



# APOTHECARY

## AN ARTIFICER SUBCLASS

**HOME BREW**

An artificer subclass for those who find satisfaction in crafting, tinkering, experimentation, and the process of discovery.





## APOTHECARY

*IN ALL MY DAYS I HAVE NEVER KNOWN SUCH JOY as on the face of dear Leigh watching a spider construct its web, strand by silky strand. There is something profound in his ability to focus on these small, meaningless moments, forgetting the demands of the larger world. I do not know that I will ever understand him but, for now, I am content.*

—Sumra, former adventurer

Abruptly standing up from a thicket of undergrowth, a young gnome looks around wildly at the packed up, abandoned campsite before gathering a pile of mushrooms in her arms and running off down the forest trail after her impatient new companions.

Clad in thick leathers over every inch of skin and face covered in bulbous black goggles, an indeterminate humanoid figure holds a beaker carefully away from themselves in an outstretched pair of tongs. Slowly, meticulously, laboriously, they pour the beaker's contents into a large bottle filled with a shimmering golden liquid and hold their breath.

With a crack of shattering glass and a flash of pink light, silence overtakes the tight alleyway as all combatants are suddenly immobilized. Stepping out from behind the corner, a slender human in tailored robes nods thoughtfully to himself as he observes the effects of his potion, carefully writing notes in a journal before going to apply a solvent to his allies.

Whereas all artificers have an understanding of unlocking magic in everyday objects, apothecaries take this one step further; they specialize in breaking mundane components down to their base elemental forms, distilling them in such a way as to harness their force. These forces, bound by the willpower and focus of a learned inventor, yield potions of endless possibility and limitless potential.

### LEARN, ADAPT, PREPARE

As a field of constant experimentation, each apothecary will have discoveries to make their own, and there is nothing they value more than the shape of this life-long journey. This pursuit forms the apothecary's creed, "Learn, Adapt, Prepare." Without knowledge, the journey does not begin. Without its application, the journey will not continue. And without foresight, the journey may end before one wishes.

It is with these values that an apothecary strives into the world, eager to turn challenges into opportunities, failures into lessons, and explosions into larger explosions.

### THE MEANS ARE THE ENDS

Apothecaries know a potion to be more than the sum of its parts, and know themselves to be a valuable part of the sum. While each apothecary may have wildly differing methods and ideologies the means by which they perform their experiments are a matter of pride and identity. As a strong sense of self is integral to strong will, and strong will is integral to potion making, an apothecary without respect for their process is said to be without respect for self.

This respect propagates itself in all aspects of their pursuit, to even the smallest step of gathering components. Though easy enough to acquire at a market, an apothecary prefers to harvest their own, knowing their will begins to imbibe itself on the world at the earliest stages of the undertaking.

### CREATING AN APOTHECARY

#### QUICK BUILD

You can make an apothecary quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Dexterity. Second, choose the guild artisan or sage background.

#### EQUIPMENT

In addition to the equipment granted by the Artificer class and your background, you start with an Apothecary's Archive (a journal of your description) as well as 1d4 components determined by you and your DM.

### EARLY BEGINNINGS

At level 1, you may choose to become an apothecary in lieu of choosing an Artificer Specialist normally at level 3. Your choice grants you features at 3rd level, and again at 5th, 9th and 15th levels. When you choose this subclass, you forfeit your ability to cast all spells except cantrips (standard level rules apply). Instead, you learn how to make potions.

### POTION MAKING

Knowledge about your craft is stored in your Apothecary's Archive, which is then utilized to create and use potions. This is functionally very similar to spell casting, but there are a few key differences.





## USING POTIONS

You can use a potion as an action, which removes it from your inventory. Certain potions may be applied to an item requiring one minute of time, or to a creature in ten minutes.

## CREATING POTIONS

Potions are created through the combination of any two components, sometimes more. Any components used in this process are consumed and removed from your inventory.

## COMPONENTS

Components are simple ingredients from nature. Throughout the day you are assumed to have gathered a number of components equal to  $1d4 \times$  your artificer level to be used for preparing potions during your long rest. You may forfeit experimenting to instead search again in this way during your long rest.

