Pathogenist

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The study of diseases opens doorways to many dangerous scientific discoveries. As experts in both ridding the body of sickness and the mutations of infectious disease, Pathogenists bring their study to the battlefield by using monsters and enemies as test subjects for their infections. Long years spent carefully monitoring the causes and effects of such plagues allows them to be experts at disease mutation, allowing their sickness to spread in a terrifying manner and riddle their foes with debilitating symptoms, crippling their bodies and rattling their minds.

Plague Proficiency

1st-level Pathogenist feature

You learn the chill touch cantrip. You gain proficiency with the herbalism kit. If you already have this proficiency, you gain proficiency with one other type of artisan’s tools of your choice.

Pathogenist Spells

1st-level Pathogenist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Pathogenist Spells table.

These spells count as apothecary spells for you, but they don’t count against the number of apothecary spells you prepare.

Pathogenist Spells

Apothecary Level Spell

1st infect*, inflict wounds

3rd blindness/deafness, biohazard*

5th pestilence*, venomous aura*

7th blight, blood worm*

9th contagion, insect plague

Pernicious Pathogens

3rd-level Pathogenist feature

Whenever a creature casts a spell or uses a trait or feature that would cure or remove one of your diseases (such as casting lesser restoration to remove your infect* spell), the creature must first make an ability check using its spellcasting ability (or its Charisma modifier, if the spell or special ability does not specify a spellcasting ability score). The DC equals your spell save DC. On a failed check, the creature’s spell, trait, or feature fails and has no effect. Any material components used are expended, and any spell slot expended is wasted.

Mutant Strain

3rd-level Pathogenist feature

You can evolve your diseases to cause new symptoms. You learn two mutant strains of your choice, and each time you gain a level in this class, you can replace one mutant strain you know with a different one from this feature. When you reach certain levels in this class, you learn additional mutant strains, as shown in the Mutant Strains Known table.

Mutant Strains Known

Apothecary Level Number of Strains

3rd 2

9th 3

15th 4

Whenever you cast a spell which inflicts diseases (such as infect* or contagion) you can apply an additional effect from your mutant strain to one of the targets of the spell, which lasts for the duration of that spell.

The following mutant strains are available to you when you learn a mutant strain. If a strain has a level requirement, you must be at least that level in this class to learn the strain.

h Dizziness. The target can’t take reactions.

h Fatigue. Each time the target fails a saving throw against your disease, its speed is reduced to five feet until the start of its next turn.

h Coughing Fits. At the start of each of the targets’ turns, it must make a Constitution saving throw against your spell save DC. On a failed save, it is unable to speak until the start of its next turn.

h Shivers. The target shakes uncontrollably. At the start of each of the target’s turns, it drops whatever it is holding in its hands.

h Weakness (9th level). The target deals half damage with melee weapon attacks.

h Dry Eyes (9th level). Each time the target fails a saving throw against your disease, it becomes blinded until the start of its next turn.

h Intense Fever (9th level). The target can’t regain hit points.

h Lesions (9th level). The target loses any damage resistances.

h Nausea (15th level). Each time a target fails a saving throw against your disease, it becomes incapacitated until the start of its next turn.

h Dystrophy (15th level). The target becomes vulnerable to bludgeoning, piercing, and slashing damage.

Breakthrough Infection

6th-level Pathogenist feature

When you cast a spell using an apothecary spell slot or your Greater Formula feature that causes disease, that spell ignores any creature’s immunity to disease. Such creatures instead make any saving throws against your diseases with advantage.

Outbreak

6th-level Pathogenist feature

When a creature infected by one of your diseases dies, you can use your reaction to spread the disease to a different creature you can see within 30 feet of that creature.

Insidious Incubation

10th-level Pathogenist feature

When you start casting infect*, you can modify it so that it

doesn’t require concentration. If you do so, the spell’s duration becomes 1 minute for that casting. You must finish a short or long rest before using this feature again.

Immunocompromised

14th-level Pathogenist feature

A creature infected with one of your diseases (such as infect* or contagion) has disadvantage on saving throws against your apothecary spells.

Rapid Evolution

18th-level Pathogenist feature

Whenever you cast a spell which inflicts diseases, you can apply an two additional effects from your mutant strain to one of the targets of the spell, instead of one.

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