

# PHARMACIST

Level	Proficiency Bonus	Features	Concoctions Known	Recipes Prepared	1st	2nd	3rd	– Recipes per Day –					
1	+2	Pharmaceuticals, Incense, Resistance	2	2	2	–	–	–	–	–	–	–	–
2	+2	Specialization	2	3	3	–	–	–	–	–	–	–	–
3	+2	Potions	2	4	4	2	–	–	–	–	–	–	–
4	+2	Ability Score Improvement	3	4	4	3	2	–	–	–	–	–	–
5	+3	Pills, Needles	3	5	4	3	3	–	–	–	–	–	–
6	+3	Specialization Enhancement, Enhanced Visions	3	5	4	3	3	–	–	–	–	–	–
7	+3	–	3	6	4	3	3	1	–	–	–	–	–
8	+3	Ability Score Improvement	3	7	4	3	3	2	–	–	–	–	–
9	+4	–	3	8	4	3	3	3	1	–	–	–	–
10	+4	Specialization Enhancement	4	10	4	3	3	3	2	–	–	–	–
11	+4	–	4	12	4	3	3	3	2	1	–	–	–
12	+4	Ability Score Improvement	4	13	4	3	3	3	2	1	–	–	–
13	+5	–	4	14	4	3	3	3	2	1	1	–	–
14	+5	Enhanced Insights	4	15	4	3	3	3	2	1	1	–	–
15	+5	–	5	16	4	3	3	3	2	1	1	1	–
16	+5	Ability Score Improvement	5	17	4	3	3	3	2	1	1	1	–
17	+6	Specialization Enhancement	5	18	4	3	3	3	2	1	1	1	1
18	+6	Antidotes	5	18	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	5	19	4	3	3	3	3	2	1	1	1
20	+6	Herbal Immunity	5	20	4	3	3	3	3	2	2	1	1

## QUICK BUILD

You can make a pharmacist quickly by following these suggestions. First, Wisdom should be your highest ability score, unless you take the Surgical specialization, in which case you will want your Dexterity to be your highest ability score. Your second highest ability score should be Intelligence, Constitution, or Dexterity. Second, choose the guild artisan background. Third choose the *poisonous censer* and *friend dart* concoctions, along with the following 1st-level recipes to add to your guild book: healing potion, and sleep.

## CLASS FEATURES

As a Pharmacist, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Pharmacist level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Pharmacist level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, blowgun, censer

**Tools:** Poisoners Kit, Medical Kit, Herbalism Kit, Alchemy lab.

**Saving Throws:** Intelligence, Wisdom



## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a censer or (b) a blowgun or (c) a dagger
- (a) studded leather armor, or (b) padded leather armor and a shield
- (a) a scholar's pack or (b) an explorer's pack
- A guildbook
- an herbal component pouch

## PHARMACEUTICALS

The art of pharmaceuticals is being able to take the herbs, minerals, and material manifestations of the planes, and convert them into an item for later use, via a process that takes a recipe, an alchemy lab, ingredients, and time. As a student of pharmalogical studies, you have a guildbook containing recipes that show the first glimmerings of your true power. Using *recipes* and *concoctions* follow the same rules as spellcasting. See Chapter 10 in the Player's Handbook for the general rules. Replace any usage of the word "*spell*" with "*recipe*", "*cantrip*" with "*concoction*", and "*spellcasting*" with "*recipe using*", save for the following differences.

Preparing a recipe to be converted into an item requires the usage of an Alchemy lab. Recipes can be used to create items in one of four ways, corresponding to the four types of poisons found in the Dungeon Master's guide. These are, Potions (contact), Pills (ingested), Incense (inhaled), and Needles, (injury or blood based).

Each recipe can be made into one of four forms, based on the DM's discretion. If the described bonus of each item does not make sense for a recipe, assume that it either cannot be made in that form, or it has no additional affect.

For example, recipes that affect an area can only be made into incense, and oils or

**Potions** allow a recipe to be thrown, and to hit another creature(s) within 5 feet of the target.

**Pills** tend to be 25% more effective than any other form, but require either a willing or incapacitated target to be ingested.

