Explorer

Digging out a magnifying glass and a journal from her pack, a tiefling presses up against a carved stone wall to take notes on a language long thought forgotten, excitedly translating arcane incantations as she goes.

A human pulls his whip from his belt with a sharp crack, making the pack of knolls standing between him and the nearby treasure room think twice about ambushing him.

Mind racing with questions and answers, a dwarf casts his mind back to the series of trials he and his adventuring companions have just overcome, searching for clues to the riddle before him that guards the last door to a sealed tomb.

Explorers are adventure seekers, pure and simple. They delight in being the first to venture through an ancient ruin or cursed castle, using their wits and education to steer them towards their prize.

Primeval Knowledge

It takes a certain mind to become an explorer. The demands of outwitting ancient traps and decoding fragments of primeval spells means explorers are as sharp as they come. A skilled explorer absorbs and processes information at an astounding rate, all the better to help keep them and their friends alive. They can then weaponize this info and outmaneuver enemies for a tactical advantage.

Explorers have also picked up arcane magic along their travels, usually learning it from a combination of spell descriptions uncovered during research and an exposure to the intense magical energy most temples and ruins were built on top of. Their magic is employed to help their research or to make life on the road easier. So while an explorer is rough-and-tumble enough to put up a fight, the best their magic can do is block off enemies and give the explorer an opportunity for a strategic retreat.

Curiosity Strikes

Knowledge is always the foremost goal in an explorer's mind. Whether that is to record histories for future generation or just to sate the explorer's own wanderlust doesn't matter. While others might be disheartened to unravel a puzzle only to stumble on the next problem it leads to, an explorer revels in the opportunity. After all, explorers are logical thinkers who can reduce the natural world and its chaos down to an easily digestible formula. "Solving" nature as it were is a lofty goal, but when ones

The Explorer

Level	Proficiency Bonus	Research Die	Research Benchmark	Features	Cantrips Known	Spells Known	Spell Points	Max Slot Level
1st	+2	d4	4	Spellcasting, Research, Applied Knowledge	2	2	2	1st
2nd	+2	d4	4	Specialist	2	3	4	1st
3rd	+2	d4	4	Field of Study, Multitasker	2	4	6	1st
4th	+2	d4	4	Ability Score Improvement	3	5	6	1st
5th	+3	d6	5	Deductive Reasoning	3	7	11	2nd
6th	+3	d6	5		3	8	11	2nd
7th	+3	d6	5	Field of Study feature	3	9	14	2nd
8th	+3	d6	5	Ability Score Improvement, Adaptable Strategist	4	10	14	2nd
9th	+4	d8	6		4	12	19	3rd
10th	+4	d8	6	Field of Study feature	4	13	19	3rd
11th	+4	d8	6		4	14	24	3rd
12th	+4	d8	6	Ability Score Improvement	4	15	24	3rd
13th	+5	d10	7		4	17	30	4th
14th	+5	d10	7	Arcane Intuition	5	18	30	4th
15th	+5	d10	7		5	19	36	4th
16th	+5	d10	7	Ability Score Improvement	5	20	36	4th
17th	+6	d12	8		5	22	49	5th
18th	+6	d12	8	Field of Study feature	5	23	49	5th
19th	+6	d12	8	Ability Score Improvement	5	24	56	5th
20th	+6	d12	8	Scholastic Perfection	5	25	56	5th

witnesses an explorer conquering the wilderness, it suddenly seems much more attainable.

Because of the nature of their lifestyle, explorers are seldom seen in civilized areas, primarily visiting settlements to resupply. They are used to roughing it in nature where their magic is crucial to making safe camp. Rather than using brute strength to fight off the beasts that might make the wilderness a danger or the monsters that inhabit the sites explorers delve into, an explorer prefers to outwit their opponent. Instead of wasting energy on brawling, they look for weaknesses in their enemy and ruthlessly exploit them to take down even the nastiest of monsters.

CREATING AN EXPLORER

When creating an explorer character, think of what sparked their interest in all things wild and ancient.

Did you spend your days listening to folk stories from your grandmother? Or did you take an academic path where you decided on a life of fieldwork?

What led you to a life spent exploring the world? Do you hope to uncover new power for yourself? Is there a family mystery you seek the answers to? Maybe you simply enjoy a nomadic lifestyle and searching through ancient ruins provides enough booty to buy food when you stop in town. Or you might worship a god of knowledge who urges you to unearth forgotten secrets.

