



THE SAVANT EXPANDED

HOMEBREW

A Multitude of Additional Options for the Savant Class
in the World's Greatest Roleplaying Game



THE SAVANT EXPANDED

The **savant** is an Intelligence-based, non-magical class that focuses on gathering information and supporting their allies. Provided here are a multitude of additional savant options:

Personality & Quirks. Use these roleplaying tables to randomly determine your savant's quirks and personality, take what you like, or use the options here for inspiration

Scholarly Feats. It is no secret that Intelligence is the ability score with the least useful and synergistic options for feats. The feats presented here look to solve that problem!

Magic Items. Enhance your loot with a variety of magic items of all rarities designed specifically for the savant.

Additional Academic Disciplines. Included below are four additional Disciplines for savants to choose from at 3rd level: Culinarian, Orator, Philosopher, and Rune Scribe!

Additional Scholarly Pursuits. Finally, included here are a multitude of additional Pursuits for your savant to master.

PERSONALITY & QUIRKS

Having trouble creating a personality for your savant, or just looking for inspiration? Choose an Obsession, Eccentricity, and an Irrational Fear from the tables presented here.

OBSESSIONS

In their desire to answer every question, savants can develop obsessions. These inexplicable questions and phenomena gnaw at savants until they find the answers that they seek.

d4	Obsession
1	You discovered a strange script in the margin of a book. The best scholars cannot identify it.
2	As a child you saw a majestic golden bird fly across the sky that left a rainbow in its wake.
3	Your father charged you to find the legendary, and most likely fictional, chalice of Bahamut.
4	You use the word "inconceivable" all the time even though you aren't exactly sure what it means

ECCENTRICITIES

Often, with great intellect and intense mental focus comes some strange habits. A savant's eccentricities are usually the result of them spending too much time on their field of study.

d6	Eccentricity
1	You assume that every person you talk to cares about the minutia of your area of expertise.
2	You have a really bad habit of only speaking in the technical jargon of your field.
3	You don't understand children.
4	When someone doesn't understand something you just haven't explained it enough times.
5	You take diligent notes on everything even when it isn't socially appropriate.
6	You are so dedicated to your field of study that you find yourself explaining things to your foes.

GOOD LUCK CHARMS

Often, despite their intellect, savants develop attachments to mundane charms, objects, or clothing they perceive as lucky.

d6	Lucky Trinket
1	You refuse to place your faith in a single deity so you carry a multitude of holy symbols.
2	Your father was a farmer who paid for your education. You wear his hat in his memory.
3	Despite its ineffectiveness, you carry a whip to impress and intimidate others.
4	You carry a scroll of insane ramblings. One day you <i>will</i> figure out its meaning.
5	You wear a pair of crystal spectacles even though you have perfect vision.
6	You never leave home without a copy of your mentor's thesis on owlbear anatomy.



IRRATIONAL FEARS

Despite their impressive minds, savants tend to develop fears that anyone with common sense would find totally irrational.

d6

Irrational Fear

1	You are <i>convinced</i> you contracted a minor form of lycanthropy from a dog that bit you as a child.
2	You will do literally anything to avoid interacting with fire magic.
3	You always make sure to sleep with a silver coin in your hand to ward off night hags.
4	You hate snakes and snake-like creatures.
5	You are so afraid of undead that the sight of them causes you to vomit.
6	You give out code words to your allies so they can prove they aren't doppelgangers.

SCHOLARLY FEATS

If your group uses the optional rule for feats, the following feats are available alongside those in the *Player's Handbook*:

CLASSICAL ARTIST

Your great intellect has allowed you to master what many would consider the fine arts. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with both mason's tools and painter's supplies, and you can add double your proficiency bonus to any check you make with these tool proficiencies.
- You can use mason's tools or painter's supplies and the appropriate materials to create a work of fine art worth 50 gp for each 8-hour workday you spend working on it.
- You have advantage on checks to assess the value of art.

HELPFUL INSIGHTS

You always seem to have helpful advice for any situation. You gain the benefits below:

- You increase your Intelligence score by 1, up to a maximum of 20.
- You can take the Help action as a bonus action on each of your turns.
- When you use a Help action to give advantage on an ability check that you are proficient in, the target gain bonus to its roll equal to your Intelligence modifier.

