

ARTIFACTS OF POWER: THE ANTIQUARIAN

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A somber tiefling clutches a fragment of an old, wooden stake. The orc sentries raise their weapons menacingly but fall into quiet indifference as he raises his hand. The astonished orc chieftain charges, vanishing in a blast of light when he reaches the tiefling and returning a moment later, scoured by holy flames.

A bulky elf summons her ancestors to form a ghastly shroud. As the first few kobolds inside fall silent, drained of life, the others surround the swirling spirits. The phantoms disperse with a shriek, sending the rest of the warriors running in fright.

A well-armored gnome raises her hammer, smashing it against the ogre's shin. He returns a glancing blow, but the gnome's armor glows as her arm leaps into the air almost of its own accord.

Objects throughout the world can acquire magical energy, either through repeated exposure in places where magical energy is high or in sympathetic resonance with their owners. To those with the right knowledge, these artifacts can become a source of power all their own—and, perhaps, a dangerous problem to keep from the hands of the untrained. Enter the Antiquarian.

Antiquarians are half-casters who wield occult implements to channel both arcane spells and magical “knacks.” Antiquarians gather the strange and mystical, often acquiring large collections of artifacts over which they set themselves as curators. Few can match the knowledge of an experienced antiquarian, and even fewer can divine the same information about people, places, and things from their mystical collections. Antiquarians often feel the call to adventure to expand their compilations, but many also see their role as making knowledge applied, not theoretical.

As a half-caster, the antiquarian mixes magic with other capabilities, but unlike a paladin or ranger they focus more on supportive, mystical approaches to combat. Their arcane Knacks, drawn from the energies of their chosen artifact, often empower allies as much as they harm enemies, and their spells focus on utility options above more overt effects. Antiquarians must always consider the Occult Implement they wish to wield, as the resonant energies of different artifacts gives way to different talents. Aura Reading also provides useful information when the antiquarian comes across a magical item, important creature, or renowned location.

“The ancient tureen of Iesou? I know a gourmet who has just the place for it in his curio.” – Collector Langdon

QUICK BUILD

You can make an antiquarian quickly by following these suggestions. Intelligence should be your highest score, followed by Constitution. Second, choose the acolyte or sage background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8

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

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

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Persuasion, and Religion

EQUIPMENT

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

- leather armor
- (a) a simple melee weapon and a shield or (b) two simple weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) an explorer's pack or (b) a scholar's pack

Level	Proficiency Bonus	Class Features	Knacks Known	Spell Slots per Spell Level	Spells Known
1 st	+2	Occult Implement, Knacks	2	---	---
2 nd	+2	Spellcasting, Implement Spells	2	2 1 st	2
3 rd	+2	Aura Reading (Objects)	2	3 1 st	2
4 th	+2	Ability Score Improvement	2	3 1 st	2
5 th	+3	---	3	4 1 st ; 2 2 nd	3
6 th	+3	Implement feature	3	4 1 st ; 2 2 nd	3
7 th	+3	Aura Reading (Creatures)	3	4 1 st ; 3 2 nd	3
8 th	+3	Ability Score Improvement	3	4 1 st ; 3 2 nd	4

9 th	+4	--	3	4 1 st ; 3 2 nd ; 2 3 rd	4
10 th	+4	Implement feature	4	4 1 st ; 3 2 nd ; 2 3 rd	4
11 th	+4	Occult Force	4	4 1 st ; 3 2 nd ; 3 3 rd	5
12 th	+4	Ability Score Improvement	4	4 1 st ; 3 2 nd ; 3 3 rd	5
13 th	+5	---	4	4 1 st ; 3 2 nd ; 3 3 rd ; 1 4 th	5
14 th	+5	Aura Reading (Locations)	4	4 1 st ; 3 2 nd ; 3 3 rd ; 1 4 th	6
15 th	+5	Implement feature	5	4 1 st ; 3 2 nd ; 3 3 rd ; 2 4 th	6
16 th	+5	Ability Score Improvement	5	4 1 st ; 3 2 nd ; 3 3 rd ; 2 4 th	6
17 th	+6	---	5	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 1 5 th	7
18 th	+6	Swallow Magic	5	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 1 5 th	7
19 th	+6	Ability Score Improvement	5	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 2 5 th	7
20 th	+6	Knack Infusion	6	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 2 5 th	8

OCCULT IMPLEMENT

When you take your 1st level in this class, you gain a magical implement empowered with arcane energy, often inherited from your ancestors or a powerful magical creature. You choose the Divine Relic, Eerie Haunt, Panoply of War, or Talisman of Warding implements, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 2nd, 6th, 10th, 15th, and 20th level. Those features include implement spells and the Knacks feature.

