

NEW CLASSES

art credit: Richard Whitters



ARCHIVIST

Knowledge is power. The more esoteric and secret the knowledge, the more powerful it is. Unsatisfied with confining themselves to musty libraries, archivists instead seek distant frontiers to unearth ancient secrets. For them, there are no secrets mortals weren't meant to know. Archivists offer critical support to their companions through well-timed advice seeing beyond the veil, support magic, and ritual casting.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per archivist level

Hit Points at 1st level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per archivist level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Saving Throws: Intelligence, Wisdom

Skills: Choose $5 + \text{your Intelligence modifier}$ from Arcana, Commerce, Dungeoneering, Folklore, High Society, History, Insight, Intimidation, Investigation, Medicine, Nature, **Perception**, Persuasion, Religion, Sage Lore; you may replace any number of these skills with a language of your choice.

Tools: Calligrapher's supplies

EQUIPMENT

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

- Spellbook
- Calligrapher's supplies
- A simple weapon of your choice
- (a) a diplomat's pack or (b) a scholar's pack

1ST: DARK KNOWLEDGE

You can draw on your knowledge of supernatural creatures and magic to support your companions within 60 feet who can understand you. The effects of Dark Knowledge last for 1 minute, unless otherwise noted.

You begin knowing Lost Tactics and Otherworldly Insight, but additional class levels and some Archivist Specialties grant additional effects.

When you use Dark Knowledge, choose which effect you are drawing upon. You may use Dark Knowledge a number of times equal to your proficiency modifier. When you finish a short or long rest, regain your expended uses of Dark Knowledge.

Some Dark Knowledge effects require saving throws. When you use such an effect from this class, the DC equals your Archivist spell save DC.

LOST TACTICS

At 1st level, you can recognize openings in a monster's defenses. As an Action, recall lore about a creature within 60 feet that you are aware of and make an Intelligence check. Additionally, you may designate one companion to receive advantage on their first attack roll against the creature on their turn. On subsequent turns, you can choose to allow the bonus to remain on your designated ally or you may use your bonus action to transfer this effect to a new ally.

ARCHIVIST LEVEL ADVANCEMENT

Level	Proficiency Bonus	Class Features	Spell Slots	Slot Level
1st	2	Dark Knowledge (lost tactics & otherworldly insight), Tome Magic, Polyglot	2	1st
2nd	2	Archivist Specialty	3	1st
3rd	2	Expertise, Mnemonic Enhancer	3	2nd
4th	2	Ability Score Improvement, Polyglot	3	2nd
5th	3	Dark Knowledge (foe 1d6)	3	3rd
6th	3	Archivist Specialty feature	3	3rd
7th	3	Stillness of Mind	3	4th
8th	3	Ability Score Improvement, Polyglot	3	4th
9th	4	Dark Knowledge (puissance)	3	5th
10th	4	Archivist Specialty feature, Expertise	3	5th
11th	4	Mystic Arcanum (6th)	4	5th
12th	4	Ability Score Improvement, Polyglot	4	5th
13th	5	Mystic Arcanum (7th)	4	5th
14th	5	Archivist Specialty feature	4	5th
15th	5	Dark Knowledge (foreknowledge, foe 2d6), Mystic Arcanum (8th)	4	5th
16th	5	Ability Score Improvement, Polyglot	4	5th
17th	6	Mystic Arcanum (9th)	5	5th
18th	6	Secrets Within Secrets	5	5th
19th	6	Ability Score Improvement, Polyglot	5	5th
20th	6	Higher Mind	5	5th

OTHERWORLDY INSIGHT

At 1st level, you have an encyclopedic knowledge of monsters at your fingertips. As a Bonus Action, make an Intelligence check to recall lore about a creature within 60 feet that you are aware of.

FOE

At 5th level, you've learned to hone in on a monster's weakpoints. As an Action, designate one companion who deals an additional 1d6 damage on their attacks against the creature. On subsequent turns, you can choose to allow the bonus to remain on your designated ally or you may use your bonus action to transfer this effect to a new ally. At 15th level, this bonus increases to 2d6 damage instead.

