

THE SEEKER

HOME BREW

A class for investigators, detectives & delvers of secrets

INTRODUCTION

AS A GM, WHY SHOULD I ALLOW THIS MATERIAL?

The seeker is a class that fills an unfulfilled niche in the current class scheme of **D&D**, so this is likely why your player was interested in it.

If a player brings this to the table, rest assured: the mechanics have been tested and the math was made.

The damage output of this class is somewhere to the south of a prototypical ranger, compensating for it with more stable damage output (while having less stamina for longer combat sessions.)

The class in no way warps the **5th Edition** tenets of bounded accuracy, and avoids outdated design like small bonuses that could be forgotten.

The spell list was carefully chosen to provide broad utility, but limited combat impact.

In summary, I recommend this material be allowed because it was made with care, love and rigorous review, and I don't believe the current content can fulfill this fantasy.

See **Page 13** for a comparison of DPR at different levels to get an idea of the power-level of this class in comparison to other classes. As it can be seen, the seeker is in the same ballpark as the rest.

THIS HAS CHANGED SINCE THE LAST TIME I READ IT. WHY?

As part of playtesting and design, the class has gone through great changes. This version you are looking at in this moment is the first **Stable** version, as it has met the benchmarks I wanted for it.

Any other version with further changes will be mechanical tweaks, expansions of subclasses, or perhaps redesigns of the illustrations. But the skeleton will remain the same.

WHY CREATE THIS CLASS?

I began creating this class when I found there was an unfulfilled niche in party composition, and character choice. The missing archetype, in my opinion, was the type best exemplified by investigators and explorers – those who are fueled by a desire to discover the secrets that lie beneath the surface of daily life and beyond the confines of it as well.

I wanted it to be a martial class, to expand the options available. In strictly mechanical terms, the Eldritch Knight was too focused on evocation/transmutation and combat, and the Rogue had a very specific play pattern that didn't adapt to what I was looking to make. Besides, Rogue itself as a class was too focused on trickery. I wanted cunning to be a part of this class as well, but the focus I looked for was on the less mischievous aspects of intellect – curiosity, methodicalness, sagacity and ingenuity.

HOW CAN I CONVINCING MY GM TO ALLOW IT?

Show them the **Show Your Work** section. It has mathematical proof the class is well-balanced against others.

And tell them they are free to contact me!

WHAT WAS THE CLASS INSPIRED ON?

If I had to pick a single inspiration from mass media, it would be Joseph Joestar from the manga *Jojo's Bizarre Adventure: Part 3*.

Bear with me.

That arc of the show is a long quest, similar to the ones in most tabletop roleplaying games. The appealing part of Joseph Joestar's character in particular was the fact that, while he was a capable brawler, his lead role was that of party navigator – figuratively speaking. His role was to find clues and progress the plot through investigation and divination.

The objective of this class is to provide a viable option to replicate the type of character who can aid the party in their quest by showing the path, guiding them forward, while also being able to tossle with any threat that appears before them.

HOW DOES THIS CLASS DIFFER FROM...

...A BARD?

Thematically, the bard's main motivation is self-expression and realization. Meanwhile, the seeker lives for the search itself, for a truth that lies just beyond its reach. A seeker is not interested in one-upsmanship or flair.

Mechanically, you won't find nearly enough party utility, healing nor disabling abilities in the seeker's kit, but you'll find more abilities relating to divination and material creation.

...A RANGER?

Thematically, the ranger is intrinsically connected to the material world. They have a bond to the land, they hunt creatures, they protect the furthest reaches of their homeland. On the other hand, the seeker is a class about abstraction: the search for knowledge, unveiling mysteries.

Mechanically, the ranger is extremely good at a specific set of skills, whereas the seeker opts for a broad array. Besides that, the ranger has more stamina for combat – healing spells, Hunter's Mark for a long duration ability, a few more disabling and offensive spells.

...A ROGUE?

Thematically, rogues have a very broad portfolio, so some overlap is to be expected. The main difference I would say is the fact that rogues are usually marked by their profession (thief, assassin, acrobat), whereas seekers are defined by their goals.