Implement Spells

Each implement has a list of associated spells. You gain access to these spells at the levels specified in the descriptions below. Once you gain access to an implement spell, you always have knowledge of it so long as you possess the implement on your person. Implement spells don't count against the number of spells you know. If you gain an implement spell that doesn't appear on the antiquarian spell list, the spell is nonetheless an antiquarian spell for you.

Knacks

Your implement allows you to channel arcane energy sympathetic to your chosen implement. When you use a Knack, you choose which option you know to use. You can use Knacks a number of times equal to your Intelligence modifier. You regain all expended uses after you finish a short or long rest.

Some Knacks require saving throws. When you use such an effect from this class, the DC equals your antiquarian spell save DC.

SPELLCASTING

Beginning at 2nd level, you gain arcane spellcasting magic much as a sorcerer does. You gain arcane spell slots with the progression of a half caster (such as a paladin or ranger). Your spellcasting ability score is Intelligence. You gain knowledge of antiquarian spells based on your antiquarian level, as indicated on the table above.

Each time you gain an antiquarian level, you can swap one antiquarian spell known for a new one. This spell must be of a level for which you have spell slots.

Your chosen implement is an arcane focus (found in chapter 5) for your antiquarian spells. If you know a [ritual] spell as one of your antiquarian spells and have your chosen implement on hand, you can cast that spell as a ritual.

AURA READING

By focusing your arcane attunements, you can magically sense information imperceptible to those using their physical senses. You gain the following features at the levels listed on the table above:

- **Objects:** As an action, you can learn what school or schools of magic are affecting the item (if any). If it was magically created, this feature gives you this information. If you spend a full minute concentrating on this object, you also learn if it requires attunement and one piece of information about the last creature to use the item within the past 24 hours.
- **Creatures:** As an action, you can sense a surface-level description of the creature's emotional state, what school or schools of magic are affecting the creature (if any), and if it has any spellcasting ability. If you spend a full minute concentrating on this creature, you get a glimpse of what has recently affected its emotional state, such as conflict with a friend or hearing unnerving sounds. The DM has discretion as to what applies to this information.
- **Locations:** As an action, you can sense the auras of any magical effects or spells in the area and, if the location has any historical significance, gain one piece of information about the area's history. If you spend a full minute concentrating on this location, you gain full knowledge of any spells affecting the area and one piece of information about what creature or creatures were last in the area, up to one week in the past.

You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum once). After you finish a long rest, you regain all expended uses.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

OCCULT FORCE

Beginning at 11th level, you can empower your attacks with arcane energy. When you make a successful weapon attack roll, you can add your Intelligence modifier to the damage dealt. If you use this feature, the weapon counts as magical for the attack.

SWALLOW MAGIC

Beginning at 18th level, you gain the ability to devour magic to empower your Occult Implement and restore your stamina. As an action, you can devour a scroll, other magical tome, or spell currently in effect or in the process of being cast. If the spell level is lower than your Intelligence modifier, you consume the magic, regaining Knack uses and Hit Dice equal to the spell level. If the spell level is equal to or higher than your Intelligence modifier, you must make an Intelligence ability with a DC equal to 10 + the spell's level. If you succeed, you devour the magic and regain Knack uses and Hit Dice, but if you fail you cannot use this feature on the magical effect again. Once you have devoured 5 levels of spells using this feature, you can't use it again until you finish a long rest.

