

THE SCHOLAR

A STUDIOUS CLASS OF ERUDITE ANALYSIS AND SAGE ADVICE



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SCHOLAR

Running his fingers over the desiccated parchment as he silently translates the text, a dwarf saddled down with books and tomes smiles with satisfaction when he finds the answer he's been seeking. He approaches the stone guardian of the ancient temple and begins to speak the words aloud.

Holding the scalpel with supreme concentration, the human pushes it through the fleshy exterior of the creature and creates an incision in its chest cavity. She's pleasantly surprised to see the creature's venom sac wasn't ruptured in the fight with her party. This would come in handy.

A gnome moves quickly to position his shield between himself and the oncoming flail. As the attack clatters uselessly against his defenses, he barks an order to his companions and they rush to his aid, flawlessly executing his ingenious plan.

What defines a scholar is their endless desire to learn and an ability to apply their intelligence to any task. Scholars aren't masters of weapons or spells - instead, they use a vast reservoir of knowledge to resolve the various challenges that confront them. Despite their bookishness, these heroes revel in the chance to bring their considerable talents to bear against the dangers adventuring parties so frequently face.

STUDIOUS AND DISCIPLINED

It takes dedication and will to become an expert on one subject, let alone the medley of topics most scholars master. Intelligence alone is not the defining characteristic of these adventurers. Scholars rely on their methodical approach, the practical application of knowledge, and the ability to rise to the challenges they face with unlikely solutions.

When a scholar does battle, they bring their formidable powers of observation and reasoning to bear against their foes. Scholars can ensure their allies strikes land by providing keen advice in the heat of battle and deduce their enemies' idiosyncrasies and patterns, allowing them to leverage their genius to overcome stronger and faster opponents.

ADVENTUROUS ACADEMICS

Scholars are unlikely adventurers. Many prefer to pontificate about the finer points of their intellectual pursuits from the comfort of their armchair. Some know that true knowledge cannot be learned from dusty old tomes but must be earned firsthand. These are the scholars most likely to take up a life of adventuring.

In an adventuring party, the scholar's advanced education allows them to help their companions

THE SCHOLAR

Level	Proficiency Bonus	Features	Erudite Applications
1st	+2	Academic Discourse, Field of Study, Sage Advice	—
2nd	+2	Analyze Enemy, Erudite Applications	2
3rd	+2	Field of Study features	2
4th	+2	Ability Score Increase	2
5th	+3	Analyze Enemy improvement, Sagacious Font	3
6th	+3	Quick Study	3
7th	+3	Iron Will	3
8th	+3	Ability Score Improvement, Esoteric Application	4
9th	+4	Field of Study feature	4
10th	+4	Brilliant Mind	4
11th	+4	Analyze Enemy improvement, Reliable Talent	5
12th	+4	Ability Score Improvement	5
13th	+5	Field of Study feature	5
14th	+5	Esoteric Application improvement	6
15th	+5	Expansive Intellect	6
16th	+5	Ability Score Increase	6
17th	+6	Analyze Enemy improvement	7
18th	+6	Flash of Genius	7
19th	+6	Ability Score Improvement	7
20th	+6	Field of Study feature, Expansive Intellect improvement	8

overcome obstacles with obscure minutiae, offer their party invaluable advice, and exploit their opponents' weaknesses. On their own, scholars are susceptible to the myriad dangers adventurers regularly face but with a team of adventuring companions willing to take their counsel, scholars can clutch victory from the jaws of defeat. As a scholar grows in their field of study, they further support their allies with tactical insight, healing techniques, or other expertises.

CREATING A SCHOLAR

As you create your scholar, consider the character's past and future. When considering their past, think about how your character came by their education. Are they self-taught? Did they attend a university? Were they an apprentice to another learned type? When considering their future, think about how it impacts their present. What are your scholar's fields of interest? What kind of specialization might they adopt as they adventure, and how do they express those interests?

Scholars don't often take up adventuring. Why did you choose that life? Many who dedicate their lives to learning would rather do so from the relative safety of a library or laboratory. Do you seek lost ancient knowledge? Did a personal tragedy compel you to abandon your sedentary lifestyle? Or have you always intended to bend your intellect towards the pursuit of adventure?



