

# ANTIQUARIAN



a spellcasting class for 5th edition D&D



# THE ANTIQUARIAN

a character class for 5th edition D&D

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?



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**Interior Illustrators:** Rexard, Graphics, fonts and various assets licensed through creative commons, Adobe Stock Services, Unity, Artstation, Creative Market and others, individual licenses available on request.

Lvl	Prof. Bonus	Features	Cantrips Known	Effective Spell Level	Esoterica Known
1	+2	Old Magic	2	1st	2
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

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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, chill touch, dancing lights, true strike, gust\*, control flames\*, control water\*, mold earth\*, infestation, magic stone\*, message, shillelagh, druidcraft, prestidigitation*

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 (and spell like effects generated by esoterica) are treated as spells for the purposes of spells and abilities that interact with them, such as *dispel magic*. These cantrips and spells are treated as being cast at the level indicated in the Effective Spell Level column of the Antiquarian table.

### Esoterica

At 1<sup>st</sup> 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. You may withdraw an esoterica from your packs as part of the Cast a Spell action.

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.



\*These spells can be found in the official Elemental Evil Player's Companion (5e) by Wizards of the Coast available on DMsguild

## TIMELESS TECHNIQUES

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At 1st level, your long experience as a dabbler in the historical arts has given you an eye for the unusual.

- You can touch a nonmagical art object and ascertain its value in gold pieces where applicable
- You can use an action to scrutinize an item within 10 feet of you, and discern if it is a magical item.

## EXPERTISE

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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

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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

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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

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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.

## WARDS AND WYRDS

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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

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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

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At 20th level, your ability to wield esoterica is unrivalled. You can 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



## 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 3<sup>rd</sup> 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 or creature you can see within range. If a curse proves impossible to remove, you learn the conditions by which it can be broken.

### Shatterspell Incantation

At 7<sup>th</sup> 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 14<sup>th</sup> 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 a Charisma saving throw against your spellcasting DC to resist this ability. You must finish a short rest before using this feature again.

### Limited Spell Immunity

At 18<sup>th</sup> 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



## 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 3<sup>rd</sup> 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. The chest can contain up to 12 cubic feet of material, living or nonliving. If a living creature is trapped inside the chest, once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the chest. The creature appears in the closest empty space available near to you and all other items kept inside the chest at the time of breaking are lost forever.

### Otherworldly Emporium

At 7<sup>th</sup> 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 14<sup>th</sup> 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.

### Manyfold Manifold

At 18<sup>th</sup> level, your affinity with objects and curios reaches new heights. You can attune to up to four magic items at any one time.



# INFERNAL TRADER



## 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 3<sup>rd</sup> 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 7<sup>th</sup> 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 14<sup>th</sup> level, you can resistance to fire and cold damage. You can travel comfortably in extreme heat or extreme cold.

### There and Back Again

At 18<sup>th</sup> 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.





# PROFESSOR



## PROFESSOR

You are an academic. At least, that's what you tell yourself when you're barricading a door against goblins, or running away from a rolling boulder trap clutching the gilded crux of your next thesis. Your talents lie in quick analysis, and a deep, burning need to answer the world's questions.

### Trivial Pursuits

At 3<sup>rd</sup> level, your specialist knowledge becomes almost supernatural in its acuity. When you make an ability check for an Intelligence based skill (Investigation, Nature, Religion, Arcana) covered under your Expertise feature, you can triple the proficiency bonus added to the roll instead of doubling it.

### I've Seen This Before Somewhere

At 3<sup>rd</sup> level, you learn the *comprehend languages* spell, and can cast it at-will.



### Acute Analysis

Starting at 7th level, if you spend at least 1 minute observing an object outside of combat, you can learn certain information about it.

The DM tells you two of the following characteristics of your choice:

- The material the object is made from and which culture the design hails from where relevant
- Its current AC, hit points and damage threshold (for walls, buildings and similar constructs the statistics given are for a 5 foot cube).
- Any resistances, immunities and vulnerabilities it possesses, including whether it is invulnerable to being destroyed by conventional means

### Scholar Needs No Sleep

Starting at 14th level, you no longer need to sleep, though you must still rest to regain your abilities. You can read, study and write during a rest and still gain its benefits, including scribing spells, crafting items and attuning to magical objects.