LIFELONG LEARNER

You have made a vow to never stop learning, no matter how old or intelligent you become. You gain the benefits from the table below depending on your current Intelligence modifier:

Modifier

Benefit

+1	You learn to speak, read, and write one additional language of your choice.
+2	You gain proficiency with one set of artisan's tools of your choice.
+3	You gain proficiency in a skill of your choice.
+4	For one skill proficiency of your choice you treat a roll of 7 or lower on the d20 as an 8.
+5	You add your Intelligence modifier to and Wisdom saving throw you make.

MENTAL ACUITY

Your mind is a wonderful thing, capable of bursts of insight and mental fortitude. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Choose two of the following skills: Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, or Religion. If you were not already proficient in that skill you gain proficiency, and any time you make an ability check with that skill you can roll a d4 and add it to your roll.

QUICK STUDENT

You have always been quick on the uptake and pick up new skills and talents with ease. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- At the end of a long rest, you can learn one new language, or gain proficiency with one tool, skill, or weapon of your choice, so long as there is an example for you to learn from (such as a willing teacher or a manual). You can only gain one additional language or proficiency with this feature. If you learn a new language or proficiency, you immediately forget the previous language or proficiency.
- This additional language or proficiency is in addition to any you may have from your class, race, or background.





SCHOLAR OF LORE

You have spent time learning everything there is to know about a specific area of study. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.
- Choose one skill from the list above. Once per day when you make a check with that skill, you can treat a roll of 9 or lower on the d20 as a 10. You can use this feature after you roll, but before you know if you succeed or fail.

MAGIC ITEMS

Consider adding the following scholarly magic items to your game, particularly if one of your players is playing a savant.

Some of the magic items listed below require attunement by a creature with at least one level in the savant class.

BLADE OF THE SCRIBE

Weapon (rapier), rare (requires attunement by a savant)

The handle of this elegant rapier is fashioned from silver and steel, its thin blade filled with ink. The blade bears an Elvish inscription that, when translated, reads "The pen is mightier than the sword, but this is mightier still". You gain a +1 bonus to both attack and damage rolls with this magic weapon.

This magic weapon has 4 charges. When you hit a creature with this weapon, you can expend 1 charge to release a blast of ink. The target must succeed on a DC 15 Dexterity saving throw or be blinded for 1 minute. This effect ends early if the creature uses its action to wipe the ink from its eyes.

The rapier regains 1d4 charges daily at dawn.

DOCTORAL ROBES

Wondrous item, legendary (requires attunement by a savant)

These luxurious navy blue robes were fashioned by an ancient empire long forgotten for the headmaster of an academy of higher learning.

While attuned you gain the following benefits:

- So long as you are not wearing armor, your Armor Class is equal to 15 + your Intelligence modifier.
- When you are forced to make a saving throw you gain a bonus to your roll equal to your Intelligence modifier.
- When a creature that can hear you within 30 feet makes an ability check, you can use your reaction to add your Intelligence modifier to the result of its roll.

LIVING QUILL

Wondrous item, common

This fanciful quill looks to be made from the feather of a bird of unknown origin.

As an action, you can speak the Quill's command word and touch it to a piece of paper or parchment. It then begins to transcribe your words, stopping after 1 hour, or sooner if you speak the quill's command word again.

MONOCLE OF THE LINGUIST

Wondrous item, uncommon (requires attunement)

This single eyeglass allows you to read and understand writing in any language as if it were your native tongue.

RING OF REMEMBERING

Ring, rare (requires attunement)

This simple bronze ring is etched with hieroglyphics from a forgotten civilization. This ring has 3 charges and it regains 1 of its expended charges daily at dawn. While wearing the ring, you can expend 1 charge and focus your thoughts on one object or creature you can see. You instantly learn a piece of significant forgotten or secret knowledge about the target.

If no such information exists then you learn nothing.

SCHOLAR'S CAP

Wondrous item, uncommon (requires attunement)

This elegantly made hat marks you as a scholarly member of high society. While wearing this hat, you have advantage on Charisma checks you make to interact with royalty, nobility, and other aristocratic members of high society.

Additionally, once per day when you make an Intelligence, Wisdom, or Charisma-based ability check, you can choose to substitute your d20 roll with your Intelligence score.

STAFF OF THE HEADMASTER

Staff, rare (requires attunement by a savant)

This austere staff was once a symbol of the headmaster at an imperial academy. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. When holding it, you have a +2 bonus to any ability checks you make that use your Intelligence or Wisdom.

Moreover, you can use an action to plunge this staff into the ground, producing the effect of *private sanctum* within a 30-foot radius of that point. The area within the spell appears as an ornate study in addition to the normal effects of the spell.

