

the

ANTIQUARIAN



a spellcasting class for
5th edition D&D



The Antiquarian

Muttering a quick charm against rot, a grubby old man gingerly opens an ancient tome, pages oozing with dark magic.

Humming a scrap of ancient spellcraft as she ascends the ancient ziggurat, a gnome with grey streaks in her hair winches herself away from a crocodile pit.

Switching out his eye for one with a superior lens focus, a polished warforged tests the air with a thumb, eye-ing the treasure trove with bemusement. Cursed, he determines. Every single piece.

Antiquarians are trained specialists in the historical, and curious workers of charms and cantrips. Varied in their talents, knacks and specialisms, an antiquarian can always be relied upon to have a trick up their sleeve.

LORESEEKERS AND DABLERS

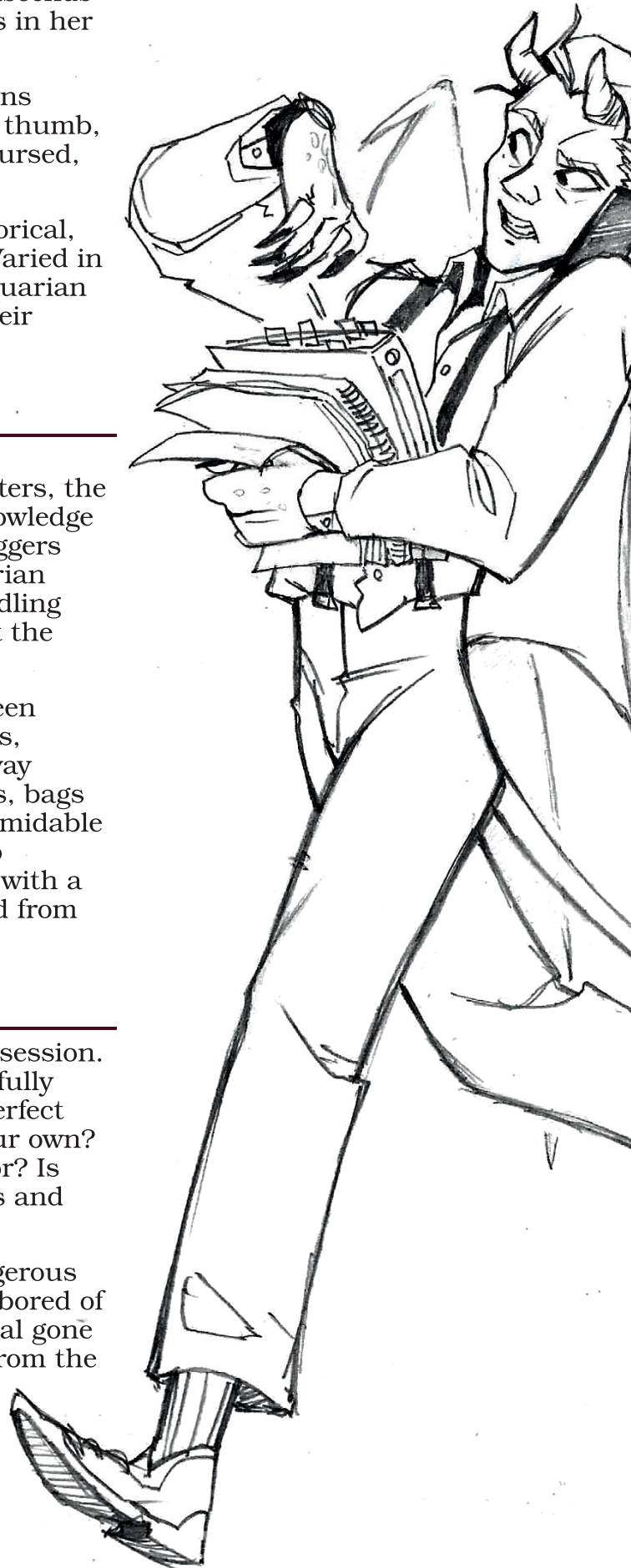
Always ask the expert – that's the creed of the antiquarian. Sages, scholars and casual hucksters, the antiquarian is defined not by their depth of knowledge but by their obsession. Collectors of clocks, baggers of baubles and testers of patience, the antiquarian can be found across all corners of the globe fiddling with something expensive and muttering about the provenance.