### A Useful Fact

Starting at 18th level, you can apply your academic knowledge in situations where they wouldn't usually apply. Choose three skills from the following list: Acrobatics, Athletics, Medicine, Sleight of Hand, Stealth, Survival. When making an ability check based in any of your chosen skills, you always add double your proficiency bonus to the check as if it fell underneath the purview of your Expertise feature.

# NUMISMATIST



## NUMISMATIST

Gold. The world runs on gold. It's funny the power a simple disc of metal can have in the right hands - and the right hands are yours.

### Invested Coin

At 3<sup>rd</sup> level, you can spend 1 minute in concentration to enchant a coin or medallion. Thereafter, any creature that holds this coin can have a telepathic conversation with you, provided you are both are on the same plane of existence and within 10 miles of each other. The holder of the coin can hear only your voice, not those of any other creatures or any ambient noise around you, and vice versa.

You can have a number of coins active at any one time equal to your intelligence modifier. You can instantly deactivate coins at any distance (no action required), whereupon the coin vanishes.

### Exchange Rate

At 7<sup>th</sup> level, you are able to magically convert currency into components. At the end of a long rest, you can convert a number of gold pieces on your person into a spell component of the same value. A spell component without a value listed next to it costs 1gp to create. You can create a number of these components equal to your Intelligence modifier - if a spell component created in this manner would be expended on casting the spell, it instead dissolves back into the coins used to create it.



You can also use this ability to create *spell scrolls* from the Wizard spell list instead of spell components, up to a maximum of 3<sup>rd</sup> level.

Spell Level	Cost
Cantrip	15gp
1st	25gp
2nd	250gp
3rd	500gp

### Accumulated Dividends

At 14<sup>th</sup> level, you can dissolve into a pile of coins as an action. While in this form, the your only method of movement is a ground speed of 10 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and it advantage on Strength, Dexterity, and Constitution saving throws. You target can pass through small holes, narrow openings, and even mere cracks, though you sink in water and can't climb.

While in the form of a pile of coins, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You target can't attack or cast spells. You can end this effect as a bonus action, or if reduced to 0 hit points.

If any coins are removed from your pile, you gain a level of exhaustion on returning to your normal form. You must finish a short rest before using this ability again.

### Frozen Assets

At 18<sup>th</sup> level you learn *flesh into stone*, which you can cast a number of times each long rest equal to your intelligence modifier. Creatures petrified by this effect are turned into solid gold statues instead of stone.

# TAXIDERMIST



## TAXIDERMIST

Necromancer is an ugly word. You study the noble art of arcane taxidermy - far less messy, and less likely to get you sanctioned by the ethics committee.

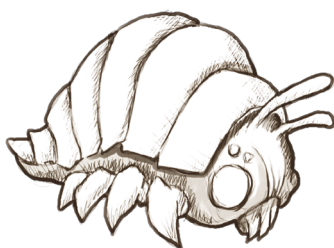
### Preservative Fluids

At 3<sup>rd</sup> level, you learn the *gentle repose* spell and can cast it at-will.

### Embalmed Companion

At 3<sup>rd</sup> level, you gain the ability to magically embalm and reanimate the corpses of dead beasts, turning them into your faithful companions. This process can only be enacted on beasts with a CR of 0, and takes 1 hour, at the end of which the corpse becomes an undead creature under your control which is protected from decay. They otherwise possess the statistics they did in life.

You can have a number of Embalmed Companions equal to your intelligence modifier. On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.



### Restoration

At 7<sup>th</sup> level you gain the ability to re-unite the soul of a creature with its body. You learn the *raise dead* spell, which you can cast as a ritual requiring no material components. Once you have cast the spell in this way, you must finish a long rest before doing so again.