KNACK INFUSION

Beginning at 20th level, when you roll for initiative in combat and have no Knacks remaining, you regain one use of that feature. You also gain an additional power depending on your chosen implement:

- *Divine Relic*: You can cast the spell *sunbeam* once. After you do so, you must finish a long rest before you can use this feature again.
- *Eerie Haunt*: You can cast the spell *eyebite* once. After you do so, you must finish a long rest before you can use this feature again.
- *Panoply of War*: Your current and maximum Strength and Constitution scores increase by 4, to a maximum of 24 each.
- *Talisman of Warding*: You gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

OCCULT IMPLEMENTS

DIVINE RELIC

You have formed a bond with a relic holy to your faith. Perhaps you received a piece of a martyr's burial shroud or the high priest of your faith bequeathed you a holy symbol. Antiquarians with these implements can mimic divine powers with these objects and often become leaders in the faith themselves.

Reverence: Beginning at 1st level when you take this feature, you can channel divine energy to pacify nearby creatures. As an action, you can cause each creature in a 10-foot cube originating from you to make a Charisma saving throw against your antiquarian spell save DC. Creatures that fail their saving throw are pacified until the end of your next turn, making any hostility they have into indifference. This indifference ends if the target is attacked or harmed or if it witnesses any of its allies being harmed. At the end of your next turn, affected creatures become hostile again, unless the DM rules otherwise. Once you use this feature, you can't use it again until you finish a short or long rest.

Sacred Orison: Also beginning at 1st-level, you learn one cantrip of your choice from the cleric spell list. Intelligence is your spellcasting ability for this cantrip.

Knacks: You learn two of the following Knacks when you take this implement. You can choose additional Knacks at the levels indicated on the table above.

- Discharge, Enlighten, Illuminate, Inspire, Mend, Protect, Puppet, Rally, Repel, Repulse

Implement Spells: Beginning at 2nd level, you learn the following spells at the antiquarian levels listed.

2nd – *cure wounds, guiding bolt*

5th – *gentle repose, protection from poison*

9th – *daylight, revivify*

13th – *aura of purity, divination*

17th – *geas, hallow*

Active Providence: Beginning at 6th level, you can invoke a blessing to assist yourself or your allies in completing a task. When you or an ally you can see within 30 feet makes an ability check or a saving throw, you can use this feature as a reaction to add 1d10 to the roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Divine Mettle: Beginning at 10th level, you gain greater resistance to mental effects. When you make an Intelligence or Wisdom saving throw and would take only half damage on a successful save, you instead take no damage on a successful save.

Divine Judgment: Beginning at 15th level, you can invoke a divine judgment against a creature. When you hit a creature with an attack, you can use this feature to temporarily transport that creature to a heavenly realm where it awaits judgment. At the end of your next turn, a verdict is delivered, dealing 10d10 radiant damage if the target is not a celestial. Once you use this feature, you can't use it again until you finish a long rest.

EERIE HAUNT

You have formed a bond with a haunted object. Perhaps you retrieved a hanged man's noose from a criminal's grave or keep a lock of hair from a deceased love. Antiquarians with these

implements weaken the barriers between life and death, using necrotic energies to slay their foes and gain unearthly powers.

Spirit Tap: Beginning at 1st level when you choose this implement, you can harness lingering energy from fallen creatures to protect yourself. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Intelligence modifier + your antiquarian level.

Knacks: You learn two of the following Knacks when you take this implement. You can choose additional Knacks at the levels indicated on the table above.

- Curse, Discharge, Masquerade, Pain, Puppet, Repel, Repulse, Shroud, Weaken

Implement Spells: Beginning at 2nd level, you learn the following spells at the antiquarian levels listed.

2nd – *inflict wounds, ray of sickness*

5th – *blindness/deafness, ray of enfeeblement*

9th – *bestow curse, vampiric touch*

13th – *blight, phantasmal killer*

17th – *contagion, mislead*

Terror of the Grave: Beginning at 6th level, you can unleash your implement's power to horrify nearby foes. As an action, you can cause each creature in a 30-foot cube originating from you to make a Wisdom saving throw against your antiquarian spell save DC. The creatures that fail their saving throw are frightened by you until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Necrotic Return: Beginning at 10th level, you can call on the aid of the deceased when near death yourself. When you would make a death saving throw, you can instead spring to your feet as an action, dealing 1d8 damage per point of your Intelligence modifier (minimum 1d8) to all creatures within 10 feet of you. Creatures in the area can make a Constitution saving throw against your antiquarian spell save DC to reduce the damage by half. You heal for half of the damage dealt by this feature, up to one-half your maximum hit points. You also gain resistance to damage until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Haunted Resistances: Beginning at 15th level, you gain resistance to necrotic damage and your hit point maximum can never be reduced. Additionally, you become immune to the negative effects of aging and can't be magically aged.

