

# Apothecary

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# alienist

## Alienist

An Alienist seeks to master the mysteries of the mind. Having devoted years to studying the inner workings of the brain, and unlocking its latent potential, an Alienist is able to read and manipulate the thoughts of others, and bend reality itself. They tap into unfathomable realities and shift the world to their will using the psychic energies they call upon from eldritch lore and arcane knowledge.

## Advanced Psychology

### 1st-level Alienist feature

You learn the eldritch blast cantrip. You gain proficiency in the Arcana skill. If you already have this proficiency, you gain proficiency with another skill of your choice.

## Alienist Spells

### 1st-level Alienist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Alienist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Alienist Spells

### Apothecary Level Spell

1st charm person, hideous laughter

3rd detect thoughts, suggestion

5th hypnotic pattern, major image

7th arcane eye, dimension door

9th animate objects, modify memory

## Mental Influence

### 3rd-level Alienist Feature

You have studied hard to unlock the deepest recesses of your psyche, unleashing untapped psychic potential within yourself.

This energy is represented by a pool of Psychic Points. You have

four psychic points. You gain two more at 6th level, another two at 10th, and two more again at 14th level, which you can expend to use the various psionic powers you have detailed below.

If you have expended all your Psychic Points, you cannot use these powers. You regain all your expended Psychic Points when you finish a short or long rest.

**h Cerebral Breakthrough.** When you cast an apothecary spell that deals damage, you can expend a Psychic Point to re-roll any number of the dice. You must use the new rolls.

**h Mind Over Matter.** Whenever you take damage, you can use your reaction and expend a Psychic Point, reducing the damage taken by an amount equal to your apothecary level.

**h Mind Whisperer.** When you cast an apothecary spell which does not deal damage, you may spend a psychic point to cast it without any somatic or verbal components.

### Metaphysical Tether

#### 3rd-level Alienist feature

As an action, you can touch a willing creature to create a psychic link with it which lasts a number of hours equal to your Apothecary level or until you end the link (no action required) .

The maximum number of links you can have at any time is equal to your proficiency bonus. All the creatures tethered in this way can communicate telepathically with one another as long as they are within 100 feet of each other.

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#### Force Manipulation

##### 6th-level Alienist feature

Your mental prowess allows you to control the very fabric of your own reality around you, allowing you to defy gravity and push yourself through the air using only your mind. As a bonus action, you can expend a psychic point to give yourself a flying speed equal to your walking speed for 1 minute, during which you can hover.

#### Mental Magic

### 10th-level Alienist feature

You gain new ways to use your latent psychic powers to manipulate the essence of your spells and spellcasting. You gain three new ways to use your Psychic Points:

h Prescribed Effects. Once per turn when a target you can see within 30 feet of you succeeds on an Intelligence, Wisdom, or Charisma saving throw against a spell you cast, you can expend a Psychic Point to fill its mind with scrambled psionic energy, forcing it to reroll the d20 and use the lower roll for its saving throw, possibly turning a success into a failure.

h Mentally Prepared. Once per turn, when a target you can see within 30 feet of you, including yourself, fails an Intelligence, Wisdom, or Charisma saving throw, you can use a Psychic Point and add your Intelligence modifier to the creature's saving throw, potentially turning the failure into a success.

h Fight or Flight Response. As a bonus action, you can expend a Psychic Point and teleport up to 30 feet to an unoccupied space you can see. You immediately gain temporary hit points equal to twice your intelligence modifier.

### Self-Diagnosis

### 14th-level Alienist feature

If you have no Psychic Points remaining, you can use an bonus action and expend a spell slot to regain 1d4 Psychic Points.

You also gain two additional psychic features:

h Careful Examination. Whenever you cast a spell which restores hit points to a creature, you may expend a Psychic Point.

If you do, all creatures targeted by the spell regain an additional amount of hit points equal to twice your Intelligence modifier.

h Enhanced Cerebellum. When you cast any spell of 1st level or higher from your Alienist Spells feature, you can cast it by expending a spell slot as normal or by spending a number of psychic points equal to the spell's level.

### Impenetrable Mind

### 18th-level Alienist feature

You are resistant to psychic damage and immune to being charmed or frightened. Magic cannot put you to sleep and you have advantage on saving throws against spells that attempt to read your thoughts or control your mind or actions, such as dominate person. Additionally, when you use the Self-Diagnosis feature to regain Psychic Points using a spell slot, you now regain Psychic Points equal to the spell's level.

# Apothecary Esoteric Theories

Apothecaries develop esoteric theories during their adventures and experiments, representing their own unique synthesis of medical and occult practices. The description of each esoteric theory details the benefits you gain from selecting that theory. Some esoteric theories specify a minimum apothecary level. You can't learn such an esoteric theory until you are at least that level. Unless an esoteric theory's description says otherwise, you can't learn an esoteric theory more than once.

## Acquired Tolerance

You have advantage on saving throws against poison, and you gain resistance to poison damage. In addition, you automatically succeed on saving throws against your own apothecary spells, and never take damage from your own apothecary spells.

## Adrenaline Surge

Prerequisites: 6th-level apothecary

A creature at 0 hit points who regains hit points from a spell you cast using an apothecary spell slot gains resistance to all damage and has advantage on saving throws until the end of its next turn. It gains advantage on the first attack roll it makes on its next turn.

## Anatomical Precision

When you make a weapon attack, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

## Anesthesiology

Prerequisites: 14th-level apothecary

You can cast hold person without expending a spell slot or requiring material components. You must finish a long rest before you can use this theory on the same creature again.