Once you use the staff to cast *private sanctum* in this way, it cannot do so again until the following dawn.



TOME OF EVERLASTING GENIUS

Wondrous item, very rare (requires attunement by a savant)

This elegantly made ageless tome has been passed down by generations of geniuses, each adding more information to its pages. This tome contains 1d4 +1 entries from those listed below. You can roll randomly, or the DM can choose them.

For each entry in the tome, you gain proficiency in the skill that corresponds with the genius who wrote the entry, and an additional +5 bonus to any checks you make with that skill.

Genius (Proficiency)	Genius (Proficiency)
Actor (Performance)	Psychologist (Insight)
Astronomer (Nature)	Surgeon (Medicine)
Cultist (Deception)	Researcher (Investigation)
Linguist (Persuasion)	Ritualist (Arcana)
Magistrate (History)	Theologian (Religion)

Once you are attuned to this tome for a year and a day, you can add your own entry into the tome detailing your area of expertise, choosing one skill that you are proficient in to add.

ACADEMIC DISCIPLINES

At 3rd level, a savant gains the Academic Discipline feature. The following additional Academic Disciplines are available to savants: Culinarian, Orator, Philosopher, and Rune Scribe.

CULINARIAN

The savants known as Culinarians put their great intellects to work in the science of food and drink. Ever the adventurer, they leave their kitchens behind, venturing out into the world in a lifelong search for new wondrous and exotic ingredients. What strange and exciting recipes will you come to discover?

STUDENT OF FLAVOR

3rd-level Culinarian feature

You gain proficiency in Nature and with cook's utensils, and your proficiency bonus is doubled for any check that uses either proficiency. If you're already proficient in Nature, you gain proficiency in another skill from the savant skill list.

In addition, when you have access to cook's utensils and ingredients, creatures that expend a Hit Die to regain hit points during a short rest with you regain additional hit points equal to one roll of your Intellect Die.

ADVENTURER'S COOK BOOK

3rd-level Culinarian feature

You have begun to compile a Cook Book containing the exotic and wondrous Recipes you create during your adventures:

Recipes Known. At 3rd level, you know two Recipes of your choice from the list at the end of this subclass.

Adding a Recipe. As an action, you can harvest a Sample from a creature that died within the last minute and preserve it to create a Recipe. Over the course of 1 hour, which can be during a short or long rest, you can use cook's utensils and a Sample to create a new Recipe based on the creature type of the Sample from the list at the end of this Discipline.

Preparing a Morsel. At the end of a short or long rest, you can prepare a number of Morsels equal to your Intelligence modifier (minimum of 1). Each Morsel has the properties of one Recipe of your choice contained in your Cook Book.

You don't need to have ingredients from a creature type of that Recipe to prepare a Morsel of that Recipe. Any Morsels you prepare lose their potency at the end of your next short or long rest as they become inedible and bland.

Serving Morsels. As an action, a creature can eat one of your Morsels, or feed it to a conscious willing creature within its reach. A creature that eats a Morsel gains the benefits of that Morsel as detailed in the Recipe description. A creature can only benefit from one Morsel at a time. Eating a Morsel instantly ends any previous Morsel benefits.

Replacing a Cook Book. If your Cook Book is lost or destroyed, you must reacquire fresh Samples of each creature type in order to create any Recipes you once knew.

You can create a copy of your Cook Book by spending 1 hour copying each Recipe.

A CUT ABOVE

6th-level Culinarian feature

As an action, you can touch one of your prepared Morsels and change it to a Morsel of another recipe.

Also, when you eat or feed a Morsel to a creature, you can make one weapon as a bonus action on the same turn.



IMPROVED RECIPES

13th-level Culinarian feature

Your Recipes invigorate your allies along with their normal benefits. A creature that eats one of your Morsels also gains temporary hit points equal to your savant level.

MASTER CULINARIAN

17th-level Culinarian feature

You are a master monster chef and can cook with anything, anywhere. During the course of a long rest, you can use your cook's utensils to prepare a monstrous feast for yourself and a number of creatures equal to your savant level.

Any creature that eats a portion of this meal gains the benefits listed below until the end of their next long rest:

- It is instantly cured of any poisons or disease and is immune to the poisoned and frightened conditions.
- Its hit point maximum increases by an amount equal to one roll of your Intellect Die + your Intelligence modifier.
- It gains a bonus to any Wisdom saving throw it makes equal to your Intelligence modifier (minimum of +1).

