or do they consider clerical healing to be nothing more than wishful thinking?

ALCHEMIST

Level	Proficiency Bonus	Features	Discoveries Known	Catalyst points	Action Limit
1st	+2	Alchemy, Discoveries	-	3	2
2nd	+2	Alchemical Crafting	1	4	2
3rd	+2	Field of Study	1	5	2
4th	+2	Ability Score Increase	1	6	2
5th	+3	Improved Alchemy	1	8	4
6th	+3	Field of Study Feature	2	9	4
7th	+3	Alchemical Crafting	2	10	4
8th	+3	Ability Score Increase	2	11	4
9th	+4	Improved Alchemy	3	13	6
10th	+4	Scientific Method	3	15	6
11th	+4	Field of Study Feature	3	16	6
12th	+4	Ability Score Increase	4	17	6
13th	+5	Improved Alchemy	4	19	8
14th	+5	Alchemical Crafting	4	20	8
15th	+5	Field of Study Feature	4	21	8
16th	+5	Ability Score Increase	5	22	8
17th	+6	Improved Alchemy	5	24	10
18th	+6	Ability Score Increase	5	25	10
19th	+6	Alchemical Crafting	5	26	10
20th	+6	Field of Study Feature	6	28	10

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Alchemist Level
Hit points at 1st Level: 8 + your Constitution modifier
Hit points at higher Levels: 1d8 (or 5) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Light Armor
Weapons: Simple weapons, Blowgun, Shortsword, Crossbows, (firearms if allowed).
Tools: Poisoner's Kit, Herbalist's Kit, Alchemist's Tools
Saving Throws: Intelligence, Constitution
Skills: Choose two from Arcana, Insight, Investigation, Medicine, Nature, Perception, Persuasion, and Survival

EQUIPMENT

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

- Any simple weapon or a hand crossbow
- A scholar's pack, or an explorer's pack
- A poisoner's kit, or an herbalism kit
- Alchemist's tools
- Leather Armor

ALCHEMY

The science of alchemy is more subtle than typical magic, and does not follow the same rules as spellcasting. Instead of plucking at invisible strands of raw magic in the world, alchemists mix mundane and magical ingredients together into **Concoctions** and use a chemical catalyst to expedite the process, in a process called **Alchemical Catalyzation**.

ALCHEMICAL CATALYZATION

In order to perform alchemy quickly, an alchemist Uses a proprietary catalyst only they know, which is represented by **Catalyst points.** The Alchemist table shows how many Catalyst points you have at each level. As a bonus action on your turn, you may spend a number of Catalyst points to create one concoction. The maximum number of Catalyst points you may spend as part of a single bonus action, known as your Action Limit, is also shown on the Alchemist table.

In addition to creating concoctions, you can also spend Catalyst points to alchemically alter substances in one of the following ways

- You can rapidly change the temperature of a substance. This change is enough to melt ice or freeze water, but not enough to melt metal or light a fire.
- You can purify food or drink, rendering it free of contaminants that may cause poison or disease.

You can alter 1 cubic foot of material for each Catalyst point spent. You regain all expended Catalyst points after completing a long rest.

CONCOCTIONS

Concoctions are to an alchemist what spells are to a wizard. Your Intelligence represents your ability to understand the nuances of chemical formulas, and thus determines the effectiveness of your concoctions. You use your Intelligence modifier when setting the saving throw DC for a concoction.

Concoction save DC = 8 + your proficiency bonus + your Intelligence modifier.

Concoctions are often unstable, making them difficult to store for extended periods. You may safely stockpile concoctions only up to a total catalyst point value of your proficiency bonus times your level.

DISCOVERIES

Discoveries represent unique chemical formulas or advancements in alchemy. At first level, you have made your first discoveries, and know how to make the following concoctions. As an Alchemist you gain additional discoveries at certain levels, as shown on the Alchemist Table.

POTION

Potions are liquid concoctions which must be ingested, and are used to restore hit points or apply other beneficial effects. At first level You know how to craft basic potions. Consuming or administering a potion requires a bonus action (or action), and restores hit points equal to your proficiency bonus + 1d6 for each Catalyst point spent to create the potion.

POISON

Poisons are chemical concoctions designed to cause biological harm. At first level you know how to craft the following types of poisons:

Contact: This poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects. You produce enough poison to coat a 6in x 6in area.

Ingested: A creature must swallow an entire dose of this poison to suffer its effects. The dose can be delivered in food or a liquid. The DM may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save. You produce 1 dose of this poison.

Inhaled: This poison is a powder or gas that takes effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body. You produce 1 dose of this poison.

Injury: this poison can be applied to Weapons, Ammunition, trap Components, and other Objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects. You produce enough poison to coat 1 weapon or 3 pieces of ammunition.

As a bonus action (or action) on their turn, a creature can use or apply a single dose of a poison according to it's type. A creature affected by a poison must succeed on a Constitution saving throw against your concoction save DC or take 1d6 poison damage for each Catalyst point spent to create the poison, and be poisoned for 1 minute. On a successful save, this damage is reduced by 1/2, and the creature is not poisoned. The creature may repeat the saving throw at the beginning of each of it's turns to end the poisoned condition early.