## Bedside Manner

You gain proficiency in the Insight and Persuasion skills. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

## Caustic Formulae

Prerequisites: 6th-level apothecary

Once per turn when you deal damage to a creature or object with an apothecary spell, you can expend an apothecary spell slot to deal 2d4 extra acid damage to that target, plus another 2d4 per level of the spell slot.

## Clinical Conditioning

Prerequisites: 6th-level apothecary

You gain proficiency in Constitution saving throws.

## Combat Medic

You gain proficiency with martial weapons and shields.

## Corrosive Compound

Prerequisites: 6th-level apothecary

When you deal poison damage with your apothecary spells, you can choose to deal half the spell's damage as poison damage and half the spell's damage as acid damage instead.

## Cosmetic Surgery

You can spend 8 hours performing an occult surgical procedure upon a willing creature, permanently transforming its appearance. You decide what the creature looks like, including facial features, the sound of its voice, hair length, coloration, and distinguishing characteristics, but none of its game statistics change. You can't alter the size of a creature, and its basic shape stays the same. The resulting transformation is non-magical, however, a greater restoration spell or similar magic cast upon the creature can restore it to its original appearance.

## Critical Condition

Prerequisites: 6th-level apothecary

When a creature rolls a natural 1 on a saving throw made against one of your apothecary spells that deals damage, roll all of the spell's damage dice twice and add them together. Then add any relevant modifiers as normal to determine the damage that creature takes from the spell.

## Diagnosis

You can take the Help action as a bonus action on your turn.

## Doctor's Note

Prerequisites: 6th-level apothecary

You can cast the sending spell at-will. You must finish a long rest before you can use this theory to contact the same creature again.

## Double Dose

Prerequisites: 10th-level apothecary

When you cast an apothecary spell using an apothecary spell slot that targets a single creature and restores hit points to that creature, you can target an additional creature within range.

## Extracurricular Research

You learn two additional cantrips of your choice from any class's spell list. These cantrips become apothecary cantrips for you.

## Inoculation

You have resistance to necrotic damage, and your hit point maximum can't be reduced. In addition, you are immune to diseases.

## Interdisciplinary Practice

Prerequisites: 14th-level apothecary

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

## Laboratory Assistant

You learn the spell find familiar, and always have this spell prepared. It doesn't count against the number of apothecary spells you can prepare.

## Liability Insurance

Prerequisites: 14th-level apothecary

You can cast contingency once on yourself without material components. You can't do so again until you finish a long rest.

## Medical Expertise

You gain proficiency in the Medicine and Nature skills. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

## Medical Lexicon

You learn six languages of your choice. You can cast detect poison and disease at will.

## Nerve Agent

Prerequisites: 14th-level apothecary

When you deal poison damage with your apothecary spells, you can choose to deal psychic damage instead.

## Noxious Blood

Prerequisites: 6th-level apothecary

When a creature hits you with a melee attack while within 5 feet of you, it takes poison damage equal to 1d6 + your Constitution modifier.

## Pharmacology

When you cast a spell using an apothecary spell slot or your Greater Formula feature which restores hit points to a creature, the creature regains additional hit points equal to your Intelligence modifier.

## Physiological Analysis

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its physiology. The Game Master reveals to you two of the following characteristics of your choice:

h Any one ability score

h Armor Class

h Current hit points

h Resistances (if any)

h Immunities (if any)

h Vulnerabilities (if any)

Alternatively, you can spend 1 minute observing a corpse.

After 1 minute, you determine the cause of death.

## Practical Resuscitation

Prerequisites: 10th-level apothecary

When you cast a spell that has the sole effect of restoring a creature to life (but not undeath), such as raise dead, you don't need material components to cast the spell if the creature has

died within the past hour.

## Putrefaction

Your apothecary spells and abilities ignore undead creatures' resistance or immunity to poison damage and immunity to the poisoned condition.

## Rapid Response

When you cast an apothecary spell that restores hit points to a creature, before or after casting the spell, you can move your speed without provoking opportunity attacks.

## Routine Procedure

Prerequisites: 10th-level apothecary

You can cast lesser restoration at-will without expending a spell slot.

## Stolen Secrets

Prerequisites: 10th-level apothecary

You learn one spell from any class's spell list. It must be of a level for which you have apothecary spell slots or lower. The spell is treated as an apothecary spell for you, and doesn't count against the number of apothecary spells you know.

## Subject Preparation

Prerequisites: 10th-level apothecary

When you hit a creature with a melee weapon attack, that creature has disadvantage on the next saving throw it makes against an apothecary spell you cast before the end of your next turn.

## Surgeon's Instinct

You have blindsight out to a range of 10 feet.

## Surgical Strikes

Prerequisites: 6th-level apothecary

You can attack twice, instead of once, when you take the Attack action on your turn.

## Toxicology

Prerequisites: 6th-level apothecary

You add your Intelligence modifier to the damage rolls of spells that deal poison damage.

## Triage

You learn the spare the dying cantrip if you don't know it already. When you cast this cantrip, it has a range of 60 feet.

## Unfailing Focus

Prerequisites: 6th-level apothecary

When you fail a Constitution saving throw to maintain concentration on an apothecary spell, you can choose to succeed instead. Once you use this feature, you can't do so again until you finish a short or long rest.

## Venomous Instruments

Prerequisites: 10th-level apothecary

When you hit a creature with a weapon attack, the creature takes extra poison damage equal to your Intelligence modifier.

## Virulence

When you roll a 1 on a damage die for an apothecary spell that deals poison damage, you can reroll the die. You must use the new result, even if the new roll is a 1.

