



Apothecary

A bespectacled man stands at an operating table, studying the dissected monstrosity resting upon the slab. The crackle of electric conductors harmonize with his arcane mumblings as he takes up his scalpels and saws. As he finishes the final stitch, the creature's hand twitches and jolts to life once more.

Cloaked in an acid-stained heavy coat, a tall half-elf brews tinctures and tonics. Her face is concealed behind thick black goggles and a heavy breathing mask as she performs an unusual combination of herbalism, alchemy, medicine, and magic. Her mixtures bubble and boil as she muses whether the cure will be worse than the disease.

A lithe tiefling soothes a suffering patient as they draw a sample of contaminated blood. Lifting the vial to examine the liquid within, they pull upon eldritch energy to distill the sample into a pure contagion. Scribbling their findings down in a withered notebook, they add the vial to their collection of pathogens and scourges to use against their foes.

Medical Experts

An apothecary is a practiced medical expert and arcane magic user. They wield their knowledge to both heal and harm, augmenting their conventional skills with alchemy and occult magic. Some apothecaries might first attempt treatment with traditional means like medicinal herbs and surgical techniques. When these mundane methods are not enough, they use arcane magic and eldritch forces to restore their patients. An apothecary's unique skills prove useful whether their patients suffer from natural and supernatural ailments, but apothecaries possess knowledge of the body which can be used for more than just healing. Their arcane methods can strengthen, transform, or protect their allies, and some apothecaries know deadly techniques which can harm and kill their enemies. An apothecary understands how the difference between a poison and a cure lies often only in the dose.

Their careful study of life and death gives an apothecary the tools to both help allies survive horrible ailments, conditions, and pluck them from the clutches of death, or using enemies as test subjects for their dangerous compounds, terrible diseases and poisonous magic.

Knowledge Seekers

Most apothecaries set out with the goal of furthering their studies and expanding their magical horizons, uncovering new ways to wield magic for dangerous or life-saving effects, and learning forbidden knowledge kept from the rest of the world. They believe that knowledge is power, and see themselves as seekers of knowledge. Some kinder apothecaries see their duty as protectors of the innocent, dedicating their lives to helping sick and injured people. Others see every opportunity to exploit the weak and push their search for true power forward. Many fall somewhere in between, riding the lines of mad scientist and renowned doctor.

Occult Practitioners

Apothecaries seek out occult lore and use it to study and practice scientific theories. Many of their magical incantations, whether it be for the purposes of saving lives, or ending them, are deemed experimental. Many apothecaries keep a notebook close at hand and write down esoteric theories based on their findings and field work.

Apothecaries are gaining renown within some remote communities on the continent as doctors and healers who one can turn to instead of religious figures. However, they are more often viewed as dangerous scientists and mysterious witches who use magic to create toxins and poisons that could eradicate entire armies.

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.

- First, Intelligence should be your highest ability score, followed by Constitution.
- Second, choose your character ancestry and background.
- 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 delerium 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.

Even rarer still are studies into the realms of death and undeath have meant that reanimators have mimicked the acts of the greatest necromancers 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 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	1
3	+2	Occult Practice Feature	3	2	2nd	1
4	+2	Ability Score Improvement	4	2	2nd	2
5	+3	–	4	2	3rd	2
6	+3	Occult Practice Feature	4	3	3rd	3
7	+3	–	4	3	4th	3
8	+3	Ability Score Improvement	4	3	4th	4
9	+4	–	4	3	5th	4
10	+4	Occult Practice Feature	5	4	5th	5
11	+4	Greater Formula (6th)	5	4	5th	5
12	+4	Ability Score Improvement	5	4	5th	6
13	+5	Greater Formula (7th)	5	4	5th	6
14	+5	Occult Practice Feature	5	5	5th	7
15	+5	Greater Formula (8th)	5	5	5th	7
16	+5	Ability Score Improvement	5	5	5th	8
17	+6	Greater Formula (9th)	5	5	5th	8
18	+6	Occult Practice Feature	5	6	5th	9
19	+6	Ability Score Improvement; Additional Greater Formula (6th)	5	6	5th	9
20	+6	Miraculous Recovery, Additional Greater Formula (7th)	5	6	5th	10

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: healer's kit plus one of the following of your choice: 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:

- a light crossbow and 20 bolts, a short sword, or any simple weapon
- a component pouch or an arcane focus
- a scholar's pack or a dungeoneer's pack
- leather armor, any simple weapon, and two daggers
- A healer's kit

Apothecary Magic

Your arcane research has given you facility with spells. Refer to the Core Rules for the general rules of spellcasting and the Spells Listing in this book for the apothecary spell list.