QUICK BUILD

You can make an explorer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by either Dexterity if you plan to use weapons in combat or Constitution if not. Second, choose the Outlander background.

Third, choose the *mage hand* and *make camp* cantrips, along with the following 1st-level spells: *detect magic* and *snare*.

Class Features

As an explorer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per explorer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per explorer level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, blowguns, nets, whips
Tools: Herbalism kit, navigator's tools

Saving Throws: Constitution, Intelligence
Skills: Choose three from Arcana, History, Insight, Investigation, Nature, Perception, Religion, and Survival

Equipment

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

- (*a*) a quarterstaff or (*b*) a spear
- (*a*) a dungeoneer's pack, (*b*) an explorer's pack, or (*c*) a scholar's pack
- a component pouch
- Leather armor, any simple weapon

Spellcasting

Having explored and plundered magical ruins, you have learned to wield the arcane magic you found within. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and the end of this class description for the explorer spell list.

Cantrips

At 1st level, you know two cantrips of your choice from the explorer spell list. You learn additional explorer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Explorer table.

Spell Points

You gain a pool of spell points with which to cast your spells. You expend a number of spell points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your spell point total to less than 0, and you regain all spent spell points when you finish a long rest.

The number of spell points you have to spend is based on your explorer level, as shown in the Spell Points column of the Explorer table. To cast an explorer spell, you must expend enough spell points to create and use a spell slot of the spell's level or higher. A spell slot you create in this way must be equal to or lower than the slot level shown in the Max Slot Level column of the Explorer table.

For example, if you know the 1st-level spell *sleep*, have 11 spell points, and have a Max Slot Level of 2nd-level, you can expend 2 spell points to cast *sleep* using a 1st-level spell slot or you can expend 3 spell points to cast it using a 2nd-level spell slot.

Creating Spell Slots

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the explorer spell list.

The Spells Known column of the Explorer table shows when you learn more explorer spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Max Slot Level column for your level. For example, when you reach 5th level, you learn a new explorer spell, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the explorer spells you know and replace it with another spell from the explorer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your explorer spells, as your skill with arcane magic comes from mental effort you spent decoding ancient languages and exploring ruins. 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 explorer 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

RESEARCH

Through your time spent roaming the land and staving off monster attacks, you know how to analyse all manner of beasts and deduce how they think. You can research an enemy even as you fight it, allowing you to comprehend its combat capabilities.

Your Research feature uses your research die, which starts as a d4. This die changes as you gain explorer levels, as shown in the Research Die column of the Explorer table.

Whenever you or an ally hits a creature with an attack or force an creature to make a saving throw against a spell, you may roll your research die and add the result to your current research point total

for that creature. When this total reaches your Research Benchmark (as shown in the Explorer table) or more, you may research the creature. As a bonus action on your turn, you can ask the DM to tell you one of the following pieces of information about that creature, after which your research point total for that creature resets to 0:

- One saving throw bonus of your choice
- One damage resistance or immunity of the DM's choice (if any)
- One damage vulnerability of the DM's choice (if any)
- Any condition immunities
- Attack bonus and damage equation for one attack of your choice
- Armor Class
- Current hit points

APPLIED KNOWLEDGE

At 1st level, you can use the knowledge gained through researching an enemy to exploit its weaknesses. You learn the *gnosis* cantrip.

SPECIALIST

Starting at 2nd level, your depth of knowledge has expanded, carving out a few particular niches. You add your Intelligence modifier to any ability check you make that uses a skill you are proficient with. If this applies to an Intelligence check, you still add your modifier an additional time.

FIELD OF STUDY

At 3rd level, you have undertaken enough fieldwork to know where your passion lies, and you choose a particular realm of the material plane to focus your research on: the Terran, the Aetheric, or the Chthonic, each of which is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 18th level. Those features include field of study spells.

FIELD OF STUDY SPELLS

Each field of study has a list of spells discovered through researching that particular realm. You learn these spells at the levels specified in the field of study description.

Whenever you cast one of your field of study spells, it costs 1 less spell point to create the spell slot you use to cast that spell.

If you learn a field of study spell that doesn't appear on the explorer spell list, the spell is nonetheless an explorer spell for you.

Multitasker

You are adept at keeping your cool under pressure, making you more adept at avoiding dangers and uncovering secrets while exploring the world. Starting at 3rd level, you can take a bonus action on each of your turns in combat. This action can be used only to take the Disengage, Search, or Use an Object action.