## Vital Signs

When a creature you can see within 30 feet of you fails a saving throw or death saving throw, you can use your reaction to add

your Intelligence modifier to the creature's roll, potentially turning a failure into a success. You must finish a short rest before you can use this theory on the same creature again.

## Vivisection

Prerequisites: 6th-level apothecary

Your weapon attacks score a critical hit on a 19 or 20.

# Apothecary features

## Apothecary Magic

Your arcane research has given you facility with spells. Refer to the Core Rules for the general rules of spellcasting and the Spells Listing in this book for the apothecary spell list.

### **Formula Book**

You have a book or collection of notes that you study to prepare your apothecary spells, develop your esoteric theories, and record your occult practices. You may use your formula book as an arcane focus for your apothecary spells. You may describe this book any way you like. Some examples of your book's appearance include:

h A large leatherbound tome with yellowing pages bound shut with an iron lock

h A scattered assortment of scribbled notes loosely held together by rope

h A pristine journal with perfect edges and beautiful penmanship

h A leather briefcase with two small golden locks

h A medical bag with surgical symbols on the sides

h A beat-up satchel slung over one shoulder with vials and bottles poking out of every pocket

If the book is destroyed or lost, you can recreate it using inks and paper during a long rest.

### **Cantrips**

You know three cantrips of your choice from the apothecary spell list. You learn additional apothecary cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Apothecary table.

Elementary Reformulation. Whenever you finish a long rest and consult your formula book, you can replace one apothecary cantrip you know with another cantrip from the

apothecary spell list.

### **Preparing and Casting Spells**

The Apothecary table shows how many spell slots you have to cast your apothecary spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your apothecary spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

You prepare the list of apothecary spells that are available for you to cast, choosing from the apothecary spell list. When you do so, choose a number of apothecary spells equal to your Intelligence modifier + your apothecary level (minimum of one spell). A spell you prepare must be of a level no higher than what's shown in the Apothecary table's Slot Level column for your level.

For example, if you are a 5th-level apothecary, you have three 3rd-level spell slots. With an Intelligence of 16, your list of prepared spells can include eight spells of 1st, 2nd, or 3rd level, in any combination. To cast the 1st-level spell cure wounds, you must spend one of those slots, and you cast it as a 3rd-level spell. Casting a spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of apothecary spells requires at least 1 minute per spell level for each spell on your list.

#### **Spellcasting Ability**

Intelligence is your spellcasting ability for your apothecary spells, since you learn your spells through dedicated study and occult knowledge. 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 apothecary spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus

+ your Intelligence modifier

Spell attack modifier = your proficiency bonus

+ your Intelligence modifier

### **Ritual Casting**

You can cast an apothecary spell as a ritual if that spell has the ritual tag and you have the spell prepared.

### **Spellcasting Focus**

You can use an arcane focus (see the Adventuring Gear section of the Core Rules) as a spellcasting focus for your apothecary spells.

## **Occult Practices**

At 1st level, you take up one of the Occult Practices, a chosen discipline which defines your ongoing research of the body and spirit: [the Alienist](#), [the Chemist](#), [the Exorcist](#), [the Mutagenist](#), [the Pathogenist](#), or [the Reanimator](#).

Your choice grants you additional proficiencies and an expanded spell list at 1st level, and additional class features at 3rd, 6th, 10th, 14th, and 18th level.

## **Esoteric Theories**

You have discovered [esoteric theories](#), scraps of forbidden lore that you can use to augment your magical abilities.

At 2nd level, you gain two esoteric theories of your choice. Your theory options are detailed at the end of the class description.

When you gain certain apothecary levels, you gain additional theories of your choice, as shown in the Theories Known column of the Apothecary table. Additionally, when you gain a level in this class, you can choose one of the theories you know and replace it with another theory that you could learn at that level.

## **Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature

to take a feat of your choice instead.

## Greater Formula

At 11th level, you discover a magical secret called a Greater Formula. Choose one 6th-level spell from the apothecary spell list as this formula.

You can cast your Greater Formula once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more apothecary spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You learn an additional 6th level spell at 19th level, and an additional 7th level spell at 20th level.

You regain all uses when you finish a long rest.

**Master Reformulation.** Whenever you finish a long rest and consult your formula book, you can replace one spell you gained from this feature with another spell of the same level from the Apothecary spell list.

## Miraculous Recovery

At 20th level, you can spend 5 minutes channeling power into a number of creatures (which can include yourself) equal to your Intelligence modifier to facilitate an abnormally fast recovery.

You must tend to the creatures during this period, using a healer's kit with at least one use remaining. The targets regain hit points, spell slots, hit dice, and other abilities as if they completed a long rest. A creature can only benefit from one Miraculous Recovery in a 24-hour period. Once you use this feature, you can't do so again until you finish a long rest.

### Optional Rule: Multiclassing

If you allow characters to use the Multiclassing optional rules, here are the requirements for multiclassing with the Apothecary Ability Score Minimum. Multiclass characters must meet

ability score prerequisites for both their current class(es) and their new one. Taking multiclass levels as an Apothecary requires an Intelligence score of 13 or higher.

Proficiencies. If apothecary isn't your initial class, when you take your first level as an apothecary you gain proficiency in light armor and one tool proficiency of your choice.

Apothecary Magic. If you have both the Spellcasting class feature and the Apothecary Magic class feature, you can use the spell slots you gain from the Apothecary Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast apothecary spells you know.

Esoteric Theories. Meeting the prerequisites for Esoteric Theories is based on total apothecary levels, not the overall character level. In addition, the Surgical Strikes esoteric theory does not give you additional attacks if you have the Extra Attack class feature.

