

ARCHIVIST

A well dressed human, ritual book in hand, bends down to restore the wounds of an injured colleague. She considers her options, and how much time she and allies have, and puts her book away. The murderous red caps will be on them soon, but luckily she knows exactly how to hit them where it hurts, and soon, so will her allies.

A gnomish archeologist dives out of the way of the ogre mage's fireball at the last second. With lightning speed, they draw a pair of hand crossbows and fire, striking their assailant with deadly precision. As quick as they land they are back on their feet, now with mace in hand, as the ogre's skeletal minions bear down on them.

The half-elf scholar's eyes narrow, staring down his opponent. The demon opens a portal to call for backup, but the scholar is prepared, and as quickly as it appears, the portal slams shut. Worried, the demon attempts to escape through the Ethereal Plane, only to find the half-elf's spear at its throat. There would be no escape for this fiend.

From dusty libraries to dusty ruins; ancient temples to planar palaces, the archivist tirelessly hones the strongest weapon in their arsenal, their knowledge of creatures mundane and fantastical, and how to put an end to the dangers they create.

RUGGED SCHOLARS

Archivists might spend a great deal of their time between the stacks, poring over tome after tome, but do not mistake them for soft. They dabble not in the esoterics of theory and intellectual debate, but on the practical truths of the many dangers of the world, battle-tested and hard-earned knowledge. This knowledge they share with their colleagues, like-minded adventurers, to be put to use exterminating those that would prey on the innocent.

All archivists have a passing knowledge of religious rites and divine magic, and this gives them the ability to harness some of that magic themselves. While few archivists are truly faithless, even the most devout among their number approach divine power through rigorous study, rather than sheer belief.

MONSTER HUNTERS & GUIDES

Archivists know that their true value lies in the field, and while not all pursue martial prowess, all take the time to specialize in weaponry that keeps them safe and far away from any real threats, while they support their frontline allies with the dark knowledge earned through their study. This dark knowledge is the true source of the archivist's power, allowing them to provide key insights to help them and their fellow adventurers attack and defend themselves from the various dangers of this world... and beyond.

This practical application of their knowledge, and their constant drive to field test and improve their knowledge, lends most archivists to a life of adventuring, in spite of their scholarly upbringing. More booksmart than street smart, archivists are more than happy to leave some aspects of the adventuring life to their better-suited colleagues. An archivist knows, better than most, the value of specialization, and of relying on others for support.

CREATING AN ARCHIVIST

As you create your archivist character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, who taught you the ropes through on-the-job learning and the sink-or-swim method, or did you study under a conclave, a library, or some other educational institution, preparing you for your life on the road? How did you part ways with your past educator(s)? Did you drum out of a seminary, armed with intimate knowledge of divine power and magic, but lacking that devout layer of belief to wield it as a cleric or paladin?

One unifying aspect of archivists is their desire to put their knowledge to use in the defeat and destruction of monsters, fiends, and other terrors that stalk the world. What led you to that life? Did you lose a loved one, or perhaps even a home, to a demon or rampaging elemental? Or perhaps a powerful vampire or lich? While your knowledge and skills are applicable to a wide variety of creatures, consider if there is one specific type of enemy that set you upon this path to begin with, and if those feelings of antipathy stick with you still.

QUICK BUILD

You can make an archivist quickly following these suggestions. First, Intelligence should be your higher ability score, followed by Dexterity or Wisdom. Second, choose the sage background.