### Anthropoid Resources

At 14<sup>th</sup> level, you can use your Embalmed Companion feature on humanoid corpses, which gain the statistics of a **mummy** instead of those they possessed in life.

### Eternal Youth

At 18<sup>th</sup> level, you learn to use your arts to assume undeath, preserving your organic tissues against the ravages of time.

- You gain the undead creature type
- You gain vulnerability to fire damage
- You no longer require require air, food, drink, or sleep
- You cannot die of old age, and your suffer none of the decrepitudes of ageing. Your looks remain frozen the way they did when you gained this ability

## ESOTERICA

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### ARCANE ARTICULATION

*Prerequisite: professor*

When you cast the *comprehend languages* spell, it affects every creature within 10 feet of you able to speak at least one language.

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### 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.

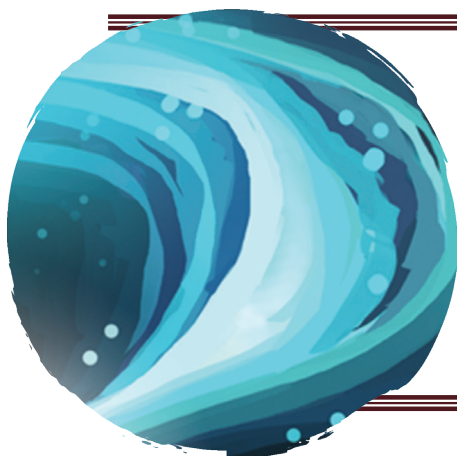
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### BARRAGE

*Prerequisite: magic stone, 5th level*

When using stones enchanted by the *magic stone* cantrip to make an attack you can throw up to three magic pebbles in one action. All stones must target the same creature.

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### BILLOWING FURY

*Prerequisite: gust, 7th level*

You can use a bonus action to generate a *warding wind* effect which swirls around you until you end it, which you can do at any time, not requiring an action. Alternatively, you can cast *whirlwind* once using this feature, but if you do so you cannot use either ability again until you have finished a long rest.

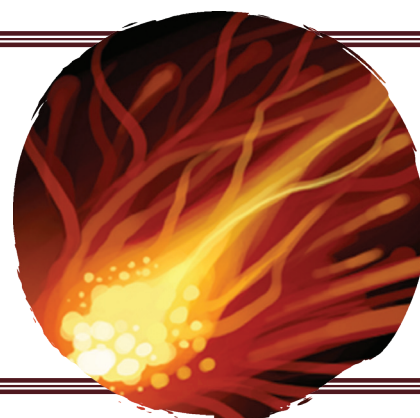
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### BLAZEYRD

*Prerequisite: control flames*

When you cast *control flames*, you can affect flames within 120ft and which fit within a 30ft cube. Whenever you use *control flames* (or conjure flames using any other ability) the fire turns a distinctive unusual colour until the end of your next turn.

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## 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.



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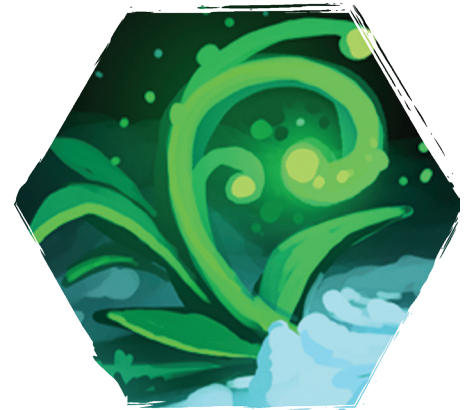
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## BLOOM

*Prerequisite: druidcraft*

When you cast druidcraft, you can instantaneously cause a seed in your hand to blossom into a **twig blight**, which obeys your verbal commands for as long as you maintain concentration on this effect. When you end concentration on this effect, the blight becomes hostile.

You can expend this ability to instead cast *plant growth*, but if you do so you cannot use it again until you finish a long rest.