# Apothecary overview

## Class Features

As an apothecary, you gain the following class features:

Hit Points

Hit Dice: 1d8 per apothecary level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per apothecary level after 1st

Proficiencies

Armor: light armor, medium armor

Weapons: simple weapons, short swords, hand crossbows

Tools: any tool proficiency, plus another of your choice from the following: poisoner's kit, herbalism kit, or alchemist's supplies.

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Investigation, Medicine, Nature, and Religion

Equipment

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

h a light crossbow and 20 bolts, a shortsword, or any simple weapon

h a component pouch or an arcane focus

h a scholar's pack or a dungeoneer's pack

h hide armor, any simple weapon, and two daggers

h A healer's kit

## Apothecary

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## Creating an Apothecary

When you set out to create an apothecary, the most important question is to decide your path of study. What is it that drives you to seek knowledge? Are you working in the service of good? Is your life dedicated to helping those in need? By studying poisons, diseases, occult lore, and forbidden knowledge, do you hope to help the sick and wounded? Perhaps you aim to save someone you care about, or protect your kingdom or homeland from the evils of this world. Or maybe your studies are more dangerous in nature. Do you set out on adventure to test your dangerous chemical formulae? Do you see each monster or enemy as a test subject for your concoctions and spells?

All apothecaries share a search for knowledge, and dabble in forbidden lore and occult practices. Although many in their practice are happy to sell their services or potions in cities or to well-paying nobles and kings, some are called to adventure, setting out on the endless hunt for knowledge. Others work as investigators and researchers. Many apothecaries see adventure as a means to perform direct field research, perfect their skills, and test the true potential of their theories.

## Quick Build

You can make an apothecary quickly by following these suggestions.

h First, Intelligence should be your highest ability score, followed by Constitution.

h Second, choose your character ancestry and background.

h Third, choose the poison needle\* and spare the dying cantrips, along with the 1st-level spells *envenom\** and *healing word*.

## Apothecaries in Drakkenheim

Apothecaries can be found throughout the continent in many forms. The term is broadly used to describe many magic-adjacent professions found on the continent and the vast array of possible fields of study is ever expanding.

The Amethyst Academy has departments of apothecaries managing their labs and research centers. Within their many schools and strongholds, they teach advanced sciences and using magic to better understand the body and mind, and the various modern medical practices that can be combined with magic to save lives — or end them.

Not all apothecaries are mageborn. The broad term has been used to describe several practices that combine herbal ingredients, chemicals, and poisons with biological study to induce outcomes similar to the effects of evocation or necromantic magic.

## Pathogenists

working in distant labs perform studies to create new powerful strains of disease and poison. Chemists find ways to surpass the potency of mageborn spellcasting with the right dose of chemicals for their explosive and destructive results. Other Mutagenists working with the mutating effects of delerium seek to control and isolate the elements of mutation and apply them in a more controlled manner. There are even reports of apothecaries who are studying techniques to unlock the potential of the mind. These Alienists have caused a stir amongst nobles, mages, and clergy for their ability to tap into mental capabilities that mirror magic, without requiring a mageborn's lineage.

Secretive reanimators pursue grisly studies into the realms of death and undeath, mimicking necromantic magic using little more than new science and invention. There are apothecaries working under the Sacred Flame as exorcists, channeling their occult knowledge and research into helping rid holy sites of undead, dispatch unwanted spirits, and remove terrible curses.

Apothecaries are found on every continent; whether mageborn or not, many are skilled academics who have a keen mind for pushing the boundaries of science. These researchers have found themselves on the path of the apothecary, lending their aid to cities and towns throughout the continent, and occasionally bringing unique chemical warfare to the battlefield of great wars.

## Personality Traits

1 I often use big scientific words; I just can't help but to embellish my superior intellect.

2 I have a dark sense of humor. Often my jokes fall flat on those who do not share in my macabre ideals.

3 I mutter to myself constantly. Years in the lab have meant that I am accustomed to speaking mostly to myself.

## Ideals

1 Science. To push the boundaries of mortal capabilities is a reason to live, and a worthy legacy to leave behind.

2 Education. If I can share the great secrets I learn with others, the world will be better for it.

3 Power. Mageborn think they hold all the cards, but the power we can unlock through occult practice and advanced study will surpass any silly fireball-throwing mage.

## Bonds

- 1 I was laughed at for my passion for study. I want to prove to the world how great science can be.
- 2 There are secrets of this world capable of unlocking vast mortal potential — I will discover them.
- 3 My mentor was a great genius. I want to finish the work they started.

#### Flaws

- 1 Sometimes you have to make sacrifices to prove a hypothesis. Sometimes those sacrifices are people's lives. A worthy cost for science, no?
- 2 I obsess over my theories and discovering occult lore; occasionally it is all consuming.
- 3 I scoff at mages and their petty parlor tricks. They cannot fathom the power we can wield if we simply seek it.

#### Personal Quest

- 1 I must collect blood samples of the five chromatic dragons in order to perfect the ultimate concoction.
- 2 I will be the first non-mageborn to prove the potential of scientific study and join the Amethyst Academy elite.
- 3 The falling star that struck Drakkenheim is sure to have unfathomable potential for my study. I must collect a shard from the source in the heart of the crater.

# Apothecary Spell List

Below is the list of spells you consult when you learn an apothecary spell. The list is organized by spell level, not character level. If a

spell can be cast as a ritual, the ritual tag (r) appears after the spell's name.