Ability Score Improvement

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

Deductive Reasoning

Starting at 5th level, you have spent enough time digging through ancient tombs and tomes that you can quickly deduce the presence of hidden objects. You have advantage on Intelligence (Investigation) checks.

If you make an Intelligence (Investigation) check to detect the presence of traps and succeed, you know what kind of damage those traps deal and what sort of creature set the traps.

If you make an Intelligence (Investigation) check to locate a hidden object or person and succeed, you can surmise if the creature that hid the object or person was in a rush, what their alignment is, and one piece of information that can be used to track them.

Adaptable Strategist

At 8th level, as you study an enemy, you begin to gain insight into their tactics. If you have researched a creature at least once, you have a +1 bonus to your AC against attacks that creature makes against you, and a +2 bonus on saving throws made to resist an effect originating from that creature.

Arcane Intuition

At 14th level, your exposure to arcane relics and traps has given you an instinctual sense of when a magical mishap might occur. When a spell or magical effect forces you to make a saving throw, you can add your Intelligence modifier to that saving throw. If this applies to an Intelligence saving throw, you still add your modifier an additional time. You may use this feature a number of times equal to your proficiency modifier, and you regain all expended uses when you finish a long rest.

Scholastic Perfection

By 20th level, you have become an interplanar authority on ancient secrets. Your ability to pinpoint weakness and opportunities in your environment is unmatched. Whenever you roll a research die, you may instead roll two and use the result of your choice.

Explorer Fields of Study

Explorers have three main areas of the material plane they might study: the Terran, the Aetheric, and the Chthonic.

The Terran

The Terran is the study of civilizations, artifacts, and magic, old and new. Through uncovering relics and archaeological sites long forgotten, more can be learned about the world today.

Explorers specializing in the Terran are skilled at following up on the most obscure leads to uncover new discoveries. Whether exploring humid jungles, frozen wastelands, or dry deserts, they hope their work will inspire other explorers and academics. But sometimes a Terran explorer's work may just produce a new centrepiece for a private collection or museum display.

Field of Study Spells

You gain field of study spells at the explorer levels listed.

Terran Spells

Explorer Level	Spells
3rd	comprehend languages, identify
5th	find traps, lay bare
9th	clairvoyance, nondetection
15th	locate creature, Mordenkainen's private sanctum
17th	contact other plane, legend lore

Bonus Proficiencies

At 3rd level, you become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

If you are proficient in all four of those skills or later become proficient in all of them, you gain a +2 bonus to ability checks you make for those skills.

Spark of Genius

Starting at 7th level, you have gathered so much knowledge that the solutions to obscure questions sometimes pop into your head. Drawing on seemingly unrelated scraps of information you can suddenly abduce the answer.

As an action, you can try and find the answer to a specific question. Make a DC 15 Intelligence check. If you are successful, you may ask the DM one question which they must give you the true answer to. The question must pertain to something you know even a tiny bit about, whether through previous adventures, your background, or through proficiency in a particular skill.

Once you have attempted to find an answer with this ability, you cannot do so again until after completing a long rest.

Sharp Mind

By 10th level you have encountered enough sealed doors and hidden treasures for a lifetime, and know how to solve the puzzles left guarding them. Whenever you attempt to solve a puzzle, the DM must give you one hint before you begin. Puzzles include sliding blocks, riddles, labyrinths, pulling levers or pushing buttons, and the like.

Ancient Evocation

Starting at 18th level, you can channel the power of the hidden magical ley lines you have explored all of the world.

As a bonus action, you can flood yourself with ancient power, gaining the following effects for one minute:

- You have immunity to cold and fire damage.
- You have a climb speed and a swim speed equal to your walking speed.
- Your proficiency bonus is doubled for any Intelligence checks or saving throws you make.

Once you use this feature, you can't use it again until you complete a long rest.

The Aetheric

The Aetheric concerns all things skywards, like astrological study or venturing into flying cities lost to the ages. These topics require a much broader, holistic approach to study, and so Aetheric explorers need to venture far afield and learn many disciplines.

Studying the heavens can grant not only an intellectual freedom from earthly concerns, but also an airheadness. Explorers who specialize in the Aetheric often flit between research topics and are known to find paths those stuck on the ground could never see.

Field of Study Spells

You gain field of study spells at the explorer levels listed.