Mechanically, there are several differences. Precision is not as necessary for the seeker, as it can naturally go with a more "in your face" Strength build. The rogue goes for skill mastery, the seeker goes for a versatile toolset.

OK, BUT REAL TALK – WHAT IS CANNY DEFENSE SUPPOSED TO DO?

Listen, I'm going to level with you. I wanted people who used this class and wanted to go with a stronger, pulp action hero type **not** to be forced into heavy armor, or lose attribute points into Dexterity.

Furthermore, the class naturally invites you to build Dexterity as well – the Eclectic feature, after all, has many more options for high Dexterity characters, offering nice pick-ups like thieves' tools.

With Canny Defense, Strength characters don't feel as shafted, have a motivation to keep medium armor, and don't need to take a lower starting Intelligence.



SEEKER

Adust-covered drow explorer stops on her tracks as a skeletal knight crawls out of the ruins. She sizes the creature for a second, and then quickly sinks her longsword in the gap of the undead's armor.

After taking another toke at her pipe, a grizzled dwarven detective crouches down and examines a corpse. She's certain – the killer is still in the palace.

A crafty gnome watches as an arrow flies towards him, just before creating a tiny portal that sends that missile right back at his attacker.

Motivated by unbridled curiosity or a strong sense of purpose, seekers combine martial skill with utilitarian magic to be able to face every obstacle in their way.

UNRAVELING MYSTERIES

Seekers are explorers and live to dig, delve, dive, and discover. They have the tools to find new clues constantly, with divination magic and broad access to investigation skills. But they are also versatile, able to pick up any one skill as they need to fulfill their goals.

CUNNING WARRIORS

While some combatants use speed, subterfuge or savagery to get the upper hand in battle, seekers rely on their analytical skills to predict the attacks of their enemies or to detect their weak spots.

CREATING A SEEKER

When you create a seeker, first consider what is the type of mystery your character would want to solve. Is your character an archaeologist, attempting to recover ancient artifacts of untold power? Perhaps your character is more of an investigator, following clues to catch their mark. Or maybe what your character is really interested in is accumulating knowledge for the sake of knowledge itself – or the power that knowledge bestows.

QUICK BUILD

You can make a seeker quickly following these suggestions. Make Strength your highest ability score, and Intelligence your second highest. Then, choose the investigator background.



CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per seeker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: (1d10 or 6) + your Constitution modifier per seeker level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor, Shields

Weapons: Simple & Martial weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Arcana, Athletics, History, Insight, Investigation, Medicine, Nature, Religion and Perception

EQUIPMENT

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

- (a) scale mail, or (b) leather armor
- a martial melee weapon of your choice
- (a) a shield, or (b) 4 daggers
- (a) a dungeoneer's pack or (b) an explorer's pack

THE SEEKER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Canny Defense, Eclectic, Keen Observation	–	–	–	–	–	–
2nd	+2	Spellcasting, Fighting Style, Improvisation	2	2	–	–	–	–
3rd	+2	Seeker's Pursuit	3	3	–	–	–	–
4th	+2	Ability Score Improvement	3	3	–	–	–	–
5th	+3	Extra Attack	4	4	2	–	–	–
6th	+3	Exploit Opening, Seeker's Pursuit feature	4	4	2	–	–	–
7th	+3	Tireless	5	4	3	–	–	–
8th	+3	Ability Score Improvement	5	4	3	–	–	–
9th	+4	Exploit Opening (2d8)	6	4	3	2	–	–
10th	+4	Seeker's Pursuit feature	6	4	3	2	–	–
11th	+4	Seize the Chance	7	4	3	3	–	–
12th	+4	Ability Score Improvement	7	4	3	3	–	–
13th	+5	Exploit Opening (3d8)	8	4	3	3	1	–
14th	+5	Prodigy	8	4	3	3	1	–
15th	+5	Flash of Genius	9	4	3	3	2	–
16th	+5	Ability Score Improvement	9	4	3	3	2	–
17th	+6	Exploit Opening (4d8)	10	4	3	3	3	1
18th	+6	Seeker's Pursuit feature	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Masterstroke	11	4	3	3	3	2

CANNY DEFENSE

Some seekers choose to dodge incoming attacks deliberately, using forethought and prediction rather than agility. As long as you're not wearing heavy armor, you may add your Intelligence modifier instead of your Dexterity modifier to your AC. If you wear medium armor, the maximum bonus is restricted as normal.