In their line of work, the antiquarian gains a keen sense for danger, traps and the stench of curses, using their borderline precognition to whisk away something valuable into their capacious sleeves, bags and secret compartments. Antiquarians are formidable loremasters and enviable utility specialists who combine a deep sense of professional paranoia with a dizzying array of secret weird magics unearthed from their discoveries.

CREATING AN ANTIQUARIAN

As you create an antiquarian, consider your obsession. Are you an expert, or a charlatan? Do you carefully sort through heaps of junk searching for the perfect piece, or do you jealously hoard trinkets for your own? Do you consider yourself a collector or a curator? Is it simply greed that motivates your acquisitions and observations, or something more meaningful?

What was the trigger that led you into the dangerous world of adventuring? Had you perhaps grown bored of simple pleasures, or are you running from a deal gone sour? Perhaps a cursed possession drove you from the comforts of your old life and into the claws of destiny, or you seek the answer to a question no-one living remembers?



Lvl	Prof. Bonus	Features	Cantrips Known	Effective Spell Level	Esoterica Known
1	+2	Old Magic	2	1st	1
2	+2	Expertise, Nimble	2	1st	2
3	+2	Acquisitive Archetype Ability	2	2nd	3
4	+2	Ability Score Improvement	2	2nd	3
5	+3	-	3	3rd	4
6	+3	Expertise	3	3rd	4
7	+3	Acquisitive Archetype Ability	3	4th	5
8	+3	Ability Score Improvement	3	4th	5
9	+4	-	4	5th	6
10	+4	Wards and Wyrds	4	5th	6
11	+4	-	4	6th	7
12	+4	Ability Score Improvement	4	6th	7
13	+5	-	5	7th	8
14	+5	Acquisitive Archetype Ability	5	7th	8
15	+5	Reading the Room	5	8th	9
16	+5	Ability Score Improvement	5	8th	9
17	+6	-	6	9th	10
18	+6	Acquisitive Archetype Ability	6	9th	10
19	+6	Ability Score Improvement	6	9th	11
20	+6	Worker of Wonders	7	9th	11

CLASS FEATURES

As an antiquarian, you have the following class features.

Hit Points

Hit Dice: 1d6 per antiquarian level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows

Tools: One set of your choice

Saving Throws: Wisdom, Intelligence

Skills: Choose four from Arcana, History, Investigation, Nature, Perception, Religion, Sleight of Hand

Equipment

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

- a hand crossbow and case of 20 bolts or (b) a club
- a component pouch or (b) an arcane focus
- a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, a dagger and a tool set of your choice.



OLD MAGIC

As an antiquarian, you frequently come into contact with odds and ends of magic from all manner of sources. These spells and formulas are old magic, powerful magic, but magic that you don't entirely understand (whether or not you admit it). Your grasp of the arcane, whilst broad, is less powerful than those who have dedicated their lives to its practice.

Spellcasting Ability

Intelligence is your spellcasting ability for your antiquarian spells, since the power of your magic relies on your ability to decipher and remember strange magics. 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 antiquarian 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

Spellcasting Focus

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your antiquarian spells.

Cantrips

At 1st level, you know two cantrips of your choice from the following list:

Blade ward, guidance, light, mage hand, mending, produce flame, resistance, spare the dying

You learn additional cantrips from this list at higher levels, as shown in the Cantrips Known column of the Antiquarian table. When you select a cantrip from this list, you must allocate it to an item on your character's person, the artefact from which your character learned this secret. This object functions as an additional component for the spell – without it on your person, the spell cannot be cast.

Effective Level. As you gain levels in this class, your cantrips are treated as spells for the purposes of spells and abilities that interact with them, such as *dispel magic*. Your cantrips are treated as spells of the level indicated in the Effective Spell Level column of the Antiquarian table.

Esoterica

At 1st level, you gain two Esoterica of your choice. Your Esoterica options are detailed at the end of the class description. When you gain certain antiquarian levels, you gain additional Esoterica of your choice, as shown in the Esoterica known column of the Antiquarian table. These Esoterica advance and adapt the magic you know, making it more powerful, flexible and useful.

When you select an esoterica from this list, you must allocate it to an item on your character's person, the artefact from which your character learned this secret. This object functions as a component for the esoterica – without it in hand, the esoterica cannot be called on.

