Herbalist

Though technology remained stagnant in Soburin for a long time and has recently become a thing of heresy in many prefectures, the ancient arts of the apothecary are still sought out and even revered. You are a master of natural alchemy, utilizing your own spirit energy and herbal concoctions to incredible effect.

Apothecary Spellcasting

When you reach 3rd level, you gain the ability to craft tinctures you may drink or rub to produce magical effects.

Tinctures. You are only able to learn cantrips and spells that target you or a single touched creature (drawn from the herbalist spell list). Your spells always require a material component (a potion that you drink as part of the casting or a tincture that you rub as part of the casting). You also gain proficiency with Medicine.

Cantrips. You learn three cantrips of your choice from the herbalist spell list. You learn another cantrip of your choice at 10th level.

Spell Slots. The Herbalist Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell detect magic and have a 1st-level and a 2ndlevel spell slot available, you can cast detect magic using either slot. Spells Known of 1st-Level and Higher. You know three 1st-level spells of your choice. The Spells Known column of the Herbalist Spellcasting table shows when you learn more spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st- or 2nd-level. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you learn your spells through careful application of honed techniques derived from centuries of accumulated 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 a 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

Herbalist Spell List

Cantrips—guidance, resistance, shillelagh, shocking grasp, true strike
1st—burning hands, comprehend languages, cure wounds, disguise self, heroism, jump, longstrider, mage armor, protection from evil and good, Sukochi shell (one creature only)
2nd—barkskin, darkvision, detect shapechanger, detect tsukumogami, enhance ability, invisibility, lesser restoration, lungs of Akuma, protection from poison, spider climb
3rd—bestow curse, fly, gaseous form, meld into stone, nondetection, protection from energy, remove curse, revivify, tongues, vampiric touch
4th—death ward, freedom of movement, greater invisibility, stoneskin

Improved Apothecary

At 9th level, you gain advantage on Medicine checks. You may spend your Cunning Action and action to cast two spells that would each normally require at least an action to cast. You can use this feature a number of times equal to ½ your proficiency bonus. You regain expended uses when you finish a long rest.

Miraculous Metabolism

At 13th level, you gain immunity to the poisoned condition and resistance to poison damage.
Explosive Concoctions
At 17th level, you learn how to craft extremely dangerous explosives that detonate with astounding effect. You may spend an action to throw a tincture that acts as the fireball spell but deals force damage instead of fire damage. After using this feature a number of times equal to your proficiency bonus. You recover expended uses after completing a long rest.

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