If you have a negative Dexterity modifier, it is applied as a penalty to your AC even if you add your Intelligence modifier this way.

ECLECTIC

Either from learning or from experience, you have gained extensive insight about the world around you. You choose between gaining proficiency with two tools, learning two languages of your choice, or one of each. You can't learn exotic languages through this feature.

KEEN OBSERVATION

You have learned the value of paying close attention to detail. You can use the Search action as a bonus action.

Additionally, you add your Intelligence modifier as a bonus to Wisdom (Insight) and Wisdom (Perception) checks.

SPELLCASTING

By the time you reach 2nd level, your cunning has granted you the ability to reshape reality, allowing you to cast spells. Your spells are discoveries that you can innately exploit.

SPELL SLOTS

The seeker table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the seeker spell list. You learn an additional seeker spell of your choice at each odd numbered level thereafter. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your seeker Spells, since your cunning allows you to fully control the arcane energies. 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 a seeker 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

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a two-handed or versatile melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

SKIRMISHING

You gain a +1 bonus to attack and damage rolls you make with weapons with the thrown property.

Also, drawing a thrown weapon may be done as part of each attack you make with them during your turn.

IMPROVISATION

Starting at 2nd level, you can adapt your tactics, feinting to predict your foes patterns and get the upper hand. Once during your turn, when you miss with a weapon attack, you can make another weapon attack as part of the same action.

You may use this ability a number of times equal to your Intelligence modifier (minimum one). You regain all uses of this ability once you finish a short or long rest.

SEEKER'S PURSUIT

At 3rd level, you begin specialized training to achieve your pursuit: Bloodhound, Keymaster, Occultist, Relic Hunter and Secret Broker all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PURSUIT SPELLS

Each pursuit has a list of spells – its pursuit spells – that you gain at the seeker levels noted in the pursuit description. Once you gain a pursuit spell, it doesn't count against the number of spells you know, and it is treated as a seeker spell for you.





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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXPLOIT OPENING

Starting at 6th level, when you exploit the gaps in you find in your enemies' defenses. When you hit a creature twice with weapon attacks during your turn, your second attack deals an additional 1d8 damage and you can perform an exploit. You have three such exploits: Open Up, Outmaneuver and an option determined by your pursuit.

Open Up. Until the end of your next turn, the next attack you or an ally makes against your target is made with advantage. You expose your target's defenses.

Outmaneuver. Until the end of your next turn, your target's attacks against you are made with disadvantage. You can't use this exploit while wearing heavy armor. You dismantle your target's offense.

At 9th level and then again at 13th and 17th levels, the additional damage dealt by this feature increases by 1d8, to a maximum of 4d8 at 17th level.

TIRELESS

Starting 7th level, you gain proficiency in Constitution saving throws. Additionally, if you are suffering from exhaustion, you treat it as one level less, unless your level exhaustion would cause you to die.

SEIZE THE CHANCE

At 11th level, when you hit an enemy twice with weapon attacks during your turn, you can use your bonus action to make an additional weapon attack against that creature.

PRODIGY

At 14th level, you can effortlessly comprehend new concepts and technical abilities. If you spend 1 hour listening to a language, other than a secret language such as Druidic, you learn it. If you spend 1 hour interacting with a tool within reach, you gain proficiency with it.

FLASH OF GENIUS

At 15th level, when you roll initiative and have no uses of Improvisation left, you regain one use.

MASTERSTROKE

At 20th level, when you use your Seize the Chance feature, you can use your bonus action to make two additional weapon attacks against that creature, rather than one.

SEEKER'S PURSUITS



All types of seekers are characterized by their investigative skills and their capacity to use knowledge and guile to their advantage. But what truly differentiates each of them is the pursuit to which they dedicate themselves. Your choice of pursuit will determine to what end you apply your talents, and the methods you develop to excel at your focus. All pursuits also unlock new magical talents to assist the seeker.

