

Archivist

Unlike ordinary clerics, archivists do not receive their power from a deity or other cosmic force. Instead, they focus upon the study of such esoteric sources such as holy tablets, ancient steles and other magical scriptures. They are similar to other clerics only in the powers they command.

Archivists follow all the rules for Clerics except that they do not have the Channel Divinity or Healer's Lore features. They have the Prayerbook and Dark Knowledge features instead.

Prayerbook

You possess a prayerbook, a book full of mystic lore in which you store your rituals and your daily and utility prayers. This follows the same rules as the wizard's spellbook, except that it contains prayers instead of spells. Like a wizard's spellbook, your prayerbook contains three 1st-level rituals you have mastered. This replaces the free rituals Clerics get as part of their Ritual Casting feature. At 5th level, and again at 11th, 15th, 21st, and 25th level you master two more rituals of your choice and add them to your prayerbook. Any ritual you add must be your level or lower.

Dark Knowledge

You have an expansive knowledge of monsters, including their secret weaknesses and other esoteric lore that helps you and your allies combat them. Once per encounter, you can draw upon this knowledge to gain special advantages against the creatures you face. You must succeed on a Monster Knowledge check (see p. 180 of the Player's Handbook) in order to use this feature against a creature or type of creature. The DC is 15

for heroic tier creatures, 20 for paragon tier creatures, or 25 for epic tier creatures. The knowledge check grants you all the usual information in addition to enabling the use of Dark Knowledge against that creature type.

Dark Knowledge – Archivist Feature

Drawing upon your deep understanding of a creature's general combat behaviors, vital spots, and other weaknesses, you guide your allies to better combat creatures of that type.

Encounter * Divine

Minor Action – Close burst 10

Target: One creature or group of creatures of the same type

Requirement: You must have succeeded on a Monster Knowledge check for the target creature

Effect: Choose one of the following benefits, which lasts until the end of the encounter:

Tactics: You and your allies gain a +1 power bonus to attack rolls against the target creatures.

Puissance: You and your allies gain a +1 power bonus to saving throws against the target creature's powers.

Foreknowledge: You and your allies gain a +1 power bonus to AC and all defenses against the target creatures.

Increase the bonus granted by these abilities to +2 at 11th level and to +3 at 21st level.

New Feats for Archivists

Dread Secret [Dark Knowledge]

Tier: Heroic

Prerequisites: Dark Knowledge class feature

Benefit: You gain the Dark Knowledge: Dread Secret power. Using this power counts as your use of Dark Knowledge for the encounter.

Dark Knowledge: Dread Secret – Feat Power

Charged with divine power, you utter a creature's true name, hindering its ability to act.

**Encounter * Charm, Divine,
Implement**

Minor Action – Ranged 10

Target: One creature

Requirement: You must have succeeded on a Monster Knowledge check for the target creature.

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends). If you score a critical hit with this power, the target is stunned (save ends) instead.

Expanded Prayerbook [Archivist]

Tier: Heroic

Prerequisites: Int 13, archivist

Benefit: Choose one daily cleric attack prayer of every level you know. Add this prayer to your prayerbook. Each time you gain a new level of daily cleric attack prayers, you learn one extra prayer of that level (in other words, add three prayers to your prayerbook instead of only two). This feat doesn't change the number of daily attack prayers you can prepare each day.

Foe Bane [Dark Knowledge]

Tier: Heroic

Prerequisites: Dark Knowledge class feature

Benefit: When you invoke the Dark Knowledge power, you also have the following option:

Foe Bane: You and your allies' attacks deal an extra +1d6 damage to the target creatures. This bonus damage applies only once per ally, per opponent per turn. Increase the bonus damage to +2d6 at 11th level and to +3d6 at 21st level.