

# GLD23 Alchemist CR0-20

By Dan Hass



Sometimes a DM wants to present an opponent that is built in the same way a PC is or the DM wants to add an NPC to the party – to strengthen a weaker party or to provide a voice for the DM within the party. Here is an artificer with the Alchemist archetype presented from CR0 through CR20.

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## Supplement Summary

*GLD23 Alchemist CR0-20* is a 5th Edition supplement designed to help DMs broaden their campaign. It requires the *Basic Rules (BR)* and *DM's Basic Rules (DBR)* (available free [here](#)). It also uses the supplement *Wardrow's Feat Compendium (WFC)*; available free [here](#) and the playtest material *Unearthed Arcana (here)*: *Artificer Class (UAA)*, *Feats (UAF)*, *Feats for Skills (UAFS)*, and *Feats for Races (UAFR)*. The *Standard Resource Document (SRD)* (available [here](#)) is also referenced. The point is for the DM to have a challenge to present to PCs of any level that relies only on free resources.

It references the *Player's Handbook® (PHB)* and *Dungeon Master's Guide® (DMG)*, but these are not required to use this supplement.

There may be references to online supplements for *Elemental Evil (EE)*, *Hoard of the Dragon Queen (HDQ)*, *Princes of the Apocalypse (PA)*, and *Rise of Tiamat (RT)* available at [www.wizards.com](http://www.wizards.com).

As the title suggests, this supplement presents an Alchemist scaled from a CR0 creature to CR20. It follows the guidelines for modifying a monster as described in the *Dungeon Master's Guide® (DMG)* beginning on p.273 (but the *DMG* is not required).

### *Deliberate Variations from DMG*

The *DMG* is not required to use this supplement, but it is the primary resource for building custom monsters & NPCs. Building an NPC using the rules for building a PC is an option presented on *DMG* 96, but leads to some direct conflicts with later guidelines for building monsters. It is unclear if these are equal options or if the later guidelines supersede the elements of PC classes.

A monster's proficiency bonus is based on their CR, but we are using the Alchemist's level just as if he were a PC. For example, the CR2 Chiming Alchemist uses a proficiency bonus of +4 reflecting its ten artificer level rather than +2 as a CR2..

We are comfortable with this because after all the variations, we are applying the table on *DMG* 274.

## Using this Supplement

There are 24 stat blocks for the **Alchemist** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed Alchemists.

The Alchemist NPC can serve a variety of roles for the DM. For example, the DM determines encounter distance, and closing distance while under fire can make a very interesting complication. The alchemist can be an important asset for a more powerful villain, or it can be a master villain all by itself with its mechanical servant as a built in minion.

As detailed in the *DMG* 92–93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villains, and an Alchemist can fill any of those roles.

### *Scaling Strategy*

The *DMG* has the guidelines spelled out for scaling armor class, hit points, attack bonus, and damage per attack, and we'll follow these to build an Alchemist specialist Artificer. We are going to use only free resources. This presents the first problem. While we could use ability improvements for every ASI, generally we want to include a selection of Feats, so we need sources for feats. We address this problem by utilizing the free and positively reviewed *Wardrow's Feat Compendium* and the feats provided through *Unearthed Arcana*.

With sources set, we jump into developing the statblocks. We use a custom spread sheet to validate the CR calculations (not included in this document).

We are going to use the 27 point buy method for ability scores with no racial adjustments, but we may redistribute the points or presume a variation due to "rolled ability scores" to achieve the CR results we are targeting.

We will strive for a balanced build, keeping the Defensive CR & Offensive CR as close as possible. We will generally use armor choices to modulate defensive CR and mechanics to disable offensive traits to modulate offensive CR.

## GLD23 Alchemist CR0-20

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PREVIEW

## CR0: Blind

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	17	CR 1/4
-4		Blind
11	17	CR 0
DC	Dmg	Note
13	3	CR 1/8

**Blind Alchemist***Medium humanoid (any race), any alignment***Armor Class** 15 (breastplate)**Hit Points** 17 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	16(+3)	14(+2)	14(+2)

**Saving Throws** Con +4, Int +5**Skills** Arcana +5, Deception +4, Investigation +5, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Herbalism kit, Poisoner's Kit, Thieves' tools**Senses** passive Perception 14**Languages** Common, one additional language**Challenge** 0 (10 XP)**Alchemical Formula.** Intelligence is the alchemist's formula ability (formula saves DC 13, +5 to hit with formulas).Formulas (UAA 5-6): *Alchemical Fire* (1d6), *Alchemical Acid* (1d6), *Swift Step Draught***Blind.** The alchemist's exposure to dangerous chemicals has caused blindness.**Tool Specialization.** Per UAA 3.**Gear.** bag of holding**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 2 (1d4) slashing damage.**Comments**

From the background the alchemist gains: 2 skills, one tool, and one language.