Aetheric Spells

Explorer Level	Spells
3rd	expeditious retreat, jump
5th	levitate, skywrite
9th	cloud hop, gaseous form
15th	dimension door, freedom of movement
17th	far step, passwall

Map of the Sky

At 3rd level, you learn how to use your knowledge of the heavens to guide yourself. You always know which way is north and can perfectly recall the path you have traveled in the last week. As you travel, you can sketch out perfectly accurate maps of your surroundings and your path.

Wind's Nimbleness

By 7th level, you are adept at traversing hazardous terrain, and your attunement to the winds only strengthens that. Your speed increases by 10 ft., you only need to spend 5 ft. of movement to stand up, and you gain a climb speed equal to your walking speed.

Soaring Skyward

Starting at 10th level, you gain the ability to manifest a pair of arcane wings, gaining a flying speed equal to your current speed. The wings are the shape and colour of your choice, but they appear translucent like stained glass. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

Welkin Evocation

Starting at 18th level, you can channel the power of the endless skies and starlit nights you have explored all of the world.

As a bonus action, you can flood yourself with welkin power, gaining the following effects for one minute:

- You have immunity to lightning and thunder damage.
- Your speed is doubled.
- Your proficiency bonus is doubled for any Dexterity checks or saving throws you make.

Once you use this feature, you can't use it again until you complete a long rest.

The Chthonic

The Chthonic encompasses everything deep underground, from abandoned dwarven ruins to sealed mummy tombs to underdark passageways. Such dark corners of the world sometimes bleed over into planes like the Shadowfell, the Nine Hells, or other underworldly realms.

Explorers who specialize in the Chthonic are drawn to it for the promise of powerful secrets buried by primeval civilizations, even if that means crossing into territory others consider unsavoury. Many cursed artifacts were sealed away in the very halls Chthonic explorers frequent and more than a few such explorers fall under their sway.

Field of Study Spells

You gain field of study spells at the explorer levels listed.

Chthonic Spells

Explorer Level	Spells
3rd	channel wraith, fog cloud
5th	darkness, web
9th	hunger of Hadar, slow
15th	Evard's black tentacles, hallucinatory terrain
17th	antilife shell, wall of stone

Hurry to the Underworld

At 3rd level, you learn how to use your research to reach into a monster's mind and weaken it. Whenever you research a creature, you can give it a penalty depending on what aspect you learned about.

If you research a creature's saving throw bonus or one of its attacks, it has a -2 penalty on that roll until the end of your next turn.

If you research a creature's damage vulnerabilities, resistances, immunities, or condition immunities, you can remove one of those vulnerabilities, resistances, or immunities until the end of your next turn.

If you research a creature's armor class, it has a -1 penalty to its AC until the end of your next turn.

If you research a creature's current hit points, it takes psychic damage equal to your Intelligence modifier.

Waste Not

Starting at 7th level, whenever you kill a creature with any number of research points or which you have previously researched, you may target another creature you can see within 60 feet of the creature you killed. You may roll a research die for the targeted creature and add the result to your current research point total for that creature.

Acclimatization

By 10th level, you are well-adapted to adventuring through underground caverns and passageways. You gain darkvision out to a range of 60 feet. If you already have darkvision, instead its range is increased by 60 feet.

Additionally, you have advantage on Constitution saving throws made to maintain your concentration.

Underworld Evocation

Starting at 18th level, you can channel the power of the dark monstrosities you have explored beneath the earth.

As a bonus action, you can flood yourself with underworld power, gaining the following effects for one minute:

- You have immunity to necrotic and radiant damage.
- You gain a burrow speed equal to your walking speed.
- Your proficiency bonus is doubled for any Constitution checks or saving throws you make.

Once you use this feature, you can't use it again until you complete a long rest.

Spells

Explorer Spell List

Cantrips (0 level)

Blade Ward
Dancing Lights
Gust
Mage Hand
Make Camp
Mending
Message
Prestidigitation

1st Level

Alarm
Catapult
Color Spray
Detect Magic
Detect Poison and Disease
Faerie Fire
Feather Fall
Fog Cloud
Grease
Identify
Illusory Script
Jump
Longstrider
Preserve
Purify Food and Drink
Sleep
Snare
Tenser's Floating Disk
Trail Marker
Unseen Servant

2nd Level

Arcane Lock
Blindness/Deafness
Darkness
Darkvision
Find Traps
Hold Person
Invisibility
Knock
Levitate
Locate Object
Maximillian's Earthen Grasp
Nystul's Magic Aura