## PREPARING POTIONS

Rather than using spell slots to cast spells, you prepare distinct potions from your archive of known potions and add them to your inventory. The Artificer table shows how many potions (spell slots) you can make per long rest. You may use higher level slots for lower level potions, but not vice versa.

For example, if you are a 5th-level artificer you have four 1st-level and two 2nd-level potion slots. Each long rest you could create two 2nd-level potions and four 1st-level potions; or six 1st-level potions and one 2nd-level potion; or eight 1st-level potions; etc. You may not create more than two 2nd-level potions.

## ACCUMULATING POTIONS

Unused potions can accumulate over days, but require maintenance. If you have unused potions prepared at a long rest, you may accumulate surplus potions with total slots equal to your Intelligence modifier (minimum of one). The Intelligence multiplier increases to 2x at level 5, 3x at level 9, and 4x at level 15. These bonus slots may be used freely for combining potions.

For example, as a 5th-level artificer with an Intelligence of 16 you would be able to accumulate potions with up to six extra slots.

## CHANGING POTIONS

It is more difficult to modify an already created potion than to make a new one entirely. Thus, each long rest you may change an amount of prepared potions with total slots equal to half your artificer level (rounded down) by replacing unwanted potions with those desired.

For example, as a 5th-level artificer you could change up to two slots worth of potions, be it one 2nd-level potion or two 1st-level potions.

## EXPERIMENTING

While the process of preparing potions is tedious, discovering recipes or properties of material components is what dominates most of an apothecary's time. As part of a long rest, you may experiment with one component or recipe by making an Intelligence check with a set of artisan's tools you are proficient with. On a successful check, you gain knowledge that may be used freely in future creations.

## QUICK POTIONS

Rudimentary potions can quickly be made with components on hand. Half your artificer level (rounded down) times per day you may search for  $1d4 + 1$  components of the DMs discretion and create *basic* potions. The potion slots can have a combined level that is equal to or less than half your artificer level (rounded down).

For example, if you are a 5th-level artificer, you can create up to two levels worth of potions. You can create either a 2nd-level potion or two 1st-level potions.



## COMBINING POTIONS

Potions can be combined at any time as an action, rolling on the Apothecary Potion Miscibility table to yield a result. If performed during a long rest, damage from explosions as a result of rolling a 1 can be negated with a successful Dexterity saving throw (DC 8 + total potion slots in combination).

However, due to their inherent volatility, successfully combined potions must be stabilized during a long rest, using the same number of potions slots as the original potions do separately. If not using bonus accumulation slots, the slots used start at the highest level available, then carry over to lower levels as necessary. A combined potion not stabilized in this way is rendered inert, removing all effects.

For example, as a 5th-level artificer with an Intelligence of 16 you have two 2nd-level and four 1st-level potion slots, and may accumulate potions up to fourteen total slots. A potion created by combining three 1st-level potions uses three potion slots, requiring the usage of both 2nd-level slots available to you (but with one slot leftover). This would leave you free to accumulate up to eleven other 1st-level potions. Combining two more 1st-level potions would use your remaining 1st-level slots.



## ITEM INFUSIONS

As an apothecary utilizes potions instead of spells, you do not learn any artificer infusions. Instead, you have the ability to magically infuse your potions to items to apply the effect of the chosen potion. This is a different, more elaborate process of willpower than simply applying a potion to an item, which can still be done as normal. These infusions do not count against your prepared potions for the day.

The maximum number of objects you may infuse at once appears in the Infused Items column of the Artificer Table. In all other ways, follow the same infusion rules as for a standard artificer.

## TOOL PROFICIENCY

At 3rd level, you gain proficiency with alchemist's supplies, an herbalism kit, or glassblower's tools. If you already have these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

## POTION GRENADIER

By 3rd level, studies in potion application have enabled activation on contact rather than necessitating ingestion, enabling you to throw a potion at a creature as an attack action. A successful attack roll applies the potion's effects to the target. You are proficient in potion throwing and have advantage and expertise if targeting an ally.

## EXTRA ATTACK

Starting at 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn.

## ADVANCED POTION MAKING

At 9th level, you gain new advantages for making potions.

**Composition.** When creating potions from elemental components, you may now create potions with two effects. This is increased to three effects at level 15.

**Distillation.** You may distill potions with multiple effects into separate potions, keeping the original stats from each. They do not count against your prepared potions for the day, but do count towards total accumulation if you choose to keep them. You may use this feature a number of times equal to your Intelligence modifier (minimum of once) during a long rest.