Formula Book

You have a book or collection of notes that you study to prepare your apothecary spells, develop your esoteric theories, and record your occult practices. You may use your formula book as an arcane focus for your apothecary spells. You may describe this book any way you like. Some examples of your book's appearance include:

- A large leatherbound tome with yellowing pages bound shut with an iron lock
- A scattered assortment of scribbled notes loosely held together by rope
- A pristine journal with perfect edges and beautiful penmanship
- A leather briefcase with two small golden locks
- A medical bag with surgical symbols on the sides
- A beat-up satchel slung over one shoulder with vials and bottles poking out of every pocket

If the book is destroyed or lost, you can recreate it using inks and paper during a long rest.

Cantrips

You know three cantrips of your choice from the apothecary spell list. You learn additional apothecary cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Apothecary table.

Elementary Reformulation. Whenever you finish a long rest and consult your formula book, you can replace one apothecary cantrip you know with another cantrip from the apothecary spell list.

Preparing and Casting Spells

The Apothecary table shows how many spell slots you have to cast your apothecary spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your apothecary spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

You prepare the list of apothecary spells that are available for you to cast, choosing from the apothecary spell list. When you do so, choose a number of apothecary spells equal to your Intelligence modifier + your apothecary level, rounded down (minimum of one spell). A spell you prepare must be of a level no higher than what's shown in the Apothecary table's Slot Level column for your level.

For example, if you are a 5th-level apothecary, you have two 3rd-level spell slots. With an Intelligence of 16, your list of prepared spells can include eight spells of 1st, 2nd, or 3rd level, in any combination. To cast the 1st-level spell *cure wounds*, you must spend one of those slots, and you cast it as a 3rd-level spell. Casting a spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of apothecary spells requires at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your apothecary spells, since you learn your spells through dedicated study and occult 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 an apothecary 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

Ritual Casting

You can cast an apothecary spell as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use an arcane focus (see the Adventuring Gear section of the Core Rules) as a spellcasting focus for your apothecary spells.

Occult Practices

At 1st level, you take up one of the Occult Practices, a chosen discipline which defines your ongoing research of the body and spirit: the Chemist, the Pathogenist, or the Reanimator.

Your choice grants you additional proficiencies and an expanded spell list at 1st level, and additional class features at 3rd, 6th, 10th, 14th, and 18th level.

Esoteric Theories

You have discovered esoteric theories, scraps of forbidden lore that you can use to augment your magical abilities.

At 2nd level, you gain one esoteric theory of your choice. Your theory options are detailed at the end of the class description. When you gain certain apothecary levels, you gain additional theories of your choice, as shown in the Theories Known column of the Apothecary table. Additionally, when you gain a level in this class, you can choose one of the theories you know and replace it with another theory that you could learn at that level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Greater Formula

At 11th level, you discover a magical secret called a Greater Formula. Choose one 6th-level spell from the apothecary spell list as this formula.

You can cast your Greater Formula once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more apothecary spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You learn an additional 6th level spell at 19th level, and an additional 7th level spell at 20th level.

You regain all uses when you finish a long rest. **Master Reformulation.** Whenever you finish a long rest and consult your formula book, you can replace one spell you gained from this feature with another spell of the same level from the Apothecary spell list.

Miraculous Recovery

At 20th level, you can spend 5 minutes channeling power into a number of creatures equal to your Intelligence modifier to facilitate an abnormally fast recovery. You must tend to the creatures during this period, using a healer's kit with at least one use remaining and arcane focus. The targets regain hit points, spell slots, hit dice, and other abilities as if they completed a long rest. A creature can only benefit from one Miraculous Recovery in a 24-hour period. Once you use this feature, you can't do so again until you finish a long rest.

Optional Rule: Multiclassing

If you allow characters to use the Multiclassing optional rules, here are the requirements for multiclassing with the Apothecary

Ability Score Minimum. Multiclass characters must meet ability score prerequisites for both their current class(es) and their new one. Taking multiclass levels as an Apothecary requires an Intelligence score of 13 or higher.

Proficiencies. If apothecary isn't your initial class, when you take your first level as an apothecary you gain proficiency in light armor and healer's kits only.

Apothecary Magic. If you have both the Spellcasting class feature and the Apothecary Magic class feature, you can use the spell slots you gain from the Apothecary Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast apothecary spells you know.