CLASS FEATURES

As an archivist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per archivist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per archivist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons, hand crossbows, heavy crossbows

Tools: Calligrapher's supplies

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Perception, Persuasion, and Religion

EQUIPMENT

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

- (a) a light hammer or (b) any simple melee weapon
- (a) a light crossbow and 20 bolts, (b) 20 darts, or (c) any simple weapon
- (a) a dungeoneer's pack, (b) an explorer's pack, or (c) a scholar's pack
- Leather armor and calligraphy tools

THE ARCHIVIST

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—					
			Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Dark Knowledge, Amanuensis	—	—	—	—	—	—
2nd	+2	Lore Mastery, Spellcasting	2	2	—	—	—	—
3rd	+2	Archivist Specialty, Decipher Script	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Archivist Speciality Feature	4	4	2	—	—	—
6th	+3	Dark Knowledge Improvement	4	4	2	—	—	—
7th	+3	Still Mind	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Archivist Speciality Feature	6	4	3	2	—	—
11th	+4	Dark Knowledge Improvement, Discerning Eye	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Archivist Speciality Feature	8	4	3	3	1	—
15th	+5	Dark Knowledge Improvement, Truenaming	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Archivist Specialty Feature	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Dread Secret	11	4	3	3	3	2

DARK KNOWLEDGE

At 1st level, you gain the ability to channel your knowledge of creatures and divine magic, using that energy to fuel magical Effects. You start with one such Effect: Tactics. Additional class levels will grant you additional Effects. Some Specialities also grant you additional Effects as you advance in levels, as noted in the speciality description.

When you use your Dark Knowledge, you choose which Effect to create. You may use your Dark Knowledge a number of times equal to your Intelligence modifier (minimum 1). You must then finish a short or Long Rest to use your Dark Knowledge again.

Some Dark Knowledge Effects require Saving Throws. When you use such an Effect from this class, the DC equals your Archivist spell save DC.

Beginning at 6th level, you gain one additional use of Dark Knowledge between rests, and you gain one more additional use at 11th and 16th levels. When you finish a short or Long Rest, you regain your expended uses.

DARK KNOWLEDGE: TACTICS

As an action, you select a target and gain an understanding of its combat tactics, which you share. All allies who can hear you gain a +1 bonus to their attack rolls against that target until the end of your next turn.

DARK KNOWLEDGE: FOE

Starting at 6th level, you can spend an action to reveal a single target's weak point. All allies who can hear you gain an additional 1d8 points of damage to all weapon and spell attacks made against this target until the end of your next turn. This additional damage is of the same type as the damage of the original attack.

DARK KNOWLEDGE: PUISSANCE

Starting at 6th level, you can spend a reaction to grant advantage on one saving throw made by an ally who can hear you. Your advanced knowledge of creature attacks and how to resist them gives you the ability to swiftly intervene.

DARK KNOWLEDGE: FOREKNOWLEDGE

Starting at 11th level, you can spend a reaction to grant disadvantage against all attacks made by the target on its turn against any ally who can hear you. Your advanced knowledge of creature tactics gives you the ability to swiftly intervene.

AMANUENSIS

As an Archivist you have a preternatural ability to copy text. If you have paper and a writing implement, you can quickly and efficiently copy text at a rate of roughly one paragraph of non-magical writing per round. This ability allows you to copy small, simple symbols, but not artwork or diagrams. You may copy text in unfamiliar languages or scripts, but this ability does not allow you to translate the text.

Attempts to use this ability on magical writing fails automatically. If the writing possesses a magical trap, attempting to copy it with this ability triggers the trap.

LORE MASTERY

At 2nd level, choose either Arcana, History, Nature, or Religion. You gain proficiency in this skill. If you already had proficiency in this skill, you gain Expertise in that skill (your proficiency bonus is double for any ability check you make that uses your chosen proficiency).

If you have gained Expertise through any other source, you may not stack Expertise on the same skill, and must choose another skill or skills to gain Expertise in.

SPELLCASTING

By the time you reach 2nd, you have learned to tap into divine knowledge and ritual to cast spells, much as a cleric does. See chapter 10 of the Player's Handbook for general rules of spellcasting, and the end of this class description for the archivist spell list.

SPELL SLOTS

The Archivist table shows how many spell slots you have to cast your 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 gain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell identify and have a 1st-level and a 2nd-level spell slot available, you can cast identify using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the archivist spell list.