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## BULWARK

*Prerequisite: blade ward, 5<sup>th</sup> level*

Your *blade ward* spell grants you a damage threshold of 15 for the duration. A creature with a damage threshold has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold value, in which case it takes damage as normal. Any damage that fails to meet or exceed the creature's damage threshold is considered superficial and doesn't reduce the creature's hit points.

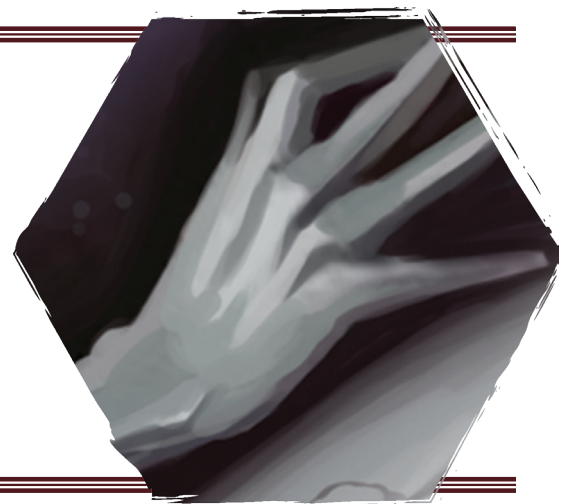
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## BREATH OF LIFE

*Prerequisite: chill touch, spare the dying, 11<sup>th</sup> level*

You can use an action to touch a humanoid corpse that died in the last minute and reanimate it as a **zombie** under your control. This zombie remembers hints of who it was in life, and retains fragments of that personality to an extent. The zombie will not fight for you, but in all other ways acts as your obedient servant. You must finish a short rest before using this ability again.





## CANNON BALL

*Prerequisite: magic stone, 11th level*

When you cast the *magic stone* ability, you can choose to augment the affected stones. Augmented stones increase their thrown weapon range to 600/2,400 ft. When you launch any affected stone, it increases in density exponentially during flight, dealing (8d10) bludgeoning damage on a hit. Once you use this ability, you must finish a long rest before doing so again.

## CAUTERIZE

*Prerequisite: spare the dying, produce flame, 7th level*

When you cast the *spare the dying* cantrip, you can use it to immediately restore a number of hit points equal to 4 (1d8) times your level in this class. The healing leaves an ugly and indelible scar on the target. You must finish a short rest to use this ability again.



## CONSTELLATION

*Prerequisite: dancing lights*

When you cast *dancing lights*, instead of the usual effect you can choose to conjure a miniature armillary sphere composed of glowing lights which hovers in front of you for 1 minute. As an action, you can use the sphere to determine any of the following pieces of information, where relevant:

- The current time and date
- The current phase of the moon
- All four cardinal direction relative to you
- What plane of existence you are on



## EMBERSIGHT

*Prerequisite: control flames, guidance, 11th level*

You can cast the *scrying* spell at-will, but only to target open fires or flames (including any creatures which are made of flame, such as a fire elemental).

## ENCOURAGING WORDS

*Prerequisite: resistance*

When you cast the *resistance* cantrip, you can affect a number of creatures equal to your intelligence modifier. When you use this ability your words float in front of your face in glowing sigils legible in deep speech or primordial, remaining for 1 minute before fading.





### ENGORGED HAND

*Prerequisite: mage hand, 11<sup>th</sup> 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 can summon a number of hands equal to half your proficiency bonus, and command them all by expending your action. You must finish a short rest before using this esoterica again.

### FALCON'S EYE

*Prerequisite: true strike*

When you cast the *true strike* spell, you can do so as a bonus action and it does not require concentration.



### FLAMEGEIST

*Prerequisite: control flames, 11<sup>th</sup> level*

When you cast *control flames* on a fire at least 10 feet in radius, you can conjure a **fire elemental** with it as per *conjure elemental*. The elemental has the undead creature type, and bears a passing resemblance to you. Using this ability extinguishes the fire you cast the spell on. You must finish a long rest before using this ability again.

### FLAMETHROWER

*Prerequisite: produce flame, gust, 3<sup>rd</sup> level*

You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one. Once you have used this ability, roll a d6. On a 6, you must finish a long rest before using this ability again.





