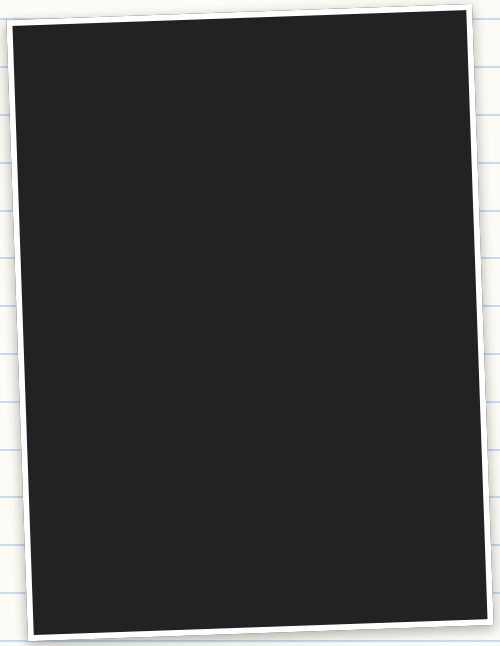
Dr. Aleksandr Astrovsky

Isabella Roland as Dr. Aleksandr Astrovsky

SEASON 18



RACE
Human

CLASS
Artificer (Alchemist)

LEVEL
7

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
-1	+1	+1	+5	+3	+1

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
15	—	7	—

End of Coffin Run — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Coffin Run wiki (fan project), every value links to its moment on the site.

Dr. Aleksandr Astrovsky

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Flash of Genius** — Adds +5 to a roll after seeing it: a 6 on initiative becomes 11 CR E1 01:03:10, CR E1 01:03:16
- **Experimental elixirs** — Readies a healing elixir and pays for it with a spell slot of his choice (first level here); the first one heals Dracula for 10 (2d4 plus his Intelligence modifier) CR E2 00:18:16, CR E2 00:46:09
- **Boldness elixir** — Spends a first-level slot to drink it: a d4 added to every attack roll and saving throw for a minute; it tastes like passion fruit CR E2 01:09:29, CR E2 01:09:45
- **Healing potion for May** — Spends a spell slot to give May a healing potion: 2d4 plus his Intelligence modifier, eight CR E3 01:12:11, CR E3 01:12:29
- **Forbidden alchemy** — An Intelligence check of 22 shows him one sure way to help the Count, the forbidden alchemy using Dracula's own blood CR E3 01:39:02, CR E3 01:39:11
- **Elixirs after a long rest** — After a long rest he can produce up to two experimental elixirs, each in an empty flask; another player can use a prepared elixir he hands over CR E4 01:27:02
- **Flight elixir** — Pours a flight elixir into a horse, takes Florina and flies up, tossing a second elixir to Wetzel CR E4 01:26:32, CR E4 01:32:58
- **Resurrection research** — Tells the others at a check-in that he has been tampering with the ability to bring creatures back to life from death CR E5 01:15:15

Spells

- **Energy Redirection** — A reaction to redirect incoming energy, lessening its effect and storing it for the next melee attack: the hit does not hurt him and he can deal the same 11 radiant damage on his next turn; he asks whether it works on other people CR E2 00:20:58, CR E2 00:21:07
- **Mending** — Mending with wood carver's tools fixes the broken bridge completely CR E3 01:25:03, CR E3 01:25:45
- **Acid Splash** — A cantrip used on a skirted werewolf: Dex save 16 fails, 2d6 plus 5 acid, seven damage CR E4 00:13:18, CR E4 00:13:25
- **Inflict Wounds** — His necrotizing injection is Inflict Wounds, cast at second level because no first-level slots are left CR E5 00:08:37, CR E5 00:10:44
- **Alter Self** — A transformation potion that casts Alter Self; he looks like buff Squing CR E5 00:30:03, CR E5 00:30:20

Items

- **Toy from a Moscow mule cup** — Tinkers a Moscow mule cup into a toy with little legs that dances around CR E1 00:19:49
- **Fantasmometer** — An invention of his that is active and can see anything that is invisible CR E1 00:50:40
- **Flame thrower** — His favorite invention: 60 feet, 5-foot radius; flames arc over Wetzel onto Razvan (Dex save 16, 11 damage as 6 plus 5, half on a save), he keeps it lit and moves it toward Razvan with a bonus action CR E2 00:16:41, CR E2 00:16:46
- **Elephant bracelet** — Daciana's bracelet of the elephant, a symbol of their new bond, goes onto his wrist: +1 armor class while worn (the card AC stays 15) CR E3 00:35:43, CR E3 00:35:53
- **Contraption detector** — One of his most prized inventions; he gives it to Daciana CR E3 00:37:30, CR E3 00:37:33
- **Flight potions** — Offers flight potions, as many as he has CR E3 01:10:04, CR E3 01:21:17
- **Wood carver's tools** — Used with Mending to fix the bridge CR E3 01:24:57
- **Dracula's letter to Aleksandr** — A letter from Dracula to Aleksandr that he reads aloud, beginning "Dearest Aleksandr" CR E3 01:36:56
- **Blood grenade** — He asks whether the healing aspect of a blood grenade could go into Dracula CR E4 00:41:45, CR E4 00:41:52

- **Unstable X-ray** — Taken from his bag while the flamethrower is lit: +8 to attack, 2d8 poison plus 5 (13), then a Constitution save or poisoned until his next turn CR E4 01:07:55, CR E4 01:08:16
- **Elephant bracelet (trap)** — The bracelet is a trap: when he tries to take it off he fails a Constitution save with 12, it tightens around his wrist and his hand grows heavy, and he asks to have it taken off; later he warns that his new accessory may carry hearing technology CR E5 00:06:34, CR E5 00:07:31
- **Potion with Dracula's blood** — Drunk as a reaction: a d6 picks the effect, he gets a 4, which heals 2d12 (8 HP); it can be taken only once a day CR E5 00:16:44, CR E5 00:16:54
- **Thinking Cap** — He offers his Thinking Cap to Squing for a Constitution save CR E6 00:39:46, CR E6 00:39:56