If an Esoterica has prerequisites, you must meet them to learn it. You can learn the esoterica at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.



WARDS AND WYRDS

At 10th level, you are shrouded in mystic protections and lesser wards that protect you from supernatural influence. Choose a damage type: you have resistance to that damage type as long as you are conscious. At the end of a long rest, you can change the damage type to a new one.

READING THE ROOM

At 15th level, your long experience dealing with charlatans, merchants and archaeologists has left you with an instinctive sense as to when you are being misled. You are always aware whenever you hear a direct, intentional lie. This feature does not detect falsehood by omission, or half-truths.

WORKER OF WONDERS

At 20th level, your ability to wield esoterica is unrivalled. You may concentrate on up to three cantrips at any one time.

Acquisitive Archetypes

Antiquarians all share a love for tweaking and discovering lost magics, but many steer these talents in different directions, becoming specialists in their own right. Your choice of archetype is a reflection of that specialism, not necessarily a direct indication of your profession but granting you abilities you might find useful in the pursuit of your vocation.

DISENCHANTER

Your specialism is curses. Old curses, new curses, bad curses, good curses, you've seen them all. These days, you're more surprised when a musty old item comes along which *doesn't* have some dire enchantment attached to it. Still, a little polish, and most bad magic comes right off. The rest is just a peril of the occupation.

Breaker of Curses

At 3rd level, you learn the *remove curse* spell, which you can cast a number of times each day equal to your intelligence modifier. This version of the spell has a range of 30 feet and targets an item you can see within range. If a curse proves impossible to remove, you learn the conditions by which it can be broken.

EXPERTISE

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with a tool set. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or tools) to gain this benefit.

NIMBLE

Starting at 2nd level, you can take a bonus action on each of your turns in combat. This action can be used only to take the Use an Object, Dodge or Disengage actions.

ACQUISITIVE ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your antiquarian abilities: Disenchanter, Curator and Infernal Trader. Your archetype choice grants you features at 3rd level and then again at 7th, 14th, and 18th level.

EXPERTISE

At 6th level, choose two more of your skill proficiencies, or one more of your skill proficiencies and your proficiency with any tool set. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Shatterspell Incantation

At 7th level, you become acutely aware when your mind is being influenced. You are always aware when you are under the effects of a mind-influencing ability such as the Charmed condition or the *dominate person* spell, and you can use a bonus action to break any such effect. You must finish a short rest before using this ability again.

Transfusion

At 14th level, when a curse proves beyond your power to remove, you can shift it from one valid target to another. You must be able to touch both targets to use this ability. If the target you are trying to shift the curse to is unwilling, they can attempt Charisma saving throw against your spellcasting DC to negate this effect. You must finish a short rest before using this ability again.

Limited Spell Immunity

At 18th level, your ability to abjure dark magic settles over you like a shroud. You are immune to the effects of curses, and cannot be affected by spells from the enchantment or transmutation schools of magic unless you wish to be.



CURATOR

No-one really appreciates art like you do. You understand the pieces you acquire, and carefully store away where people can't hurt them anymore. Your focus is retrieval and preservation at any cost – after all, if you don't look after these treasures for the future, then who will?

Curiosity Cabinet

At 3rd level, you learn the *leomund's secret chest* spell, which you can cast at-will. When you cast this spell, it summons a spectral (but otherwise fully tangible and opaque) chest from the ethereal plane rather than using a physical chest. This version of the chest can keep living material inside it, and has no weight limit.

Otherworldly Emporium

At 7th level, you gain access to an extradimensional space in which to store your spoils. You can open a portal to this space through a 1 minute minor ritual, the details of which are up to you. When this ritual is complete, you create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane room 30 feet in each dimension, made of wood or stone and filled with shelves that suit your needs. Creatures gain no benefit from resting in the Otherworldly Emporium, and the door remains open until you leave, at which point all creatures inside are ejected to the nearest location possible outside.

Conjuring

At 14th level, you gain the ability to summon objects from your collection at your convenience. As an action, you can touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and inscribes the name of the item on your skin in runes.