We use the blind condition to reduce the CR to 0.

## CR1/8: Tooled

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	17	CR 1/4
DC	Dmg	Note
13	3	CR 1/8

**Tooled Alchemist***Medium humanoid (any race), any alignment***Armor Class** 15 (breastplate)**Hit Points** 17 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	16(+3)	14(+2)	14(+2)

**Saving Throws** Con +4, Int +5**Skills** Arcana +5, Deception +4, Investigation +5, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Herbalism kit, Poisoner's Kit, Thieves' tools**Senses** passive Perception 14**Languages** Common, one additional language**Challenge** 1/8 (25 XP)**Alchemical Formula.** Intelligence is the alchemist's formula ability (formula saves DC 13, +5 to hit with formulas).Formulas (UAA 5-6): *Alchemical Fire* (1d6), *Alchemical Acid* (1d6), *Swift Step Draught***Tool Specialization.** Per UAA 3.**Gear.** bag of holding**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 2 (1d4) slashing damage.**Comments**This is our "baseline" alchemist. It is a straightforward 2<sup>nd</sup> level artificer (alchemist).

## CR 1/4: Infusing

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	24	CR 1/4
DC	Dmg	Note
14	7	CR 1/2

**Infusing Alchemist***Medium humanoid (any race), any alignment***Armor Class** 15 (breastplate)**Hit Points** 31 (4d8+8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	18(+4)	14(+2)	14(+2)

**Saving Throws** Con +4, Int +6**Skills** Arcana +6, Deception +4, Investigation +6, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Herbalism kit, Poisoner's Kit, Thieves' tools**Senses** passive Perception 14**Languages** Common, one additional language**Challenge** 1/4 (50 XP)**Alchemical Formula.** Intelligence is the alchemist's formula ability (formula saves DC 14, +6 to hit with formulas).Formulas (UAA 5-6): *Alchemical Fire* (2d6), *Alchemical Acid* (2d6), *Healing Draught* (2d8), *Swift Step Draught***Infuse Magic.** Per UAA 4.**Spellcasting.** The alchemist is a 2nd level caster. Intelligence is his spellcasting modifier (spell save DC 14; +6 to hit with spell attacks). The alchemist knows the following spells.1<sup>st</sup> level (3 slots): *alarm*, *cure wounds*, *longstrider*, *sanctuary***Tool Specialization.** Per UAA 3.**Gear.** bag of holding**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 2 (1d4) slashing damage.**Comments**

At 4<sup>th</sup> level, the artificer (alchemist) gains an interesting ability: **Infuse Magic**. The DM can expand this ability to inject spells the DM wants the PCs to have access to in a granular way. In particular, this trait has been used in Dimgaard adventures to provide *lesser restoration* and *revivify* to parties that don't have party members that can cast those important spells or even have them on a spell list so they could use a *spell scroll*.

It has also been used as a mechanic to give the opponents *sanctuary*, *invisibility*, *spider climb*, and other spell abilities.

## CR 1/2: Mechanic

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	45	CR 1/8
DC	Dmg	Note
15	10	CR 2

**Mechanic Alchemist***Medium humanoid (any race), any alignment***Armor Class** 11**Hit Points** 45 (6d8+12)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	18(+4)	14(+2)	14(+2)

**Saving Throws** Con +5, Int +7**Skills** Arcana +7, Deception +5, Investigation +7, Perception +5, Survival +5**Tool Proficiencies** Alchemist's supplies, Herbalism kit, Poisoner's Kit, Thieves' tools**Senses** passive Perception 15**Languages** Common, one additional language**Challenge** 1/2 (100 XP)**Alchemical Formula.** Intelligence is the alchemist's formula ability (formula saves DC 15, +7 to hit with formulas).Formulas (UAA 5-6): *Alchemical Fire* (2d6), *Alchemical Acid* (3d6), *Healing Draught* (3d8), *Swift Step Draught***Infuse Magic.** Per UAA 4.**Mechanical Servant.** Per UAA 4.**Spellcasting.** The alchemist is a 2nd level caster. Intelligence is his spellcasting modifier (spell save DC 15; +7 to hit with spell attacks). The alchemist knows the following spells.1<sup>st</sup> level (3 slots): *alarm*, *cure wounds*, *longstrider*, *sanctuary***Superior Attunement.** Per UAA 4.**Tool Specialization.** Per UAA 3.**Gear.** bag of holding, robe of useful items**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 2 (1d4) slashing damage.**Comments**

We don't factor the mechanical servant in the CR of the alchemist. We presume the mechanical servant will be a separate addition with its own XP in the encounter's XP budget. If not, this becomes an issue as the CR ½ Artificer (Alchemist) has a CR2 mechanical servant.

The **Mechanical Servant** can leverage the artificer (alchemist) into multiple encounters within the course of an adventuring day – the servants first, followed by actual artificer.