QUICK BUILD

You can make a scholar quickly by following these suggestions. First, Intelligence should be your highest ability score. Make Dexterity your next-highest if you want to excel at ranged combat. Make Wisdom or Charisma your next-highest if you are specializing in skills that utilize those abilities. Second, choose the hermit or sage background.

CLASS FEATURES

As a scholar, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per scholar level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your

Constitution modifier per scholar level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbow, heavy crossbow

Tools: One tool of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Animal Handling, Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, and Survival.

Equipment

You start with the following equipment in addition to the equipment gained by your background.

- (a) leather armor and a simple weapon or (b) leather armor, a hand crossbow, and 20 crossbow bolts or (c) a heavy crossbow and 20 crossbow bolts
- (a) diplomat's pack or (b) explorer's pack
- A book on a topic of your choice
- A scholar's pack & any two tools or tool kits

ACADEMIC DISCOURSE

You have mastered the art of using 10 words where 1 would suffice. This academic discourse is a mix of technical jargon, obtuse phrasing, and excessive pedantic detail. Only another creature that knows academic discourse understands messages spoken or written in this language. Other creatures may be bored or mildly annoyed. It takes ten times longer to convey a message in academic discourse than it does to speak the same idea plainly.

Your mastery of this language has improved your general reading comprehension. You can read ten pages of text a minute when reading a language you know.

FIELD OF STUDY

Starting at 1st level, you commit yourself to a field of study of your choice: Culinarian, Diplomat, Physician, Ritualist, Tactician, or Theologian, all detailed at the end of the class description. Your field of study grants you features at 1st level and then again at 3rd, 9th, 14th, and 20th level.

SAGE ADVICE

Scholars analyze their circumstances, hypothesize about the best course of action, and advise their allies with carefully calculated plans. When a creature within 60 feet of you who can hear you makes an ability check, attack roll, or saving throw you can use your reaction to add a bonus to the result of that roll. This bonus equals your proficiency bonus. You can wait until after the creature makes the roll but must decide to use this feature before the DM says whether the roll succeeds or fails. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you complete a long rest.

ANALYZE ENEMY

At 2nd level, you can size up an enemy with one look. You can use a bonus action on each of your turns to survey a creature you can see within 60 feet. For the next minute when you attack that creature, you can add your Intelligence ability modifier, instead of your Strength or Dexterity ability modifier, to attack and damage rolls with weapons you are proficient with.

At 5th level, you deal additional damage to the creature while you benefit from your analysis. The first time you hit the creature with a weapon attack each turn you deal an additional 1d10 damage. This additional damage increases by 1d10 again at 11th level (2d10) and 17th level (3d10).

ERUDITE APPLICATIONS

Also at 2nd level, you learn to apply your vast scholarly aptitudes to practical tasks. You gain two Erudite Applications of your choice detailed at the end of this class description. When you gain certain scholar levels, you gain additional applications of your choice, as shown in the Applications Known column of the Scholar table.

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.

SAGACIOUS FONT

Beginning when you reach 5th level, you regain all expended uses of Sage Advice when you finish a short or long rest.

QUICK STUDY

Beginning at 6th level, you can study up on a skill or tool as part of the light activity of resting. When you finish a long rest, choose a skill or tool you are not proficient with. Until you use this feature again, you are proficient in that skill or with that tool.

IRON WILL

By 7th level, you have acquired greater mental strength. You gain proficiency in Charisma saving throws.

ESOTERIC APPLICATION

At 8th level, you do not need to meet the prerequisites for the Erudite Application you gain at this level. You may choose another Erudite Application whose prerequisites you do not meet at 14th level.

BRILLIANT MIND

At 10th level, you can reroll an Intelligence, Wisdom, or Charisma saving throw you fail. If you do so, you must use the result of the new roll. You can't use this feature again until you finish a short or long rest.

RELIABLE TALENT

At 11th level, you are rarely mistaken when it comes to subjects of your personal interest. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a roll of 9 or lower on the d20 as a 10.