PUISSANCE

At 9th level, you've learned to thwart the corrupting influence of creatures. As an Action, grant your companions advantage on saving throws against one

action or spell of your choice that is available to a creature within 60 feet that you are aware of.

FOREKNOWLEDGE

At 15th level, you've learned to anticipate a creature's attacks. As an Action, grant your companions +2 AC against the attacks from one creature of your choice within 60 feet that you are aware of.

1ST: TOME MAGIC

As a student of magic in all its forms, you have a spellbook containing spells that you gather throughout your ventures.

SPELLBOOK

<identical to a wizard, only for archivist spells & you can copy *any* ritual spells (not just archivist ones)>

SPELLS PREPARING AND SPELL SLOTS

The Archivist table shows how many spell slots you have to cast your archivist spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your archivist spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

You prepare the list of archivist spells that are available for you to cast from. To do so, choose a number of archivist spells from your spellbook equal to your Intelligence modifier + your archivist level (minimum of one spell).

You can change your list of prepared spells when you finish a long rest. Preparing a new list of archivist spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your archivist spells, since you learn your spells through dedicated study and memorization. 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 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

RITUAL CASTING

You can cast any spell, regardless of class, as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared. However, non-archivist spells can only be cast as rituals.

SPELLCASTING FOCUS

You can use your spellbook as a spell focus for your archivist spells.

LEARNING SPELLS OF 1ST LEVEL OR HIGHER

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook.

1ST: POLYGLOT

Archivists traditionally learn several languages in order to aid them in deciphering old tomes and arcane scrolls. Beginning at 1st level, you learn one language of your choice. You learn an additional language at levels 4, 8, 12, 16, and 19.

2ND: ARCHIVIST SPECIALTY

At 2nd level, choose a subclass: Alienist, Divine Scribe, or Mystic Lorekeeper. Additionally, the Mage subclass for wizards is compatible.

3RD: MNEMONIC ENHANCER

Starting at 3rd you, as an action you may sacrifice one of your spell slots, transforming it into a number of lower level slots of your choice whose total equals the sacrificed slot's level. These lower level slots must be within one level of each other. You may never have more than 4 slots of a given level.

3RD: EXPERTISE

At 3rd level choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies, or two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two proficiencies (in skills or tools) to gain this benefit.

7TH: STILLNESS OF MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

11TH: MYSTIC ARCANUM

At 11th level, you discover a magical secret called an arcanum. Choose one 6th-level spell from any spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

15TH: TRUENAMING

Beginning at 15th level, you may utter a creature's True Name as an action. The target must make a Charisma saving throw against your Spell Save DC. If the target fails the 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.

18TH: SECRETS WITHIN SECRETS

At 18th level, when you roll initiative and you are not surprised, you may expend Dark Knowledge and use one of the effects, representing foresight and study. You may not use this feature again until after studying your notes during a short or long rest.

20TH: HIGHER MIND

At 20th level, your mind is awash in a sea of secrets. Your Intelligence and Wisdom scores increase by 4. Your maximum for those scores is now 24.



ARCHIVIST SPECIALTIES

ALIENIST

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in their future transcendence.

Roll or choose an Alienist Madness.

ALIENIST MADNESS

d8	Madness
1	Arcane Amnesia – you've forgotten more spells than most will ever know, and the price of pursuing power haunts your dreams.
2	Delirium – you tend to wander off aimlessly and/or mutter about “the Key” during rests.
3	Devourer Delusion – you are convinced an intellect devourer is attempting to control you.
4	Fixation – you're obsessed with learning a secret about an otherworldly being, artifact, or site.
5	Hallucinations – you have visions of another dimension, plane, or possible future; during such episodes beasts are agitated around you.
6	Monomaniacal Rivalry – you have a spellcasting rival whom you are utterly obsessed with proving yourself the superior to.
7	Planar Paranoia – you are convinced planar entities are out to get you, and develop convoluted contingency plans.
8	Prime Disorientation – you speak of nonexistent landmarks and have trouble navigating the Material Plane.