At any time thereafter, you can use your bonus action to speak the item's name. The item instantly appears in your hand regardless of physical or planar distances. If another creature is holding or carrying the item, this ability doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Red Hands

At 18th level, you imbue your possessions with a terrible curse. Any creature which attempts to steal an item from your Curiosity Cabinet, your Otherworldly Emporium or marked by your Conjuring must succeed on a saving throw against your spellcasting DC or be afflicted by the curse. Creatures under the effect of your curse are branded with the word thief visibly on their person, legible to any creature that can read a language. In addition, the magical properties of any item stolen by a creature affected by your curse cannot be activated until the item is returned to your possession.

INFERNAL TRADER

You make deals with devils. No, not the kind you'd think. Avernus needs more than just souls, you know. You acquire things that the devils need, and they provide you with things in return – tit for tat, and all that. This makes you quite the useful fellow to have around, but as you're fond of reminding your companions – everything has a price.

Baatorian Bazaar

At 3rd level, you learn infernal if you don't know it already, and you gain the ability to tap into the marketplaces of Minauros to trade items. You can conduct a 10 minute ritual to open up a connection to the nine hells, and make your trade. In this manner, you can trade any item listed in the Player's Handbook for an item of the same or lesser value. You can also trade the gold price of an item listed in the Handbook for the item itself, or vice versa. The DM may decide that the devils value your item differently to the prices listed at their discretion, but you may always withdraw the item before finalising the transaction if the trade offered does not suit you. You must finish a long rest before using this ability again.

Friends and Relations

At 7th level, you can perform a 1 minute ritual to summon a devil from the Nine Hells. You choose the devil's type, which must be one of

challenge rating equal to half your level or lower. The devil appears in an unoccupied space that you can see within range. The devil disappears when it drops to 0 hit points, or when 24 hours pass.

The devil is friendly toward you, but not necessarily your companions. In combat, roll initiative for the devil, which has its own turns. It is under the Dungeon Master's control and acts according to its nature on each of its turns, which might result in its attacking your allies if it doesn't like them, or trying to tempt you to undertake an evil act in exchange for limited service. The DM has the creature's statistics. If you use this ability whilst you have a devil extant, it fails.

Avernian Ward

At 14th level, you can resistance to fire and cold damage. You can travel comfortably in extreme heat or extreme cold.

There and Back Again

At 18th level you learn the *plane shift* spell. You can cast this spell targeting any location in the nine hells without requiring a material component. You must finish a short rest before using this ability again.



ESOTERICA

AYE OR NAY

Prerequisite: guidance cantrip

When you cast the *guidance* cantrip, the target gains the benefits of an *augury* spell. You know any results discerned from this spell if you cast it on a creature other than yourself. The bonus gained from your *guidance* spell is increased to 1d6.

TERRIBLE SECRETS

Prerequisite: guidance cantrip, 11th level

When you cast the *guidance* cantrip, the creature affected is affected by a *divination* spell. The bonus gained from your *guidance* spell is increased to 1d8.

FLEXIBLE MAGIC

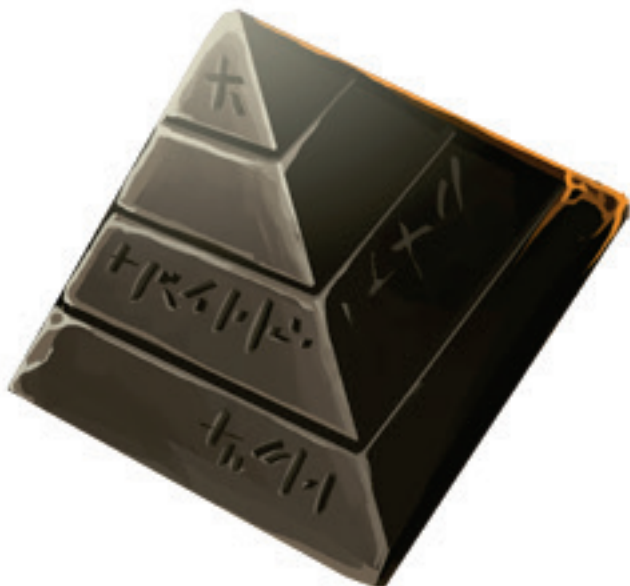
Prerequisite: mage hand

When you cast the *mage hand* cantrip, it can perform all tasks you would be able to if it were your real hand. Attacks with the mage hand still take your action as usual and are made with a spell attack roll instead of any other attribute.

