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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