**Incense** increases the radius of influence of a recipe by 5 feet per turn, up until 15 feet, while it is in a censer, unless it is a concoction. However, doing so tends to make the recipe less effective.

**Needles** are able to be shot through a blowgun, providing long distance, and rely on Dexterity, rather than Wisdom as the "recipe using ability". In general, a single use of a recipe will imbue 5-10 needles unless otherwise specified.

Items created from a recipe lose their potency after 30 days and become ineffective. For anyone proficient in the use of an alchemy lab, it takes four hours per recipe level to create an item from a recipe. A level 9 recipes therefore takes 36 hours to create, usually done over a period of 5 days. Concoctions however only take roughly 1 hour to produce an item.

When creating an item, the result of the recipe might be 1 pill dose, 1 potion does, 1 stick of incense or 5 needles.

## CONCOCTIONS

At 1<sup>st</sup> level, you know 2 concoctions of your choice from the Pharmacist recipe list. You learn additional Pharmacist concoctions of your choice at higher levels as shown in the "Concoctions Known" column of the Pharmacist table.

## GUILDBOOK

At 1<sup>st</sup> level, you have a guildbook containing two 1<sup>st</sup> level recipes of your choice. This book contains all your known recipes, and must be references in order to construct an item based on a recipe.

The Pharmacist table shows how many recipe slots you have to use your recipes of 1<sup>st</sup> level and higher. To use one of these recipes you must expend a slot of the recipe's level or higher. You regain all expended recipe slots when you finish a long rest.

You prepare the list of pharmacist recipes that are available for you to use. To do so, choose a number of recipes from your guildbook equal to the number shown for your level in the "recipes prepared" column, of the pharmacist table. The recipe must be of a level for which you have recipe slots.

You can change your list of prepared recipes when you finish a long rest. Preparing a new list of recipes requires time spent studying your guildbook and memorizing the ratios, ingredients, and timing you must make to create an item from the recipe: at least 1 minute per recipe level for each recipe on your list.

### RECIPE USING ABILITY

Wisdom is your "recipe using ability", which is the equivalent of a "spellcasting ability" for your recipe, since you are able to create your items through a careful observation of ingredient ratios, timing, and pressure. You use your Wisdom whenever a recipe refers to your "recipe using ability", or a spell refers to your "spellcasting ability". In addition, you use your Wisdom modifier when setting the saving throw DC for recipes you can use, and when making an attack roll with one.

**Recipe save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Recip attack modifier** = your proficiency bonus + your Wisdom modifier.

### RITUAL RECIPES

You can use a recipe as a ritual if that recipe/spell has the ritual tag and you have the recipe in your guildbook. You don't need to have the recipe prepared.

### HIGHER

Each time you gain a pharmacist level, you can add two recipes of your choice to your guildbook. Each of those recipes must be of a level for which you have recipe slots, as shown on the Pharmacist table. On your adventures, you might find other recipes or spells. You are able to convert any found spell scroll to a recipe if that spell is also found on the pharmacist recipe list.

### INCENSE

As you become an adventurer, at level 1, you learn how to create incense to be used in a censor while traveling, and you do not require a full alchemy lab to create incense from a recipe in your guildbook. It takes you one hour per level of recipe to create an incense stick with 10 uses, however if you do not use an alchemy lab, the incense is only effective for the next 4 hours after the item is created.

### RESISTANCE

At level 1, your studies as a pharmacist, has granted you resistant to poison, and any other damage type found within your first two known recipes.

### SPECIALIZATION

When you reach 2<sup>nd</sup> level, you choose a specialization, shaping your usage of recipes throughout your career. Some of the possible specializations are the Aromatic specialization, which focus on incense and the use of censers, Surgical specialization which focuses on the use of a blowgun and needles, and the Apothecarist specialization which focuses on the use of pills. Note that a Surgical specialization makes heavy use of your Dexterity modifier.

### POTIONS

When you reach 3<sup>rd</sup> level, you are able to create potions while traveling, and you do

level of recipe to create potion, however if you do not use an alchemy lab, the pill is only effective for the next 4 hours after the item is created.