### **FLEXIBLE HAND**

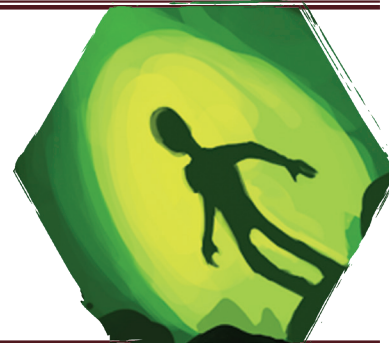
*Prerequisite: mage hand*

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.

### **FORTIFY THE SOUL**

*Prerequisite: resistance, 11<sup>th</sup> level*

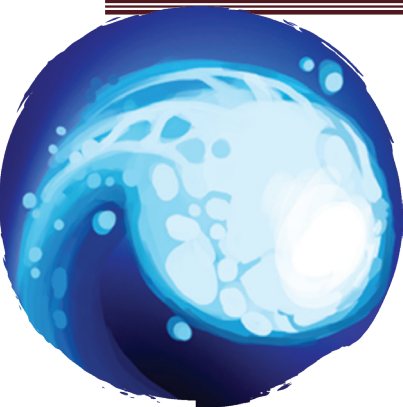
When you cast the *resistance* cantrip, affected creatures are immune to either the Frightened or Charmed condition (chosen by you on casting) for the duration of the spell. In addition, creatures affected by this ability cannot have their souls eaten or altered by abilities such as a devourer's *imprison soul*.



### **FREEZE**

*Prerequisite: control water, blade ward, 11<sup>th</sup> level*

When you cast *blade ward*, you gain the Petrified condition and becoming immune to nonmagical damage for the duration. You must finish a short rest before using this feature again. Fire damage affects you normally and ends this effect immediately. If you are killed whilst in this state, you shatter into pieces.



### **FOLLOWLIGHT**

*Prerequisite: dancing lights, guidance*

When you cast the *dancing lights* spell, you can choose to conjure a single Followlight instead, which acts for most purposes as a single *dancing light*. As an action you can describe or name an object that is familiar to you (as per the terms of *locate object*), and the Followlight will drift towards the object by the fastest direct route at a rate of 30 feet a round as long as that object is on the same plane of existence.



### **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.



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## GRAVESIGHT

*Prerequisite: chill touch, guidance*

When you perceive a humanoid corpse, you can instantly recognise how long ago it died. You can recognise creatures on sight that have been raised from the dead, including how many times that creature has returned from death. You can use an action to touch a dead creature, or an undead creature, and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.



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## 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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## INCANDESCENT SUSURRATION

*Prerequisite: 14<sup>th</sup> level, produce flame*

When you cast *produce flame*, it deals an additional 4 (1d8) fire damage for each successive round you have cast it in a row after the first. Eg. on the first round it deals normal damage on the second round it deals an extra 1d8, on the third an extra 2d8 on the fourth an extra 3d8, to a maximum of 5d8 extra damage. Whenever you deal extra damage in this way, you take 1 fire damage.



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## INSECTOPIA

*Prerequisite: infestation, 5th level*

When you cast *infestation*, instead of its usual effects you can choose to summon ten huge insects as if by a casting of the *giant insect* spell. These insects have the face of the closest creature to them when they were summoned, use the statistics of **giant centipedes** and explode in a gory mess when they are reduced to 0 hit points.



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## JUMPSTART

*Prerequisite: the old ways*

You can cast *spare the dying* on creatures that have been dead for less than 1 minute. When you do so, make a spellcasting ability check against the level of the character. On a success, the character returns to life with 1 hit point. You must finish a short rest before using this ability again.



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## LEPIDOPTERAN SPIES

*Prerequisite: infestation*

When you cast *infestation*, you can instead cast a special version of *arcane eye*, with the following changes:

- The sensor is a visible and audible **swarm of insects** under your control.
- The swarm disappears if you enter combat, lose concentration or if it is reduced to 0 hit points.