The Spell Known column of the Archivist table shows when you learn more archivist 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 archivist spells you know and replace it with another spell from the archivist spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your archivist spells, since your magic draws on your knowledge of the divine moreso than your faith or devotion. 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 an archivist 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

ARCHIVIST SPECIALTY

At 3rd level, you delve into the advanced techniques of an archivist specialty of your choice: Seeker, Cryptocosmologist, and Theologiser, all detailed at the end of the class description. Your choice grants your features at 3rd level, and again at 5th, 10th, 14th, and 18th level.

DECIPHER SCRIPT

Starting at 3rd level, your improved mental acuity grants the ability to decode messages. During a short or long rest, you may spend some time deciphering the contents of a single page, missive, or message. At the end of your rest you may roll an Intelligence check with your proficiency bonus to check if you succeed in deciphering the text. You gain advantage on this roll if it occurs at the end of a long rest. The DC for these checks is at minimum 15 for even the simplest of cyphers, and your DM may determine a higher DC depending on the difficulty of the code. On a success, you successfully decipher the code; otherwise you fail and may make another attempt during a future rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, 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.

STILL MIND

Beginning at 7th level, you have advantage on saving throws against being charmed or frightened. Your intense study has left you more mentally resilient than others.

DISCERNING EYE

Beginning at 11th level, you have advantage on saving throws and ability checks to resist or detect illusions.

TRUENAMING

Beginning at 15th level, you can expend one use of your Dark Knowledge to utter a creature's True Name. The target must make a Charisma saving throw against your Spell Save DC. If the target fails to save, it is stunned for a number of rounds equal to your levels in this class divided by 5 (rounded down). If the target succeeds the save, the target is restrained until the end of your next turn.

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

DREAD SECRETS

At 20th level, when you roll for initiative and have no remaining uses of Dark Knowledge, you regain one use of Dark Knowledge.

ARCHIVIST SPECIALITIES

Becoming an Archivist requires many years of study. By reaching 3rd level, they will choose to Specialize in one of three tracks. This Specialty defines how the Archivist practically applies their knowledge.

SEEKER

The Seeker sees their task simply: to hunt down and destroy monsters wherever they live. Perhaps the most practically minded of the archivists, seekers feel just as at home in a deep dungeon or lair than they do in the library. Seekers supplement their dark knowledge with martial training and the tools and tricks of an explorer.

TRAINED HUNTER

When you choose this speciality at 3rd level, you gain proficiency with martial weapons.

Choose either athletics or acrobatics. You gain proficiency with this skill. You also gain proficiency with survival.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST HANDS

At 5th level, you become adept at always having the right tool on hand for the situation. You may draw and stow items in both of your hands as a free action. You are also able to ignore the loading quality of crossbows you are proficient with.

DARK KNOWLEDGE: IMPROVED TACTICS

Starting at 10th level, when you spend a use of your dark knowledge to create the Tactics effect, you also gain advantage on all attacks against the target until the end of your next turn.

SEE THE ANGLES

Your geospatial senses and grasp of physics become so honed as to become unmatched. Beginning at 14th level, any time you must make a Strength or Dexterity saving throw, you may choose to instead make an Intelligence saving throw in its place.

DARK KNOWLEDGE: SLAY

Your advanced knowledge of how to kill monsters gives you intimate knowledge of every creature's greatest weakness. Starting at 18th level, you can spend an action to reveal a single target's weakest point. Until the end of your next turn, the target must make a Constitution saving throw against your spell save DC every time it is successfully attacked by you or an ally. On a failed save, the target takes an additional 8d8 damage of the same type as the triggering attack, and this effect ends.

This effect cannot be applied to humanoids. Once you have used this effect, you must complete a short rest or long rest before you may use it again.

CRYPTOCOSMOLOGIST

The Cryptocosmologist has focused their studies on extraplanar beings and other outsiders to the natural world. Their knowledge of the planes and their denizens is unrivaled, and they specialize in protecting the prime material plane from the forces that encroach upon it.

CRYPTOCOSMOLOGY

When you choose this Speciality at 3rd level, you gain advantage on all Arcana checks relating to planes and planar denizens.

FORBIDDEN METALLURGY

Additionally, at 3rd level you gain proficiency with alchemist's supplies, if you have not already.