Each spell is in the Fifth Edition core rules, unless it has one asterisk, which indicates that it is a new spell described in Chapter

4 of this book. Apothecaries may also learn any Contaminated Spell, a new type of spell found in chapter 4 of this book. Contaminated

Spells are available to apothecaries only if found during their adventures, and cannot be chosen normally.

## **Cantrips**

Acid Burn\*

Acid Splash

Bacterial Barrage\*

Chill Touch

Guidance

Light

Mending

Message

Poison Needle\*

Poison Spray

Resistance

Shocking Grasp

Spare the Dying

Thaumaturgy

## **1st Level**

Acrid Orb\*  
Alarm (r)  
Comprehend Languages (r)  
Create or Destroy Water  
Cure Wounds  
Detect Evil and Good  
Detect Magic (r)  
Detect Poison and Disease (r)  
Envenom\*  
False Life  
Feather Fall  
Floating Disk (r)  
Fog Cloud  
Grease  
Healing Word  
Hideous Laughter  
Identify (r)  
Illusory Script (r)  
Infect\*  
Jump  
Purify Food and Drink (r)  
Sleep  
Stream of Consumption\*  
Toxic Shield\*  
Unseen Servant (r)

## **2nd Level**

Acid Arrow  
Aid  
Biohazard\*  
Blindness/Deafness  
Caustic Grip\*  
Enhance Ability  
Enlarge/Reduce

Gentle Repose (r)  
Grasping Ghost\*  
Hold Person  
Invigorate\*  
Lesser Restoration  
Ocular Necrosis\*  
Protection from Poison  
Ray of Enfeeblement  
See Invisibility  
Silence (r)  
Spider Climb  
Web

### **3rd Level**

Bestow Curse  
Corrosive Blast\*  
Dispel Magic  
Fear  
Fetid Blade\*  
Gaseous Form  
Glyph of Warding  
Haste  
Hypnotic Pattern  
Magic Circle  
Mass Healing Word  
Pestilence\*  
Purge Contamination\*  
Protection from Energy  
Remove Curse  
Revivify  
Sending  
Slow  
Speak with Dead  
Stinking Cloud

Tranquilizing Toxin\*

Vampiric Touch

Venomous Aura\*

Water Breathing (r)

#### **4th Level**

Black Tentacles

Blight

Blood Worm\*

Corpse Explosion\*

Corrupting Spores\*

Death Ward

Freedom of Movement

Last Rites\*

Poison Wave\*

Polymorph

Stoneskin

Vitriol Ichor\*

#### **5th Level**

Acid Rain\*

Antilife Shell

Cloudkill

Contact Other Plane (r)

Greater Restoration

Hold Monster

Mass Cure Wounds

Nerve Gas\*

Raise Dead

Scrying

Septic Shock\*

Telepathic Bond (r)

Teleportation Circle

Toxic Barrage\*

## **6th Level**

Chain Lightning

Circle of Death

Create Undead

Disintegrate

Eyebite

Flesh to Stone

Globe of Invulnerability

Harm

Heal

Mephitic Vapors\*

True Seeing

Vile Necrosis\*

## **7th Level**

Etherealness

Finger of Death

Forcecage

Miasma\*

Plane Shift

Prismatic Spray

Grievous Wounds\*

Regenerate

Resurrection

## **8th Level**

Antimagic Field

Antipathy/Sympathy

Breath of Nightshade\*

Clone

Dominate Monster

Feeblemind

Mind Blank

Plague Wind\*

Power Word Stun

### **9th Level**

Astral Projection

Foresight

Mass Heal

Pandemic\*

Power Word Kill

Time Stop

Touch of Death\*

True Polymorph

True Resurrection

# chemist

## Chemist

A Chemist is a studied scientist whose advanced research in to chemical compounds has granted them the ability to terrorize their enemies with alchemical explosions, devastating gasses, and other horrific concoctions. Chemists love testing their new compounds in the field, and are always keen to advance their study and research further, finding new combinations to combust their foes with.

## Chemical Compound

### 1st-level Chemist feature

You gain proficiency in alchemist's supplies if you do not already have it. You also learn the firebolt cantrip and one additional evocation cantrip of your choice from the wizard spell list. These cantrips count as apothecary cantrips for you, but do not count against your cantrips known.

## Chemist Spells

### 1st-level Chemist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Chemist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Chemist Spells

### Apothecary Level Spell

1st burning hands, grease

3rd acid arrow, flaming sphere

5th fireball, stinking cloud

7th ice storm, wall of fire

9th cloudkill, cone of cold

## Precise Application

### 3rd-level Chemist feature

When you cast a spell that deals acid, cold, fire, lightning, or poison damage to other creatures that you can see, you can choose a number of them equal to your Intelligence modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

#### Chain Reaction

6th-level Chemist feature

When you cast an apothecary cantrip that normally targets only one creature and deals acid, cold, fire, lightning, or poison damage, the spell can instead target two creatures that are within the spell's range.

#### Chemical Conditioning

6th-level Chemist feature

As an action, you give one creature you touch (including possibly yourself) resistance to acid, cold, fire, lightning, or poison damage for 1 hour. This benefit ends immediately if you use this feature again.

#### Bottled Spells

10th-level Chemist feature

You can store a spell from your Chemist Spells feature as a liquid in a small vial or bottle you touch when you cast the spell. The spell has no effect other than to be stored in the bottle. The spell remains stored inside until a creature opens the bottle. Once you use this feature, any unused bottled spell you previously created becomes inert, and you can't bottle another spell until you finish a short rest. Any creature holding the bottle may spend an action to open it and cast the spell inside. The spell uses your spell attack bonus and save DC, but the spell treats the creature who released it as the caster in all other respects.