EXPANSIVE INTELLECT

Starting at 15th level, your Intelligence score increases by 2, to a maximum of 22. Additionally, you can now use ability score increase features to raise your Intelligence score to a maximum of 22 rather than 20.

At 20th level, your Intelligence score increases by 2, to a maximum of 24. Additionally, you can now use ability score increase features to raise your Intelligence score to a maximum of 24.

FLASH OF GENIUS

At 18th level, after you make an ability check, attack roll, or saving throw that adds your proficiency bonus, you can use your reaction to treat the result of the die roll as if it had been a 20. You can use feature again when you finish a long rest.



FIELDS OF STUDY

Scholars share a love of learning and a hunger for knowledge, but differ in their subjects of interest. When a scholar chooses a particular area of knowledge to specialize in, they quickly become savants capable of practicing advanced techniques and comprehending obscure theories relevant to that subject.

CULINARIAN

There is no subject of academic inquiry too obscure or niche for true scholars. Rather than study the complex workings of the human body or the complete history of military stratagems, some scholars choose to specialize in the alchemy of the common man: cooking. These culinarians procure rare and delicious ingredients, turning them into meals that empower themselves and their allies.

CULINARIAN'S EXPERTISE

When you select this field of study at 1st level, you gain proficiency with brewer's supplies and cook's utensils. Your proficiency bonus is doubled for any ability check you make that uses those proficiencies.

COMBAT COOK

Also at 1st level, you can use the components of cook's utensils as a simple weapon that deals 1d6 damage. The utensil being used as a weapon determines the damage type and provides an additional weapon property; pots and pans deal bludgeoning damage and have the versatile (1d8) property; forks and skewers deal piercing damage and have the light property; and knives deal slashing damage and have the thrown (range 20/60) property.

WASTE NOT, WANT NOT

Starting at 3rd level, you can harvest deceased non-humanoid creatures for cooking ingredients so long as the creature has been dead for no longer than 24 hours. You can harvest 1 ingredient from a Small or Medium creature, 2 ingredients from a Large creature, and 3 ingredients from a Huge or larger creature. Harvesting an ingredient takes 1 minute. Your ability to cure, pickle, and otherwise preserve foodstuffs prevents ingredients you've harvested from going bad over time.



CULINARY CRAFT

Also at 3rd level, cooking is considered a light activity for you. When you spend 1 hour cooking, which can be done as part of finishing a short or long rest, you can prepare 1 + your Intelligence modifier (minimum 1) meals, using an ingredient of your choice. Each meal takes 10 minutes to eat, after which the creature's maximum and current hit points increase by 2d8 + your scholar level, and it gains one benefit of your choice, based on the ingredient used in the making of the meal.

- Resistance to a damage type of your choice that the creature the ingredient was harvested from was resistant or immune to.
- Gain a +1 to ability checks, attack rolls, and saving throws that add an ability score modifier of your choice. The creature this ingredient was harvested from must have had 16 or higher in that ability score to choose this option.
- A hidden attribute determined by your DM. Not all ingredients have a hidden attribute and some ingredients may have more than one hidden attribute.

Once a creature has eaten a meal created with this feature, it retains the benefits until it eats another meal created with this feature or finishes a long rest. A meal that is not consumed within 8 hours of its creation grants no benefits after that time.

ADVANCED INGREDIENTS

At 9th level, add the following options to the list of benefits you may select when using your Culinary Craft feature.

- Immunity to a damage type or a condition of your choice that the creature the ingredient was harvested from was immune to.
- Gain a +2 to ability checks, attack rolls, and saving throws that add an ability score modifier of your choice. The creature this ingredient was harvested from must have had 20 or higher in that ability score to choose this option.

EDIBLE IMPROV

Also at 9th level, you have learned how to make do with whatever you have on hand. When you use your Culinary Craft feature you can choose to improvise instead of provide an ingredient. When you do, treat it as if you had used an ingredient from a creature with resistance to all damage types, a 20 in all ability scores, and a CR equal to your scholar level. Once you use this feature, you can't use it again until you finish a long rest.

FULL BELLIES, FULL HEARTS

At 13th level, when a creature's maximum and current hit points increase as a result of eating one of the meals you've prepared with your Culinary Craft feature, it gains additional maximum and current hit points equal to the CR of the creature the ingredient was harvested from.