BOMB

Bombs are volatile concoctions designed to detonate in a wide area and cause physical harm or damage.

As an action on their turn, a creature can throw a bomb at a point within 30 ft, causing the bomb to detonate. Creatures within 5ft of the bomb when it detonates must succeed on a dexterity saving throw against your concoction save DC, or take 1d6 fire damage for each Catalyst point spent to create the bomb. On a successful save, this damage is reduced by 1/2. Any damage dealt by a bomb to non-magical structures or objects is doubled.

Alchemical Crafting

Your specialized alchemical studies allow you to easily recreate the creations of those less skilled in alchemy. Beginning at 2nd level, you know how to reproduce any potion or alchemical item of common rarity as a concoction. Reproducing an item in this way requires you to spend at least 4 hours studying a sample of the substance, after which you may recreate it at a cost of 1 Catalyst point for every 50gp of the item's value. At 7th level, you may recreate uncommon items in this way, at 14th level, you may recreate rare items, and at 19th level you may recreate very rare items. With each level of rarity, the time it takes to study a sample increases by 4 hours.

Field of Study

At 3rd level, you devote your studies to a particular type of creations and concoctions. You choose either Medicine, Toxicology, or Pyrotechnics, all detailed at the end of the class description. These archetypes grant you features at 2nd, 6th, 11th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 18th level, you can increase one ability score of your choice by 2, or you increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Improved Alchemy

Starting at 5th level you have learned to stretch your ingredients to make your reserves last longer than they normally would. When you spend Catalyst points to craft a concoction, you may treat the concoction as if you had spent 1 additional Catalyst point. The number of additional Catalyst points increases to 2 at 9th level, 3 at 13th level, and 4 at 17th level.

Scientific Method

By the time you have reached 10th level, you have learned to use methodical analysis to solve problems and overcome obstacles. Once between short rests, you may add your Intelligence modifier to any skill check you make that does not already include your intelligence modifier.

Alchemy and Magic

Concoctions are created through Mundane means, but many of their effects recreate magical phenomena. As a general rule, effects created through alchemical means serve as magical for the purposes of weaknesses and overcoming resistances, but cannot be dispelled through the use of spells such as dispel magic or counter spell, although your DM may choose to overrule this in specific circumstances.

The reason for this is simple, if mundane: An alchemist's concoctions, much like a wizard's spells, cannot generally benefit from the use of magic weapons or equipment, but also are more easily counteracted through mundane means than most spells.

Fields of Study

An alchemist does not always choose which form of alchemy their discoveries will lead them to focus on. In fact, more often than not, an alchemist's Field of Study is defined by the results of their experiments as much as by the initial direction of their research. Breaking new ground in the chemical sciences is never strait forward, but several common Fields of Study are listed here.

Medicine

You have directed your studies into the art of medicine, and the creation of concoctions that heal the injured or aid those in need. Your main goal is to keep those around you from succumbing to the horrors of the world, easing their pain and bolstering their natural abilities.

Medical Expertise

Beginning at 3rd level when you choose this Field of Study, your knowledge of medical sciences allows you to treat injuries far more effectively than most. You may use Intelligence in place of Wisdom when making medicine checks, and your proficiency bonus on these checks is doubled.

When you or an ally within 5 ft of you spends a hit dice to regain hit points, you may use your reaction to treat them using a medicine check. They regain hit points equal to 1/2 the result of your check instead of the hit points they would normally regain.