PANOPLY OF WAR

You have formed a bond with the weapons of war. Perhaps you received an aegis handed down from a hero of antiquity, or you found a hammer touched by the God of War. Antiquarians with these implements gain martial skills and easily take to the front lines of combat.

Combat Attunement: Beginning at 1st level when you select this implement, your hit points increase by 1 per antiquarian level you possess, and you gain proficiency with martial weapons, medium armor, and shields. Additionally, you may select a single martial weapon, chainmail, or a shield to possess for your implement.

Knacks: You learn two of the following Knacks when you take this implement. You can choose additional Knacks at the levels indicated on the table above.

- Counterattack, Harden, Inspire, Might, Pain, Protect, Quicken, Strike, Target, Weaken

Implement Spells: Beginning at 2nd level, you learn the following spells at the antiquarian levels listed.

2nd – *divine favor, false life*

5th – *heat metal, magic weapon*

9th – *crusader's mantle, protection from energy*

13th – *staggering smite, stoneskin*

17th – *antilife shell, destructive wave*

Extra Attack: Beginning at 6th level, you can attack twice instead of once whenever you take the Attack action on your turn.

Martial Pursuit: Beginning at 10th level, when an adjacent enemy moves away from you, you can use your reaction to move up to your movement speed. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1) and regain all expended uses after you finish a long rest.

Spell Strike: Beginning at 15th level, when you use your action to cast a spell of 1st-level or higher, you can make one weapon attack as a bonus action.

TALISMAN OF WARDING

You have formed a bond with a protective artifact. Perhaps you acquired a brooch with lingering abjorative energy, or you uncovered an ancient scroll inscribed with runes of warding. Antiquarians with these implements protect themselves and allies alike, turning their powers to frustrate their foes.

Absorb Blow: Beginning at 1st level when you choose this implement, you can reduce damage dealt to you and redirect it at your foes. When you take weapon damage, you can use your reaction to reduce the damage by an amount equal to your Intelligence modifier. If you hit with a weapon attack on your next turn, you can add additional force damage to the attack equal to your Intelligence modifier. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). After finishing a long rest, you regain all expended uses.

Knacks: You learn two of the following Knacks when you take this implement. You can choose additional Knacks at the levels indicated on the table above.

- Absorption, Harden, Inspire, Mend, Negate, Protect, Rally, Repel, Suppress

Implement Spells: Beginning at 2nd level, you learn the following spells at the antiquarian levels listed.

2nd – *sanctuary, shield of faith*

5th – *aid, lesser restoration*

9th – *counterspell, remove curse*

13th – *death ward, freedom of movement*

17th – *circle of power, greater restoration*

Interposition: Beginning at 6th level, whenever an enemy makes a weapon attack against you or a friendly creature within 10 feet of you, you can use your reaction to grant disadvantage on the attack roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). After finishing a long rest, you regain all expended uses.

Take Care: Beginning at 10th level, you can channel magic through your talisman in response to danger. As a reaction, you can expend a spell slot and gain a bonus on all saving throws for 1 round equal to the level of the spell slot expended. You may use this feature after you have rolled a saving throw but before the DM reveals whether you succeeded or failed.

Redirect: Beginning at 15th level, you can avoid danger and imperil your foes with missed attacks. When you are hit by a weapon attack made by a creature you can see within 30 feet of you, you can use your reaction to make an Intelligence saving throw against the attack roll instead. If you succeed, you take no damage as the attack misses you, and, if a creature is adjacent to you, you can attempt to redirect the attack against them. The creature that attacked you must make a new attack roll against the creature adjacent to you with the same bonus as the initial attack, and if it hits, the second creature takes all effects of the initial triggering attack.

