

Antiquarian

Festooned with magical trinkets from every corner of the globe, antiquarians have a tool for every occasion: silver arrowheads for lycanthropes, heartwood stakes for vampires, blessed relics for fiends, and so on. As they expand their collections from piles of trinkets to veritable museums, they become adept historians and arcanists, familiar with the story of every magic item their care, as well how to use them in dire situations.

ARTIFACT HISTORIAN

Starting when you choose this specialty at 3rd level, you add the spell *identify* to your grimoire and never require material components to cast it.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to help you collect and unravel profound arcane secrets. You can use the following trinkets:

Hateful Arrowhead. You can cast the spell *scorching ray* or *ray of enfeeblement* once without using a spell slot or spell components.

Mirrored Prism. You can cast the spell *blur* or *mirror image*, targeting yourself only, once without using a spell slot or spell components.

Razortooth Bandages. You can cast the spell *cure wounds* or *inflict wounds* once without using a spell slot or spell components. This spell is cast as if using a spell slot of the level shown in the Ritual Level column of the Investigator table.

RELICS

By 6th level, you've secured a handful of priceless relics with rare and delicate enchantments. You can use one of the following relics, and regain the ability to use this feature when you finish a short or long rest.

Antediluvian Dynamo. You can cast the spell *fireball* or *lightning bolt* once without using a spell slot or spell components.

Lich's Deathmask. You can cast the spell *counterspell* or *dispel magic* once without using a spell slot or spell components.

Mortal Coil. You can cast the spell *animate dead* or *revivify* once without using a spell slot or spell components. Casting *animate dead* using this trinket causes all undead servants created by previous castings of the spell to revert to lifeless corpses.

MAGIC ITEM COLLECTION

Starting at 10th level, you maintain a vault of magic items, secured in an extradimensional space with an elaborate locking mechanism. You can produce one of these items, and change your selection each day when you finish a long rest.

The item is your choice of the following: a **carpet of flying**, a **cloak of the bat**, a **flame tongue**, **gauntlets of ogre power**, an **instant fortress**, a **ring of regeneration**, a **ring of telekinesis**, a **sun blade**, or a **wand of wonder**.

PHYLACTERY

By 14th level, you've secured the crown jewel of your collection: a lich's phylactery. Though the original owner's soul has been expelled from this accursed artifact, it retains many of its unique properties. This magic item is always attuned to you and doesn't count against your total number of attuned magic items. It has 5 charges, and regains 1d4 + 1 expended charges daily at dawn.

You can expend one or more of these charges to use the following abilities:

1 Charge: You can cast the spell *false life* as a second level spell without expending spell slots or spell components.

1 Charge: You can use your bonus action to regain an expended use of your Trinkets.

2 Charges: As a reaction when you drop to 0 hit points, you can drop to 1 hit point instead.

3 Charges: Make a melee spell attack against creature within your reach. On a hit, the target takes 5d6 necrotic damage and you regain hit points equal to the total amount of necrotic damage dealt.