Defibrillation

By 6th level, you have learned how to jump-start a creatures body back from the brink of death. Once between long rests, you may spend 3 Catalyst points to cast Revivify without consuming any components.
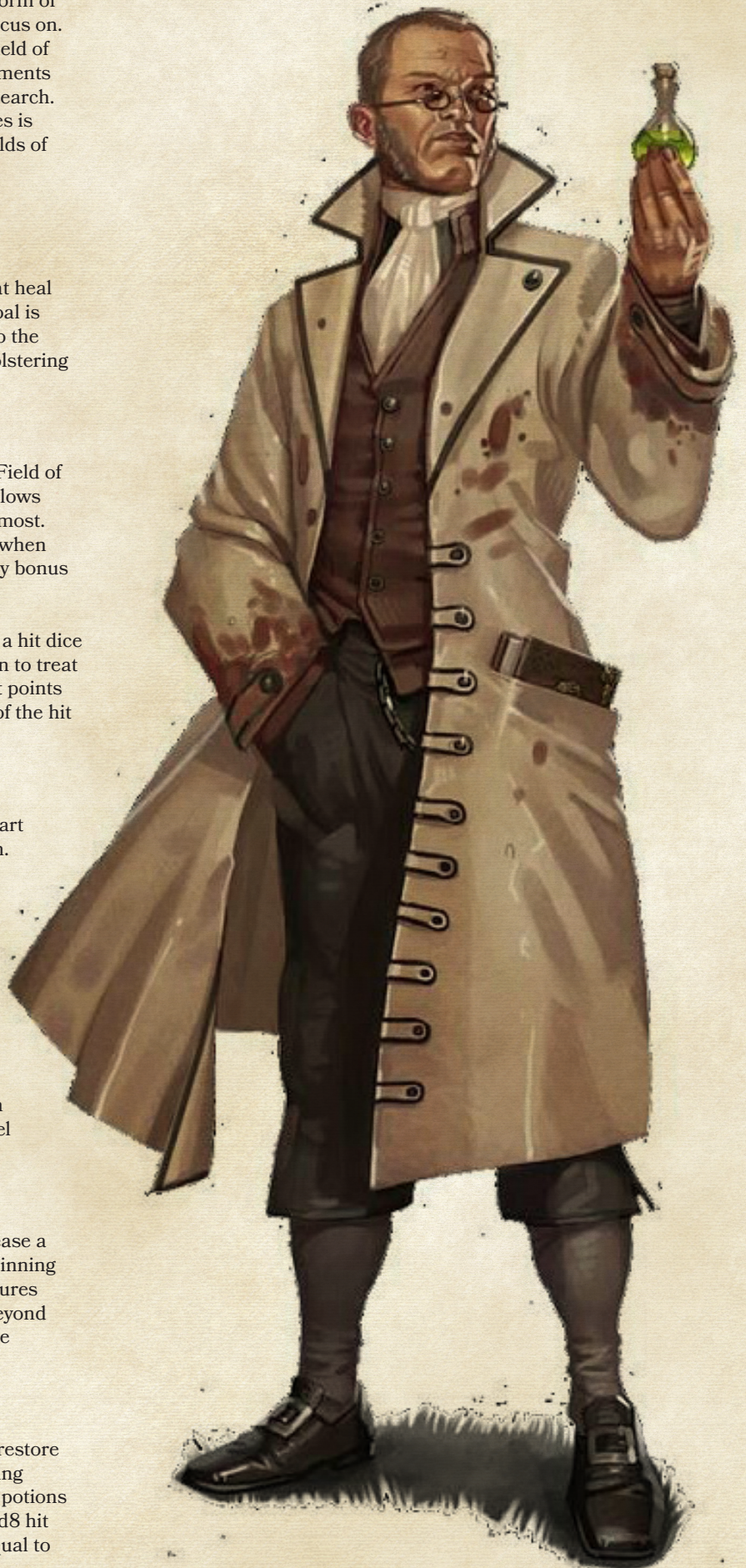
Healthy Body

By the time you have reached 11th level your understanding of medicine allows you to keep your body in perfect health. You have advantage on saving throws to resist diseases and poisons, and gain the maximum amount of hit points each time you gain a level in this class.

Preventative Medicine

You have discovered how to temporarily increase a person's health beyond it's natural limits. Beginning at level 15, if one of your potions or class features would cause a creature to regain hit points beyond their hit point maximum, they instead gain the difference as Temporary Hit Points.

Regenerative healing

At 20th level, your potions do more than just restore health, they stimulate the body's natural healing processes. When a creature uses one of your potions to regain hit points, they continue to regain 1d8 hit points each round, for a number of rounds equal to your Intelligence bonus.

Dread Poison

By the time you have reached 20th level, the poisons you create have become terrifying in their efficiency. When a creature affected by one of your poisons fails three consecutive saving throws against that poison, they must make an additional saving throw against your concoction save dc, or roll on the system shock table (dmg 273) and suffer the effect.

System Shock

d10	Effect
1	The creature drops to 0 hit points
2-3	The creature drops to 0 hit points, but is stable
4-5	The Creature is stunned until the end of its next turn.
6-7	The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of it's next turn
8-10	The creature cant take reaction until the end of it's next turn

Toxicology

You have focused your pursuit of knowledge into the most deadly aspects of alchemy. Experimenting with various toxins, you have found ways to kill and debilitate with ruthless efficiency. Some may find your work unsavoury or even despicable, but to you poisons are but another weapon to be wielded alongside the sword and shield.

Inoculated

Beginning at 3rd level when you choose this field of study, your constant exposure to toxic chemicals has granted you resistance to all poison damage, and you have learned to inoculate yourself and others against your own poisons. During a long or short rest you may produce a number of inoculations equal to your intelligence modifier, which can be used to make a creature immune to your poisons for 24 hours.

Neurotoxin

By the time you reach 6th level, You have learned to craft poisons which debilitate the mind rather than the body. Whenever you create a poison, you may choose to change it's damage type to psychic, and it's saving throw to Wisdom. Creatures that are immune to poison damage are still immune to these poisons.

Lasting Poison

At 11th level, your poisons have become especially long lasting. Creatures affected by your poisons have disadvantage on saving throws made to recover from their effects. If they would already have disadvantage, they instead fail these saving throws automatically.

Deadly Necrosis

When you reach 15th level, your poisons have become debilitating in their effects. When a creature takes damage from one of your poisons, it's hit point maximum is reduced by the same amount. This effect lasts until the creature completes a long rest, or until it is dispelled by a *greater restoration* spell or higher.

