



FIGHTER ARCHETYPE

KNIGHT-ALCHEMIST

The Knight-Alchemist is a fighter who always seeks an edge, who knows that victory is worth any cost. They may have begun their career in a laboratory, or as an alchemist's apprentice. Maybe they come from a wilderness clan, reliant on lore and tradition. Or maybe they learned their craft another way, stumbling upon potent mutagens in their adventures. Regardless, the Knight-Alchemist knows that their own body is a tool, and one that can be improved upon.

Knight-Alchemists do not belong to knightly orders, necessarily, and in fact their unsettling methods may sometimes put them beyond the bounds of decent society. They may be of any alignment, and while some have an ends-justify-the-means mentality, other Knight-Alchemists know that some lines are better left uncrossed.

KNIGHT-ALCHEMIST FEATURES

Fighter Level Features

3rd	Alchemical Dabbler, Alchemical Concoctions
7th	Hardy Constitution
10th	Advanced Alchemy
15th	Iron Constitution
18th	Master of Mutation

ALCHEMICAL DABBLER

When you choose this archetype at 3rd level, you gain proficiency in Alchemists' Tools. Additionally, you gain proficiency in your choice of either the Arcana or Nature skill. If you are already proficient in both, you gain proficiency in any other skill of your choice.

ALCHEMICAL CONCOCTIONS

Additionally at 3rd level, you adapt your body to handle potent alchemical concoctions which you create. As light activity during a long rest, you can create a number of basic concoctions equal to 1 plus your Intelligence modifier. You can consume a concoction as a bonus action. Unless otherwise stated, its effects last for 1 minute.

These concoctions last until you complete a long rest. You can only be under the effect of one concoction at a time. If a concoction references a saving throw, the DC is equal to 8 + your Intelligence modifier + your proficiency bonus. Only you can be affected by your concoctions.

You learn to make three basic concoctions of your choice, which are detailed below. You can replace one concoction you know anytime you gain a feature for this archetype.

BASIC CONCOCTIONS

IRON SKIN

Bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by your Intelligence modifier (minimum 1).

ACID BLOOD

Once per turn, when a creature damages you with a melee attack, they suffer acid damage equal to your Intelligence modifier (minimum 1).

MONSTROUS GRIP

You gain advantage on Strength checks, and when you are grappling a creature, it takes damage at the start of its turn equal to your Intelligence modifier.

UNNECESSARY TENTACLE

You grow a horrifying tentacle, which acts as a simple melee weapon that deals 1d6 bludgeoning damage and has the reach property. The tentacle can hold small objects and make simple manipulations, but it cannot wield weapons or shields. When you take the Attack action, you can use a bonus action to make one additional attack with the tentacle.

HORRIFIC VISAGE

Your face becomes distorted and monstrous, terrifying all onlookers. You gain advantage on all Charisma (Intimidation) checks. Additionally, once per turn when you take the Attack action, you may replace one attack with a terrifying roar. One creature of your choice within 30 feet must make a Wisdom saving throw or become frightened for the duration of your concoction. They can attempt the saving throw at the end of each of their turns.

OZZING SKIN

You have advantage on checks to escape grapples, and any creature grappling you takes 1d8 poison damage at the start of their turns. You can move through other creatures' spaces, treating it as difficult terrain, and you suffer no penalties from squeezing in small spaces.

HARDY CONSTITUTION

At 7th level, your body is inured to toxins of all kinds. You gain resistance to poison damage and advantage on saving throws against the poisoned condition.

ADVANCED ALCHEMY

At 10th level, you master more advanced concoctions. You learn two more concoctions, which come from the list below. You may only make one advanced concoction per long rest.

ADVANCED CONCOCTIONS

ADAMANT SHELL

Your skin hardens and develops a metallic sheen. All damage you take is reduced by your Intelligence modifier (minimum 1).

MONSTROUS GROWTH

You undergo a terrible transformation, increasing in size one category. Your current and maximum hit points increase by two for each fighter level you possess. All your attacks deal additional damage equal to your Intelligence modifier.

POISON SPEW

You gain the ability to spray terrible poison from your lungs. Once per turn in place of making an attack, you may spew poison. All creatures in a 15-foot cone suffer 2d8 poison damage, or half if they make a Constitution saving throw.

WEeping VEINS

Your blood becomes powerfully acidic. Any creature that deals damage to you with a melee attack suffers acid damage equal to your Intelligence modifier. Anytime you are not at maximum hit points, creatures that start their turns within 5 feet of you also suffer this damage.

IRON CONSTITUTION

At 15th level, your experiments have hardened your body to an exceptional degree. You gain resistance to acid damage, and become immune to the poisoned condition.

MASTER OF MUTATION

At 18th level, your mastery of transformative potions is unparalleled. When you prepare your concoctions, you may select one of the following properties for each basic concoction.

- Its effects last for an hour.
- You may combine two basic concoctions into one potion, with both effects.
- When you consume it, you gain temporary hit points equal to your fighter level.

In addition, you can now prepare one advanced concoction per short or long rest, though you may only have one prepared at a time.

KNIGHT-ALCHEMIST QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6 Quirk

- 1 You have an obsession with clean living, and frequently undergo various cleanses.
- 2 You add a little acid to your food for seasoning.
- 3 You bemoan to anyone who asks that modern ale just barely has any flavor.
- 4 You proudly keep your potions in a fancy bandolier.
- 5 Your eyes are golden, and slitted like a cat's.

6 You detest the common stereotypes about knight-chemists, and are offended when anyone accuses you of gruffness, or carrying too many swords.

CHANGE LOG

V1.0

- Updated art and license

V0.2

- Gave up on the layout I liked, so I could have more text for Basic Concoctions.
- Cleaned up language on a couple basic concoctions.
- Slightly reworked Horrific Visage.
- Nerfed Adamant Shell, Poison Spew, and Weeping Veins.

V0.1

- Initial Draft!

CREDITS & REFERENCES:

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