## MAGICAL HAT

*Prerequisite: prestidigitation*

When you cast *prestidigitation*, you can reach into your any item of clothing on your person to pull out a small fuzzy object and throw it up to 20 feet. When the object lands, it transforms into a docile **rabbit** (tiny noncombatant)

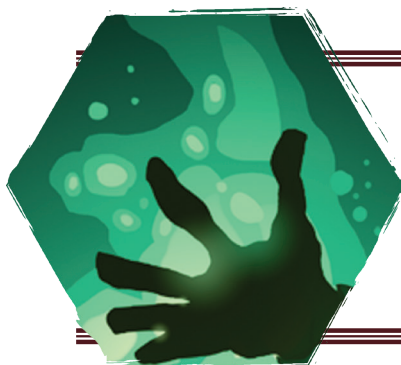
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## MAGICIAN

*Prerequisite: prestidigitation*

When you cast *prestidigitation*, you can conjure up to three different simultaneous effects in a single casting. You can dismiss ongoing effects as a free action.



## MASTER OF MANY HANDS

*Prerequisite: mage hand*

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

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## PILLAR

*Prerequisite: mold earth, 5th level*

You can use an action to summon a 5ft wide, 10ft tall pillar of earth in an unoccupied space adjacent to you. The pillar is immobile, has an AC of 10, 27 hit points and falls apart after 1 minute. You can use this ability to cast *pillars of the earth*, but if you do so you cannot use this ability again until you have finished a long rest.



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## PLANAR BEACON

*Prerequisite: message, 7th level*

When you cast *message*, instead of the usual effects you can choose to place a planar beacon at any point you can see within range. When you place a planar beacon, choose a creature type from the following list: aberration, celestial, fiend. Within 1 hour, a creature of the selected type chosen by the DM manifests on the planar beacon. If you know a creature's true name, you can attempt to summon that specific creature instead, which must succeed on a saving throw against your Spell Save DC or heed the call.



## PUISSANT WARD

*Prerequisite: blade ward, 11th level*

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

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## PURGE

*Prerequisite: remove curse*

You can use your magic to purge the body of impurities. When you cast *remove curse*, instead of its usual effects you can remove one poison or disease currently affecting the target.



## QUICKSILVER FANG

*Prerequisite: shillelagh*

Any weapon on which you cast your *shillelagh* can be transformed into the shape of a different melee weapon as part of casting the spell, with which you are considered proficient until the spell ends. The damage die of the weapon remains d8, but the weapon gains all other properties of its new form.

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## 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.





## **RESTORER**

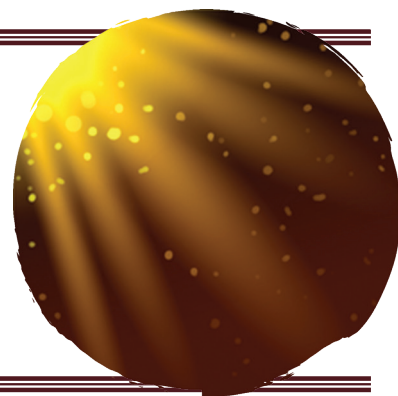
*Prerequisite: mending cantrip*

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. Your DM may decide that any given item is too difficult to fix in this way, but they must then tell you the means by which it is possible to repair it.

## **REVEALING LIGHT**

*Prerequisite: light cantrip, guidance cantrip, 11<sup>th</sup> 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.



## **SHARED SIGHT**

*Prerequisite: true strike, 7<sup>th</sup> level*

When you cast the *true strike* spell you can choose any creature within 30 feet to benefit from the effects of the spell instead of yourself.

## **SIEGE WARFARE**

*Prerequisite: shillelagh, 7th level*

When you cast *shillelagh*, you can transform a simple wooden weapon you are holding into a ballista (with three heavy bolts), a ram or a trebuchet (see DMG, Chapter 8: Running the Game). You cannot use this esoterica if there is no space for the weapon to expand into. Once you have used this esoterica, you must finish a long rest before doing so again.