ANTIQUARIAN KNACKS

Antiquarians have a list of knacks available depending on their chosen implement. The features and functions of each of these knacks are listed below.

- *Absorption:* As a bonus action, you can create a personal shield that absorbs energy for up to 1 minute or until the shield is used. When you take acid, cold, fire, lightning, poison, or thunder damage, the shield absorbs it first. The shield can absorb an amount of damage equal to 5 times your Intelligence modifier (minimum of 5) + your antiquarian level. If you are dealt damage in excess of the shield's strength, you take any remaining damage.
- *Counterattack:* As a reaction, you can make a single melee weapon attack against a creature that just damaged you or an ally.
- *Curse:* As an action, choose a creature within 30 feet of you that you can see and one of its six ability scores. The targeted creature must make a Wisdom saving throw against

your antiquarian spell save DC. On a failure, it suffers disadvantage on ability checks made with the chosen ability for up to 1 hour per point of your Intelligence modifier (minimum of 1 hour).

- *Discharge*: As an action, you expel and charge a blast of arcane force. Make a ranged spell attack as part of this action against a creature within 60 feet of you. If the attack hits, the creature takes your choice of 1d10 radiant or necrotic damage per point of your Intelligence modifier (minimum of 1d10).
- *Enlighten*: As a bonus action, you can improve your Wisdom or Charisma scores. Both your current and maximum scores for the chosen ability increase by 4. This increase lasts for 1 minute, during which you cannot use any other Knacks. If you do so, Enlighten ends immediately.
- *Harden*: As a reaction, you can increase your Armor Class for 1 round by an amount equal to your Intelligence modifier. You can use this Knack in response to an attack that would hit you, but before any damage or other results of the roll are declared.
- *Illuminate*: As an action, touch an object or adjacent creature. If you touch a creature, it glows with bright light (color of your choice) in a 30-ft. radius for 1 minute. Attack rolls against the creature have advantage, and it cannot benefit from invisibility or concealment. If the creature is unwilling, it can make a Dexterity saving throw against your antiquarian spell save DC to avoid the effect.
If you touch an object, the object glows with bright light (color of your choice) in a 30-ft. radius for up to 1 hour. If you make a successful attack with that object, you can discharge the illumination against an attacked creature, causing the effects described above. Unwilling creatures can still make a Dexterity saving throw against your antiquarian spell save DC to avoid the effect.
- *Inspire*: As a bonus action, choose an allied creature within 30 feet of you that you can see. Both you and the chosen ally gain temporary hit points at the start of each of your turns equal to your Intelligence modifier for 1 minute.
- *Masquerade*: As an action, you can change your appearance to look like another creature, gaining advantage on any Charisma checks needed to visually deceive others. This illusory disguise lasts for a number of hours equal to your Intelligence modifier (minimum of 1) or until you choose to end it on your turn (no action required).
- *Mend*: As an action, touch an adjacent friendly creature. That creature regains hit points equal to 1d6 per point of your Intelligence modifier (minimum of 1d6). You can use this Knack on yourself. Once a creature has benefited from this Knack, it cannot do so again until it finishes a long rest.
- *Might*: As a bonus action, you can improve your Strength or Constitution scores. Both your current and maximum scores for the chosen ability increase by 4. This increase lasts for 1 minute, during which you cannot use any other Knacks. If you do so, Might ends immediately.
- *Negate*: As an action, you can break magical effects on a creature or object you can see within 30 feet. Spells with a level equal to or less than your Intelligence modifier (minimum of 1) are ended.

- *Pain:* As an action, you can release a wave of pain that affects creatures within 30 feet of you. Affected creatures must make a saving throw against your antiquarian spell save DC. On a failure, they are poisoned for a number of rounds equal to your Intelligence modifier (minimum of 1).
- *Protect:* As a bonus action, choose an allied creature within 30 feet of you that you can see. This creature gains resistance to a damage type of your choice for 1 minute. You can use this Knack on yourself.
- *Puppet:* As an action, you summon a Tiny, nearly insubstantial creature into an adjacent space, sacrificing up to one-half of your maximum hit points. You cannot reduce yourself below 1 hit point when using this Knack.