**Incorporation.** When combining potions, you may roll with advantage on the Potion Miscibility table.

**Sophistication.** Quick Potions may use *advanced* formulas.

## THE SHAPE OF YOUR JOURNEY

By 15th level you have come into your own as an apothecary, but a lifetime of experimentation cannot help but have some interesting side effects. No matter their form, you find them to be proud reminders of where your journey has taken you. Ideally your DM will choose an option for you, however you may choose from the following list yourself, or roll a d12 if you truly wish to hurt your DM's feelings.

Furthermore, you no longer need to search for component materials as you understand the nature of elements at a basic level.

### BLAZING ARDOR

You feel... powerful. Was that glint in your eye always there?

- You can light or snuff out a candle, torch, or small campfire at will.
- You have +1 to hit and damage with all weapons and spells.
- All your successful attacks have a 50% chance to enflame hostile target(s) as if hit by *Alchemist's Fire*. You may use your bonus action to guarantee this effect's (dis)activation.

### CHEMICAL SCARRING

Working with dangerous chemicals has created a tapestry of burns across your skin. They smell of your favorite fruit.

- You have resistance to acid and poison damage.
- You are immune to the poisoned condition.

### ELUSIVE FINISH

An unnatural sheen of oil coats every inch of your body. No one can produce this much sweat, right?

- You have advantage against being grappled and restrained.
- You have advantage on befriending small animals and domestic beasts. They like to lick you.
- In dim light or darker, your body turns invisible.

### FELIX FELICIS

You know, everything just feels like it's going to work out.

- You gain the Lucky feat, or two extra luck points if already possessed.
- You critically strike on a natural 7 instead of a natural 20.
- Dice your character throws (in-game) always land as sevens.





## FRIGHTENING ENTHUSIASM

Let's just say you have a habit of holding your face a wee bit too close to your bubbling creations. To put it nicely, you're ugly.

- You have at least three distinctly ugly features. You may choose yourself, or roll on the table below.
- You have advantage on any Persuasion, Intimidation, or Deception check based on your ugliness.
- You are immune to being frightened. Nothing is more terrifying than a mirror.
- When in a city, you may beg for 1d20 gold each day. Guards do not hassle you if they normally would.

### d20 Feature

1	Singed eyebrows
2	A boil that upon close inspection is actually a minuscule hand of no use
3	Patchwork baldness, but thick hair on your forehead
4	1d4 moles with one hair each, far too long and thick to be natural
5	One drooping eyelid
6	Pockmarks so deep they could be due to shrapnel. On second thought, maybe they were
7	Chemical burns
8	An inexplicably blank space where a nose used to be
9	Scars... everywhere
10	An extremely large cleft-chin
11	A small hole of rotting flesh
12	Missing one eye
13	Lengthy nostril hair
14	A large zit that will not go away
15	One eye has three pupils
16	There is a small mouth in one of your ears whispering angrily in an incomprehensible language
17	3d4 teeth are missing or rotting
18	Thick, purple ear hair
19	You smell of sour milk
20	A sickly, yellow tongue



## GUIDING WIND

There always seems to be a breeze playing at your clothes, no matter where you go.

- Your long jump distance increases by 5 feet.
- Your ranged attacks with Potions ignore half cover.
- Attacking at long range does not impose disadvantage on your ranged attack rolls with a Potion.
- You cannot be forcibly moved by effects due to wind, such as the Gust spell.

## HARD OF HEARING

Numerous explosions have rendered you deaf (you may choose to what extent), leaving you to hone your other senses.

- You have a +5 bonus to your Perception checks and passive Perception not relying on hearing.
- You have tremorsense out to a range of 20 feet, or increased by the same amount if already possessed.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it is saying by reading its lips.

## LIQUID INSIGHT

The skin on your hands and feet is perfectly white or black (your choice) and devoid of all scars or signs of aging.

- You are proficient in one skill of your choice.
- Two different ability scores of your choice are increased by 1.
- You may add your Intelligence modifier to any healing you administer when within 5 feet of the target.

## QUIET TRUTH

One of your earlobes has a small mouth whispering helpfully in a language you can understand. It responds to Timothy.