2ND: EXPANDED SPELL LIST

The following spells are added to the archivist spell list for you, and are added to your spellbook.

ALIENIST EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>Cause Fear, Dissonant Whispers</i>
2nd	<i>Levitate, Mind Spike</i>
3rd	<i>Conjure Animals</i> (pseudonatural), <i>Fear</i>
4th	<i>Evard's Black Tentacles, Summon Abberation</i>
5th	<i>Dream, Telekinesis</i>

2ND: BIZARRE MAGIC

At 2nd level, either when you prepare a spell or when you cast a spell, you may accept a bizarre condition from the entities beyond the Void. If you do, you can upcast the spell at one level higher than your normal spell level limit. Roll on the table below to determine the bizarre condition.

ALIENIST BIZARRE MAGIC

d6	Condition
1	Only functions affects certain creatures/objects.
2	Only can be cast at a specific location.
3	You must know the target's name or spend 10 minutes conversing with them.
4	Requires a rare and disgusting material component, which it consumes.
5	The spell fails if certain materials are present.
6	Requires you succeed a Wisdom saving throw against your own Spell Save DC or you suffer long-term madness for 24 hours .

2ND: PSEUDONATURAL FAMILIAR

At 2nd level, add *find familiar* to your spellbook and you may cast it as a ritual. Your familiar takes the form of a gazer, a flumph, a star spawn grue, a slaad tadpole (possibly incompletely implanted inside you), or a pseudonatural spirit – as per a normal familiar, but its type is Aberration and it gains a tentacle attack: +2 to

hit, 1d6 bludgeoning damage and the target is grappled (escape DC 10).

6TH: ALIENIST SUMMONS

At 6th level, your *conjure animals* summons aberration versions covered in writhing tentacles. Whenever you summon an aberration, treat the spell as if upcast one spell level, even if this exceeds your normal maximum. If all the creatures you summoned are reduced to 0 hit points, you gain temporary hit points equal to the effective spell slot you cast the spell with (including the +1 level bonus).

10TH: UNDECIPHERABLE MIND

At 6th level, you gain resistance to psychic damage, and you are immune to effects that would sense your emotions or read your thoughts.

Additionally, roll or choose a second Alienist Madness.

14TH: ALIEN TRANSCENDENCE

At 14th level, you transcend your mortal form and undergo a disturbing physical change. You cease aging and you can't be aged magically. At the end of your natural lifespan, you are stolen away by horrible entities, and never seen again. You gain the following benefits:

- Your type changes to Aberration.
- You gain telepathy 120 feet.

Additionally, choose one of the following:

- You have a second sentience which takes a physical form on you, like a creature at the base of your skull, a small second head, or a whispering lump. Gain advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Additionally, if it is feasible, you can pursue two downtime activities simultaneously.
- You open a third eye on your forehead with an unusual coloration, or your eyes look like the starry night sky or reflect visions of the Far Realm. You can see into the Astral and Ethereal planes within 60 feet of you, gain darkvision 60 feet, learn the *true strike* cantrip, and gain proficiency in Insight. If you already have proficiency in Insight instead gain expertise (double your proficiency bonus).
- You sprout a tentacle from your body, which you can use to hold a non-weapon item. Alternately, you can use your bonus action to have the tentacle Use an Object or attack. The tentacle uses your Spell

Attack, has 10' reach, and on a hit deals 2d6+your Intelligence bludgeoning damage and grapples the target (escape DC equals your Spell Save DC).

- You have a horrific alternate form which is the same size as you; this is your true form if forced to adopt it by magic or if you are killed. As a bonus action, assume your horrific form. Each creature that starts its turn within 30 feet that can see you must succeed a Wisdom saving throw (so long as you're not incapacitated) or suffer long-term madness. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save. A creature succeeding on its save is immune to your horrific form for 24 hours.