During a long rest, you can produce an alchemical salve that mimics the properties of cold steel and other extremely rare metals. You can produce enough salve to coat a single weapon or 10 crossbow bolts. Weapons or ammunition treated with this salve are treated as magical for the purposes of determining resistance to damage for non-magical weapons.

The salve wears off the next time you take a long rest, or at dawn the next morning, whichever comes sooner.

CRYPTOCOSMOLOGIST MAGIC

Also at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Cryptocosmologist Spells table. Each spell counts as an archivist spell for you, but it doesn't count against the number of ranger spells you know.

CRYPTOCOSMOLOGIST SPELLS

Archivist Level	Spell
3rd	<i>Longstrider</i>
5th	<i>Misty Step</i>
9th	<i>Magic Circle</i>
13th	<i>Banishment</i>
17th	<i>Planar Binding</i>



ARCHIVIST

COUNTERSUMMON

At 5th level, you have studied abjorative magics related to preventing and resisting conjurations. You can use reaction to attempt to counter the summoning spell of another caster. You are treated as if you are casting *counterspell* against the target, but you are only able to counter spells that summon beings to the caster's location.

DARK KNOWLEDGE: SHACKLES

Starting at 10th level, when you spend a use of your dark knowledge you may target a creature within 60 feet of you. The target must make an Intelligence saving throw. If they fail their save, they are prevented from all forms of extraplanar or teleportation magic. Active planar effects such as blink end immediately, and all forms of planar travel or magical teleportation instantly fail for the target.

The effect lasts for a number of turns equal to your Intelligence modifier.

COSMIC GUARDIAN

Beginning at 14th level, you gain proficiency in Charisma saving throws, and have advantage on all Charisma checks against fey, fiends, celestials, and elementals.

In addition, you gain a preternatural sense of the Ethereal Plane. You can see into the Border Ethereal to a range of 120 feet. Ethereal creatures and objects appear ghostly and translucent.

DARK KNOWLEDGE: EXTRADICTION

Starting at 18th level, when you spend a use of your dark knowledge to target a creature whose home plane is not the prime material plane and forcefully expel them. The creature must make an Intelligence saving throw or be returned to their home plane. The target may not return to the prime material plan for 24 hours; all attempts to do so fail. If the target successfully saves, they take 3d12 force damage, and become immune to this effect for 24 hours.

This Effect only works when both you and the target are on the prime material plane.

THEOLOGISER

The Theologiser has focused their studies on tapping into divine power. Like all archivists, their ability to channel divine energy is drawn from knowledge and study as opposed to belief; the Theologiser further hones this ability to tap into the divine.

ECCLESIOLOGY

When you choose this Speciality at 3rd level, you gain proficiency in the Religion skill. If you are already proficient, you instead gain expertise in the Religion skill; double your proficiency bonus for all Wisdom(Religion) ability checks.

PRAYER BOOK

Additionally, at 3rd level you learn how to mimic and mirror the rites and customs of divine rituals. You gain a prayer book with two spells; Ceremony and one other spell you select from the list of available spells, as shown in the Prayer Book Rituals table. Your prayer book allows you to learn spells with the ritual tag, which you may only cast as a ritual (see below.)

RITUAL CASTING

You may cast any spell in your prayer book as a ritual, so long as you meet all other component requirements. You must be able to cast spells at the same level as the spell with the ritual tag.

If the spell has an asterisk after its name, it is from Xanathar's Guide to Everything.

ARCHIVIST PRAYER BOOK RITUALS

Spell Level	Spells
1st	<i>Alarm, Ceremony*, Comprehend Languages, Detect Magic, Identify, Illusory Script, Purify Food & Drink</i>
2nd	<i>Augury, Gentle Repose, Magic Mouth, Skywrite*</i>
3rd	<i>Feign Death, Meld Into Stone, Water Breathing, Water Walk</i>
4th	<i>Divination</i>
5th	<i>Commune</i>

LEARNING RITUALS ABOVE THE 1ST LEVEL

When you reach level 5, 7, 9, 11, 13, and 17, you may add one additional ritual from the above list to your prayer book. On your Adventures, you may discover other rituals that you can add to your prayer book.