MASTER OF MANY HANDS

Prerequisite: mage hand

When you cast *mage hand*, you can conjure a number of *mage hands* equal to your proficiency bonus. You can command all active hands with a single action.



ENGORGED HAND

Prerequisite: mage hand, 11th level

When you cast *mage hand*, you can choose to cast *bigby's hand* instead. If you have the esoterica master of many hands, you may summon a number of hands equal to your proficiency bonus, and command them all using an action. You must finish a short rest before using this esoterica again.

FURBISHER

Prerequisite: mending cantrip

When you cast the *mending* spell, it takes only a single action to cast and instantly repairs all damage to the object. You can heal breaks, tears, burns and other damage in this way, but you cannot restore missing parts that encompass more than a 1/3 of the object's total mass.

RESTORER

Prerequisite: mending cantrip

When you cast the *mending* spell, you can affect magic items with it. Additionally, when you cast *mending* on an object, you immediately discern its true nature as if through an *identify* spell.

REACH INTO HISTORY

Prerequisite: mending cantrip, 11th level

When you cast the *mending* spell, you can restore a whole object from a fragment. How much of an object you might need to perform this technique is up to the DM, but as a general rule you must possess 1/3 of the item to succeed, whole or in fragments. The item appears as it did in the moment before it was destroyed or damaged. You must finish a short rest before using this ability again. Artefacts are immune to this power.

BLINDING LIGHT

Prerequisite: light cantrip

You can use an action to temporarily increase the intensity of your *light* cantrip, causing it to blind nearby creatures in a flash of radiance. Creatures that can see the light must succeed on a Constitution saving throw against your spellcasting DC or become blinded for 1 minute. Affected creatures may attempt another saving throw at the end of each of their turns, ending the effect on a success. Undead creatures have disadvantage on saving throws against this effect. You can use this ability a number of times equal to your Intelligence modifier. Uses of this ability reset on a short rest.



WARDING LIGHT

Prerequisite: light cantrip, 5th level

Your *light* cantrip holds the power to keep creature of darkness at bay. The radius of your *light* spell is treated as if it were a *magic circle* spell warding out a single creature type of your choice from the following list, selected when you choose this esoterica: aberration, celestial, fey, fiend, undead.

REVEALING LIGHT

Prerequisite: light cantrip, guidance cantrip, 11th level

Your *light* cantrip shows creatures for what they truly are. Creatures which are not in their true form are revealed once they enter the radius of the light, their true forms appearing as a hazy shadow beside them. This ability does not actually transform any creature back into their true form.

WHISPERING WARD

Prerequisite: blade ward

When you cast *blade ward*, you can choose up to five creatures you can see within 30 feet of you. Each of those creatures also benefits from the spell for its duration.

BULWARK

Prerequisite: blade ward, 5th level

Your *blade ward* spell grants you a damage threshold of 15 for the duration.

UISSANT WARD

Prerequisite: blade ward, 11th level

When you cast *blade ward*, it grants immunity to nonmagical bludgeoning, slashing and piercing damage instead of resistance.

THE OLD WAYS

Prerequisite: spare the dying

When you cast *spare the dying* on a creature outside of combat, that creature regains 1 hit point.

THE SINISTER TRUTH

Prerequisite: spare the dying, reach into history

People aren't that different from objects. When you cast *spare the dying* on a creature, you can reattach severed appendages. If you do not possess the appendage, you can restore the appendage from nothing as per *reach into history*.

ENCOURAGING WORDS

Prerequisite: resistance

When you cast the *resistance* cantrip, you can affect a number of creatures equal to your intelligence modifier.



FORTIFY THE SOUL

Prerequisite: resistance, 11th level

When you cast the *resistance* cantrip, affected creatures are immune to the Frightened Condition.

STASIS

Prerequisite: resistance, spare the dying

When you cast the *spare the dying* cantrip, the stabilised creature is immune to damage until it regains consciousness.

JUMPSTART

Prerequisite: spare the dying, 11th level

When you cast the *spare the dying* cantrip, you can cast the *revivify* spell instead.

HIDDEN LIGHT

Prerequisite: light

When you cast the *light* cantrip, you are the only creature that can see the illumination shed by the spell.

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