



THE ARCHAEOLOGIST

ROGUISH ARCHETYPE OPTION

Scaling an impossibly sheer cliff face, a female high elf clad in a billowing shirt, bodice, and climbing harness maintains her hold on a rope anchored fast to a tree somewhere high above. Securing the line on her harness, she scans the jungle far below her, and spies the ruined spires of an ancient temple cresting through the treeline. Pulling out compass, quill, and parchment, she notes the temple's location on her expertly detailed map, before stowing her tools and continuing her climb.

Running his hand across ancient bricks of cyclopean stone, a bespectacled male tiefling examines the quality of the masonry, his fingers slowly tracing letters of an antediluvian language etched fadingly into the walls. As he studies these forgotten letters, a pattern appears, and he begins to discern the message carved into the stones. These ruins belonged to his infernal forefathers, he reads, and the secret to the genesis of his race lies somewhere deep below, buried within the age-old rubble.

Face-to-face with a lone orc in an ancient ruin, a male gnome in a fitted leather jacket maintains his composure. Expecting this encounter, having spied orcish artifacts amidst the rubble of this place, his hand easily finds his whip, which quickly arcs out in a vicious crack that takes the orc off-guard.

Adventuring scholars, treasure-hunters, and thrill seekers, archaeologists explore the isolated reaches of the world lost to history and time. Such places are almost always dangerous, however, and many secrets held within these hidden locations are guarded by beings who would fight and die to keep them. An archaeologist

must be prepared for traps, danger, and deadly combat when delving into the world's most perilous places, but this risk is often much of what makes their discoveries worthwhile.

An eccentric lot, most wandering archaeologists trend towards the chaotic side of the alignment spectrum, though lawful explorers looking to reclaim history are not unheard of. Both good and evil archaeologists can be found, depending on how they approach solving their challenges. Archaeologists often believe heavily in luck, intelligence, and skill, trusting to their tools as easily as trusting a roll of the dice.

Most archaeologists develop a unique look over time, often picking up an item of clothing or an accessory that they value above all else, considering it their trademark or lucky charm. Protecting this garment is second only to protecting their own hides for many explorers, and if lost this item can never be replaced easily. If you desire such an article for your archaeologist, you may create one with help from your DM, or roll for one on the *Prized Garment* table.

d8	Prized Garment
1	An old-fashioned hat, leather or high-quality felt
2	A garish scarf, long enough to be seen properly
3	A pair of dusty goggles, still keep the wind out
4	A weathered leather jacket, emblazoned with a logo
5	A simple black eyepatch, functioning eye optional
6	A foreign-style mask, a souvenir from your travels
7	Antique silver spectacles, shining despite age
8	A worn poncho, soft, with a distinctive pattern

FIELD TRAINING

When you choose this archetype at 3rd level, you are trained with a few basic implements and skills to improve your survival in the field. You gain proficiency with History, cartographer's tools, one additional language, and whips. If you already possess proficiency in History or with cartographer's tools, you instead gain expertise, as with the Expertise feature.

In addition, you gain a climbing speed equal to 5 feet less than your regular moving speed. If you already possess a climbing speed from another source, increase that speed by 5 feet.

EXPLORER'S TRICKS

Also at 3rd level, you learn a handful of techniques that help you comprehend the secrets found in the ancient places of the world. You gain a number of explorer's points equal to your Intelligence modifier + 1 (minimum 2), each of which may be expended to use one of the abilities listed here. You regain all expended explorer's points with a long rest.

Ancient Dangers. When you are within a ruin, dungeon, cave, or other work of architecture, you may spend one minute studying either an artistic or written depiction you can see of a specific type of creature, or an artifact left by that type of creature. Depictions may potentially be found on the walls of the structure, or on art,

weapons, or objects within the structure. If this creature has a subtype (for example: devil, shapechanger, or orc), use any applicable subtypes it has instead of its creature type. For the next 24 hours, any time you roll initiative within this area and can see a creature of this type or subtype, you have advantage on your initiative roll.

Eye for Treasure. You cast either *identify* or *locate object* as a 10 minute ritual without expending a spell slot or any materials cost.

Forgotten Arcana. You may use a spell scroll you'd normally be unable to use, and any checks required to use it are automatically successful. The spell it casts may not be of a level higher than your proficiency bonus.

Polyglot. Choose a language. For the next 10 minutes, you can understand the general meaning of spoken and written words in that language, though specifics, idioms, and metaphors may still elude you.

RUIN RESEARCHER

Beginning at 9th level, you have an instinctive sense for the architecture, history, and inhabitants of the forgotten places of the world. If you are in a ruin, dungeon, cave, or other work of architecture, you may make an Intelligence (History) check over the course of a short rest. In addition to the knowledge about the area's history and culture that would usually be conferred by such a check, you gather extra information based on the result of the roll.

If this check has a result of 10 or greater, you learn what sorts of traps and secret doors may be in the area (out to a radius of 1,000 feet), what their triggers could be, but not their locations. If this check has a result of 15 or greater, you learn what creature types are in the area, and their approximate quantities (for example: "many aberrations, some undead, few beasts"). If this check has a result of 20 or greater, you learn the identity of whichever treasure has the greatest monetary worth in the area. This treasure must be non-magical and, though you do not automatically know where it is, it becomes a valid target for a *locate object* spell cast by you.





FORTUNE'S FAVOR

Starting at 13th level, you've learned to rely on your luck, and are able to take risks that others would consider foolish. When you make a check or saving throw and dislike the result, you may expend an explorer's point to substitute 10 for the result of the roll.

PARAGON OF ADVENTURE

At 17th level, your reputation and glory as an explorer are unrivaled. You regain all expended explorer's points with either a short rest or a long rest.

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