

Guild Scholar

In these benighted times, you follow the grand legacy laid out before you by your ancestors, seeking to keep alive the knowledge of the wise men that came before.

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: None

Weapons: Daggers, Darts, Slings, Quarterstaves, and Light Crossbows.

Tools: One of Alchemist's Supplies or Herbalism Kit

Saving Throws: Intelligence, Wisdom

Skills: Choose three skills from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Religion and Sleight of Hand

Level	Proficiency Bonus	Features
1st	+2	Legacy
2nd	+2	Apprentice
3rd	+2	Discovery
4th	+2	Ability Score/Feat
5th	+3	Discovery
6th	+3	Journeyman
7th	+3	Discovery
8th	+3	Ability Score/Feat
9th	+4	Discovery
10th	+4	Craftsman
11th	+4	Discovery
12th	+4	Ability Score/Feat
13th	+5	Discovery
14th	+5	Master
15th	+5	Discovery
16th	+5	Ability Score/Feat
17th	+6	Discovery
18th	+6	Grand Master, Discovery
19th	+6	Ability Score/Feat
20th	+6	Final Secret

Equipment

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

- Quarterstaff OR Dagger
- Alchemist's Supplies OR Herbalism Kit
- Sling and 10 stones OR 6 Darts
- Scholar's Pack OR Explorer's Pack

New Items

Guild Alchemist's Fire

While many charlatans and hedge wizards understand the secret of producing alchemist's fire, its application is limited by its relatively expensive cost. This substance ignites on contact with its activator compound, and burns furiously, even under water. Particularly dangerous because of just how commonplace the materials to produce it are, this substance is highly dangerous and volatile in the hands of those unfamiliar with its production and use. This substance retains potency for just a few hours, and requires careful mixing just before use or it will not even ignite.

A proficient character may make a ranged attack with a vial of alchemist's fire with a range of 20/40, dealing 1d6 fire damage plus intelligence bonus. A hit target takes damage equal to the alchemist's int bonus at the start of each of its turns, until it makes a dexterity save equal to the alchemist's save DC. (8 + int bonus + proficiency bonus).

Healing Salve

Apothecaries may combine common herbs and simple chemicals to produce a special healing salve, that when applied along with their intimate knowledge of human anatomy can produce incredible feats of healing.

As an action requiring one minute, a character proficient with this substance may heal a character for an amount equal to 1d4 plus the healer's intelligence bonus.

Guild Legacy

Beginning at 1st level you are the member of a secret society, and benefit from secret lore specific to that group. Choose one of the below paths:

- **Alchemist's Guild**

The Imperial Alchemists' guild of the old empire held many secrets, and you carry one of them. You know the secret of making a more potent and unstable version of Alchemist's Fire, a terrifying tool of war.

When you take a short rest, in your spare time you produce a number of doses of alchemists' fire equal to your intelligence bonus. This substance loses potency within a day, and in the hands of anyone but you, is no more effective than common alchemist's fire.

- **Apothecary's Guild**

You are a member of the Noble Order of Apothecaries and Herbalists, a venerable and respected order of healers... and secretly of assassins. You have an intimate understanding of the human body and the effects of various substances upon it.

When you take a short rest, you may craft a number of doses of healing salve equal to your intelligence bonus. This substance will sour within a day of being produced, and has little effect in the hands of one not specifically trained in its use.

- **Mystic's Guild**

Before the fall of the empire, the Emperor himself was served by an order of court magicians. After its fall, many of the secrets of magic were lost, but your line kept the old knowledge and passed it on to you. You learn three wizard cantrips and may cast three times per short rest.

Guild Apprentice

Starting at 2nd level, you are officially an apprentice to the guild you chose at first level, and privy to more of its secrets. As long as you are a member in good standing, when you take a long rest in an area under guild influence you may make use of guild resources to produce potions, elixirs and other materials, producing a number of consumable items equal to your level plus intelligence bonus. The guild assumes you will use these materials to further your study, and the guild's goals and objectives, and will not provide you further supplies until they feel you have earned them. You may appeal this decision with your guild representative (DM), but be warned, the guild takes a dim view of members abusing the system and will react accordingly.

When you gain this feature, consult the following table, and select up to two choices from your guild and level. You know how to create these consumables. What form they take depends on your aesthetic, as well as basic logic and your DM's final word.