Esoteric Theories. Meeting the prerequisites for Esoteric Theories based on total apothecary levels, not the overall character level. In addition, the Surgical Strikes esoteric theory does not give you additional attacks if you have the Extra Attack class feature.

Apothecary Esoteric Theories

Apothecaries develop esoteric theories during their adventures and experiments, representing their own unique synthesis of medical and occult practices. The description of each esoteric theory details the benefits you gain from selecting that theory.

Some esoteric theories specify a minimum apothecary level. You can't learn such an esoteric theory until you are at least that level. Unless an esoteric theory's description says otherwise, you can't learn an esoteric theory more than once.

Acquired Tolerance

You have advantage on saving throws against poison, and you gain resistance to poison damage. In addition, you automatically succeed on saving throws against your own apothecary spells, and never take damage from your own apothecary spells.

Adrenaline Surge

Prerequisites: 6th-level apothecary

A creature at 0 hit points who regains hit points from a spell you cast using an apothecary spell slot gains resistance to all damage and has advantage on saving throws until the end of its next turn. It gains advantage on the first attack roll it makes on its next turn.

Anatomical Precision

When you make a weapon attack, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Anesthesiology

Prerequisites: 14th-level apothecary

You can cast *hold person* without expending a spell slot or requiring material components. You must finish a long rest before you can use this theory on the same creature again.

Bedside Manner

You gain proficiency in the Insight and Persuasion skills. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

Caustic Formulae

Prerequisites: 6th-level apothecary

Once per turn when you deal damage to a creature or object with an apothecary spell, you can expend an apothecary spell slot to deal 1d4 extra acid damage to that target, plus another 1d4 per level of the spell slot.

Clinical Conditioning

Prerequisites: 6th-level apothecary

You gain proficiency in Constitution saving throws.

Combat Medic

You gain proficiency with martial weapons and shields.

Corrosive Compound

Prerequisites: 6th-level apothecary

When you deal poison damage with your apothecary spells, you can choose to deal half the spell's damage as poison damage and half the spell's damage as acid damage instead.

Cosmetic Surgery

You can spend 8 hours performing an occult surgical procedure upon a willing creature, permanently transforming its appearance. You decide what the creature looks like, including facial features, the sound of its voice, hair length, coloration, and distinguishing characteristics, if any. You can make the creature appear as a member of another race, though none of its statistics change. You can't alter the size of a creature, and its basic shape stays the same. The resulting transformation is non-magical, however, a greater restoration spell or similar magic cast upon the creature can restore it to its original appearance.

Critical Condition

Prerequisites: 6th-level apothecary

When a creature rolls a natural 1 on a saving throw made against one of your apothecary spells that deals damage, roll all of the spell's damage dice twice and add them together. Then add any relevant modifiers as normal.

Diagnosis

You can take the Help action as a bonus action on your turn.

Doctor's Note

Prerequisites: 6th-level apothecary

You can cast the *sending* spell at-will. You must finish a long rest before you can use this theory to contact the same creature again.

Double Dose

Prerequisites: 10th-level apothecary

When you cast an apothecary spell using an apothecary spell slot that targets a single creature and restores hit points to that creature, you can target an additional creature.

Extracurricular Research

You learn two additional cantrips of your choice from any class's spell list. These cantrips become apothecary cantrips for you.

Inoculation

You have resistance to necrotic damage, and your hit point maximum can't be reduced. In addition, you are immune to non-magical diseases.

Interdisciplinary Practice

Prerequisites: 14th-level apothecary

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

Laboratory Assistant

You can cast *find familiar* a number of times per day equal to half your proficiency bonus.

Liability Insurance

Prerequisites: 14th-level apothecary

You can cast *contingency* once on yourself without expending material components. You can't do so again until you finish a long rest.

Medical Expertise

You gain proficiency in the Medicine and Nature skills. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

Medical Lexicon

You learn six languages of your choice. You can cast *detect poison and disease* at will.

Nerve Agent

Prerequisites: 14th-level apothecary

When you deal poison damage with your apothecary spells, you can choose to deal psychic damage instead.

Noxious Blood

Prerequisites: 6th-level apothecary

When a creature hits you with a melee attack while within 5 feet of you, it takes poison damage equal to 1d6 + your Intelligence modifier.

Pharmacology

When you cast a spell using an apothecary spell slot or your Greater Formulae feature which restores hit points to a creature, the creature regains additional hit points equal to your Intelligence modifier.

