

This document contains the progression and class details for arcane archivists.



Arcane Archivist

Description: Some magicians are obsessed with the amassing of arcane knowledge. From birth their instincts and desires are honed in on this single task, and the uncovering of otherworldly lore is the sole purpose of their existence. Rather than imbuing their persona and soul with the power of these spells they are adept at manipulating magic carefully, using the secret phrases and sigils as tools and simply setting them aside when no longer needed.

Arcane archivists rely on grimoires, tomes and magical artefacts to cast spells. Their innate abilities give them excellent instincts with magical items, runes and sigils. Due to their lifelong obsession with discovering magical secrets and lore they often start as adventurers, but often find the traveling life a difficult one: a magical sage can only carry so many grimoires with them on the road, before having to settle down in their own arcanarium.

Hit Points: Arcane archivists gain 1d4 hit points each level.

Weapon training: Arcane archivists eschew martial training, and are thus only proficient with daggers, clubs, staves, short swords, maces, slings and crossbows. Archivists avoid using armor, as it interferes with the channeling of arcane energies: similar to wizards, armor check penalties from metal armor affect archivist spell check rolls).

Alignment: Arcane archivists can be of any alignment: chaotic archivists tend to be obsessed and callous hoarders of magical texts, while neutral and lawful archivists may even belong to orders of similarly minded investigators.

Caster level & spell checks: An arcane archivists caster level is usually their level as an arcane archivist. Arcane archivists roll spell checks as *action die + CL + INT mod*.

Arcane instincts: Arcane archivists have an innate affinity with magical runes and sigils. At 1st level, they automatically gain the spells *Comprehend languages*, *Detect magic* and *Read magic*. Upon reaching 3rd level they gain the spell *Runic alphabet, mortal* and on 5th level they gain access to *Runic alphabet, fey*. When they reach 7th level they learn to transcribe magical texts, gaining access to *Write magic*. Finally, upon reaching 9th level they learn the spell *True name*, as their affinity for arcane secrets has grown to such magnitude that they can glean the secret names of magical beings. None of the above spells have mercurial effects, but otherwise manifest as arcane castings of the appropriate level (all of the above spells can be found in the DCC rulebook).

Focal casting: Arcane archivists differ from wizards in the way they access magical power. An archivist must have access to the appropriate grimoire, spell focus or scroll at the time of casting. This results in the following changes to arcane casting (otherwise apply the rules for arcane casting as per the DCC rulebook):

- Arcane archivists *can only cast spells from a spell focus*. A spell focus is essentially anything a wizard could use to learn a spell: spellbooks, grimoires, fetishes and scrolls are all valid spell foci. Note that an arcane archivist casting a spell from a scroll *does not expend the scroll*.
- Casting a spell from a spell focus requires preparation and concentration: *any attempt to cast also expends the archivist's movement for the casting round, as well as an action die*. Archivists with multiple action dice can cast multiple spells per round, provided their spell foci allow for it.
- Arcane archivists have *no level cap for spellcasting*: they can attempt to cast a spell of any level at any time, provided they have the correct spell focus. However, when casting their *fumble range is equal to the level of the spell they attempt to cast*¹ (i.e. a die roll of 1-3 results in a spell fumble when casting a 3rd level spell).
- Due to the unpredictable nature of casting spells in this fashion *mercurial magic is rolled separately for each casting* (roll before spell check is made). Arcane archivists *do not apply their Luck modifier to the mercurial magic roll, but may spend a point of Luck to cancel an effect after rolling*.
- Due to their aptitude and experience with ritual magics, arcane archivists *gain +1d on spell checks for spells with a casting time longer than 1 round*.

Luck: Arcane archivists may spend a point of Luck to cancel a mercurial magic effect; their Luck modifier also applies to rolls for corruption.

1 This is actually a standing house rule at my table, and affects all arcane casters.

Languages: A 1st level arcane archivist knows three languages per point of Intelligence modifier. The player may choose one, roll for the rest like a wizard (as per Appendix L in the DCC rulebook).

Action dice: Arcane archivists can use their action dice for attacks or spellcasting, note that any attempt to cast also expends the archivist's movement for the round.

Table A: Arcane Archivist

Level	Attack	Crit die / table	Action die	Ref	Fort	Will
1	+0	1d6/I	1d20	+1	+0	+1
2	+1	1d6/I	1d20	+1	+0	+2
3	+1	1d8/I	1d20	+2	+1	+2
4	+2	1d8/I	1d20	+2	+1	+3
5	+2	1d10/I	1d20+1d14	+3	+2	+3
6	+3	1d10/I	1d20+1d14	+3	+2	+4
7	+3	1d12/I	1d20+1d16	+4	+3	+4
8	+4	1d12/I	1d20+1d16	+4	+3	+5
9	+4	1d14/I	1d20+1d20	+5	+4	+5
10	+5	1d14/I	1d20+1d20	+5	+4	+6

Titles: Arcane archivists often use the following titles.

Table B: Arcane archivist titles

Level	Chaotic	Neutral	Lawful
1	Meddler	Seeker	Student
2	Augurer	Gatherer	Researcher
3	Occultist	Collector	Scribe
4	Savant	Librarian	Scholar
5	Arcanist	Custodian	Sage

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