SEEKER'S PURSUITS

Name	Theme	Mechanics
Bloodhound	Criminal investigator	Adds tools to lock down targets and disable enemies.
Keymaster	Teleportation adept	Additional magic mobility and some mobility denial.
Occultist	Demented researcher	Offensive magic and expanded spells... at a cost.
Relic Hunter	Daring archaeologist	Extra survivability, mobility and item manipulation.
Secret Broker	Covert operative	Subtle combat control, messing with enemies' minds.

SUBCLASS DESIGN AND STRUCTURE

All subclasses follow a stable subclass structure, as follows:

At 3rd level, they gain extra combat utility, and perhaps a small out-of-combat utility.

Also, starting at 3rd level, they start gaining extra spells that are usually impactful in combat, to make up for the shallow and limited spell list.

At 6th level, they gain an additional Exploit to use, providing specific combat utility to each subclass.

At 10th level, they get an utility to further cement their expertise and role.

At 17th level, to make up for the small spell selection for the end game, they gain an additional 5th level spell on top of the regular extra spells.

Finally, at 18th level, they get an end-game boost that gives them more utility and/or survivability..

Any spell marked with an asterisk (*) can be found in **Xanathar's Guide to Everything**.



BLOODHOUND

You hone your skills to be able to track and capture individuals – dead or alive. The abilities you develop while following this pursuit are well-suited for bounty hunters, detectives, constables or watchers – focusing on take downs, tracking and snaring.

BLOODHOUND

Seeker Level	Feature
3rd	Sleuth
6th	Arrester's Exploit
10th	No Escape
18th	Unstoppable Force

BLOODHOUND PURSUIT SPELLS

Seeker Level	Spells
3rd	<i>ensnaring strike</i>
5th	<i>hold person</i>
9th	<i>erupting earth*</i>
13th	<i>grasping vine</i>
17th	<i>hold monster, wall of force</i>

SLEUTH

As you enter this pursuit at 3rd level, you develop methods to find and capture your marks. You have advantage on Charisma checks to gather information and on Strength (Athletics) checks to attempt to grapple or shove a target.

ARRESTER'S EXPLOIT

At 6th level, your attacks allow you to lock your enemies down. You gain the following exploit:

Apprehend You may make a grapple or shove attempt against that target. Additionally, until the end of your next turn, that enemy can't benefit from being invisible.

NO ESCAPE

Starting at 10th level, there's no escaping your grasp. You have advantage on Wisdom (Survival) checks to follow tracks. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Additionally, you count as one size larger for the purpose of grapple or shove attempts you make.

UNSTOPPABLE FORCE

Starting at 18th level, you become relentless in your search. You have advantage on saving throws against effects that would make you paralyzed, petrified or stunned, and you are immune against effects that would reduce your speed.





KEYMASTER

Keymasters are keepers of ways – those who connect spaces in the ether to provide access to occult dimensions, and also those who are tasked with shutting down those pathways. Planar explorers, rift wardens and far travelers are among those who exploit these abilities to manipulate the fabric of space and time itself.

KEYMASTER

Seeker Level	Feature
3rd	Detect Portal, Riftwalk
6th	Warp Exploit
10th	Detect Interlopers
18th	Doorway

KEYMASTER PURSUIT SPELLS

Seeker Level	Spells
3rd	<i>faerie fire</i>
5th	<i>blur</i>
9th	<i>magic circle</i> (you may also choose aberrations when using this spell)
13th	<i>banishment</i>
17th	<i>hallow</i> (this spell also affects aberrations), <i>teleportation circle</i>

DETECT PORTAL

As you enter this pursuit at 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you. Once you use this feature, you can't use it again until you finish a short or long rest.

RIFTWALK

At 3rd level, you have a pool of planar energies that you can expend to slink into the ether which replenishes when you take a long rest. With this pool, you can teleport up to a number of feet equal to 20 x your seeker level.