Physiological Analysis

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its physiology. The Game Master reveals to you two of the following characteristics of your choice:

- Any one ability score
- Armor Class
- Current hit points
- Resistances (if any)
- Immunities (if any)
- Vulnerabilities (if any)

Alternatively, you can spend 1 minute observing a corpse. After 1 minute, you determine the cause of death.

Practical Resuscitation

Prerequisites: 10th-level apothecary

When you cast a spell that has the sole effect of restoring a creature to life (but not undeath), such as *raise dead*, you don't need material components to cast the spell if the creature has died within the past hour.

Putrefaction

Your apothecary spells ignore undead creatures' resistance or immunity to poison damage and immunity to the poisoned condition.

Rapid Response

When you cast an apothecary spell that restores hit points to a creature, before or after casting the spell, you can move your speed without provoking opportunity attacks.

Routine Procedure

Prerequisites: 10th-level apothecary

You can cast *lesser restoration* without expending a spell slot.

Stolen Secrets

Prerequisites: 10th-level apothecary

You learn one spell from any class's spell list. It must be of a level for which you have apothecary spell slots or lower. The spell is treated as an apothecary spell for you, and doesn't count against the number of apothecary spells you know.

Subject Preparation

Prerequisites: 10th-level apothecary

When you hit a creature with a melee weapon attack, that creature has disadvantage on the next saving throw it makes against an apothecary spell you cast before the end of your next turn.

Surgeon's Instinct

You have blindsight out to a range of 10 feet.

Surgical Strikes

Prerequisites: 6th-level apothecary

You can attack twice, instead of once, when you take the Attack action on your turn.

Toxicology

Prerequisites: 6th-level apothecary

You add your Intelligence modifier to the damage rolls of spells that deal poison damage.

Triage

You learn the *spare the dying* cantrip if you don't know it already. When you cast this cantrip, it has a range of 60 feet.

Unfailing Focus

Prerequisites: 6th-level apothecary

When you fail a Constitution saving throw to maintain concentration on an apothecary spell, you can expend an apothecary spell slot to succeed on the concentration check instead.

Venomous Instruments

Prerequisites: 10th-level apothecary

When you hit a creature with a weapon attack, the creature takes extra poison damage equal to your Intelligence modifier.

Virulence

When you roll a 1 on a damage die for an apothecary spell that deals poison damage, you can reroll the die. You must use the new result, even if the new roll is a 1.

Vital Signs

When a creature you can see within 30 feet of you fails a saving throw or death saving throw, you can use your reaction to add your Intelligence modifier to the creature's roll, potentially turning a failure into a success. You must finish a short rest before you can use this theory on the same creature again.

Vivisection

Prerequisites: 6th-level apothecary

Your weapon attacks score a critical hit on a 19 or 20.

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 descriptive in Chapter 3 of this book. A spell with two asterisks is a Contaminated Spell, a new type of spell found in chapter 3 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

Acid 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
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*
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
Greater Restoration
Hold Monster
Mass Cure Wounds
Nerve Gas*
Raise Dead
Screaming
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

Apothecary Occult Practices

Here are the occult practice options you can choose from at 1st level.

Alienist Spells

1st-level Alienist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Alienist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Alienist Spells

Apothecary Level	Spell
1st	<i>charm person, hideous laughter</i>
3rd	<i>suggestion, detect thoughts</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>arcane eye, dimension door</i>
9th	<i>animate objects, modify memory</i>

Mental Influence

3rd-level Alienist Feature

You have studied hard to unlock the deepest recesses of your psyche, unleashing untapped psychic potential within yourself. This energy is represented by a pool of Psychic Points. You have a number of points equal to your proficiency bonus, which you can expend to use the various psionic powers you have detailed below. If you have expended all your Psychic Points, you cannot use these powers. You regain all your expended Psychic Points when you finish a short or long rest.

- **Cerebral Breakthrough.** When you hit with a spell attack that deals damage to a single target, you may expend a Psychic Point to add your intelligence modifier to the damage dealt as psychic damage.
- **Mind Over Matter.** Whenever you take damage, you can use your reaction and expend a Psychic Point, reducing the damage taken by the amount equal to twice your Intelligence modifier.

Metaphysical Tether

3rd-level Alienist feature

You can create a psychic link with a number of creatures equal to your proficiency bonus. All the creatures tethered in this way can communicate telepathically with one another as long as they are within 100 feet of each other. You can also hear and see using the senses of anyone linked to you in this way.