HEAPING HELPING

At 20th level, when you cook a meal using your Culinary Craft feature you may choose to use two ingredients instead of one. When you do, you can choose two benefits instead of one. You may not choose the same benefit twice. To determine the additional maximum and current hit points granted by your Full Bellies, Full Hearts feature, add the CR of both creatures the ingredients were harvested from.

A NOTE TO DM'S REGARDING HIDDEN ATTRIBUTES OF INGREDIENTS

The Culinary Craft feature's "hidden attribute determined by your DM" option gives you, the DM, an opportunity to inject your own creativity and game design into the action of the player characters. For example, a steak harvested from a dragon might grant the creature consuming it a lesser version of the dragon's breath attack, advantage on saving throws against being frightened, or temporarily raise the unarmored AC of the creature as its skin hardens into scales. Distilled ectoplasm harvested from a ghost could let a creature move through solid objects, gain a fly speed, or see invisible creatures. Try looking at the unique traits and abilities of the creature the ingredient came from for inspiration. Not all secret attributes have to be desirable or positive for the creatures eating the meal but, for the most part, they should be.

If you're having trouble coming up with options, you can always ask your players for suggestions or just state that there are no hidden properties of this ingredient and the Culinarian will have to choose another option instead.

DIPLOMAT

Some scholars dedicate their intellectual talents to the drafting of contracts, the forging of alliances, and the mastery of many languages. Driven by wanderlust and a desire to secure peace between people, diplomats use their education in linguistics, psychology, and statecraft to achieve their goals. As a result of their wide ranging practical experience and diverse interests, many diplomats are polymaths.

DIPLOMAT'S EXPERTISE

When you select this field of study at 1st level, you gain proficiency with the Persuasion skill and your choice of land vehicles or water vehicles. Your proficiency bonus is doubled for any ability check you make that uses those proficiencies.

Additionally, you learn to speak, read, and write one language of your choice.

CALL DETENTE

Starting at 3rd level, when you make an initiative roll you can use your reaction to call for end to hostilities. When you do, each creature of your choice who can hear you and shares a language with you must make a Charisma saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failed saving throw, the target becomes indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. After one minute, the target becomes hostile again unless the DM determines your actions have warranted ongoing indifference or another attitude would be more appropriate. You can use this feature again when you finish a short or long rest.

SILVER TONGUE

Also at 3rd level, when you speak to a creature you share a language with for one minute or more, you can choose to have them make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). If the creature fails this saving throw, it is charmed by you for one hour or until you or one of your allies deals damage to it or casts a spell that requires a

saving throw on it, whichever happens first. After one hour, the creature remains friendly with you if you have done or said something worth maintaining friendship

You can choose to use this ability as an action and ignore requirement of a minute of conversation. If you do, you can't use this feature again until you finish a short or long rest.

WORLD WANDERER

At 9th level, your speed increases by 10 feet. Additionally, while you are traveling for an hour or longer, difficult terrain doesn't slow your group's travel and your group cannot become lost except by magical means.

WELL TRAVELED

Also at 9th level, you gain an Erudite Application of your choice. You do not need to meet the prerequisites for this Erudite Application and it does not count towards your number of Erudite Applications known.

You gain another Erudite Application of your choice that you do not need to meet the prerequisites for and which does not count towards your number of Erudite Applications known at 13th level.

MASTER AMBASSADOR

At 13th level, no effect can cause you to have disadvantage on Wisdom (Insight) or Charisma ability checks. Additionally, your mind cannot be read against your will and magic that would determine if you are telling the truth or not always indicates that you are being truthful.

DIPLOMATIC IMMUNITY

Starting at 20th level, your heart cannot be swayed to extremes. You are immune to being charmed and frightened. As an action, you can end a charmed or frightened effect on a creature within 30 feet of you that you share a language with.



PHYSICIAN

Scholars who become physicians dedicate themselves to promoting health and wellbeing. Adventuring physicians are motivated to take their advanced medical knowledge into the field where they can keep heroes fighting fit and administer lifesaving care to the downtrodden. Physicians take pride in their ability to knit wounds and cure disease without magic and are eager to share the secrets of their remedies and treatments with others.