#### Elemental Adjustment

14th-level Chemist feature

When you cast a spell using an apothecary spell slot which deals a type of damage from the following list, you can change that

damage type to one of the other listed types: acid, cold, fire, lightning, or poison.

Chemical Cataclysm

18th-level Chemist feature

When you cast a spell that deals acid, cold, fire, lightning, or poison damage using an apothecary spell slot, it is treated as if it was cast using a 7th-level spell slot.

# Exorcist

## Exorcist

An Exorcist comes prepared to deal with evil entities, sinister spirits, and fearsome fiends. Equipped with their holy symbol, a book of prayers, and a bag of ritualistic baubles, they stand ready to face the most unnatural and otherworldly entities of the realms. An Exorcist is accustomed to facing down insurmountable threats, with a holy symbol in hand they fear nothing, and stand as a shield between the realms of men, and those of monsters.

## Spiritual Study

### 1st-level Exorcist feature

You gain proficiency in heavy armor and the Religion Skill. If you already have this proficiency, you gain proficiency with another skill of your choice. You can use a holy symbol as an arcane focus for your apothecary spells and you gain a cantrip of your choice from the cleric spell list. This cantrip counts as an apothecary cantrip for you.

## Exorcist Spells

### 1st-level Exorcist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Exorcist Spells table.

These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Exorcist Spells

### Apothecary Level Spell

1st bless, protection from evil and good

3rd spiritual weapon, zone of truth

5th counterspell, spirit guardians

7th banishment, last rites\*

9th dispel evil and good, flame strike

## Exorcism

### 3rd-level Exorcist feature

At 3rd level you gain the ability to imbue divine energy through your holy symbol to expel evil entities in the area, or purge their harmful effects from your allies.

When you use this feature, you choose which effect to create.

You can use this feature a number of times equal to half your proficiency bonus rounded down, you regain all expended uses on a short or long rest.

If an Exorcism effect requires a saving throw, the DC equals your Apothecary spell save DC.

Starting at 5th level, when an undead or fiend fails its saving throw against your Expel Evil feature, that creature suffers 4d8 radiant damage.

**Expel Evil.** As an action, you present your holy symbol and speak a prayer censuring creatures that mean you harm. Each

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undead, celestial, fey, or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Purge Corruption.** You touch a creature or item and can end either one condition afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned. Additionally, if a creature is possessed or mind controlled by a spirit or foreign entity, you can use this feature to remove any traits or other features related to the possession. If possessed, the creature possessing it is shunted out of its host to an unoccupied space within 5 feet and takes psychic damage equal to 2d8 +

your apothecary level.

#### Sacred Vessel

6th-level Exorcist feature

You are immune to the frightened condition, and cannot be possessed or cursed. You also have advantage on saving throws against being charmed.

#### Negation

10th-level Exorcist feature

As a reaction when a hostile creature you can see targets an ally with an attack, spell, or other effect, you can expend an Apothecary spell slot to force it to make a Charisma saving throw against your spell save DC. On a failure, the action they were attempting fails and resources used are wasted.

#### Empowered Healing

14th-level Exorcist feature

Whenever you cast a spell that heals a creature, that spell deals maximum healing and the creature immediately gains temporary hit points equal to your apothecary level.

#### Devout Witness

18th-level Exorcist feature

As a Devout Witness, you speak on behalf of your gods and can feel their powers surging through you. Commanding spirits and vanquishing evil is second nature to you. You have added benefits that bolster your abilities.

h Creatures who fail their saving throws against your Exorcism:

Expel Evil feature take an additional 4d8 radiant damage.

h Creatures who are aided by your Exorcism: Purge Corruption feature gain 4d8 temporary hit points.

# Mutagenist

## Mutagenist

Mutagenists have researched a serum that they inject to transform into a monstrous form. They use themselves as the conduit for this power and hurl themselves towards their enemies as a hulking abomination. They spend their lives researching and discovering new ways to improve and modify the serum in hopes of becoming the perfect form.

## Natural Philosophy

### 1st-level Mutagenist feature

You gain proficiency with alchemist's supplies and either the herbalism kit or poisoner's kit. You also gain proficiency in two additional languages and the Nature Skill. If you already have this proficiency, you gain proficiency with another skill of your choice.

## Mutagenist Spells

### 1st-level Mutagenist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Mutagenist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Mutagenist Spells

### Apothecary Level Spell

1st jump, toxic shield\*

3rd alter self, enhance ability

5th haste, water breathing

7th polymorph, stonework

9th reincarnate, septic shock\*

## Transmogrifying Elixir

### 3rd-level Mutagenist feature

As a bonus action, you may expend a spell slot to undergo a grotesque

transformation. The transformation ends after one minute, or if you are reduced to 0 hit points or incapacitated. When you undergo this transformation you maintain your personality, alignment, and game statistics. However, several changes occur:

- h Your Strength and Intelligence ability scores are swapped.
- h Your size becomes Large, your jump distance is doubled, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- h Each of your hands transform into a big meaty fist, which you can use to make melee weapon attacks. It counts as a simple weapon for you. Your big meaty fists deal 1d10 + your Strength modifier + your Apothecary level bludgeoning damage on a hit.
- h You cannot cast or concentrate on spells.
- h You have darkvision out to a range of 120 feet.
- h You gain temporary hit points equal to five times your Apothecary level.

You also amplify your abilities based on the potency of your concoction. This is related to the spell slot you used to undergo the transformation:

- h Your speed increases by 5 feet per level of spell slot used.
- h Your AC is 13 + the level of spell slot used.
- h At the start of each of your turns and as long as you have at least 1 hit point remaining, you regain a number of hit points equal to the level of the spell slot used.