Alienist

An Alienist seeks to master the mysteries of the mind. Having devoted years to studying the inner workings of the brain, and unlocking its latent potential, an Alienist is able to bend reality, read thoughts, and manipulate the thoughts of others. They tap into unfathomable realities and shift the world to their will using the psychic energies they call upon from eldritch lore and arcane knowledge.

Advanced Psychology

1st-level Alienist feature

You learn the *eldritch blast* cantrip. You gain proficiency in the Arcana skill. If you already have this proficiency, you gain proficiency with another skill of your choice.

Force Manipulation

6th-level Alienist feature

Your mental prowess allows you to control the very fabric of your own reality around you, allowing you to defy gravity and push yourself through the air using only your mind. You gain a flying speed equal to half your walking speed and can hover.

Mental Magic

10th-level Alienist feature

You gain new ways to use your latent psychic powers to manipulate the essence of your spells and spellcasting, you gain three new ways to use your Psychic Points:

- **Prescribed Effects.** Once per turn when a target you can see within 30 feet of you succeeds on an Intelligence, Wisdom, or Charisma saving throw against a spell you cast, you can expend a Psychic Point to fill its mind with scrambled psionic energy, forcing it to reroll to d20 and use the lower roll for its saving throw, possibly turning a success into a failure.
- **Mentally Prepared.** Once per turn, when a target you can see within 30 feet of you, including yourself, fails an Intelligence, Wisdom, or Charisma saving throw you can use a Psychic Point and add your Intelligence modifier to the creature's saving throw, potentially turning the failure into a success.
- **Fight or Flight Response.** As a bonus action, you can expend a Psychic Point and teleport up to 30 feet to an unoccupied space you can see. You immediately gain temporary hit points equal to twice your intelligence modifier.

Self-Diagnosis

14th-level Alienist feature

If you have no Psychic Points remaining, you can use an action and expend a spell slot to regain half (rounded down) of your Psychic Points. You also gain two additional psychic features:

- **Careful Examination.** Whenever you cast a spell which restores hit points to a creature you may expend a Psychic Point. If you do, all creatures targeted by the spell regain an additional amount of hit points equal to twice your Intelligence modifier.
- **Enhanced Cerebellum.** You can expend a Psychic Point instead of using a spell slot to cast any spell from the Alienist Spells feature. Spells cast using this feature use the spell's normal level.

Impenetrable Mind

18th-level Alienist feature

You are resistant to psychic damage and immune to being charmed or frightened. Magic cannot put you to sleep and you have advantage on saving throws against spells that attempt to read your thoughts or control your mind or actions, such as *dominate person*. Additionally, when you use the Self-Diagnosis feature to regain Psychic Energy dice using a spell slot, you now regain all Psychic Energy dice instead of half.

Chemist

A Chemist is a studied scientist whose advanced research in to chemical compounds has granted them the ability to terrorize their enemies with alchemical explosions, devastating gasses, and other horrific concoctions. Chemists love testing their new compounds in the field, and is always keen to advance their study and research further, finding new combinations to combust their foes with.

Chemical Compound

1st-level Chemist feature

You gain proficiency in alchemist's supplies if you do not already have it. You also learn the *firebolt* cantrip and one additional evocation cantrip of your choice from the wizard spell list. These cantrips count as apothecary cantrips for you, but do not count against your cantrips known.

Chemist Spells

1st-level Chemist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Chemist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Chemist Spells

Apothecary Level	Spell
1st	<i>burning hands, grease</i>
3rd	<i>acid arrow, flaming sphere</i>
5th	<i>fireball, stinking cloud</i>
7th	<i>wall of fire, ice storm</i>
9th	<i>cloudkill, cone of cold</i>

Precise Application

3rd-level Chemist feature

When you cast an apothecary spell that affects other creatures that you can see, you can choose a number of them equal to your Intelligence modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Chain Reaction

6th-level Chemist feature

When you cast an apothecary cantrip that normally targets only one creature and deals acid, cold, fire, lightning, or poison damage, the spell can instead target two creatures within range.

Chemical Conditioning

6th-level Chemist feature

As an action, you give one creature you touch (including possibly yourself) resistance to acid, cold, fire, lightning, or poison damage for 1 hour. This benefit ends immediately if you use this feature again.

Bottled Spells

10th-level Chemist feature

During a long rest you may store a number of spells from your Chemist Spells feature into small vials and bottles. These bottles can be used by you or an ally as if they cast the spell but without requiring a spell slot or the spellcasting feature, they are cast at their base spell level. You can have a number of vials equal to your proficiency bonus, and each bottle must be a different spell.