Pyrotechnics

Weather for the sake of curiosity, scientific progress, or some other, more destructive purpose, you have chosen to focus your alchemical talents on perfecting increasingly more reactive chemical formulas. You are determined to unlock the true potential of these volatile concoctions.

Explosive Ammunition

Beginning at 3rd level when you choose this field of study, you have discovered how to make explosives that are compact enough to be used as ammunition. When you create a bomb, you may choose to create it as explosive ammunition. This ammunition cannot thrown by hand, but must instead be fired from a weapon as part of a separate attack. It explodes on impact with any creature or surface, acting as any other bomb. You choose what type of ammunition you create at the time of crafting.

A target hit by an attack made with explosive ammunition automatically fails it's saving throw against your bomb. If an attack made with explosive ammunition misses, it explodes on contact with the first solid surface it hits.

Shaped Charges

At level 6, You have learned how to safely alter the range of your explosives by using specialized casings and chemicals. When you create a bomb, you may choose to alter the shape of the explosion in one of the following ways

- The radius of the bomb's explosion increases by 5ft
- The Bomb Explodes in a cone, facing the direction it was thrown/fired/placed, with a length equal to twice the bomb's radius
- The Bomb Detonates in a strait line, facing the direction it was thrown/fired/placed. This line has a witch of 5ft and a length equal to the bomb's normal radius x 4

Bomber's Sense

By the time you have reached level 11, your experience with explosives has given you an acute awareness of dangerous situations. 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.

Advanced Explosives

At 15th level, you have discovered ways to alter the way your bomb functions on a more intricate level. When you create a bomb, you may choose to alter the bomb in one of the following ways

- The bomb will detonate up to an hour after it is thrown/fired/placed. The time the bomb will detonate is chosen by the user at the time the bomb is used. Creatures who do not know when the bomb will explode have disadvantage on saving throws against it. A creature that can see the bomb may make an insight check against your concoction save dc to determine when it will explode.
- The bomb is invisible to all creatures other than the user. Creatures aware of the bomb's location have disadvantage on saving throws against it. Creatures unaware of the bomb's location automatically fail their saving throw against it.
- When the bomb is used, the user chooses a target they can see, or have seen within the last 10 minutes. The bomb attempts to find and follow that target. It has a movement speed equal to your concoction save DC, The bomb detonates automatically when it reaches it's intended target, or after 1 minute.
- The bomb clings to whatever surface or creature it hits. A creature must make a strength saving throw against your concoction save DC to remove the bomb from themselves. The bomb detonates after 1 minute, or can be detonated remotely by it's user as a free action.

Cluster Bombs

By 20th level, you have learned how to combine multiple explosive charges into a single casing. Once per long rest when you create a bomb, you can create it as a cluster bomb. When a cluster bomb explodes, in addition to it's normal effects, 2 additional bombs are released and explode at spaces you choose within the blast radius of the bomb. These bombs have the same effects as the original bomb, but their damage is halved.

Discoveries

As an alchemist progresses in their field, they learn new ways to use their skills, discovering new chemical formulas or uncovering unique ways to augment their existing ones. Discoveries allow an alchemist to create new concoctions or alter concoctions they already know how to make. Some Discoveries even represent entirely new ways to use alchemy.

Most discoveries are variations on the base concoctions you learn at level one, and cost additional Catalyst points to use. This cost is listed in the description of each discovery. Discoveries will list in their descriptions whether they can be used on their own or must be applied as a modifier to other concoctions.

As an Alchemist, you gain additional discoveries at certain levels as shown on the Alchemist Table. You must meet any prerequisites (listed under the title) a discovery has in order to take that discovery. You cannot take a discovery more than once, however you can apply more than one discovery to a single concoction, so long as you do not exceed the maximum number of catalyst points you may spend in a single action.

Alchemical Ammunition
Prerequisite: lvl 2

Using the right ingredients you can instil elemental energy into otherwise mundane ammunition. When you spend Catalyst points to create a concoction, You may spend 2 Catalyst points to craft a number of pieces of alchemical ammunition equal to your intelligence modifier. This ammunition deals an additional 1d4 damage, and you choose one of the following damage types: Cold, Fire, Lightning, or Acid. The ammunition deals damage of that type instead of the normal damage type dealt by the weapon it is fired from. You choose what type of ammunition you craft when use this feature.

Anaesthetic
Prerequisite: lvl 16

You have discovered a chemical concoction that inhibits the body's ability to feel pain. When you spend Catalyst points to create a concoction, you may spend 5 Catalyst points to create a dose of anaesthetic, which has the following effects:

A single dose of Anaesthetic can be applied to a target to grant temporary hit points equal to 1d8 x your intelligence modifier. If a second dose of anaesthetic is used on the same target within an hour, becomes incapacitated. If a third dose is used within an hour of the first, the target becomes stunned. If a fourth dose is used within an hour of the first, the target falls unconscious.