#### Extra Attack

##### 6th-level Mutagenist feature

Beginning at 6th level, you attack twice, instead of once, whenever you take the Attack action on your turn.

#### Potent Biology

##### 6th-level Mutagenist feature

When you are in your transmogrified form, you have more powerful attacks capable of bypassing your enemy's greatest defenses.

Your big meaty fist attacks count as magical for overcoming resistance and immunity to non-magical attacks and damage.

When you hit with an attack using your big meaty fists, you can expend a spell slot to empower the force of your blow with unnatural energy. When you expend a spell slot in this way you deal an additional 1d8 force damage per level of spell slot used.

### Adaptive Genetics

#### 10th-level Mutagenist feature

You are able to use your changed biology to protect yourself from the clutches of death. When you are reduced to 0 hit points in either your natural, or transmogrified state, your other self is ready to take over.

h When in your natural form and reduced to 0 hit points you can immediately transform using your Transmogrifying Elixir feature expending a spell slot as normal. You regain a number of hit points equal to your Apothecary level when you do (in addition to gaining temporary hit points from your transformation).

h When you are reduced to 0 hit points in your transmogrified form, you revert to your natural form with 1 hit point remaining. If you do, you can't assume your transmogrified form again until you finish a short or long rest.

### Unnatural Evolution

#### 14th-level Mutagenist feature

You can use your Greater Formulas feature to transmogrify as if you had used a spell slot of that level. When you transform in this way you gain one of the additional genome mutations listed below.

h Draconic Genome. You grow fleshy wings from your back and your skin takes on a scaly appearance. You gain a flying speed equal to your walking speed and as an action can spew bile in a 30-foot cone. All creatures in the area must succeed on a Constitution saving throw against your spell save DC or take 8d6 acid damage, or half as much on a successful save. Once you use this feature, you can not do so again until you finish a short or long rest.

h Giant Genome. You become a hulking mass of flesh and

muscle, turning yourself into a living siege weapon. Your size becomes Huge and all damage dealt to objects and structures is now doubled. As an action, you can expend a spell slot on your turn to slam your fists into the ground, sending shockwaves and rubble crashing around you. All creatures in a 30-foot radius centered on you must succeed on a Dexterity saving throw against your spell save DC or they take 8d6 bludgeoning damage and are knocked prone. If they succeed on the saving throw, they take half damage and are not knocked prone.

h Cerebellum Genome. You maintain a fraction of your mind as you transform, allowing remnants of your studies to linger in your monstrous brain. You now have the ability to maintain concentration on spells while in your transmogrified form.

While transmogrified, your concentration can't be broken as a result of taking damage.

#### The New Flesh

##### 18th-level Mutagenist feature

You have perfected your Transmogrifying Elixir, breaking the confines of evolution and pushing your form to what you deem the apex of evolution. You gain the following benefits while transmogrified:

h As long as you have one or more hit points remaining, you can use a bonus action and expend a spell slot to regain hit points equal to ten times the level of the spell slot used.

h If you fail a saving throw, as a reaction you can expend a spell slot to succeed instead.

h Your Strength score becomes equal to your Intelligence score when transmogrified. Additionally, you can cast spells while in your transmogrified form.

# Pathogenist

## Pathogenist

The study of diseases opens doorways to many dangerous scientific discoveries. As experts in both ridding the body of sickness and the mutations of infectious disease, Pathogenists bring their study to the battlefield by using monsters and enemies as test subjects for their infections. Long years spent carefully monitoring the causes and effects of such plagues allows them to be experts at disease mutation, allowing their sickness to spread in a terrifying manner and riddle their foes with debilitating symptoms, crippling their bodies and rattling their minds.

## Plague Proficiency

### 1st-level Pathogenist feature

You learn the chill touch cantrip. You gain proficiency with the herbalism kit. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Pathogenist Spells

### 1st-level Pathogenist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Pathogenist Spells table.

These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Pathogenist Spells

### Apothecary Level Spell

1st infect\*, inflict wounds

3rd blindness/deafness, biohazard\*

5th pestilence\*, venomous aura\*

7th blight, blood worm\*

9th contagion, insect plague

## Pernicious Pathogens

### 3rd-level Pathogenist feature

Whenever a creature casts a spell or uses a trait or feature that would cure or remove one of your diseases (such as casting lesser restoration to remove your infect\* spell), the creature must first make an ability check using its spellcasting ability (or its Charisma modifier, if the spell or special ability does not specify a spellcasting ability score). The DC equals your spell save DC. On a failed check, the creature's spell, trait, or feature fails and has no effect. Any material components used are expended, and any spell slot expended is wasted.

### Mutant Strain

#### 3rd-level Pathogenist feature

You can evolve your diseases to cause new symptoms. You learn two mutant strains of your choice, and each time you gain a level in this class, you can replace one mutant strain you know with a different one from this feature. When you reach certain levels in this class, you learn additional mutant strains, as shown in the Mutant Strains Known table.

#### Mutant Strains Known

##### Apothecary Level Number of Strains

3rd 2

9th 3

15th 4

Whenever you cast a spell which inflicts diseases (such as infect\* or contagion) you can apply an additional effect from your mutant strain to one of the targets of the spell, which lasts for the duration of that spell.