On your turn, you can command the creature to move up to your speed or make an attack roll as a bonus action. The puppet lasts for a maximum of 1 hour before it dissipates or until you dismiss it as an action. The puppet has hit points equal to the amount you sacrificed and an Armor Class equal to 10 + your Intelligence modifier. The puppet can make a ranged attack roll using your Dexterity modifier that deals 1d8 + your Intelligence modifier in radiant or necrotic damage (chosen when you summon the puppet).

When the puppet dissipates or is dismissed, you regain one-half of its current hit points. If it is reduced to 0 hit points, it fades into nothingness.

- *Quicken:* As a bonus action, you can improve your Dexterity score. Both your current and maximum scores increase by 4. This increase lasts for 1 minute, during which you cannot use any other Knacks. If you do so, *Quicken* ends immediately.
- *Rally:* As a bonus action, choose an allied creature within 30 feet of you that you can see. The creature is immune to the frightened and charmed conditions for 1 minute.
- *Repet:* As an action, you create a barrier that resists outside forces for 1 minute or until you lose concentration (as if concentrating on a spell). Choose one of the following creature types: aberration, celestial, elemental, fey, fiend, or undead. Creatures of that type have disadvantage on attack rolls against you, and you have advantage on saving throws against any of their abilities.
- *Repulse:* As an action, you create a pulse of arcane energy that damages creatures of a chosen type. Choose one of the following creature types: aberration, celestial, elemental, fey, fiend, or undead. Creatures of that type within a 30-ft. radius must make a Constitution saving throw or suffer 1d10 damage per point of your Intelligence modifier (minimum of 1d10). A successful saving throw halves the damage dealt.
- *Shroud:* As a bonus action, you summon a mass of deceased spirits to protect you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes necrotic damage equal to your antiquarian level + your Intelligence modifier. Sighted creatures are aware of this effect before they move into a nearby space.
- *Strike:* As an action, make a weapon attack as part of using this Knack. If it succeeds, you may add 1d8 force damage per point of your Intelligence bonus (minimum 1d8).

- **Suppress:** As an action, touch an adjacent creature. It must make an Intelligence saving throw against your antiquarian spell save DC. On a failure, choose one of the creature's magical or otherwise supernatural abilities. The target cannot use this ability for 1 minute. The creature is aware of this magical impediment. At the end of each of the target's turns, it can make an Intelligence saving throw against the effect. On a success, Suppress ends.
- **Target:** As a bonus action, you can gain advantage on the next weapon attack you make before the end of your next turn. If your attack succeeds, it becomes a critical hit. The target of your attack must be within 30 feet when the attack is made.
- **Weaken:** As an action, touch an adjacent creature. It must make a Constitution saving throw against your antiquarian spell save DC. On a failure, choose one of the target's attacks (including magical ones, such as a cantrip). The target deals only half damage with the chosen attack for 1 minute. The creature is aware of this magical impediment. At the end of each of the target's turns, it can make a Constitution saving throw against the effect. On a success, Weaken ends.

ANTIQUARIAN SPELLS

Antiquarians have access to the following spells:

1st – *alarm, bane, bless, detect evil and good, detect magic, expeditious retreat, floating disk, heroism, identify, mage armor, protection from evil and good, unseen servant*

2nd – *arcane lock, calm emotions, enhance ability, find traps, knock, magic aura, phantasmal force, silence, warding bond*

3rd – *beacon of hope, dispel magic, glyph of warding, magic circle, nondetection, spirit guardians, tongues*

4th – *banishment, compulsion, fabricate, guardian of faith, private sanctum, resilient sphere, secret chest*

5th – *animate objects, contact other plane, creation, dispel evil and good, planar binding, teleportation circle*

If your campaign makes use of psionic abilities, the Antiquarian, with its focus on sympathetic magic through the Occult Implements and aura reading, should fit well with that system. I have chosen to treat it as an arcane spellcaster for compatibility with the basic rules of this edition, but it makes a lot of sense to treat it as a psionic class.