Temporary hit points granted by doses of anaesthetic stack with each other, and last for 1 hour after the first dose was administered, at which point the target gains 1 level of exhaustion which lasts for a number of hours equal to the number of doses used.

Arcane Concentrate
Prerequisite: lvl 12

You have hit upon a way to Distil the arcane potency of rare ingredients to create a substance capable of restoring a mage's reserves in battle. As an action on your turn, you can spend a number of Catalyst points up to your level (minimum of 3) to create a phial of arcane concentrate.

A creature that has spell slots may consume the contents of this phial as a bonus action to recover a single spell slot with a level equal to 1/3 the Catalyst points spent.
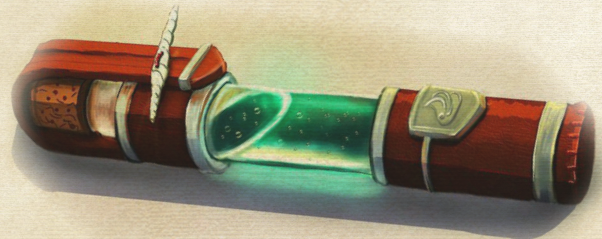
Arcanostatic Bomb
Prerequisite: lvl 16

By substituting volatile chemicals within your bomb with unstable arcane components, you have learned to create an explosive capable of interfering with the fields of arcane magic used by spellcasters. When you craft a bomb, you may spend 5 Catalyst points to create a bomb which deal no damage but has the following effect:

This bomb creates a zone of unstable arcane energy within the radius of it's explosion that lasts a number of rounds equal to your intelligence modifier. Creatures within this zone must succeed on a concentration check against your concoction save DC in order to successfully cast spells. Anytime a spell is cast from within this zone, or which would affect an area or target within this zone, the caster must immediately roll on the Wild Magic Surge table.
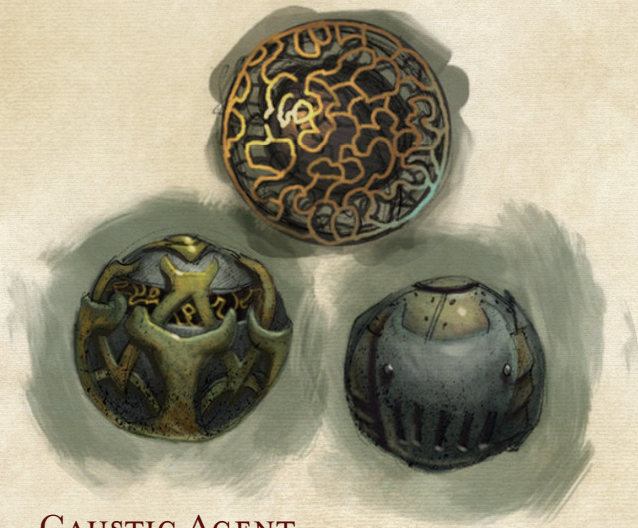
Caustic Agent
Prerequisite: lvl 2

You have learned how to safely distil an acid powerful enough to dissolve stone walls and other normally impervious materials. When you spend Catalyst points to create a concoction, you may spend a number of Catalyst points (minimum of 1) to create a powerful acid. This caustic formula can be applied to a wall or other object to melt through 3 feet of wood or dirt, 1 foot of stone, or 1 inch of metal for each Catalyst point spent.

The Acid may also be splashed on a target within 5 feet as an attack. The target must make a dexterity saving throw against your concoction save DC. The target takes 2d6 + your intelligence modifier Acid damage on a failed saving throw, or half as much damage on a success.

Concussive Explosives
Prerequisite: lvl 2

Adding the correct mixture of ingredients causes your explosives to send out a thunderous shock wave capable of pushing targets around the battlefield. When you create a bomb you may spend 1 additional Catalyst point to add the following effect:

This bomb deals thunder damage instead of it's normal damage type. Creatures who fail their saving throw against this bomb are pushed 10 feet away from the center of the bomb's radius. You may spend additional Catalyst points to increase the radius of this effect by 5 feet for each additional point spent.

Debilitating Poison
Prerequisite: lvl 20

You have happened upon a mix of dangerous ingredients that when combined, inflict permanent damage on a creature's body, even after they have saved against it's effects. Once per month, at a cost of 18 catalyst points, you may create a terrible poison capable of permanently debilitating a target.

A creature under the effects of this poison takes a cumulative -1 penalty to one ability score of your choice each time it fails a saving throw against this poison. If this would cause an ability score to be reduced to 0, the creature dies.

This penalty remains until removed by use of a *greater restoration* spell or similar magic. You choose which ability score this poison affects at the time the poison is created.

Dirty Bomb
Prerequisite: lvl 12

After long hours of research and testing, you have found a way to combine your poisons into a bomb for dispersal. When you create a bomb, you may spend additional Catalyst points to combine it with any poison you know how to craft. Any creature within the blast radius of your bomb, must also make a saving throw against your poison, or suffer it's effects.

Creating a dirty bomb costs a number of Catalyst points equal to the cost of the bomb + twice the cost of the poison.