PHYSICIAN'S EXPERTISE

When you select this field of study at 1st level, you gain proficiency with the Medicine skill and herbalism kits. Your proficiency bonus is doubled for any ability check you make that uses those proficiencies.

DOCTOR'S ORDERS

Starting at 3rd level, you can use your bonus action to administer first aid to an adjacent creature. That creature can spend and roll a hit die to heal a number of hit points equal to the result of the hit die + their Constitution modifier + your Intelligence modifier.

TREATING PHYSICIAN

Also at 3rd level, you gain a pool of physician points. This pool consists of a number of physician points equal to your level in this class. During a short rest you can spend any number of physician points to allow a creature you are treating to regain the same number of expended hit dice up to their maximum. You can also spend one hour and a physician point to remove a disease or poison of your choice from a creature you are treating. You regain all expended physician points when you complete a long rest.

RESUSCITATING PROCEDURE

At 9th level, your medical expertise has advanced to the point where you can restore the bodies of the recently deceased to life. This procedure takes 1 minute to complete and requires medical supplies worth 100 gold pieces, which the procedure consumes. The procedure can only affect a creature who has been dead no longer

than 10 minutes. The creature returns to life with 1 hit point. This procedure cannot return to life a creature that has died of old age, nor does it restore any missing body parts. You can use this feature again when you complete a long rest.

RESTORATIVE TREATMENT

Also at 9th level, you can use advanced medical science to end a debilitating condition. As an action you can apply one of the following benefits to a creature you touch:

- End an effect that leaves the creature blinded, charmed, deafened, frightened, incapacitated, paralyzed, poisoned, stunned, or unconscious.
- End a reduction to one of the target's ability scores.
- End an effect reducing the target's hit point maximum.
- Reduce the creature's exhaustion level by one.

You can use this feature again when you complete a short or long rest.

REJUVENATING TECHNIQUE

At 13th level, when you spend 5 minutes providing revitalizing clinical care to a creature, that creature can choose one of its features and regain the use of it if finishing a short rest would allow the creature to regain its use. You can use this feature again when you complete a short or long rest.

PREVENTATIVE MEDICINE

At 20th level, you can spend 10 minutes practicing preventative medical care on a number of creatures up to your Intelligence modifier (including yourself). Each treated creature gains temporary hit points equal to half their maximum hit points. While a creature has temporary hit points granted by this feature, they have resistance to nonmagical bludgeoning, piercing, poison, and slashing damage. You can use this feature again when you finish a long rest.

RITUALIST

Although scholars are widely distinguished from other intellectuals by their pursuit of mundane topics, some focus their prodigious minds on esoteric topics. Ritualists study magic with the same methodical and scientific method that scholars approach all things. While these scholars are capable of less impressive feats of magic than more specialized casters, their astute observations of the Weave allow them to cast an unmatched variety of spells.

RITUALIST'S EXPERTISE

When you select this field of study at 1st level, you gain proficiency in the Arcana skill and with calligrapher's supplies. Your proficiency bonus is doubled for any ability check you make that uses those proficiencies.

SPELLCASTING

When you reach 3rd level, your intense study of the arcane laws and obscure mythologies of the multiverse allows you to cast spells and perform rituals. See chapter 10 of *The Player's Handbook* for the general rules of spellcasting and chapter 11 for the complete list of spells.



Cantrips. At 3rd level, you know two cantrips of your choice from any spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Ritualist table.

Spell Slots. The Ritualist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from any spell list, two of which must have the ritual tag.

The Spells Known column of the Ritualist Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must have the ritual tag, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 7th, 10th, 16th, and 20th level do not have to have the ritual tag.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level for which you have spell slots, and it must have the ritual tag, unless you're replacing the spell you gained at 3rd, 7th, 10th, 16th, or 20th level without the ritual tag.

Ritual Casting. You can cast a spell you know as a ritual if that spell has the ritual tag.