As a bonus action, you can expend a number of feet from your pool to teleport up to that distance to an unoccupied space you can see. The maximum amount of feet you may spend this way on a single use is 10 feet per seeker level.

For example, a 4th level seeker would have a pool of 80 feet to spend, but could only spend up to 40 feet on a single bonus action.

WARP EXPLOIT

Starting at 6th level, your attacks can latch onto the ether essence of your targets. You gain the following exploit:

Ethereal Tethers. All damage dealt by your attack becomes force damage and you may force the target of your attack to make a Charisma saving throw against your spell save DC. On a failed save, that enemy suffers the penalties of a *slow* spell until the end of your next turn.

DETECT INTERLOPERS

Starting at 10th level, you can perceive the presence of interplanar creatures. As an action, you know the location of any of the following types of creatures with 120 feet of you: aberrations, celestials, elementals, fey, fiends, or undead. This also reveals which of those creatures are present and their numbers.

DOORWAY

Starting at 18th level, you master your abilities to create dimensional pathways. You can use this ability to cast *plane shift* or *teleport* by spending 100 feet from your Riftwalk pool.

OCCULTIST

There are those whose ambition and curiosity drives them to seek the teachings of ancient, eldritch beings that defy logic and reason. These occultists risk their sanity to find the knowledge they crave, and in doing so, learn the forbidden secrets of the abyss.

OCCULTIST

Seeker Level	Feature
3rd	Method to Madness, Unspeakable Arcana
6th	Maddening Exploit, Method to Madness (improved)
10th	Eldritch Enlightenment, Method to Madness (improved)
18th	Gaze into the Abyss

OCCULTIST PURSUIT SPELLS

Seeker Level	Spells
3rd	<i>arms of hadar</i>
5th	<i>crown of madness</i>
9th	<i>hunger of hadar</i>
13th	<i>evard's black tentacles</i>
17th	<i>contact other plane, enervation</i>

METHOD TO MADNESS

At 3rd level, you've learned to have a measure of control of your fugue states. When you suffer short-term or long-term madness, roll the d100 two times. You can choose which result to keep.

At 6th level, you gain a stronger, yet still shaky, grip of your sanity. When you suffer short-term madness, the duration is reduced to 2d4 rounds, and when you suffer long-term madness, the duration is reduced to 2d4 hours.

At 10th level, when you roll for the duration of madness, you treat the result of the d4 rolls as a 1.

UNSPEAKABLE ARCANA

As you enter this pursuit at 3rd level, you gain the ability to extract arcane energy from eldritch sources at the cost of your sanity. You may cast a seeker spell using an already expended spell slot.

After you cast the spell, you immediately suffer short-term madness and you cannot use this ability again until you finish a long rest.

MADDENING EXPLOIT

Starting at 6th level, your assaults can whittle your enemies' sanity. You gain the following exploit:

Unnerve. Until the end of your next turn, your target has disadvantage on concentration checks, can't make reactions and can't benefit from advantage.

ELDRITCH ENLIGHTENMENT

At 10th level, you can open your consciousness to the whispers of beings from the great beyond. When you make a Intelligence, Wisdom or Charisma check, you can choose to make it with advantage. However, after the check is made, roll 1d6. On a 6, you suffer long-term madness as the whispers overtake your mind.

GAZE INTO THE ABYSS

By 18th level, you've gained the ability to pour ineffable thoughts into the mind of a creature. As an action, you psychically assault a creature within 90 feet of you with an Intelligence score of 2 or higher. That creature must make an Intelligence saving throw against your spell save DC, taking 8d8 psychic damage or half that amount on a successful save. On a failed save, the creature becomes insane for 1 minute, and can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. Its movement is erratic. At the end of each of its turns, the creature can attempt another Intelligence saving throw. On a successful save, it ends this effect.

After you use this ability, you suffer short-term madness, and, once you use this ability, you cannot use it again until you finish a long rest.





RELIC HUNTER

Some want the glory, some want the power, some want to uncover eldritch mysteries – but as a relic hunter, your goal is to retrieve artifacts and objects from the most dangerous locations. Coursing through cursed crypts, treacherous jungles, or fortified vaults, you have the toolset to evade danger and exploit the mystical abilities of forgotten relics.