Distracting Irritant
Prerequisite: lvl 2

Special irritants added to your poison cause a painful reaction that makes it difficult to focus or concentrate. When you craft a poison, you may spend 1 additional Catalyst point to add the following effect:
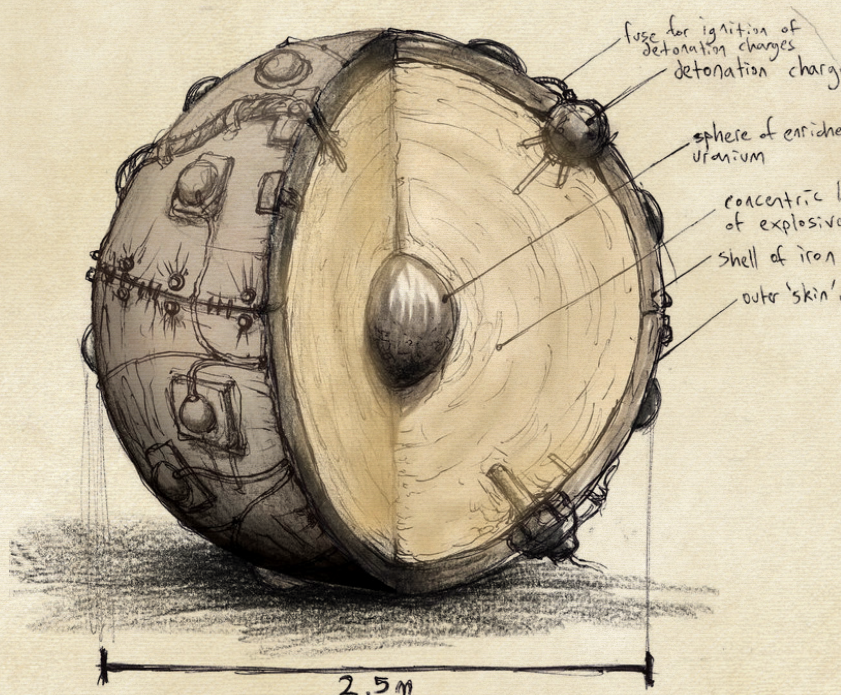
Creatures affected by this poison have disadvantage on Perception checks and checks made to maintain concentration on spells. This effect lasts until the target succeeds on it's saving throw against this poison.

Electrostatic Explosive
Prerequisite: lvl 12

By adding electrically charged elements to your explosive, you have learned to create a bomb which briefly overloads the nervous system of those within it's radius. When you craft a bomb, you may spend 3 additional Catalyst points to add the following effect:

This bomb deals lightning damage, rather than it's normal damage type. In addition, creatures within the blast radius of the bomb must make a Constitution saving throw against your concoction save DC. On a failure, the creature may take an action, or move action on their next turn, but not both, and cannot take bonus actions or reactions until the end of it's next turn.

fuse for ignition of detonation charges
detonation charge
sphere of enriched uranium
concentric of explosive
shell of iron
outer 'skin'

2.5m

Hallucinogenic Compound
PREREQUISITE: LVL 9

You have discovered chemical toxins which warp the senses to cause vivid hallucinations and irrational actions. When you craft a poison, you may spend 2 additional Catalyst points to add the following effect:

A target under the effects of this poison can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn.

- 1: The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6: The creature doesn't move or take actions this turn.
- 7-8: The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10: The creature can act and move normally.

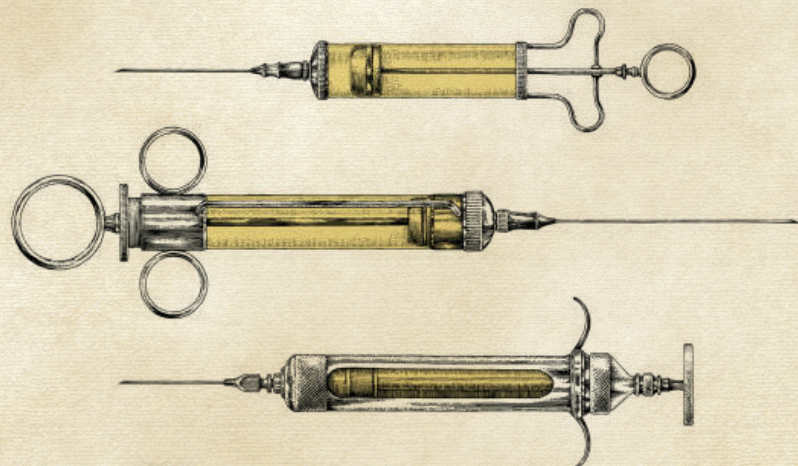This effect lasts until the target succeeds on it's saving throw against this poison.

Hyperdermic Injection
PREREQUISITE: LVL 6

You have learned to modify your concoctions so they can be safely injected directly into the bloodstream for more potent effect. When you craft a potion or poison, you may choose to craft it as an injection. Injections are created in the form of a syringe, and are ineffective unless directly injected into a target. They gain the following effects, based on the type of injection:

- Potion injections can be used as a free action once per turn instead of a bonus action, and creatures may re-roll any 1's on healing dice as part of using the potion.
- You may re-roll 1s on damage dice when dealing damage with an injected poison, and creatures have disadvantage on saving throws against the poison's effects.