Elemental Adjustment

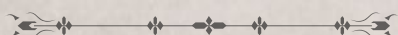
14th-level Chemist feature

When you cast a spell using an apothecary spell slot which deals a type of damage from the following list, you can change that damage type to one of the other listed types: acid, cold, fire, lightning, or poison.

Chemical Cataclysm

18th-level Chemist feature

When you cast a spell that deals fire, cold, lightning, or acid damage using an apothecary spell slot, it is treated as if it was cast using a 7th-level spell slot.



Exorcist

An Exorcist comes prepared to deal with evil entities, sinister spirits, and fearsome fiends. Equipped with their holy symbol, a book of prayers, and a bag of ritualistic bobbles. Exorcists stand ready to face the most unnatural and otherworldly entities of the realms. An Exorcist is accustomed to facing down insurmountable threats, with a holy symbol in hand they fear nothing, and stand as a shield between the realms of men, and those of monsters.

Spiritual Study

1st-level Exorcist feature

You gain proficiency in the Religion skill. You can use a holy symbol as an arcane focus for your apothecary spells and you gain a cantrip of your choice from the cleric spell list. This cantrip counts as an apothecary cantrip for you.

Exorcist Spells

1st-level Exorcist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Exorcist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Exorcist Spells

Apothecary Level	Spell
1st	<i>bless, protection from evil and good</i>
3rd	<i>spiritual weapon, zone of truth</i>
5th	<i>counterspell, spirit guardians</i>
7th	<i>banishment, last rites*</i>
9th	<i>dispel evil and good, flame strike</i>

Exorcism

3rd-level Exorcist feature

At 3rd level you gain the ability to imbue divine energy through your holy symbol to expel evil entities in the area, or purge their harmful effects from your allies.

When you use this feature, you choose which effect to create. You can use this feature a number of times per day equal to half your proficiency bonus rounded down, you regain all expended uses on a short or long rest.

If an Exorcism effect requires a saving throw, the DC equals your Apothecary spell save DC.

Starting at 5th level, when an undead or fiend fails its saving throw against your Expel Evil feature, the creature is instantly destroyed if its challenge rating is at or below an amount equal to half your proficiency bonus rounded down.

Expel Evil. As an action, you present your holy symbol and speak a prayer censuring creatures that mean you harm. Each undead, celestial, fey, or fiend that can see or hear you within 30

feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Purge Corruption. You touch a creature or item and can end either one condition afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

Additionally, if a creature is possessed or mind controlled by a spirit or foreign entity, you can use this feature to remove any traits or other features related to the possession. If possessed, the creature possessing it is shunted out of its host to an unoccupied space within 5 feet and takes psychic damage equal to 2d8 + your apothecary level.

Sacred Vessel

6th-level Exorcist feature

You are immune to the frightened condition and can not be possessed or cursed. You also have advantage on saving throws against being charmed.

Negation

10th-level Exorcist feature

When a hostile creature you can see targets an ally with an attack or effect, you can force it to make a Charisma saving throw against your spell save DC and expend a spell slot. On a failure, the action they were attempting fails and resources used are wasted.

Cleansing Touch

14th-level Exorcist feature

Whenever you cast a spell that heals a creature, that spell deals maximum healing and the creature immediately gains temporary hit points equal to your apothecary level.

Devout Witness

18th-level Exorcist feature

As a Devout Witness you speak on behalf of your gods and can feel their powers surging through you. Commanding spirits and vanquishing evil is second nature to you. You have added benefits that bolster your abilities.

- Creatures who fail their saving throws against your Exorcism: Expel Evil take 4d8 radiant damage.
- Creatures who are aided by your Exorcism: Purge Corruption gain 4d8 temporary hit points.



Mutagenist

A Mutagenist has researched a serum that they inject to transform into a monstrous form. They use themselves as the conduit for this power and hurl themselves towards their enemies as a hulking abomination. They spend their lives researching and discovering new ways to improve and modify the serum in hopes of becoming the perfect form.

Natural Philosophy

1st-level Mutagenist feature

You gain proficiency with alchemist's supplies and either the herbalism kit or poisoner's kit. You also gain proficiency in two additional languages and the Nature skill.