CREATURE RECIPES

The following Recipes are available to Culinarians. Some of these Recipes have a savant level prerequisite. You can learn a Recipe at the same time you meet its prerequisite level.

BEAST, AIR

Prerequisite: Any Beast with a flying speed

A creature that eats this Morsel gains a bonus to initiative rolls equal to your Intelligence modifier for 1 hour.

BEAST, CAVE

Prerequisite: Any Beast with a flying speed

A creature that eats this Morsel gains darkvision out to a 60-foot radius 1 hour.

BEAST, LAND

Prerequisite: Any Beast without a flying or swim speed

A creature that eats this Morsel regains hit points equal to your Intellect Die + your Intelligence modifier.

BEAST, SEA

Prerequisite: Any Beast with a swimming speed

A creature that eats this Morsel gains a swimming speed equal to its walking speed for 1 hour.

MONSTROSITY

Prerequisite: Any Monstrosity

A creature that eats this Morsel gains the benefits of *alter self* for 1 hour. It must concentrate on this effect to maintain it.

PLANT

Prerequisite: Any Plant

A creature that eats this Morsel is instantly cured of one of the following conditions currently affecting it: blinded, deafened, paralyzed, petrified, poisoned, or their level of exhaustion is reduced by 1 (maximum once per day).

ABERRATION

Prerequisite: Any Aberration, 6th level Culinarian

A creature that eats this Morsel can telepathically speak to creatures within 30 feet for 1 hour. A target must be able to understand at least one language to understand its telepathy.

DRAGON

Prerequisite: Any Dragon, 6th level Culinarian

The creature that eats this Morsel gains resistance to the damage type dealt by the breath weapon of the dragon used in the creation of this Recipe.

You can create a separate Recipe in your Cook Book for each type of Dragon you have harvested a sample of.

GIANT

Prerequisite: Any Giant, 6th level Culinarian

A creature that eats this Morsel grows to become the size of the Giant used in the creation of this Recipe for 1 hour. While it is enlarged in this way, the creature must concentrate on this effect as if it were concentrating on a spell, and it gains a bonus to any Strength checks and Strength saving throws equal to your Intelligence modifier.

You can create a separate Recipe in your Cook Book for each size of Giant you have harvested a sample of.

OOZE

Prerequisite: Any Ooze, 6th level Culinarian

A creature that eats this Morsel reduces any lightning or slashing damage it takes by an amount equal to your Intelligence modifier for 1 hour.

CELESTIAL

Prerequisite: Any Celestial, 13th level Culinarian

A creature that eats this Morsel manifests a pair of ethereal angelic wings and gains a 30-foot flying speed for 1 hour.

ELEMENTAL, AIR

Prerequisite: Any Air Elemental, 13th level Culinarian

A creature that eats this Morsel can take the Dash action as a bonus action, and hold its breath indefinitely for 1 hour.

ELEMENTAL, EARTH

Prerequisite: Any Earth Elemental, 13th level Culinarian

A creature that eats this Morsel gains tremorsense out to a 15-foot radius, and gains resistance to non-magical bludgeoning, piercing, and slashing damage for 1 hour.

ELEMENTAL, FIRE

Prerequisite: Any Fire Elemental, 13th level Culinarian

A creature that eats this Morsel gains immunity to both the charmed and frightened conditions for 1 hour.

ELEMENTAL, WATER

Prerequisite: Any Water Elemental, 13th level Culinarian

A creature that eats this Morsel can breathe both air and water, gains a 30-foot swimming speed, and can use its reaction to turn a critical hit into a normal hit for 1 hour.

CREATING YOUR OWN RECIPES

Part of the genius of a Culinarian is the creation of custom signature Recipes. If you have an idea for a Recipe based on a creature type that isn't included here, work with your DM to design a suitable effect based on the abilities of a creature of that type.

Whatever Recipe you design, its effects should last for 1 hour and should be equal in power to the other Recipes a Culinarian can learn at that level.



FEY

Prerequisite: Any Fey, 13th level Culinarian

For 1 hour, a creature that eats this Morsel can use a bonus action on each of its turns to teleport to an unoccupied space it can see within 30 feet.

FIEND

Prerequisite: Any Fiend, 13th level Culinarian

A creature that eats this Morsel has advantage on all saving throws it is forced to make to resist spells and other magic effects for 1 hour.