RELIC HUNTER

Seeker Level	Feature
3rd	Tomb Raider
6th	Evasive Exploit
10th	Magic Item Talent, Object Reading
18th	Reversal of Fortune

RELIC HUNTER PURSUIT SPELLS

Seeker Level	Spells
3rd	<i>false life</i>
5th	<i>spider climb</i>
9th	<i>remove curse</i>
13th	<i>death ward</i>
17th	<i>animate objects, skill enhancement*</i>

TOMB RAIDER

As you enter this pursuit at 3rd level, you become adept in rushing past danger and use every resource at your advantage. You gain the following benefits:

- You may use the Dash and Use Object actions as a bonus action.
- Opportunity attacks made against you are made with disadvantage.
- When you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

EVASIVE EXPLOIT

By 6th level, you learn how to seize the opportunity to escape your attackers. You gain the following exploit:

Tactical roll You can move up to half your speed without provoking attacks of opportunity.

OBJECT READING

Starting at 10th level, you can read the magical aura of an item to know more about its origins. By spending 1 minute performing an arcane investigation with an object, you may pry out certain information imprinted on it. The object must be within your reach while performing this ritual. The information you draw out from an object can only be about its creation or about events that transpired in its vicinity in the past 24 hours.

The information stored on objects about events can only relate to happenings that could be seen or heard within 20 feet of the object.

At GM's discretion, the object may also store information from other significant events around it. For example, a sword may store information about why it was broken, or about important creatures that were slain by it.

MAGIC ITEM TALENT

At 10th level, your cunning allows you to exploit the hidden powers of artifacts. You ignore all class, race, and level requirements on the use of magic items.

REVERSAL OF FORTUNE

Starting at 18th level, your luck allows you to perform stunning feats. When you roll a natural 1 on a d20 roll, you treat it as a natural 20.

SECRET BROKER

The market of knowledge is just like any other, ruled by supply and demand. As a secret broker, however, your job is to control both – ferreting the truth from the rumors, spreading misinformation, and prying confidential information. Armed with deceitful magic, your wits and your blade, you have all the resources to be successful in your clandestine trade.

SECRET BROKER

Seeker Level	Feature
3rd	Bonus Proficiencies, Machinations
6th	Conspirer's Exploit
10th	Inscrutable, Mint Memory
18th	Shrouded in Mystery

SECRET BROKER PURSUIT SPELLS

Seeker Level	Spells
3rd	<i>dissonant whispers</i>
5th	<i>invisibility</i>
9th	<i>enemies abound*</i>
13th	<i>greater invisibility</i>
17th	<i>mislead, modify memory</i>

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in one of the following skills: Deception, Persuasion, Sleight of Hand or Stealth.

MACHINATIONS

As you enter this pursuit at 3rd level, how to subtly influence conflict. When you use the Disengage, Dodge, Help or Hide action, you can then use any of those actions as a bonus action.

INSIDIOUS EXPLOIT

By 6th level, your attacks unnerve your foes. You gain the following exploit:

Agitate. Your target must make a Wisdom saving throw against your spell save DC. On a failed save, that enemy is frightened of you until the start of your next turn.

INSCRUTABLE

At 10th level, creatures have disadvantage on contested Intelligence, Wisdom and Charisma checks they make against you.

