

PHARMACIST

Level	Proficiency		Concoctions Known	Recipes Prepared	– Recipes per Day –								
	Bonus	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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 1st 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 1st level, you have a guildbook containing two 1st 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 1st 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 2nd 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 3rd 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 5th 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 5th 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

1st 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

2nd 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

3rd 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

4th LEVEL

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

5th LEVEL

AWAKEN
CLOUDKILL
COMMUNE

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

6th LEVEL

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

7th LEVEL

FINGER OF DEATH
MIDNIGHT TEARS
REGENERATE
RESURRECTION
PURPLE WORM POISON

8th LEVEL

DOMINATE MONSTER
FEEBLEMIND
GLIBNESS
INCENDIARY CLOUD
MIND BLANK
POWER STUN
TELEPATHY

9th 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