The following mutant strains are available to you when you learn a mutant strain. If a strain has a level requirement, you must be at least that level in this class to learn the strain.

h Dizziness. The target can't take reactions.

h Fatigue. Each time the target fails a saving throw against your disease, its speed is reduced to five feet until the start of its next turn.

h Coughing Fits. At the start of each of the targets' turns, it must make a Constitution saving throw against your spell save DC. On a failed save, it is unable to speak until the start of its next turn.

h Shivers. The target shakes uncontrollably. At the start of each of the target's turns, it drops whatever it is holding in its hands.

h Weakness (9th level). The target deals half damage with melee weapon attacks.

h Dry Eyes (9th level). Each time the target fails a saving throw against your disease, it becomes blinded until the start of its next turn.

h Intense Fever (9th level). The target can't regain hit points.

h Lesions (9th level). The target loses any damage resistances.

h Nausea (15th level). Each time a target fails a saving throw against your disease, it becomes incapacitated until the start of its next turn.

h Dystrophy (15th level). The target becomes vulnerable to bludgeoning, piercing, and slashing damage.

#### Breakthrough Infection

6th-level Pathogenist feature

When you cast a spell using an apothecary spell slot or your Greater Formula feature that causes disease, that spell ignores any creature's immunity to disease. Such creatures instead make any saving throws against your diseases with advantage.

#### Outbreak

6th-level Pathogenist feature

When a creature infected by one of your diseases dies, you can use your reaction to spread the disease to a different creature you can see within 30 feet of that creature.

#### Insidious Incubation

10th-level Pathogenist feature

When you start casting infect\*, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting. You must finish a short or long rest before using this feature again.

Immunocompromised

14th-level Pathogenist feature

A creature infected with one of your diseases (such as infect\* or contagion) has disadvantage on saving throws against your apothecary spells.

Rapid Evolution

18th-level Pathogenist feature

Whenever you cast a spell which inflicts diseases, you can apply an two additional effects from your mutant strain to one of the targets of the spell, instead of one.

# Reanimator

## Reanimator

A Reanimator is the master of life and death. Years spent perfecting their formula to bring the recently dead back, or to construct new life out of discarded flesh and patchwork anatomy, have left most Reanimators in a state constantly riding the lines between genius and madness. A Reanimator's skills at clutching life from the jaws of death make them exquisitely suited for dealing with death, and undeath. Their mad genius is presented with the construction of a creature made from the scrap body parts left behind by their enemies which storms forward into battle on their command.

## Spark of Life

1st-level Reanimator feature

You learn the shocking grasp and spare the dying cantrips. These count as apothecary spells for you, and don't count against the number of apothecary cantrips you know.

## Reanimator Spells

1st-level Reanimator feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Reanimator Spells table.

These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

## Reanimator Spells

### Apothecary Level Spell

1st false life, inflict wounds

3rd gentle repose, invigorate\*

5th lightning bolt, revivify

7th death ward, corpse explosion\*

9th raise dead, nerve gas\*

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## Corpsewrought Creature

3rd-level Reanimator feature

You have constructed a companion from scavenged body parts and brought it to life with your occult magic: a corpsewrought creature. The creature is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Corpsewrought Creature stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the creature; your choice has no effect on its game statistics.

In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the creature can take any action of its choice, not just Dodge.

If your corpsewrought creature has died within the last hour, you can use your healer's kit as an action to revive it, provided you are within 5 feet of it and you expend an apothecary spell slot. The corpsewrought companion returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new corpsewrought creature if you have your healer's kit with you and access to suitable "materials." If you already have a corpsewrought creature from this feature, the first one immediately perishes.

The creature also perishes if you die.

## Bodyguard

6th-level Reanimator feature

When a creature within 5 feet of your corpsewrought creature

makes an attack against you, it can use its reaction to make a melee weapon attack against the attacking creature. In addition, your corpsewrought creature's slam attack counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, you can cast animate dead once using an Apothecary spell slot. Once you do, you can't cast the spell again until you finish a long rest.

## Reanimated Head

6th-level Reanimator feature

You have reanimated the head of a dead humanoid creature which now serves you in your studies. You may use the head as a spellcasting focus. The head speaks common and one other language of your choice.

Whenever you make an Intelligence ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10. Additionally, you gain proficiency in the Arcana and Investigation skills.

You can use the head to cast speak with dead without expending a spell slot. Once you use this feature you can't do so again until you finish a short or long rest.

## Behold, My Creation

10th-level Reanimator feature

Your corpsewrought creature's size increases to Large, and its speed increases to 40 feet.

When your corpsewrought creature hits a creature with a melee attack, it can immediately make a grapple attempt against the target. The DC to escape this grapple is equal to 8 + the corpsewrought creature's strength modifier (+4) + your PB.

## Berserk Fury

14th-level Reanimator feature

When you command your corpsewrought creature to take the Attack action, the creature can make two attacks.

## I Can't Stop The Monster I Created

18th-level Reanimator feature

Your corpsewrought creature increases in size to Huge, gains a reach of 10 feet, and its speed increases to 50 feet. Its slam attack deals an additional 1d8 bludgeoning damage.

Additionally, the weight your corpsewrought creature can push or lift is doubled.

### Corpsewrought Creature

Medium construct

Armor Class 14 + PB

Hit Points 5 + five times your apothecary level (the creature has a number of hit dice [d12s] equal to your apothecary level)

Speed 30 feet

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 8 (-1) 12 (+1) 8 (-1)

Saving Throws Con +3 plus PB, Wis +1 plus PB

Skills Athletics +4 plus PB

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge -

Proficiency Bonus equals your proficiency bonus

Lightning Absorption. Whenever the corpsewrought creature is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Slam. Melee Weapon Attack: +4 plus PB to hit, reach 5 ft., one target.

Hit: 1d8 + 4 bludgeoning damage.