

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

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