Alchemist's Discoveries

2nd Level

False Life
Burning Hands
Fog Cloud
Grease
Mage Armor
Thunderwave

6th Level

Enhance Ability
Haste
Melf's Acid Arrow
Stinking Cloud

10th Level

Barkskin
Blight
Fireball
Protection from Energy

14th Level

Delayed Blast Fireball
Hill Giant Strength
Stoneskin
Wall of Fire

Apothecary's Discoveries

2nd Level

Bane
Detect Poison
Goodberry
Heroism
Inflict Wounds
Sleep

6th Level

Aid
Lesser Restoration
Ray of Enfeeblement
Slow

10th Level

Potion of Healing
Death Ward
Hold Person
Potion of Poison

14th Level

Greater Restoration
Harm
Potion of Vitality
Wyvern Poison

Mystic's Discoveries

2nd Level

Charm Person
Color Spray
Disguise Self
Jump
Shield
Witch Bolt

6th Level

Dispell magic
Invisibility
Levitate
Water breathing

10th Level

Confusion
Geas
Polymorph
Vampiric Touch

14th Level

Flesh to Stone
Fly
Scrying
Wall of Force

Discovery

At 3rd level, you learn to craft an additional consumable. Consult the table and select one craft from your guild that you meet the minimum level requirement to create, you learn to craft that consumable. You may repeat this process every other level after that. (5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th levels)

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 18th levels, 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.

Guild Journeyman

At 6th level, your efforts are officially recognized by your guild, and you attain the rank of Journeyman. You are initiated into new mysteries within your guild, and new secrets. You may combine consumables of the same type, increasing its effect as if the spell it duplicates were cast in one higher level spell slot. You may combine up to three consumables of the same type in this way.

- **Alchemist's Guild**

Your alchemist's fire now deals its initial damage to all targets within 5 feet of its point of impact and deals 2d6 fire damage.

- **Apothecary's Guild**

Whenever you treat a creature with your healing salve, you may add your proficiency bonus to the amount healed.

- **Mystic's Guild**

You learn the spell Magic Missile and may cast it a number of times per short rest equal to your intelligence modifier.

Guild Craftsman

Beginning at 10th level, you achieve the rank of Craftsman. You may mix up to two different consumables so that applying them is a single action. Which two effects combined in this way are left to the discretion of the head of your guild (DM), but if you can make a convincing argument, unusual experiments could be allowed.

- **Alchemist's Guild**

Your alchemist's fire now deals 3d8 fire damage.

- **Apothecary's Guild**

Whenever you take a short rest, you produce twice as much healing salve.

- **Mystic's Guild**

You learn the spell Telekinesis and may cast it once per short rest.

Guild Master

When you achieve 14th level, you are inducted into your guild as an official Master. With the ability to train apprentices as well as to sell the products of your work. You are able to live in a luxurious lifestyle off of the proceeds of your labor. You may retain a number of apprentices up to a maximum of your charisma bonus, minimum of one. Whenever you take a short rest, if your apprentices have a reasonable amount of safety, each may produce a single consumable you are capable of creating. They create these with guild supplies, and may do so up to twice before having to return to the guild for additional supplies.

- **Alchemist's Guild**

Your alchemist's fire now deals 4d8 fire damage.

- **Apothecary's Guild**

Your healing salve may be applied by you as a normal action.

- **Mystic's Guild**

You learn the spell Dimension Door and may cast it once per short rest.

Guild Grandmaster

If you rise to 18th level, you have proven your skill, talent and dedication to the guild and, assuming a seat is empty, rise to the rank of Grand Master. Your position of prestige allows you to take greater liberties with guild materials, the supply masters will allow you to possess up to twice your level in consumables at a time, for your own discretionary use.

- **Alchemist's Guild**

Whenever you roll damage for your Alchemist's fire, all 1s and 2s are automatically counted as 3s, and it deals 5d8 damage.

- **Apothecary's Guild**

Whenever you apply your healing salve to a target, they regain up to one hit die.

- **Mystic's Guild**

You construct a special spell focus that allows you to cast any spells you know twice as many times per short or long rest.

Final Secret

Upon Achieving 20th level, your lifetime of research and dedication have finally paid off. You have achieved the pinnacle of knowledge within your guild, and its deepest secrets are laid out before you.

- **Alchemist's Guild**

You come into the possession of a philosopher's stone, and may use it for one of the following effects: raise a creature from the dead, return a creature to youth, increase the current and maximum of a single creature's single ability score by 4, or to convert up to 100 pounds of lead into gold.

- **Apothecary's Guild**

You may construct a single flesh golem.

- **Mystic's Guild**

You are entrusted with a magical relic, gaining a single magical item of your DM's choosing.