Mutagenist Spells

1st-level Mutagenist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Mutagenist Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Mutagenist Spells

Apothecary Level	Spell
1st	jump, toxic shield*
3rd	alter self, enhance ability
5th	haste, water breathing
7th	polymorph, stoneskin
9th	reincarnate, septic shock*

Transmogrifying Elixir

3rd-level Mutagenist feature

As an action, you may expend a spell slot to undergo a grotesque transformation. The transformation lasts for one minute, or if you are reduced to 0 hit points or incapacitated. When you undergo this transformation you maintain your personality, alignment, and game statistics. However, several changes occur:

- Your Strength and Intelligence ability scores are swapped.
- Your size becomes Large, your jump distance is doubled, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- Your unarmed strikes deal 1d6 damage.
- You cannot cast or concentrate on spells.
- You have darkvision out to a range of 120 feet.

You also amplify your abilities based on the potency of your concoction. This is related to the spell slot you used to undergo the transformation:

- You gain 10 temporary hit points multiplied by the level of spell slot used.
- Your melee fist attacks deal an additional 1d6 bludgeoning damage per level of spell slot used.
- Your speed increases by 5 feet per level of spell slot used.
- Your AC is 13 + the level of spell slot used.
- At the start of each of your turns and as long as you have at least 1 hit point remaining, you regain a number of hit points equal to the level of the spell slot used.

Extra Attack

6th-level Mutagenist feature

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Potent Biology

6th-level Mutagenist feature

When you are in your transmogrified form, you have more powerful attacks capable of bypassing your enemy's greatest defenses. Your fist attacks count as magical for bypassing resistances to non-magical attacks.

When you hit with an attack using your fists, you can expend a spell slot to empower the force of your blow with unnatural energy. When you expend a spell slot in this way you deal an additional 1d8 force damage per level of spell slot used.

Adaptive Genetics

10th-level Mutagenist feature

You are able to use your changed biology to protect yourself from the clutches of death. When you are reduced to 0 hit points in either your natural, or transmogrified state, your other self is ready to take over.

- When in your natural form and reduced to 0 hit points you can immediately transform using your Transmogrifying Elixir feature expending a spell slot as normal. You regain a

number of hit points equal to your Apothecary level when you do (in addition to gaining temporary hit points from your transformation).

- When you are reduced to zero hit points in your transmogrified form, you revert to your natural form with one hit point remaining. If you do, you can't assume your transmogrified form again until you finish a short or long rest.

Unnatural Evolution

14th-level Mutagenist feature

You can use your Greater Concoctions feature to transmogrify as if you had used a spell slot of that level. When you transform in this way you gain one of the additional genome mutations listed below.

- **Draconic Genome.** You grow fleshy wings from your back and your skin takes on a scaly appearance. You gain a flying speed equal to your walking speed and as an action can spew bile in a 30-foot cone. All creatures in the area must succeed on a Constitution saving throw against your spell save DC or take 8d6 acid damage, or half as much on a successful save. Once you use this feature, you can not do so again until you finish a short or long rest.
- **Giant Genome.** You become a hulking mass of flesh and muscle, turning yourself into a living siege weapon. Your size becomes huge and all damage dealt to objects and structures is now doubled. You can expend a spell slot on your turn to slam your fists into the ground, sending shockwaves and rubble crashing around you. All creatures in a 30-foot radius centered on you must succeed on a Dexterity saving throw against your spell save DC or they take 8d6 bludgeoning damage and are knocked prone. If they succeed on the saving throw, they take half damage and are not knocked prone.
- **Cerebellum Genome.** You maintain a fraction of your mind as you transform, allowing remnants of your studies to linger in your monstrous brain. You now have the ability to maintain concentration on spells while in your transmogrified form. If you fail a concentration check while transmogrified, you can expend an additional spell slot to succeed instead.

The New Flesh

18th-level Mutagenist feature

You have perfected your Transmogrifying Elixir, breaking the confines of evolution and pushing your form to what you deem the apex of evolution. You gain the following benefits while transmogrified

- As long as you have one or more hit points remaining, you can expend a spell slot to regain hit points equal to ten times the spell's level.
- If you fail a saving throw, as a reaction you can expend a spell slot to succeed instead.
- Your Strength score becomes equal to your Intelligence score when transmogrified. Additionally, you can cast spells while in your transmogrified form.



Pathogenist

The study of diseases opens doorways to many dangerous scientific discoveries. As experts in both ridding the body of disease and the mutations of infectious pathogens, a Pathogenist brings 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	<i>infect*</i> , <i>inflict wounds</i>
3rd	<i>blindness/deafness</i> , <i>biohazard*</i>
5th	<i>pestilence*</i> , <i>venomous aura*</i>
7th	<i>blight</i> , <i>blood worm*</i>
9th	<i>contagion</i> , <i>insect plague</i>

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 or ability 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 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.