Spellcasting Ability. Intelligence is your spellcasting ability for your ritualist spells, since the power of your magic relies on adherence to memorized gestures and incantations. 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 a ritualist 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

SPELLSCRIBE

Also at 3rd level, you learn to create spell scrolls in half the time and at half the cost. The rules for scribing spell scrolls can be found in chapter 2 of *Xanathar's Guide to Everything*.

OTHERWORLDLY WARD

At 9th level, you can cast the *protection from evil and good* spell without expending a spell slot or providing the material components.

POTENT SPELLCASTING

At 9th level, you add your Intelligence modifier to the damage you deal with cantrips.

RITUAL REDUCTION

At 13th level, you can cast any spell you know without expending a spell slot or providing material components. You can't use this feature again until you finish a long rest.

Scholar Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	3	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

UNIFIED SPELL THEORY

At 20th level, you can cast any spell you don't know by expending a spell slot of an equal or higher level than the spell. You can't use this feature again until you finish a long rest.



TACTICIAN

Scholars who become tacticians use their intellectual abilities to dominate the battlefield. With an authoritative tone and dynamic strategies, tacticians can turn an adventuring party into a well-oiled machine. Tacticians are the rare scholars who feel at home in a fight, excelling when leading their allies in combat.

BONUS PROFICIENCIES

When you select this field of study at 1st level, you gain proficiency with martial weapons, medium armor, and shields.

FIGHTING STYLE

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense. When you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

STRATEGIC ADVANTAGE

Also at 3rd level, when a creature hits with an attack benefitting from your Sage Advice, that creature adds your proficiency bonus to the damage they deal with that attack.

DIRECT THE STRIKE

Starting at 9th level, you can use your bonus action to direct an attack from a creature who can hear you within 60 feet. If you do, that creature can use its reaction to make a weapon attack against an enemy of your choosing within range.

WARLORD'S RUSH

At 9th level, you can use a bonus action on your turn to command your allies to reposition. Each friendly creature you choose within 60 feet that can hear you can move up to their movement speed. This movement does not provoke opportunity attacks. You can use this feature again when you complete a short or long rest.

LEAD FROM THE FRONT

At 13th level, you're able to provide an opening for allies when you hit a creature with an attack. When you do, each friendly creature of your choice within 60 feet who can hear you have advantage on the first attack roll they make against that enemy until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

RALLYING SURGE

At 20th level, you can use an action on your turn to let out a rallying cry. Each friendly creature you choose up to a number equivalent to your Intelligence modifier within 60 feet that can hear you gains an additional action on its next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can use this feature again when you finish a long rest.

THEOLOGIAN

Theologians study the dogmas and mythology of divine beings. Unlike most other scholars, an extensive familiarity with the prayers and practices of the religions of the multiverse gives theologians the ability to cast spells. Unlike clerics and paladins, theologians do not devote themselves to a single god or ideology. Instead, theologians honor and recognize all gods, performing daily devotions to and channeling the power of a variety of divine beings.

THEOLOGIAN'S EXPERTISE

When you select this field of study at 1st level, you gain proficiency with the Religion skill. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Additionally, you learn to speak, read, and write Celestial.

DAILY DEVOTION

Starting at 3rd level, as part of finishing a long rest you can choose a divine domain (found in chapter 3 of *The Player's Handbook*) and offer a devotional to a deity associated with that domain. Until you use this feature again, domain spells associated with the divine domain you chose count as prepared for you, provided you have a spell slot equal to or higher than the level of the spell.

Additionally, you can use any book on the subject of theology worth 1 gp or more as a spellcasting focus for cleric spells.



SPELLCASTING

Also at 3rd level, your dedicated study of the gods and the traditions of their worship allows you to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the complete list of spells.

Cantrips. At 3rd level, you know two cantrips of your choice from the cleric spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Theologian table.

Preparing and Casting Spells. The Theologian table shows you how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells according to your levels in this class on the Spells Prepared column of the Theologian table. The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Theologian, you have one prepared spell plus two spells from the divine domain you chose with your Daily Devotion feature. If you have *cure wounds* prepared, you can cast it using a 1st-level or 2nd-level slot. Casting the 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 cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Intelligence is your spellcasting ability for your cleric spells, since you compel divine forces to lend you their power with strict adherence to their customs and traditions. 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 a cleric spell you cast and when making an attack roll with one.