MINT MEMORY

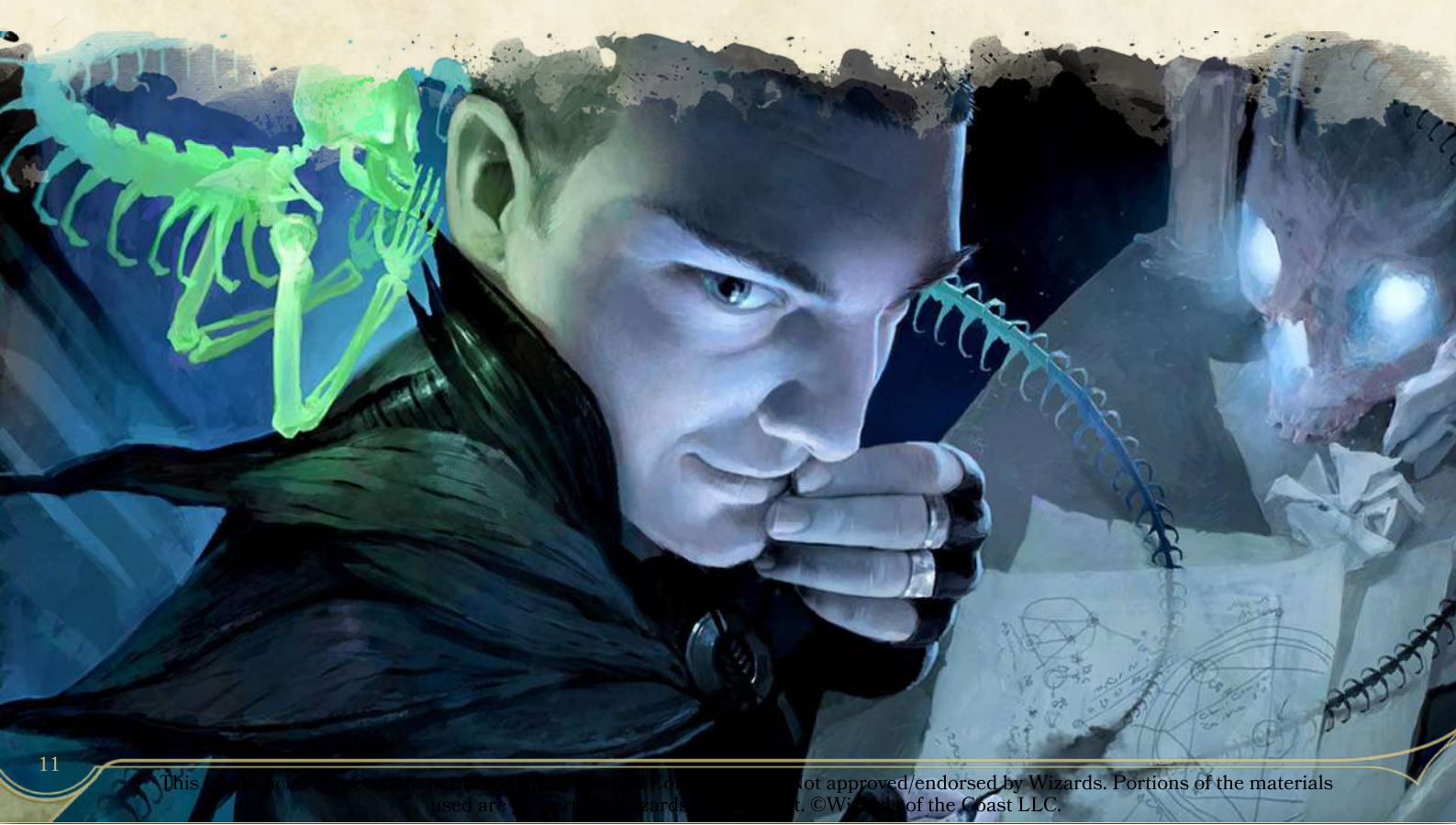
Starting at 10th level, you have access to a special ritual that allow you to store a creature's memory into an object or show a stored memory to others. After spending 1 minute while a coin is within your reach, a willing creature may touch the object to store one of its memories into it, at the creature's choice. Even if the creature is uncertain about the full details of that memory, storing the memory this way imparts all the details as far as that creature was aware of at the time. An object can only store one memory at the time, and the memory cannot span a period of time longer than 1 hour. After a creature stores a memory this way, if the creature is willing, that creature may also erase that specific memory from its mind.

After this is done, you may select a command word. When a creature touches the object and speaks that word, that creature witnesses the memory as it was stored. This an immediate effect that takes no time.

SHROUDED IN MYSTERY

At 18th level, you become a riddle wrapped into an enigma. You are always under the effects of a *mind blank* spell. If you attack a creature or cast a harmful spell against one, this effect is suppressed for 1 hour.