DIVINE SCRIBE

Where clerics take to the battlefield in service to one or more gods, you are devoted to the intellectual pursuit of the divine. Most scribes lead lives of quiet reflection on the mysteries of faith, content to study and contemplate. However, a few dare to venture beyond temple, monastery, and library. Whether driven to explore ancient knowledge, chronicle the fables that will be passed down to future generations, or delve forgotten tombs in pursuit of lore forbidden at your temple, you seek the frontier. Through words and letters, you support your party, gleaning forbidden knowledge in the process.

2ND: EXPANDED SPELL LIST

At 2nd level, add the domain spells from the cleric domain you choose for Channel Divinity to your archivist spell list, and add them to your spellbook. You still must prepare them as normal.

2ND: CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy from your deity, using that energy to fuel magical effects. Choose a cleric domain. You gain two Channel Divinity effects: *Amanuensis* and the effect determined by the cleric domain.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your archivist Spell Save DC.

Some Channel Divinity effects require presenting a holy symbol. Your spellbook acts as a holy symbol.

Channel Divinity: Amanuensis. As an action with paper and a writing implement, begin copying text at a magically fast pace. You copy approximately one page (or 1/10th of a spell level of a spell scroll) per round that you maintain concentration, up to a maximum of 90 pages (or a 9th level spell) in 15 minutes. This ability allows you to copy small, simple symbols, but not artwork or magical writing. You may copy text in unfamiliar languages or scripts, but this ability does not allow you to translate the text. You may have one *spell scroll* copied by Amanuensis at a time; only once that scroll has been used may you copy another.

2ND: DECIPHER SCRIPT

At 2nd level you can attempt to decipher the gist of an unfamiliar script with an Intelligence check (DC 10 for standard languages, DC 15 for exotic languages, DC 20 for secret languages). On a successful check, you identify which language it is and you determine the general intent behind the script, such as: Incriminating letter, Navigation aid, Technical manual, Treasure map, Warning, and so forth.

6TH: SCROLLBEARER

At 6th level, you can use *spell scrolls* even of spells that are not on your spell list.

Additionally, when examining writing or inscriptions, you recognize whether it is warded with magic, disguised by magic, a spell formula, or cursed.

10TH: BINDING INSCRIPTION

At 10th level, when a creature within 60 feet that you can see attempts to teleport or cross planar boundaries, you may expend a use of Dark Knowledge as a reaction. Binding runes glow momentarily on or around the target. The target must succeed an Intelligence saving throw or any planar travel or magical teleportation it was attempting fails, and it is unable to teleport or traverse the planes until the end of its next turn.

14TH: OBSCURE RITUAL

At 14th level, after countless hours of research, you have converted a spell into a ritual form. Choose a spell from your spell list of 5th level or less that is not a ritual, and which does not have a permanent effect.

It counts as a ritual for you. This spell has the following restrictions:

- If a spell has a duration longer than instantaneous, you must wait until the spell has finished its duration or otherwise ended before you cast that same spell again as a ritual. If you begin to cast it again, the first use of the spell ends immediately.
- A single creature, object, or area cannot be targeted by the effects of more than one ritual spell at a time; for example, if an ally has cast *water breathing* on a creature as a ritual, you may not also cast *silence* on them. If you cast a second ritual spell on a creature or area before another ritual spell it already has on it ends, the first spell is nullified and ends immediately.
- You may only have two ritual spells active at one time, even if they don't require concentration. A ritual counts as active if the duration has not ended, or if it has not ended early by some other means. If you cast a ritualist spell as a ritual while you have already reached your maximum, the oldest active ritual you have cast ends. Your maximum increases to 3 at 6th level, 4 at 11th level, and 5 at 16th level.
- If a ritual summons or generates a creature in any way, it is counted as active until all creatures conjured by the spell are dismissed or destroyed. If it is forced to end, all creatures conjured by the spell are destroyed immediately.