Injections can be fired directly from a crossbow or similar weapon. Poisons crafted as injections are

Endothermic Explosive
PREREQUISITE: LVL 9

You have discovered a way to create endothermic explosives, which rapidly remove heat from the area around them. When you craft a bomb, you may spend 3 additional Catalyst points to add the following effect:

This bomb deals cold damage instead of its normal damage type. In addition, the area of the bomb's explosion is encased in ice and becomes difficult terrain. Any creature that fails its Dexterity save against the bomb becomes trapped in ice, and it's speed is reduced to 0 for a number of rounds equal to your intelligence modifier. As an action on it's turn, a creature may attempt to break free from the ice, making a Strength saving throw against your Concoction save DC. If it succeeds, it is no longer trapped and can move freel

Flashbang
PREREQUISITE: LVL 2

A little extra black powder, and a pinch of phosphorus added to your explosives gives them a bright and deafening explosion. When you craft a bomb, you may spend 1 Catalyst point to create a bomb with the following effect:

This bomb explodes in a bright flash of light, dealing no damage. Any creature within the blast radius of the bomb must succeed on a constitution saving throw against your concoction save DC or be blinded and deafened for a number of rounds equal your intelligence modifier.

Creatures with multiple sets of eyes or who navigate using sound have disadvantage on this saving throw. Creatures may repeat their saving throws against this effect at the start of each turn. On their first success they are no longer blinded, on their second success, they are no longer deafened.

considered Injury poisons.

Hypothermic Poison
PREREQUISITE: LVL 9
Adding the correct mixture of organic and inorganic compounds, you have discovered a poison that causes hypothermia in it's victims. When you craft a poison, you may spend 2 additional Catalyst points to add the following effect:

This poison deals cold damage instead of it's normal damage type. In addition, an affected target's speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. This effect lasts until the target succeeds on it's saving throw against this poison.

Incendiary Bomb
PREREQUISITE: LVL 6
By simply adding the right mixture of flammable ingredients to your bomb, you cause it to explode in a burst of persistent flame. When you craft a bomb, you may spend 2 additional Catalyst points to add the following effect:

The area of the bomb's radius is engulfed in flames for a number of rounds equal to your intelligence modifier. Any creature that moves through or begins its turn within this area takes 2d6 fire damage.

Immunopanacea
PREREQUISITE: LVL 2
You have discovered an array of tonics and medication that allows a creature's immune system to instantly recover from most diseases. When you craft a potion, you may spend 1 additional Catalyst point to add the following effect:

This potion can be used to cure or remove any disease or poison with a DC equal to or lower than your concoction save DC. A creature cured this way is immune to these diseases or poisons for 24 hours.

Implosive Detonation
PREREQUISITE: LVL 9
Careful measures of the correct components allow you to craft a bomb which implodes violently, rather than detonating in an explosion. When you create a bomb you may spend 3 additional Catalyst points to add the following effect:

This bomb deals thunder damage instead of it's normal damage type. Unattended objects weighing less than 10 pounds, and creatures who fail their saving throw against this bomb are pulled 5 feet towards the center of the bomb's radius.

You may spend additional Catalyst points to increase the distance this bomb may pull creatures by 5 feet for each additional point spent.

Magebane Poison
PREREQUISITE: LVL 16
You have uncovered a chemical compound which inhibits the flow of arcane energies within the body. When you craft a poison, you may spend 6 Catalyst points to create a poison which deals no damage, but has the following effect.

A creature under the effect of this poison is unable to cast spells or use magic. A spell slot expended to cast a spell while under the effects of this poison is consumed, and any spells cast by the target that require concentration immediately end. This effect lasts until the target succeeds on it's saving throw against this poison.

Metabolic Stimulant
Prerequisite: lvl 12
You have developed a powerful stimulant that allows the body to function at it's peak potential for far longer than normally possible. When you craft a potion, you may spend 5 Catalyst points to create a potion that heals no hit points, but has the following effect:

A creature that uses this potion Immediately Regains hit points and other resources as if they had completed a long rest. 8 hours after this potion is used, the target gains 1 level of exhaustion. This potion cannot be used to recover from exhaustion.

Mutagenic Compound
Prerequisite: lvl 2
You have discovered a way to temporarily infuse an ally's body with the unique traits of other creatures. When you use your action to create a concoction, you may spend 3 Catalyst points to create a mutagen that uses ingredients from animals to give the whoever drinks the potion heightened senses or abilities. A creature that drinks this mutagen gains one of the following benefits chosen by the alchemist upon creation:

- The user gains darkvision up to 120 feet.
- The user can breathe in water and gain a swim speed of 30 feet.
- The user's movement speed increases by 10 feet.
- The user has advantage on all perception checks.