### PILLS

When you reach 5<sup>th</sup> level, you are able to create pills while traveling, and you do not require a full alchemy lab to create pills from a recipe that you have in your guildbook. It takes you one hour per level of recipe to create a pill, however if you do not use an alchemy lab, the pill is only effective for the next 4 hours after the item is created.

### NEEDLES

When you reach 5<sup>th</sup> level, you are able to create needles while traveling, and you do not require a full alchemy lab to create a set of 20 needles from a recipe that you have in your guildbook. It takes you one hour per level of recipe to create a set of 20 needles, however if you do not use an alchemy lab, the needles are only effective for the next 4 hours after the items are created.

### ENHANCED VISIONS

Making use of some very special herbs, you are able to bring your mind to an enhanced state. All perception and investigation checks are made with Advantage, and double your proficiency bonus. In addition, all Insight checks and Intelligence saving throws are made at a disadvantage. This effect lasts for 1 hour. If you roll a 1 on your perception check, you perceive wrong information. Seeing things that are not there, or believing that something out of place is perfectly normal. If this ability is used more than once per long rest, you gain the following flaw: I find things funny that other people do not, especially bright colors.

### ENHANCED INSIGHTS

Your experience with special herbs has

bonus. This effect lasts for 1 hour. If you roll a 1 on either of these rolls, you get the wrong information. You might believe somebody who is a friend is actually an enemy. In addition to believing that a lie is true, or the truth is a lie, you might come up with an outlandish story to describe the current events.

If this ability is used more than once per long rest, you gain the following flaw:

I believe in a vast conspiracy, infiltrating every aspect of life.

### ANTIDOTES

Your expertise as a pharmacist allows you to create an antidote for any recipe when you turn it into an item. As a bonus action, you can use this antidote within 1 minute of inflicting a target with one of your recipes. Your recipe does not negatively affect the target that receives the antidote. (If it took damage, that damage is healed)

### HERBAL IMMUNITY

You are immune to any poisons, poisonous effects, or poison damage, which is based on plant or animal venom. (This includes all of your recipes) If you fail a constitution saving throw, you may decide to succeed instead.

## SPECIALIZATIONS

### AROMATIC SPECIALIZATION

#### BURNING CENSER

When you choose the Aromatic Specialization at level 2, your incense sticks expand at rate of 5 feet per round, a melee attack with censer does an extra 1d4 fire damage and you have a +1 on all attack rolls done with a censer.

#### FRIENDLY CLOUD

At level 6, you gain the ability Friendly

### MISTY STEP

At level 10, you gain the ability of Misty Step. You may travel from any space within an area the cloud from your censer covers, to any other place within the cloud, as a bonus action.

### DIRECTED SMOKE

At level 17, you gain the ability of Directed Smoke. As a bonus action you may move the cloud coming from your censer in any direction, a number of feet equal to double your proficiency bonus.

### SURGICAL SPECIALIZATION

#### DEEP INCISION

At level 2 when you choose the Surgical Specialization, you may use your dexterity modifier in place of your wisdom modifier when creating and using any recipe. In addition, you get a +1 to all attack rolls using a blowgun. Your blowgun needles, also do an additional 1d4 damage.

#### QUICK INJECTION

At level 6, you gain the Quick Injection ability. As a bonus action, you may inflict an adjacent target within 5 feet of you with a needle.

#### INJECTED PILLS

At level 10, you gain the Injected Pills ability. When you make a needle, they have the same potency as a pill.

#### BLOWING SMOKE

At level 17, you gain the Blowing Smoke ability. You may use recipes that would otherwise only make sense in a censer with your blowgun. This causes a cone to be expelled from your blowgun within a range of 15 feet.

### PILL SLICER

When you choose the Apothecarist specialization at level 2, you gain the pill slicer ability. You are able to make twice as many pills per recipe. In addition, you may administer pills through your knife. You also gain +1 to all attack rolls with a dagger.

### DOUBLE DOSE

At level 6 you gain the Double Dose ability. When a target creature is willing or incapacitated, you may administer 2 pills to them at once. These pills can have the same or different effects.

### UNDIVIDED ATTENTION

At level 10 you gain the Undivided Attention ability. As an action, you choose a creature of your choice. The creature must then make a DC 17 Wisdom saving throw. If the creature fails the saving throw, that creature is considered willing or incapacitated to you and you only. If the creature takes damage, or shaken, it may make another saving throw. If the creature succeeds in its saving throw, all actions it makes for the next round must be directed at you.