ORATOR

Orators are true masters of linguistics and the spoken word. These wordsmiths use nothing but their wit and mastery of rhetoric to rebuff their foes and empower their allies. With utmost confidence, they stride boldly into hostile situations, confident that they can win anyone with their eloquence.

Unlike others who rely on their charm, Orators embolden their allies and win over their foes with well-reasoned logic.

STUDENT OF LOGIC

3rd-level Orator feature

You gain proficiency in Deception and Persuasion, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in another skill from the savant skill list.

You studies also gain for you the following benefits:

- Whenever you would make a Charisma (Deception) or Charisma (Persuasion) check, you make an Intelligence (Deception) or Intelligence (Persuasion) check instead.
- You learn to speak, read, and write a number of extra languages equal to your Intelligence modifier.
- When you speak to a creature in its native tongue, you have advantage on any Persuasion checks targeting it.

RHETORIC

3rd-level Orator feature

Your mastery over the spoken word allows you to dominate, inspire, and cajole other creatures who can understand and hear you. You gain the rhetorical abilities listed below. If one of these abilities requires a creature to make a saving throw, the saving throw DC is calculated as follows:

$$\text{Orator save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier.}$$

You can use these abilities a combined number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a short or long rest.

CONVINCING DIALOG

If you spend at least 1 minute talking to a creature that is not currently hostile toward you, you can choose to charm it for up to 1 hour. This charm effect ends early if you or your allies do anything harmful to the creature.

DISTRACTING RETORT

When a creature that can hear you within 30 feet of you attacks a creature, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, it must subtract a roll of your Intellect Die from its attack roll.



INSPIRING WORD

As an action, you can grant a creature within 30 feet that can hear you temporary hit points equal to your Intellect Die roll.

SOOTHING SPEECH

As an action, you can force a creature within 30 feet to make a Charisma saving throw. On a failure, it becomes indifferent toward creatures of your choice that it was hostile toward for 1 minute. The effect ends if you or an ally harm the creature.

UPLIFTING REMARK

As a reaction when a creature within 30 feet that can hear you makes an Intelligence, Wisdom, or Charisma saving throw, you can add one roll of your Intellect Die to its roll.

LOGICAL MIND

6th-level Orator feature

Your masterful grasp of logic allows you to better resist all but the strongest mind-altering effects. You have advantage on any saving throws to resist enchantment spells, and you are immune to the charmed condition.

Additionally, when you use your action to use a rhetorical ability, you can make one weapon attack as a bonus action.





PHILOSOPHER

Philosophy is considered by many to be the purest Discipline a savant can pursue. They expend their genius pondering the deep questions of existence; the purpose of life, the nature of the planes, and the relationship between mortals and the gods. Through the study of the multiverse, Philosophers try to perfect their knowledge of the multiverse.

STUDENT OF THOUGHT

3rd-level Philosopher feature

You gain proficiency in Arcana and Religion, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in a skill of your choice from the Savant skill list.

Your understanding of the higher levels of reality also grants you the benefits listed below:

- When you make an ability check to communicate with or recall information about, a creature from another plane, you gain a bonus to the roll equal to one roll of your Intellect Die.
- You can use Adroit Analysis to learn additional characteristics about a creature: its alignment, its spellcasting ability (if it has one), the highest level spell it can cast, or its native plane.

WORDS OF POWER

3rd-level Philosopher feature

Through years of study, you have uncovered Words of Power that were used in shaping the multiverse. As an action, you can speak aloud one of the Words of Power below, focusing on a creature that can hear you within 30 feet, forcing it to make a saving throw, against your Philosopher save DC:

Philosopher save DC = 8 + your proficiency bonus
+ your Intelligence modifier.

You can speak these Words a combined number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a short or long rest.

CONFOUND

You force the target to make an Intelligence saving throw. On a failure, it subtracts your Intelligence modifier from the first attack roll it makes each turn for 1 minute. It can repeat this saving throw at the end of each of its turns to end the effect.

DISORIENT

You force the target to make a Wisdom saving throw. On a failed save, it must subtract your Intelligence modifier from the next saving throw it is forced to make.

FEAR

You force the target to make a Wisdom saving throw. On a failed save, it is frightened of a creature of your choice that it can see for 1 minute. It can repeat this saving throw at the end of each turn, ending the effect on a success.

HALT

You force the target to make a Strength saving throw. On a failed save, its speed is reduced to 0 for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

PEERLESS RHETORIC

13th-level Orator feature

You are able to bend the masses to your will with nothing more than words. You learn the rhetorical abilities listed below. You can use each of these abilities once, and then you must finish a short or long rest before you can use it again.