THEOLOGISER MAGIC

Also at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Theologiser Spells table. Each spell counts as an archivist spell for you, but it doesn't count against the number of ranger spells you know.

THEOLOGISER SPELLS

Archivist Level	Spell
3rd	<i>Cure Wounds, Shield of Faith</i>
5th	<i>Augury, Lesser Restoration</i>
9th	<i>Animate Dead, Beacon of Hope</i>
13th	<i>Guardian of Faith, Hallow</i>
17th	<i>Holy Weapon*, Mass Cure Wounds</i>

OBSEQUIST

At 5th level, you have studied the ways in which priests abjure undead. As an action, you mimic the same command over undeath as a cleric of equal class level. Each 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 any 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.

DARK KNOWLEDGE: DIVINE STRIKE

Starting at 10th level, when you gain this improved version of the Foe Effect. When you expend a use of your dark knowledge to trigger the Foe effect, you may choose to channel one your spell slots into this Effect to increase the damage bonus provided. If you channel a 1st or 2nd level spell slot, add 1d8 damage (for a total of 2d8); for a 3rd or 4th level spell slot, add 2d8 damage, and for a 5th level spell slot, add 3d8 damage. All additional damage provided by this Effect (including the original 1d8 provided by Foe) becomes radiant damage.

Tapping into divine energy directly like this is tiring for the archivist. At 10th level, you may only spend a total of 3 levels in spell slots on this Effect before you become unable to use it again. You regain access to this Effect again after you complete a long rest.

Starting at 13th level, you may spend a total of 4 levels in spell slots between long rests, and starting at 17th level, you may spend a total of 5 levels in spell slots between long rests.

APPLIED ESCHATOLOGY

Beginning at 14th level, you gain advantage on all Saving Throws made to resist effects caused by Undead creatures.

You also learn to channel divine energy into your own strikes. When you make a weapon attack against an undead creature, you deal an extra 1d8 damage, and all damage from the attack is converted into Radiant damage.

DARK KNOWLEDGE: DIVINE MALISON

Starting at 18th level, you can spend a use of your dark knowledge to target a creature, granting them disadvantage on saving throws made against effects generated by any ally who can hear you until the end of your next turn. In addition, you reduce the creature's resistance to radiant damage (e.g; a creature immune to radiant damage would now only resist it; a creature who resists radiant damage normally now takes full damage; and a creature who takes full damage from radiant damage become vulnerable to radiant damage).

Once you have used this Effect, you must complete a long rest before you can use it again.

ARCHIVIST SPELLS

Here's the list of spells you consult when you learn an archivist spell. The list is organized by spell level, not character level.

These spells are from the *Player's Handbook*. If a spell's name is followed by an asterisk, the spell is instead from *Xanathar's Guide to Everything*.

1ST LEVEL

*Absorb Elements**
Bane
Bless
Command
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
False Life
Guiding Bolt
Heroism
Identify
Inflict Wounds
Illusory Script
Protection from Evil and Good
Sanctuary

2ND LEVEL

Aid
Arcane Lock
Augury
Calm Emotions
Darkvision
Enhance Ability
Find Traps
Knock
Levitate
Locate Object
Protection from Poison
Silence
Warding Bond
Zone of Truth

3RD LEVEL

Bestow Curse
Blink
Clairvoyance
Dispel Magic
Glyph of Warding
Nondetection
Protection from Energy
Remove Curse
Sending
Speak with Dead
Tongues

4TH LEVEL

Arcane Eye
Charm Monster
Control Water
Death Ward
Divination
Fire Shield
Freedom of Movement
Locate Creature
Stone Shape
Stoneskin

5TH LEVEL

Commune
Contagion
*Dawn**
Dispel Evil and Good
Geas
Hallow
Legend Lore
Passwall
Scrying



ARCHIVIST