

# SCHOOL OF THEOLOGY

**T**heologians are common in all faiths, and serve a vitally important function therein. They act as divine interpreters and scholars of heavenly precedent. Where common clerics and priests travel the world spreading their faith or tend to the faithful at home, the theologian writes on the nature of their god so that all may better understand their wishes and tenets. Most theologians are, ultimately, unconcerned with magic. Some, however, find it fascinating. Whether they are simply students of the inner workings of divine magic, or the devoted followers of gods of magic and lore, these wizardly theologians understand their spells differently than either a normal cleric or a normal wizard.

Though they do not pray for them, their spells are drawn from their god all the same - for it was their god themselves who led them to this study.

## RELIGIOUS SAVANT

When you take this option at 2nd level, you gain proficiency with Religion. Additionally, you gain a limited ability to learn cleric spells.

Whenever you gain a level in this class, one of the two new spells you learn can come from the cleric spell list, rather than the wizard spell list. You can also copy cleric spells into your spellbook from *spell scrolls* or holy texts, as you would with wizard spells.

Any cleric spells you learn in this way must be of 3rd level or less. Beginning at 14th level, the cleric spells can be of any level. While the spells count as wizard spells for you, they are not eligible for your Spell Mastery feature at 18th level.

## HEAVENLY WARDING

Also at 2nd level, you begin weaving a small amount of faith into your magic, infusing it with a fragment of divine power. Whenever you cast a beneficial spell on an ally, you can grant that ally temporary hit points equal to the level of spell slot you expended.

These temporary hit points last for 1 minute or until the beneficial spell ends, whichever is longer.

## VOKE DEITY: ANGELIC FOCUS

Starting at 6th level, you can turn to your god for solace against a chaotic and disruptive world.

As an action, or as part of casting a spell with an action or bonus action, you can present your holy symbol or spellbook. For 1 minute, you make all concentration checks with advantage. Furthermore, whenever you make an Intelligence or Wisdom skill check, you can choose to add your Intelligence modifier as an additional bonus.

You may only use this feature once per long rest. This increases to twice per long rest at 10th level.

## PURITY OF PURPOSE

At 10th level, your studies into your faith have strengthened your resolve to learn even more. You learn Celestial, and gain proficiency in Religion. If you are already proficient, you instead add your proficiency bonus twice to Religion checks.

Additionally, you gain one 2nd-level Channel Divinity option from the cleric class. This can either be the Turn Undead option given by the base class, or one of the options given by a cleric Domain that fits your god. When you use your Invoke Deity feature, you now choose to cause this new effect or the Angelic Focus effect.

## ARCANE SAINT

Beginning at 14th level, your devout adherence to your faith has allowed you a true understanding of divine magic. You may now use any magic item normally restricted to clerics as long as you meet the item's other requirements.

Additionally, you learn one additional Channel Divinity option from those available to you in the Purity of Purpose feature. You may know options from different Domains, but only if your god has both Domains as their own.

Finally, you may now use your Invoke Deity feature three times before needing to complete a long rest. When you use your Arcane Recovery feature during a short rest, you can regain any expended uses of Invoke Deity as though they were 3rd level spell slots.

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