MOTIVATIONAL ADDRESS

Over the course of 1 minute, you can speak to a number of creatures of your choice equal to your savant level that can hear and understand you. The creatures gain temporary hit points equal to your savant level, and while the temporary hit points remain, they have advantage on saving throws to resist enchantment spells and they are immune to being frightened.

DEFINITIVE ARGUMENT

As an action, you speak to a number of creatures who can hear and understand you equal to your savant level. They must succeed on a Wisdom saving throw or be charmed by you for the next 24 hours as if by *mass suggestion*. This charm effect ends if you harm the creature.

If you were speaking to any of the creatures for at least 1 minute before using this action, and they were not hostile towards you, they have disadvantage on their saving throw.

MASTER ORATOR

17th-level Orator feature

Your absolute mastery over the spoken word allows you to bend all but the strongest creatures to your will. When you force a creature to make a saving throw to resist a rhetorical ability, it has disadvantage on the roll if both its Intelligence and Wisdom scores are lower than your Intelligence score.



SHIFT

You force two creatures of your choice to make a Charisma saving throw. Should both targets fail their saving throws, they instantly switch places. A creature can willingly fail.

UNWAVERING WILL

6th-level Philosopher feature

Your sense of purpose and willpower are unyielding. When fail a saving throw and become either charmed, frightened, or stunned, you can choose to succeed instead.

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

SUPREME UNDERSTANDING

13th-level Philosopher feature

You have learned to manipulate the world with more potent Words of Power. You learn the greater Words of Power listed below. You must concentrate on the effects of these Words of Power as if you were concentrating on a spell. You can speak each of these Words once, and then you must finish a short or long rest before you can speak that Word it again.

BANISH

You force a target to make a Charisma saving throw. On a failed save, it is banished for up to 1 minute. If it is native to your current plane, it is banished to a harmless demiplane. If it is native to another plane, it is banished to its native plane. The target can repeat its saving throw at the end of each turn. On a success, it returns to an unoccupied space nearest to the place it was originally banished from.

ENFEEBLE

You force a target to make an Intelligence saving throw. On a failed save, it is stunned for 1 minute. The target can repeat this saving throw at the start of each turn, and each time it takes damage, ending the effect on a success.

MASTER PHILOSOPHER

17th-level Philosopher feature

Your willpower rivals that of powerful extraplanar beings. You are always under the effect of *protection from evil and good*.

Moreover, when an aberration, celestial, elemental, fey, fiend, or undead creature forces you to make a saving throw, you gain a bonus to your roll equal to your Intellect Die.

RUNE SCRIBE

Legends say that rune magic is the most ancient arcane art to be mastered by mortals. Savants who dedicate their lives to the study of these Runes are known as Rune Scribes. They learn all they can about these ancient sigils that embody the fundamental magic of creation. The magic of Runes is rarely used, and jealously guarded by those who can wield its power.

STUDENT OF RUNES

3rd-level Rune Scribe feature

You gain proficiency in History and calligrapher's supplies, and your proficiency bonus is doubled for any check that uses either proficiency. If you're already proficient in History you gain proficiency in another skill from the savant skill list.

You can also speak, read, and write two of the following Runic Languages, which are used to inscribe the Runes you learn: Draconic, Druidic, Dwarvish, Giant, or Primordial.

RUNES OF POWER

3rd-level Rune Scribe feature

You have learned the artful and ancient magic of Runes.

Runes Known. You know two Runes of your choice from the list at the end of this Discipline. Some Runes have a level prerequisite, which you can learn when you meet that level.

You learn one additional Rune of your choice when you reach 6th, 10th, 13th, and 17th level in this class.

When you gain a level in this class, you can replace one of the Runes you know with another Rune of your choice.

Inscribing Runes. During the course of a long rest, you can spend 1-hour using calligrapher's supplies to inscribe a Rune you know onto a non-magical object, inscribing it in a Runic Language you know. A creature that bears an object inscribed with a Rune gains the passive benefit of that Rune for as long as they wear or wield the inscribed object.

A Rune you know can only be inscribed in one object at a time, and inscribing it into another object causes the magic of any previous inscriptions of that Rune to instantly dispel.

Invoking Runes. A creature that bears an object inscribed with one of your Runes can use an action to invoke the Rune. A creature must be able to speak the Runic Language of the Rune's inscription in order to invoke the Rune's effect.