Primeval Blast
Primeval Wall
Rope Trick
See Invisibility
Silence
Spider Climb

3rd Level

Clairvoyance
Counterspell
Create Food and Water
Daylight
Dispel Magic
Fly
Gaseous Form
Leomund's Tiny Hut
Magic Circle
Primeval Terrain
Sleet Storm
Slow
Speak With Plants
Water Breathing
Water Walk

4th Level

Arcane Eye
Divination
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Leomund's Secret Chest
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Stone Shape

5th Level

Antilife Shell
Bigby's Hand
Hold Monster
Legend Lore
Passwall
Scrying
Telekinesis
Teleportation Circle
Wall of Force

Additional Spells

Channel Wraith

1st-level necromancy
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a dried wildflower)
Duration: Concentration, up to 1 minute
A wave of darkness washes out from you in a 10-foot radius. Any creature in that area must succeed on a Wisdom saving throw or be plagued with visions of deceased spirits. The speed of a creature affected by this spell drops to 0 and the creature has disadvantage on saving throws for the duration.

At the end of each of its turns, and each time it takes damage, and affected creature can make another Wisdom saving throw, ending the effect on itself on a success.

Cloud Hop

3rd-level transmutation
Casting Time: 1 reaction, which you take in response to being damaged by a creature you can see
Range: Self
Components: V, S
Duration: Instantaneous
You conjure a dense cloud under your feet and use it to launch yourself into motion. You can move up to half your speed without provoking opportunity attacks. This happens before any additional attacks can be made by the creature who damaged you.

Gnosis

Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You hurl a spear of glowing elemental magic at a creature or object within range. You choose acid, cold, fire, lightning, necrotic, poison, radiant, or thunder for the type of spear you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 1d6 damage of the type you chose, plus an addition 1d6 damage of that type for every time you have researched the target in the last 24 hours.

Lay Bare

2nd-level divination
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of powdered glass)
Duration: Concentration, up to 1 minute
This spell allows the willing creature you touch to detect illusions. For the duration, the creature sees illusions in its line of sight outlined in a faint aura. The spell makes the illusions appear translucent, so that anything an illusion is disguising is visible but lightly obscured. The spell can detect shapechanging but cannot see through it to a creature or object's true form.

Make Camp

Conjuration cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
This spell conjures the materials required to construct a campfire. You choose a spot within range, and next to that spot appears ample firewood and tinder for a campfire lasting 8 hours.

Preserve

1st-level abjuration
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a glass bottle, which the spell consumes)
Duration: 24 hours
You touch a nonliving object and encase it in arcane energy. For the duration, the object can be handled without triggering any effects of touching it directly. If the object is organic, it does not decompose or spoil. An encased object cannot be damaged or destroyed. The object appears to be surrounded by a faint blue aura.

You can end the spell early by touching the object.

Primeval Blast

2nd-level evocation
Casting Time: 1 action
Range: Self
Components: V, S, M (a vial of mud, smeared on the caster's face)
Duration: Concentration, up to 1 minute
When you cast this spell, then as an action on each of your turns until the spell ends, you may launch a blast of arcane energy at one target you can see.

That target must succeed on a Strength saving throw or take 2d6 force damage and be pushed backwards 30 feet.

Primeval Terrain

3rd-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a ball of smooth baked clay)
Duration: Instantaneous
Arcane energy courses through the ground in a 5-foot radius centered on a point you can see within range. The area becomes difficult terrain. Whenever a creature enters the area or tries to move after starting its turn in the area, it must succeed on a Dexterity saving throw or fall prone. The DC for this saving throw equals your spell save DC when you cast this spell.

Primeval Wall

2nd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a silver coin carved with runes)
Duration: Concentration, up to 1 minute
A wall composed of swirling arcane energy rises from the ground at a point you choose within range. You can make the wall up to 20 feet long, 10 feet high, and 5 feet thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

A creature within the wall's area when it appears or a creature trying to pass through the wall must make a Charisma saving throw. On a failed save, a creature takes 2d6 force damage and is throw backwards 10 feet away from the wall. A creature takes half as much force damage on a successful save, but suffers no other effect.

Trail Marker

1st-level conjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a glow worm and a paintbrush)
Duration: Until Dispelled
You touch a surface and leave a glowing marker of the shape and color of your choice.

A marker is clearly visible in dim light or darkness. In bright light, a creature must succeed on a DC 10 Wisdom (Perception) check to notice a marker if they do not know where it is. You can dispel a marker with a touch.