Scholar Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	3	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

WALK IN RADIANCE

At 9th level, you gain resistance to radiant damage.

PRAYER OF PROTECTION

At 9th level, whenever you expend a spell slot to cast a cleric spell, a creature of your choice within 15 feet of you gains temporary hit points equal to your Intelligence modifier + the level of the spell slot expended.

ENFEEBLE THE UNHOLY

Starting at 13th level, when a fey, fiend, or undead creature makes a saving throw against a spell you cast, you can use your reaction to give that saving throw disadvantage. Once you use this feature, you must finish a short or long rest before you can use it again.

MIRACLE WORKER

At 20th level, you can cast the *commune*, *dispel evil and good*, or *raise dead* spell without expending a spell slot. Once you use this feature, you must finish a short or long rest before you can use it again.

ERUDITE APPLICATIONS

If an erudite application has prerequisites, you must meet them to learn it. You can learn the application at the same time that you meet its prerequisites. You may only take an erudite application once.

ACADEMIC EXPERTISE

Choose two of the following skills you are proficient in: Arcana, History, Investigation, Medicine, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

ADVENTUROUS APPETIZERS

Prerequisite: Culinarian Field of Study

You can spend 10 minutes preparing easy to eat appetizers for your companions. When you do, you prepare 1 + your Intelligence modifier (minimum 1) appetizers. When eaten using the Use Object action, a creature regains 1d8 hit points and gains temporary hit points equal to 1d8 + half your scholar level. These appetizers go bad after 24 hours, after which time they grant no benefit. You can use this feature again after you finish a long rest.

APPLIED INTELLIGENCE

You know how to apply your considerable intellect to nearly every circumstance. When you make an ability check, attack roll, or saving throw you may choose to replace the ability modifier added to the roll with your Intelligence modifier. You can choose to make this change after you roll but before the DM declares whether it was a success or failure. You can use this application again when you finish a short or long rest.

ALERT TO DANGER

Prerequisite: Tactician Field of Study

You add your Intelligence modifier to initiative rolls. In addition, you can use a bonus action on each of your turns to take the Disengage action.

BEAST WHISPERER

Prerequisite: Ritualist Field of Study

You can communicate with beasts as if under the effect of the *Speak with Animals* spell.

BONUS CANTRIPS

Prerequisite: Ritualist Field of Study

Choose and learn any two cantrips. Intelligence is your spellcasting ability for these cantrips.

BONUS LANGUAGES

Choose any three languages. You can speak, read, and write those languages.

BONUS PROFICIENCIES

Choose and gain proficiency in any two skills.

CLEAN PLATE PRACTICE

Prerequisite: Culinarian Field of Study

You can spend 1 minute assessing a food or drink to determine whether it is poisonous or diseased. If it is, you know the poison or disease. You can spend 10 minutes to render all food and drink within 5 feet of you free of poison and disease.

COLLECTOR'S CAPACITY

Prerequisite: Culinarian Field of Study

You can carry up to 100 + 5 x your scholar level pounds worth of adventuring gear, books, tool kits, and ingredients as if they weighed a combined total of 10 pounds.

COUNTERATTACKER

Prerequisite: Tactician Field of Study

When a creature within reach makes an opportunity attack, you can use your reaction to make one weapon attack against that creature.

CRITICAL ANALYSIS

When you use your Analyze Enemy feature on a creature, any attack roll you make against that creature for the next minute is a critical hit on a roll of 19 or 20 on the d20. At 11th level, your attack rolls against such a creature are a critical hit on a roll of 18, 19, or 20.

CUNNING LINGUIST

Prerequisite: Diplomat Field of Study

When you have the opportunity to study written or spoken examples of a language for 8 hours, you can choose to learn to that language. You can speak, read, and write that language until you use this erudite application again.

DIEHARD

Prerequisite: Tactician Field of Study

You gain 1 maximum hit point for every level you have in the scholar class. Whenever you gain a new level in the scholar class your maximum hit points increase by 1. Additionally, you add your proficiency bonus to death saving throws.