You can also use an action to voluntarily suppress this effect. If you suppress this effect this way, you can use an action to enable it again.



SEEKER SPELLS

As a seeker, when you learn spells you can choose from the following list of spells.

1ST LEVEL

Alarm
Comprehend Languages
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Disguise Self
Feather Fall
Identify
Illusory Script
Jump
Longstrider
Purify Food and Drink
Silent Image
Tenser's Floating Disk
Unseen Servant

2ND LEVEL

Arcane Lock
Augury
Continual Flame
Darkness
Darkvision
Detect Thoughts
Find Traps
Gentle Repose
Knock
Lesser Restoration
Levitate
Locate Animals or Plants
Locate Object
Magic Mouth
Nystul's Magic Aura
Pass Without Trace
Rope Trick
See Invisibility
Silence
Skywrite*
Zone of Truth

3RD LEVEL

Catnap*
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Haste
Leomund's Tiny Hut
Major Image
Meld into Stone
Nondetection
Protection from Energy
Sending
Slow
Speak with Dead
Tongues
Tiny Servant*
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Divination
Fabricate
Freedom of Movement
Leomund's Secret Chest
Locate Creature
Mordenkainen's Private
Sanctum
Otiluke's Resilient Sphere
Stone Shape

5TH LEVEL

Creation
Greater Restoration
Legend Lore
Passwall
Rary's Telepathic Bond
Scrying

SEEKER & MULTICLASSING

Seekers follow all normal rules for multiclassing. Use the following tables to determine prerequisites and proficiencies:

MULTICLASSING PREREQUISITES:

Strength or Dexterity 13, and Intelligence 13

MULTICLASSING PROFICIENCIES:

Light armor, simple weapons, martial weapons, and the Investigation skill.

SHOW YOUR WORK

GM still unsure on whether to allow this class? Here are a few comparison benchmarks to have a discernible measure of power level. As it can be appreciated, Seeker always hits a middling benchmark in damage, fluctuating into higher tiers of damage later at the expense of resource use and more limited damage options.

2ND LEVEL, DUELING 1H + SHIELD VS 13 AC ENEMIES

[DAMAGE CALCULATIONS HERE.](#)

6TH LEVEL, DUELING 1H + SHIELD VS 15 AC ENEMIES

[DAMAGE CALCULATIONS HERE.](#)

11TH LEVEL, DUELING 1H + SHIELD VS 17 AC ENEMIES

[DAMAGE CALCULATIONS HERE.](#)

CHANGELOG

VERSION 1.1

- Seize the Chance and Masterstroke now must be used to attack the same creature.
- Exploit Opening damage now increases at 9th, 13th and 17th level, to make up for lack of combat spells.
- Removed Adaptive Defense.
- Added Outmaneuver exploit to replace Adaptive Defense.
- Tireless moved to 7th level.
- Relic Hunter's Evasive Exploit no longer needs reaction to be used.
- Keymaster's Riftwalk now requires sight to teleport.
- Keymaster's Ethereal Tethers now last 1 turn.
- Occultist's Method to Madness 6th level increment nerfed a bit.
- Added calculations to Show Your Work for 6th level.
- Show Your Work now links to documents rather than images.
- Minor wording changes and fixes.

VERSION 1.0

- Added Changelog section.
- Minor visual and text edition.
- Added a scaling damage component to Exploit Opening, increasing at 11th, 15th and 20th level.
- Removed the bonus damage from Seize the Chance.
- Removed Critical Analysis.
- Flash of Genius is now gained at 15th level.
- New feature at 20th level: Masterstroke.
- Removed Catapult, Find Familiar, Heat Metal and Shatter from spell list.
- Added Disguise Self, Major Image and Silent Image to spell list.
- Redesigned Show your Work section with links rather than images.



THE SEEKER

I hope you are able to enjoy the Seeker, and in case you have any feedback to share about it, consider myself more than willing to hear it.

My gratitude to the r/UearthedArcana community, the GitP community, to the people at the Discord of Many Things, to the artists who share their art online, and to the staff of GMBinder.

Lots of love,

Secret Wizard – u/iamasecretwizard

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