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.

- **Dizziness.** The target can't take reactions.
- **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.
- **Coughing Fits.** The target is unable to speak.
- **Shivers.** The target shakes uncontrollably. At the start of each of the target's turns, it drops whatever it is holding in its hands.
- **Weakness (9th level).** The target deals half damage with melee weapon attacks.
- **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.
- **Intense Fever (9th level).** The target can't regain hit points.
- **Lesions (9th level).** The target loses any damage resistances.
- **Nausea (15th level).** Each time a target fails a saving throw against your disease, it becomes incapacitated until the start of its next turn.
- **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 you.

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 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

You can choose two mutant strains instead of one.



Reanimator

A Reanimator is the master of life and death. Years spent perfecting their formula to bring the recently dead back, or to construct new life out of discarded flesh and patchwork anatomy, have left most Reanimators in a state constantly riding the lines between genius and madness. A Reanimator's skills at clutching life from the jaws of death make them exquisitely suited for dealing with death, and undeath. Their mad genius is presented with the construction of a creature made from the scrap body parts left behind by their enemies which storms forward into battle on their command.

Spark of Life

1st-level Reanimator feature

You learn the *shocking grasp* and *spare the dying* cantrips. These count as apothecary spells for you, and don't count against the number of apothecary cantrips you know.

Reanimator Spells

1st-level Reanimator feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Reanimator Spells table. These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Reanimator Spells

Apothecary Level	Spell
1st	<i>false life</i> , <i>inflict wounds</i>
3rd	<i>gentle repose</i> , <i>invigorate</i> *
5th	<i>animate dead</i> , <i>lightning bolt</i>
7th	<i>death ward</i> , <i>corpse explosion</i> *
9th	<i>raise dead</i> , <i>nerve gas</i> *

Corpsewrought Creature

3rd-level Reanimator feature

You have constructed a companion from scavenged body parts and brought it to life with your occult magic: a corpsewrought creature. The creature is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Corpsewrought Creature stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the creature; your choice has no effect on its game statistics.

In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is either the Dash, Disengage, or Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the creature can take any action of its choice, not just Dodge.

If your corpsewrought creature has died within the last hour, you can use your healer's kit as an action to revive it, provided you are within 5 feet of it and you expend an apothecary spell slot. The corpsewrought companion returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new corpsewrought creature if you have your healer's kit with you and access to suitable "materials." If you already have a corpsewrought creature from this feature, the first one immediately perishes. The creature also perishes if you die.

Bodyguard

6th-level Reanimator feature

When a creature within 5 feet of your corpsewrought creature makes an attack against you, it can use its reaction to make a melee weapon attack against the attacking creature.

Reanimated Head

6th-level Reanimator feature

You have reanimated the head of a dead humanoid creature which now serves you in your studies. You may use the head as a spellcasting focus. The head speaks common and one other language of your choice.

Whenever you make an Intelligence ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10. Additionally, you gain proficiency in the Arcana and Investigation skills.

You can use the head to cast speak with dead without expending a spell slot. Once you use this feature you can't do so again until you finish a short or long rest.

"As useful as magicians and wizards can be when organized, You should always have a bag of tricks...for sale of course."

— Pluto Jackson

Behold, My Creation

10th-level Reanimator feature

Your corpsewrought creature size increases to Large, and its speed increases to 40 feet.

When your corpsewrought creature hits a creature with a melee attack, it can immediately make a grapple attempt against the target. The DC to escape this grapple is equal to 8 + the corpsewrought creature's strength modifier (+4) + your PB.

Berserk Fury

14th-level Reanimator feature

When you command your corpsewrought creature to take the Attack action, the creature can make two attacks.

I Can't Stop The Monster I Created

18th-level Reanimator feature

Your corpsewrought creature increases in size to Huge, gains a reach of 10 feet, and its speed increases to 50 feet. Its slam attack deals an additional 1d8 bludgeoning damage.

Additionally, the weight your corpsewrought creature can push or lift is doubled.

Corpsewrought Creature

Medium Construct

Armor Class 14 + PB

Hit Points 5 + five times your apothecary level (the creature has a number of hit dice [d12s] equal to your apothecary level)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Con +3 plus PB, Wis 1 + PB

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge –

Proficiency Bonus equals your proficiency bonus

Lightning Absorption. Whenever the corpsewrought creature is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Slam. *Melee Weapon Attack:* 4 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 bludgeoning damage.