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.

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