

# 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

### 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

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

## 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 1<sup>st</sup> 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 2<sup>nd</sup> 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

#### 2<sup>nd</sup> Level

False Life  
Burning Hands  
Fog Cloud  
Grease  
Mage Armor  
Thunderwave

#### 6<sup>th</sup> Level

Enhance Ability  
Haste  
Melf's Acid Arrow  
Stinking Cloud

#### 10<sup>th</sup> Level

Barkskin  
Blight  
Fireball  
Protection from Energy

#### 14<sup>th</sup> Level

Delayed Blast Fireball  
Hill Giant Strength  
Stoneskin  
Wall of Fire

### Apothecary's Discoveries

#### 2<sup>nd</sup> Level

Bane  
Detect Poison  
Goodberry  
Heroism  
Inflict Wounds  
Sleep

#### 6<sup>th</sup> Level

Aid  
Lesser Restoration  
Ray of Enfeeblement  
Slow

#### 10<sup>th</sup> Level

Potion of Healing  
Death Ward  
Hold Person  
Potion of Poison

#### 14<sup>th</sup> Level

Greater Restoration  
Harm  
Potion of Vitality  
Wyvern Poison

### Mystic's Discoveries

#### 2<sup>nd</sup> Level

Charm Person  
Color Spray  
Disguise Self  
Jump  
Shield  
Witch Bolt

#### 6<sup>th</sup> Level

Dispel magic  
Invisibility  
Levitate  
Water breathing

#### 10<sup>th</sup> Level

Confusion  
Geas  
Polymorph  
Vampiric Touch

#### 14<sup>th</sup> Level

Flesh to Stone  
Fly  
Scrying  
Wall of Force

## Discovery

At 3<sup>rd</sup> 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. (5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup>, 15<sup>th</sup>, 17<sup>th</sup> and 19<sup>th</sup> levels)

## Ability Score Improvement

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 18<sup>th</sup> 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 6<sup>th</sup> 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 10<sup>th</sup> 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 14<sup>th</sup> 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 18<sup>th</sup> 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 20<sup>th</sup> 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.