MYSTIC LOREKEEPER

Ever seeking the horizon of what is known, you push the limits of mortal knowledge. In many cultures, the lorekeeper is venerated. Collecting obscure magical lore, delving into psionic mysteries, and honoring the temples of the gods in equal measure, your knowledge is the strength of your party. Better than anyone, you know how to face the myriad horrors of the multiverse and are only too happy to expound at length on it.

2ND: MYSTIC DILETTANTE

At 2nd level, you learn three cantrips from any spell list; these count as archivist spells for you. You may replace any of these cantrips with rolls on the Psionic Powers table (see my [Psionics](#) document) instead.

2ND: MONSTER STUDY

At 2nd level, you have studied a specific creature type to the point of obsession. Choose one of the following

creature types: aberrations, celestials, dragons, elementals, fey, fiends, monstrosities, or undead.

From now on, whenever you use your Dark Knowledge feature against these creatures, you sense whether there are creatures of that type within 100 feet, how many there are, and their approximate direction. Additionally, the GM tells you one of the following characteristics of your choice:

- Any saving throw proficiencies
- Any damage vulnerabilities, resistances, and immunities
- Any unique defenses (e.g. Magic Resistance)

You choose an additional creature type at 6th level, at 10th level, and again at 14th level.

6TH: SAGE ADVICE

When you reach 6th level, you can spend 1 minute advising those around you. When you do so, choose a skill or tool you are proficient with and a number of friendly creatures up to your Intelligence modifier within 30 feet of you who can hear you and who can understand you. Once within the next 10 minutes, the next time each creature would make an ability check with the chosen skill or tool, they may add their proficiency modifier to the roll, or double their proficiency if they are already proficient. A creature may only benefit from this feature once, if a creature is targeted by this feature again before using it, they can choose to retain the first benefit or replace it with the new skill or tool instead.

Once you've used Sage Advice, it cannot be used again until you complete a short or long rest.

10TH: MAGICAL SECRETS

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of 5th level or less.

The chosen spells count as archivist spells for you, are added to your spellbook, you always have them prepared, and they do not count against your total number of prepared spells.

14TH: WARP IN THE WEAVE

Starting at 14th level, when you are subjected to an area effect (e.g. breath weapon or *fireball*) created by a creature of a type you selected for Monster Study or have used Dark Knowledge against in the last 10 minutes, as a reaction you may expend a use of Dark Knowledge to exempt either yourself or an ally within 5 feet whom you can see from the area effect.

ARCHIVIST SPELL LIST

1ST LEVEL

Absorb Elements
Arcane Mark*
Bane
Bless
Command
Comprehend Languages
Detect Evil and Good
Detect Magic
False Life
Heroism
Hide from Undead*
Identify
Illusory Script
Protection from Evil and Good
Sanctuary
Tenser's Floating Disk
Unseen Servant

2ND LEVEL

Aid
Arcane Lock
Augury
Calm Emotions
Darkvision
Detect Thoughts
Enhance Ability
Find Traps
Invisibility
Knock
Lesser Restoration
Life Ward*
Locate Object
Nystul's Magic Aura
Silence
Silent Scribe*
Warding Bond
Zone of Truth

3RD LEVEL

Babble*
Blink
Clairvoyance
Dispel Magic
Glyph of Warding
Intellect Fortress

Life Transference
Nondetection
Protection from Energy
Remove Curse
Sending
Speak with Dead
Tongues

4TH LEVEL

Arcane Eye
Charm Monster
Death Ward
Divination
Force Corporeality*
Greater Invisibility
Leomund's Secret Chest
Locate Creature
Mordenkainen's Private Sanctum
Psychic Impressions*

5TH LEVEL

Contact Other Plane
Commune
Dispel Evil and Good
Geas
Greater Restoration
Hallow
Legend Lore
Passwall
Rary's Telepathic Bond
Scrying



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