- You are immune to being charmed.
- You have proficiency in an Intelligence, Wisdom, or Charisma skill.
- While still or moving slowly, you have blindsight out to a range of 20 feet, and truesight out to a range of 5 feet, or increased by the same amount if already possessed.

## SPARK OF CURIOSITY

You experience a constant buzzing sensation in your fingertips, uncomfortably similar to the feeling of pins and needles.

- You have advantage against being stunned.
- Latent static in your body can give you a desperate Final Spark: If you drop to 0 hit points and do not die outright, you may make a DC 5 Constitution saving throw. On a successful save, you instead drop to 1 hit point and suffer a level of exhaustion. Each time you use this feature, the DC increases by 5. When you finish a long rest, the DC resets to 5.
- You can use your reaction to deal 4d6 lightning damage to a target melee attacking you. Each use increases the DC of Final Spark by 10. You may use this feature a number of times equal to your Constitution modifier (minimum of once). You regain any expended uses when you finish a long rest.



## STALWART SCHOLAR

You've noticed flakes of hard stone have slowly started covering your body. You'll get it looked at tomorrow, this time for sure.

- Your Armor Class increases by 1.
- You have resistance to nonmagical bludgeoning and slashing damage.
- You have expertise in Constitution saving throws, doubling your proficiency bonus for these saves.
- You will become petrified in 1d100 years without intervention. Using a Wish or similar 9th level spell will only halt the progress for 1 day each time it is cast.

## ZIPPY ZANY ZEST!

You have a wild energy that cannot be contained! Only your volatile, home-crafted, hand-milled, foul-tasting night-night juice can put you to sleep! You may have inhaled a few too many fumes!

- Magic cannot put you to sleep.
- You only need to sleep 5 hours a night (or Trance for 3).
- Each long rest you may make extra potions with total slots equal to your Intelligence modifier (minimum of one).
- You must drink your sleepy concoction each night to fall asleep. It takes one hour to prepare and has a shelf-life of 5 minutes. If used on another creature they must make a DC 20 Constitution saving throw or fall asleep for 1d10 hours. On a successful save the target falls asleep for 1d20 seconds + your Constitution modifier.

THE ARTIFICER TABLE — APOTHECARY

Level	Prof Bonus	Accumulation Bonus	Features	Infusions Known	Infused Items	Cantrips Known	—Potion Slots per Level—				
							1st	2nd	3rd	4th	5th
1st	+2	INT	<b>Potion Making</b> , Magical Tinkering	—	—	2	2	—	—	—	—
2nd	+2	INT	Infuse Item	4	2	2	2	—	—	—	—
3rd	+2	INT	<b>Tool Proficiency</b> , <b>Potion Grenadier</b>	4	2	2	3	—	—	—	—
4th	+2	INT	Ability Score Improvement	4	2	2	3	—	—	—	—
5th	+3	INT * 2	<b>Extra Attack</b>	4	2	2	4	2	—	—	—
6th	+3	INT * 2	Tool Expertise	6	3	2	4	2	—	—	—
7th	+3	INT * 2	Flash of Genius	6	3	2	4	3	—	—	—
8th	+3	INT * 2	Ability Score Improvement	6	3	2	4	3	—	—	—
9th	+4	INT * 3	<b>Advanced Potion Making</b>	6	3	2	4	3	2	—	—
10th	+4	INT * 3	Magic Item Adept	8	4	3	4	3	2	—	—
11th	+4	INT * 3	Spell-Storing Item	8	4	3	4	3	3	—	—
12th	+4	INT * 3	Ability Score Improvement	8	4	3	4	3	3	—	—
13th	+5	INT * 3	—	8	4	3	4	3	3	1	—
14th	+5	INT * 3	Magic Item Savant	10	5	4	4	3	3	1	—
15th	+5	INT * 4	<b>The Shape of Your Journey</b>	10	5	4	4	3	3	2	—
16th	+5	INT * 4	Ability Score Improvement	10	5	4	4	3	3	2	—
17th	+6	INT * 4	—	10	5	4	4	3	3	3	1
18th	+6	INT * 4	Magic Item Master	12	6	4	4	3	3	3	1
19th	+6	INT * 4	Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6	INT * 4	Soul of Artifice	12	6	4	4	3	3	3	2