Once a Rune has been invoked, it cannot be invoked again until the Rune Scribe that inscribed it finishes a long rest.

Runic Casting Modifier. Intelligence is your Runic casting ability for your Runes, as you unlocked their power through years of research. You use Intelligence when a Rune refers to your Runic casting ability, when you set the saving throw DC, or when you make an attack roll with one of your Runes.

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

Runic attack modifier = your proficiency bonus
+ your Intelligence modifier

ANCIENT MAGICS

6th-level Rune Scribe feature

The innate power of your Runes has grown. Any object you inscribe with one of your Runes counts as magical for as long as the magic of the inscribed Rune lasts.

Also, during the course of a short rest, you can perform a short 10-minute ritual to reawaken the magic of a Rune that has already been invoked for the day, allowing it to be invoked one additional time before the end of your next long rest.

RUNIC WARD

13th-level Rune Scribe feature

Your Runes offer a measure of protection to those that bear them. Any creature that bears an object inscribed with one of your Runes gain a bonus to their saving throws equal to your Intelligence modifier (minimum of +1).

Moreover, each time you finish a long rest, you can replace one Rune you know with another Rune of your choice.

MASTER RUNE SCRIBE

17th-level Rune Scribe feature

You can draw on the magic of your Runes to protect yourself in times of great need. When you are reduced to 0 hit points but not killed outright, you can draw on the latent power of one of your inscribed Runes, instantly dispelling the Rune and any of its effects, to fall to 1 hit point instead.



RUNES

Below are the Runes available to Rune Scribes. If a Rune has a level prerequisite, you can learn that Rune at the same time you meet its prerequisite. Some Runes can only be inscribed in certain objects as detailed in its description.

RUNE OF ENCHANTMENT

Item: a bracelet, diadem, ring, or necklace

Creatures will treat the bearer of this Runic object one stage friendlier than they normally would. For example, a neutral creature would feel compelled to view the bearer as a friend, and a hostile creature would view the bearer neutrally. This treatment instantly ends if the bearer attacks the creature.

The bearer can invoke this Rune to cast its choice of the *calm emotions*, *charm person*, or *command* spell, targeting a total number of creatures equal to your proficiency bonus.

RUNE OF EVOCATION

Item: a melee weapon

When you inscribe this Rune choose acid, cold, fire, poison, or lighting damage. When the bearer hits a creature with an attack with this Runic weapon, it deals additional damage of the chosen type equal to one roll of your Intellect Die.

When the bearer of this Rune hits with an attack or casts a spell that deals the inscribed damage, it can invoke this Rune to cause a target to take maximum damage instead of rolling.

RUNE OF ILLUSION

Item: a cloak, robe, or suit of armor

The bearer of this Runic object can use an action to change its appearance, including height and weight, though it cannot change their size. It can appear as another race, but it must adopt a form that it has seen before. Its clothing, including the Runic object, and equipment do not change.

These changes can be detected by a successful Intelligence (Investigation) check made against your Runic save DC.

The bearer can invoke this Rune to turn invisible for up to 10 minutes. This invisibility instantly ends if they attack a creature or force a creature to make a saving throw.

RUNE OF NECROMANCY

Item: a belt, ring, or suit of armor

The bearer of this Runic object can use its bonus action to grant itself temporary hit points equal to your Intelligence modifier (minimum of 1 temporary hit point).

When the bearer of this Rune is reduced to 0 hit points but is not killed, it can invoke the Rune to fall to 1 hit point.

RUNE OF ABJURATION

Prerequisite: 6th level Rune Scribe

Item: a shield, robe, or suit of armor

Once per turn, the bearer of this Runic object can reduce the damage they take from a spell or another magical effect by an amount equal to your Intelligence modifier (minimum of 1).

The bearer can invoke this Rune to cast *counterspell* or *dispel magic* at a level equal to your proficiency bonus, using your Intelligence as the spellcasting ability for these spells.

RUNE OF CONJURATION

Prerequisite: 6th level Rune Scribe

Item: a belt, ring, or shield

The bearer of this Runic object can use its action to expend any amount of its remaining speed to instantly teleport to an unoccupied space of its choice that it can see within that distance, without provoking opportunity attacks.

The bearer can invoke this Rune to conjure a creature of its choice that it has seen before with a CR equal to half your proficiency bonus or lower. The creature shares the bearer's initiative in combat and acts immediately after it. The bearer can use its bonus action to command the creature to move and take an action from its stat block. The conjured creature remains for 1 minute or until it is reduced to 0 hit points.

