

Disciple: Theologist

Theologists are disciples of the gods in a way different to clerics. They study divinity and the magical powers it brings, as well as familiarising themselves with the histories and mythologies of any gods that they are interested in, but their power comes from their studies rather than the gods themselves. Many theologians also worship the gods they study the powers of and many do not, their powers are not dependent on faith and discipline in the way that other divine casters are.

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

Spellcasting

Your magical research and studying have cultivated the ability to cast spells within you.

Spell Slots

The Soul Master table shows how many spell slots you have to cast your disciple 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 Guiding Bolt and have a 1st-level and a 2nd-level spell slot available, you can cast Guiding Bolt using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the disciple spell list, which is the same as the cleric spell list.

The Spells Known column of the Theologist table shows when you learn more disciple spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the disciple spells you know and replace it with another spell from the disciple spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your disciple spells, so 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 disciple 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

Ritual Casting

You can cast any disciple spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your disciple spells.

Replicate Divinity

Beginning at 2nd level, your studies have allowed you to replicate the divine powers of the devout. Choose two Channel Divinity options from those listed below to learn. You can use those Channel Divinities with this feature.

Once you have used any Channel Divinity with this feature, you must then finish a long rest to do so again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your disciple spell save DC.

At 10th level, choose another Channel Divinity from this feature to learn. Each time you gain a level in this class, you can replace one Channel Divinity you know with a different Channel Divinity from this feature.

Channel Divinity:

- **Conquering Presence.** You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you

to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Guided Strike.** Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.
- **Harness Divine Power.** As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up).
- **Order's Demand.** As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.
- **Preserve Life.** As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your disciple level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.
- **Radiance of Dawn.** As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to $2d10 +$ your disciple level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.
- **Rebuke the Violent.** You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.
- **Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Arcane Smite

At 6th level, you know how to create a similar effect to the smites granted to many warriors by their patrons. When you hit a creature with a weapon attack, you can expend one spell slot to deal fire damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Improved Arcane Smite

By 14th level, you are familiar enough with your smiting technique to infuse all of your attacks with fiery energy. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 fire damage to that creature.