### DELAYED RELEASE

At level 17 you gain the Delayed Release ability. Any pill you create may optionally be given a delayed release, causing the pill to take effect only after X number of hours. X is any number between 0 and 3 times your Wisdom ability score. (Including fractional hours)



**CANTRIPS (0 LEVEL)**

ACID SPLASH  
CHILL TOUCH  
FRIENDS  
GUIDANCE  
POISON SPRAY  
PRODUCE FLAME  
RESISTANCE  
SPARE THE DYING  
VICIOUS MOCKERY  
ASSASSIN'S BLOOD

**1<sup>st</sup> LEVEL**

BANE  
BLESS  
CHARM PERSON  
COMMAND  
COMPREHEND LANGUAGES  
CURE WOUNDS  
DETECT EVIL AND GOOD  
DETECT POISON AND DISEASE  
DISSONANT WHISPERS  
EXPEDITIONS RETREAT  
FALSE LIFE  
POTION OF FEATHER FALL  
FOG CLOUD  
GOODBERRY  
HEALING WORD  
HEROISM  
INFLICT WOUNDS  
JUMP  
PURIFY FOOD AND DRINK  
RAY OF SICKNESS  
SLEEP  
TASHA'S HIDEOUS LAUGHTER  
SERPENT VENOM  
CARRION CRAWLER MUCUS

**2<sup>nd</sup> LEVEL**

AID  
ACID LOCK  
AUGURY  
BARKSKIN  
BLINDNESS/DEAFNESS  
CROWN OF MADNESS

ACID OF UNLOCKING  
PRAYER OF HEALING  
PROTECTION FROM POISON  
RAY OF ENFEEBLEMENT  
SEE INVISIBILITY  
SPIDER CLIMB  
SUGGESTION  
TRUTH SERUM  
DROW POISON  
MALICE

**3<sup>rd</sup> LEVEL**

ANIMATE DEAD  
FEAR  
FEIGN DEATH  
HASTE  
HYPNOTIC PATTERN  
MASS HEALING WORD  
REVIVIFY  
SLOW  
SPEAK WITH DEAD  
STINKING CLOUD  
TONGUES  
VAMPIRIC TOUCH  
WATER BREATHING  
OIL OF TAGGIT  
ESSENCE OF ETHER

**4<sup>th</sup> LEVEL**

BLIGHT  
COMPULSION  
CONFUSION  
DEATH WARD  
DIVINATION  
STONESKIN  
PALE TINCTURE  
TORPOR  
BURNT OTHUR FUMES

**5<sup>th</sup> LEVEL**

AWAKEN  
CLOUDKILL  
COMMUNE

DREAM  
GREATER RESTORATION  
MASS CURE WOUNDS  
MODIFY MEMORY  
RAISE DEAD  
WYVERN POISON

#### 6<sup>th</sup> LEVEL

FLESH TO STONE  
HARM  
HEAL  
HERO'S FEAST  
MASS SUGGESTION  
MISLEAD  
TRUE SEEING

#### 7<sup>th</sup> LEVEL

FINGER OF DEATH  
MIDNIGHT TEARS  
REGENERATE  
RESURRECTION  
PURPLE WORM POISON

#### 8<sup>th</sup> LEVEL

DOMINATE MONSTER  
FEEBLEMIND  
GLIBNESS  
INCENDIARY CLOUD  
MIND BLANK  
POWER STUN  
TELEPATHY

#### 9<sup>th</sup> LEVEL

FORESIGHT  
MASS HEAL  
POWER HEAL  
POWER KILL  
TRUE RESURRECTION

## NEW ITEMS

**Censor:** A censor is able to hold one dose of incense, and allows it to burn for 1 minute. When used as a melee weapon, it deals 1d4 damage + whatever effect is caused by the incense within. You can use your wisdom or strength when attacking with a Censer.

**Alchemy Lab (tool):** An alchemy lab allows a pharmacist to concoct potions, pills, incense, or imbue needles. It is a large table, taking up an area of 5 feet X 10 feet