ELDRITCH LORE

Prerequisite: Ritualist Field of Study

When you spend 10 minutes in meditation you can sense the presence of magic for the next hour as if under the effect of the *Detect Magic* spell. Additionally, you can spend 1 minute examining an object with a magnifying glass to discover what magical properties, if any, it has as if you had cast the *Identify* spell.

EXPERTISE

Choose any two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

FIRST AID

Prerequisite: Physician Field of Study

As an action you can treat a creature within 5 feet of you that is currently afflicted by the blindness, deafness, or poisoned condition, ending that condition.

HEAL THYSELF

Prerequisite: Physician Field of Study

You can use an action to end the poisoned condition or one disease affecting you. When you do, you regain 3d6 + your scholar level in hit points. You can use this application again when you finish a short or long rest.

HERBAL CLEANSE

Prerequisite: Physician Field of Study

Over the course of 10 minutes you can administer beneficial herbs to yourself and a number of creatures up to your Intelligence modifier. When you do, you and each creature you chose gain resistance to poison

damage and have advantage on saving throws against poison and disease for the next 8 hours. You can use this application again after you finish a long rest.

INTELLECT FORTRESS

You have resistance to psychic damage. At 11th level, you are immune to psychic damage.

JACK OF ALL TRADES

Prerequisite: Diplomat Field of Study

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

LIBRA

When you use your Analyze Enemy feature, you learn information about that creature's strength and weaknesses. If the creature is in its natural form and isn't a shapechanger, you learn what damage types that creature has immunity, resistance, and vulnerability to. At 11th level, this application works on shapechangers and creatures who aren't in their natural form as well.

MARTYR'S MAGIC

Prerequisite: Theologian Field of Study

You learn the *give life* cantrip. Intelligence is your spellcasting ability for this spell. When you cast it on a creature and it gains hit points as a result, you end the poisoned condition or one disease afflicting the creature.

SEAL AGREEMENT

Prerequisite: Diplomat Field of Study

You can cast the *oath-sealing covenant* spell at will without expending a spell slot and the materials required. You use Intelligence as your spellcasting ability for this spell.

SIGNS OF THE SUPERNATURAL

Prerequisite: Theologian Field of Study

You can cast the *detect evil and good* spell without expending a spell slot. You can cast this spell with this erudite application again after you finish a short or long rest.

Additionally, you learn the secret weaknesses of supernatural creatures and can use this knowledge against them. When you make a weapon attack against an aberration, celestial, elemental, fey, fiend, or undead creature, the damage is considered magical for the purposes of damage resistances and immunities.

STUDIED DEFENSE

While you are wearing light or no armor, your AC equals 12 + your Intelligence modifier. You can use a shield and still gain this benefit.

TOOL EXPERT

You gain the following benefits:

- Choose and gain proficiency with three tools.
- Choose one tool proficiency you have. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

VERBUM DEI

Prerequisite: Theologian Field of Study

As an action, you utter holy words no mortal was meant to say. When you do, each creature within 30 feet of you who can hear you (including yourself) must succeed a Wisdom saving throw or take 3d6 radiant damage. This damage increases by 2d6 at 5th level (5d6), 11th level (7d6), and 17th level (9d6). The DC for this saving throw equals 8 + your proficiency bonus + your Intelligence modifier. The damage from this erudite application is doubled against aberrations, celestials, elementals, fey, fiends, and undead creatures.

Once you use this erudite application, you must finish a short or long rest before you can use it again.

WELL EDUCATED

Choose one skill, one tool, and one language. You gain proficiency with that skill and tool and can speak, read, and write that language.

SCHOLAR & MULTICLASSING

Scholars follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Scholar	Intelligence 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Scholar	Light armor, one skill from the class' skill list

NEW SPELLS

GIVE LIFE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Class: Cleric, Druid, Magus (Sylvan Circle)

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice, add your spellcasting modifier, and the creature regains that many hit points.

OATH-SEALING COVENANT

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two rings)

Duration: Indefinite

Class: Cleric, Paladin

When two creatures make a promise to one another you seal it with magic and a prayer. If either creature breaks the promise they made the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.