## **SIGNATURE MONOGRAM**

*Prerequisite: message*

When you cast *message*, you can instead cast a special version of the *animal messenger* spell. This version of the spell conjures a CR 0 creature of your choice made of ink with the construct type which bears the message for you.



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### SOLE TRADER

*Prerequisite: infernal trader*

You learn the *find familiar* spell, which you can only use to summon an **imp**.

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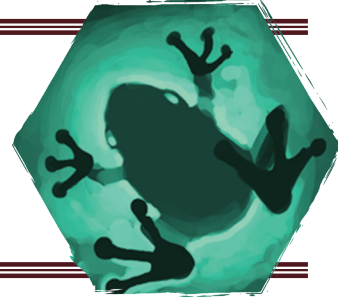
### SPEAKER TO THE SMALL THINGS

*Prerequisite: druidcraft*

You can speak in perpetuity to any flora or fauna created by your *druidcraft* cantrip as if you had cast *speak with plants*.

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### STASIS

*Prerequisite: resistance, spare the dying*

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

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### STORMTELLER

*Prerequisite: gust, guidance*

You always know accurately what the weather is outside, and can accurately predict it in an area up to 1 mile wide for the next 7 days. Additionally, you are immune to difficult terrain or exhaustion caused by the environment, and can see clearly in any obscurement caused by wind, fog or rain.

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### SUDDEN GUST

*Prerequisite: gust*

When an enemy would hit you with a ranged weapon attack made with a projectile weapon (such as an arrow or crossbow bolt), you can use your reaction to cause the missile to miss.

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### TACTILE TACTICS

*Prerequisite: taxidermist*

You can use an action to extend your sense of touch remotely through a creature animated by your Embalmed Companion feature. This ability lets you feel anything the creature is currently feeling for as long as you continue to concentrate on the effect, as if concentrating on a spell.

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## TERRIBLE SECRETS

*Prerequisite: guidance cantrip, 11<sup>th</sup> 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.

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## TETHER

*Prerequisite: curator*

Your attunement to magical items is not broken by distance or time. You are tethered to any attuned items by an invisible cord only which links you to the item wherever it is, even across planar boundaries. Creatures that can see invisible objects perceive the tether as a silver cord instead.

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## THE FLAMING EYE

*Prerequisite: dancing lights, produce flame*

When you cast *produce flame*, you can cause the conjured flame to float around your head and follow you – this version of the spell does not require concentration and the duration is 1 hour. You can only have one flaming eye active at any one time. Whilst this flame is circling your head, you gain advantage on Wisdom (Perception) checks. You can use a bonus action to direct the flame to attack in the same way as a normal *produce flame* spell, but this extinguishes the flaming eye.

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## 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*.

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## 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.

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## UNAVOIDABLE INVECTIVE

*Prerequisite: true strike, 11<sup>th</sup> level*

When you make an attack augmented by *true strike* and miss, the targeted creature must succeed on a saving throw against your spell save DC or be hit by the attack anyway.

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## UNMEND

*Prerequisite: mending, 5<sup>th</sup> level*

You can use an action to touch an object you have repaired with the *mending* spell in the last 10 days. Any repairs you made to that object are immediately reversed.

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## VELOCIGNITE

*Prerequisite: produce flame, control flames*

When you cast *produce flame*, immediately after resolving the spell you can cast *control flames* as a bonus action.

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## WARDING LIGHT

*Prerequisite: light cantrip, 5<sup>th</sup> 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.

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## WATCHMOLES

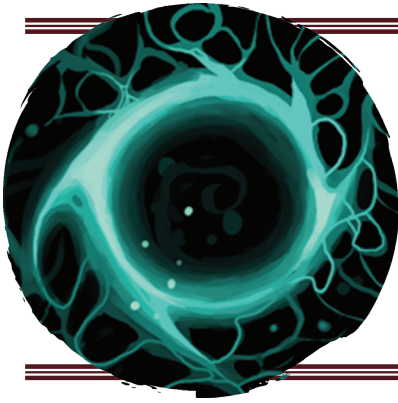
*Prerequisite: mold earth, spare the dying*

You can use the *mold earth* cantrip to conjure 1d4 small molelike creatures (use the statistics for **rats**) made of soil. You can cast *spare the dying* (or any derived esoterica) on a creature carrying a watchmole as a bonus action as long as you can see that creature. This causes the watchmole to crumble. You must finish a short rest before using this esoterica again.