While this creature is conjured, the bearer of this object must concentrate on it as if it were concentrating on a spell.

RUNE OF DIVINATION

Prerequisite: 13th level Rune Scribe

Item: a wand, staff, robe, or spellcasting focus

The bearer of this Runic object can cast *identify* and *detect magic* as rituals. It also gains a bonus to Wisdom (Insight) checks equal to your Intelligence modifier (minimum of +1)

When you inscribe this Rune you roll a d20 and record the result. When a creature within 30 feet of the bearer makes an attack roll, ability check, or saving throw, the bearer can use its reaction to invoke this Rune and replace the creature's d20 roll with the result of the d20 roll you recorded while. The creature can use this reaction after the creature rolls, but before it knows if the target succeeds or fails.





RUNE OF TRANSMUTATION

Prerequisite: 13th level Rune Scribe

Item: a bracelet, diadem, ring, or necklace

The bearer of this Runic object gains one of the following features: a 30-foot swimming speed, a 30-foot climbing speed, or their walking speed increases by 10 feet. They can use a bonus action to switch between these three features, but they can only benefit from one of these features at a time.

The bearer can invoke this Rune to transform into a beast with a CR equal to your savant level or lower for 1 hour, or until they use an action to revert to their normal form. They take on the beast's statistics and hit points, but they retain their mental ability scores, alignment, and personality. They are limited in the actions they can perform by the nature of their new form, and their gear melds into their new form.

When they revert to their normal form, they return to the number of hit points they had before they transformed. If they revert as a result of falling to 0 hit points, any excess damage carries over to their normal form.

SCHOLARLY PURSUITS

Listed below are additional Scholarly Pursuits available to savants that can be included with those in the base class.

AGRICULTURE

You have a keen interest in all growing things. Whenever you make an Intelligence (Nature) check related to Plants, farms, agriculture, or gardening you have advantage on your roll.

In addition, if you spend 8 hours tending to crops, plants, or other farmland, the 8-hour version of *plant growth* spell takes effect on any land you attended to during that period.

CRAFTSMANSHIP

You are a student of fine creation. You gain proficiency with jeweler's tools, and you add double your proficiency bonus to any check you make that uses your jeweler's tools.

Also, while you are in sunlight, you can spend 1 hour using jeweler's tools to modify a gem you touch so that it absorbs the radiant light of the sun. As an action, you can release the sunlight bound within the gem, causing it to emit bright light in a 30-foot radius and dim light 30 feet beyond that. After 24 hours, gems modified in this way return to normal.

EQUESTRIANISM

You have developed a great love for the care of horses. You gain proficiency in Animal Handling. Whenever you would make a Wisdom (Animal Handling) check, you can make an Intelligence (Animal Handling) check instead. Also, when you make an Animal Handling check related to caring for, riding, or breeding of horses, you have advantage on your roll.

Finally, while mounted, you add your Intelligence modifier to any ability check or saving throw your mount makes.

INSTRUCTION

You have dedicated a significant amount of your studies to the art of education. At the end of a long rest, you can teach a creature that can hear you one proficiency or language you know. Until the end of your next long rest, that creature gains proficiency in one tool, skill, or weapon of your choice, or learns to speak and understand one language of your choice.

NAVIGATION

You gain proficiency with cartographer's tools, navigator's tools, and vehicles (water). Whenever you make an ability check that uses these tools, you always use your Intelligence score, and you add double your proficiency bonus to your roll.

In addition, you can never become lost, even by magical means, so long as you can see the night sky or have a map.

MEDITATION

You make time each day to clear your mind and keep it sharp. Whenever you roll an Intellect Die and you roll a 1, you can re-roll that Intellect Die until you roll a result greater than 1.

You can master this Pursuit up to three times, increasing the number you re-roll by one each time. For example, the second time you master this Pursuit you re-roll 1's and 2's.

MUSICIANSHIP

You have an ear for music and song. You gain proficiency in Performance and three musical instruments of your choice. Whenever you make a Charisma (Performance) check, or an ability check that uses a musical instrument proficiency, you gain a bonus to the roll equal to your Intelligence modifier.

THEOLOGY

You are a devoted student of the divine. You learn to speak, read, and write Celestial and gain proficiency in Religion.

Whenever you make an Intelligence (Religion) check to recall religious devotions, rituals, or customs, or a Charisma check to interact with a Celestial, or a servant of the divine, you can treat a roll of 9 or lower on the d20 as a 10.





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