The effects of this mutagenic potion last for 1 hour. A creature cannot safely benefit from the effects of two animal mutagens at once.

Philosopher's Stone
Prerequisite: lvl 20
You have reached the pinnacle of alchemical knowledge, and discovered an alchemical means to recreate even the miracles of the gods. Once per month, you may spend up to 18 catalyst points to create a miraculous philosopher's stone, which contains a single spell slot of a level equal to 1/2 the catalyst points spent to create it

A Philosopher's Stone may be used to cast Any spell of an appropriate level from any school or spell list, regardless of what spells the user may normally have access to. Spells such as wish that can have negative repercussions on the caster still effect the user of the stone in the same way.

Resistive Infusion
Prerequisite: lvl 6
You have learned that a relatively simple use of elemental ingredients can be used to create a potion that hardens a creature's body against those elements. When you create a potion, you may 3 additional Catalyst points to add one of the following effects:

- A creature who uses this potion gains resistance to Bludgeoning, Piercing, and Slashing damage from non-magical weapons for 1 minute.
- Choose one of the following damage types: Cold, Fire, Lightning, Acid, Thunder, Radiant, or Necrotic. A creature who uses this potion gains resistance against that damage type for 1 minute

Sedative
Prerequisite: lvl 16
You have discovered a chemical formula which can be used to slow and incapacitate a creature. When you craft a poison, you may spend 6 Catalyst points to create a sedative which deals no damage, but gains the following effect:

Each time a creature fails a saving throw against this poison, it gains 1 level of exhaustion. A creature who reaches 6 levels of exhaustion in this way falls unconscious for 1d6 hours instead of dying.

Smoke Bomb
Prerequisite: lvl 2
The right mix of sulphur and other noxious compounds creates a bomb which leave behind a large cloud of thick black smoke. When you craft a bomb, you may spend 1 additional Catalyst point to add the following effect:

This bomb explodes into a thick cloud of black smoke. This cloud has a radius equal to twice the radius of the bomb, and obscures visibility, providing superior cover. The cloud lasts for a number of rounds equal to your intelligence modifier, or until dispersed by a strong wind or similar effect.

Spellcasting Catalyst
Prerequisite: lvl 9

You have discovered a way to embolden the arcane powers of your allies through an unstable concoction of alchemical ingredients. When you use your action to create a concoction, you may spend 3 Catalyst points to create an arcane catalyst which contains 1 sorcery point.

A creature may use this catalyst when casting a spell and spend this sorcery point to apply 1 metamagic effect to the spell as though they were a sorcerer, regardless of their actual spellcasting class or ability. The catalyst is destroyed in the process, and the caster must immediately roll on the Wild Magic Surge table.

Steroid
Prerequisite: lvl 6

You have learned how to distil a potion that bolsters a creature's natural abilities for a short time. When you craft a potion, you may spend 3 additional Catalyst points to add the following effect:

A creature that uses this potion is affected as if under one of the effects of the *Enhance Ability* spell. You choose which of these effects to replicate when creating this potion. Concentration is not required to maintain this effect. This effect last for 1 hour. A creature can only be under the effects of one steroid at a time.

Sub-Nuclear Explosive
Prerequisite: lvl 20

You have found a way to unlock the incredible force that fuels the light of the sun. Once per month, you may choose to spend 18 catalyst points to create an explosive capable of splitting the very atoms of the world apart

This bomb has a radius of 30 ft. Creatures within this radius must make a dexterity saving throw against your concoction save. A creature takes 20d6 radiant damage on a failed save, or half as much damage on a success.

Synthetic Adrenaline
Prerequisite: lvl 6

You have learned to synthesize a chemical hormone which closely replicates the body's natural adrenaline. When you craft a potion, you may spend 2 additional Catalyst points to add the following effect:

A creature that uses this potion is affected as if under the effects of the *Haste* spell for a number rounds equal to your intelligence modifier.

Truth Serum
Prerequisite: lvl 6

You have discovered a unique and highly complex blend of drugs which is able to shut down the part of the brain responsible for hiding the truth. When you create a concoction, you may spend 3 Catalyst points to create a single dose of truth serum.

A creature who ingests or is injected with a dose of truth serum must make a constitution saving throw against your concoction save DC. On a Failure, the target is affected as if by the *Zone of Truth* spell. If a creature under the effects of this poison attempts to withhold information it knows when asked a question, it must make a Wisdom saving throw against your concoction save DC or blurt out the truth. These effects last for 1 hour.

Youth Everlasting
Prerequisite: lvl 20

At long last, you have uncovered the secret of everlasting youth. Once per month, by spending 18 Catalyst points, you may craft a potion of eternal youth.

A creature who consumes this potion is restored to the prime of their youth, and ceases to suffer any effects of old age. Any permanent physical scars or injuries are healed, and the target becomes immune to poison and disease for the duration of the potion's effect The effects of this potion last 1d4 months, at which point the creature rapidly ages to their appropriate age and drops to 0 hit points, unless they consume another dose of the potion. Any injuries or other conditions healed by this potion do not return when it's effects wear off.

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