

Apothecary overview

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 delirium 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

Level Proficiency

Bonus

Features Cantrips

Known

Spell

Slots

Slot

Level

Theories

Known

- 1 +2 Apothecary Magic, Occult Practice 3 1 1st -
- 2 +2 Esoteric Theories 3 2 1st 2
- 3 +2 Occult Practice Feature 3 2 2nd 2
- 4 +2 Ability Score Improvement 4 2 2nd 3
- 5 +3 — 4 3 3rd 3

6 +3 Occult Practice Feature 4 3 3rd 4
 7 +3 — 4 3 4th 4
 8 +3 Ability Score Improvement 4 3 4th 5
 9 +4 — 4 4 5th 5
 10 +4 Occult Practice Feature 5 4 5th 6
 11 +4 Greater Formula (6th) 5 4 5th 6
 12 +4 Ability Score Improvement 5 4 5th 7
 13 +5 Greater Formula (7th) 5 5 5th 7
 14 +5 Occult Practice Feature 5 5 5th 8
 15 +5 Greater Formula (8th) 5 5 5th 8
 16 +5 Ability Score Improvement 5 5 5th 9
 17 +6 Greater Formula (9th) 5 6 5th 9
 18 +6 Occult Practice Feature 5 6 5th 10
 19 +6 Ability Score Improvement; Additional Greater Formula (6th) 5 6 5th 10
 20 +6 Miraculous Recovery, Additional Greater Formula (7th) 5 6 5th 11

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

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