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### WATER MEMORY

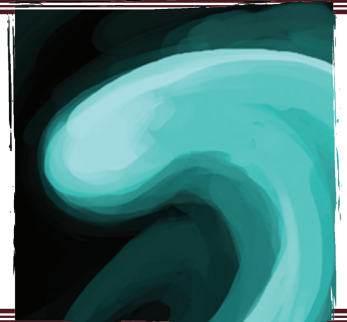
*Prerequisite: chill touch, control water, guidance, 5th level*

As an action, you can touch the body of a creature dead less than 24 hours to conjure a **water weird** from the remains. This creature answers your questions as per a *Speak with Dead* spell, after which it becomes free-willed and can act as it pleases.

### WATER WHIP

*Prerequisite: control water*

As a bonus action you create a whip of water that snares or trips your foes. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature is knocked prone.



### WEATHERVANE

*Prerequisite: druidcraft, stormteller, 11th level*

When would you cast *druidcraft*, you can instead cast *control weather*, but only affecting the weather 24 hours on from the point when you cast the spell.

### WEIGHING THE SCALES

*Prerequisite: numismatist*

You can touch any object and instantly ascertain its likely value in gold pieces as determined by the DM. This value reflects the objective price a typical example of said object would fetch in a market familiar to you at the time of asking, though you can specify a market or a merchant familiar to you for a more accurate result.



### 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.



# ESOTERICA REFERENCE TABLE BY CANTRIP

Cantrip	Esoterica
<b>Blade Ward</b>	<i>Bulwark, Puissant Ward, Whispering Ward</i>
<b>Chill Touch</b>	<i>Breath of Life, Gravesight, Water Memory</i>
<b>Control Flames</b>	<i>Blazewyrd, Embersight, Flamegeist</i>
<b>Control Water</b>	<i>Water Memory, Water Whip</i>
<b>Dancing Lights</b>	<i>Constellation, Followlight, The Flaming Eye</i>
<b>Druidcraft</b>	<i>Bloom, Speaker to the Small Things</i>
<b>Guidance</b>	<i>Aye or Nay, Embersight, Followlight, Gravesight, Revealing Light, Gust, Terrible Secrets, Water Memory</i>
<b>Gust</b>	<i>Billowing Fury, Stormteller</i>
<b>Infestation</b>	<i>Lepidopteran Spies, Insectopia</i>
<b>Light</b>	<i>Blinding Light, Hidden Light, Revealing Light, Warding Light</i>
<b>Mage Hand</b>	<i>Engorged Hand, Flexible Hand, Master of Many Hands</i>
<b>Magic Stone</b>	<i>Barrage, Cannon Ball</i>
<b>Mending</b>	<i>Furbisher, Reach into History, Restorer, The Sinister Truth, Unmend</i>
<b>Message</b>	<i>Signature Monogram, Planar Beacon</i>
<b>Mold Earth</b>	<i>Pillar, Watchmoles</i>
<b>Prestidigitation</b>	<i>Magician, Magical Hat</i>
<b>Produce Flame</b>	<i>Cauterize, Flamethrower, Incandescent Sursurruration, The Flaming Eye, Velocignite</i>
<b>Resistance</b>	<i>Encouraging Words, Fortify the Soul</i>
<b>Shillelagh</b>	<i>Quicksilver Fang, Siege Warfare</i>
<b>Spare the Dying</b>	<i>Breath of Life, Cauterize, The Old Ways, Jumpstart, Stasis, The Sinister Truth, Watchmoles</i>
<b>True Strike</b>	<i>Falcon's Eye, Shared Sight, Unavoidable Invective</i>

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