Archivist

Though most investigators fill their grimoires with hard-won knowledge borne from encounters with the supernatural threats, some prefer to do bookkeeping instead. Such archivists accrue knowledge, not trinkets, by spending untold hours digging through disparate tomes of occult knowledge and compiling them into encyclopedic texts on the supernatural. Through their research, archivists become academic masters of the arcane, and priceless reservoirs of obscure knowledge.

TRINKET

Starting when you choose this specialization at 3rd level, you've collected a powerful trinket to enhance your ritual magic:

Archaic Scroll. You can perform a ritual spell with your Rushed Incantation feature without expending one of the feature's uses.

THESIS

Also at 3rd level, you gain access to certain spells associated with your thesis. Pick one of the following subject areas for your thesis: Corpus, Ignis, Mortis, or Regis. You gain a list of associated thesis spells. Once you gain access to a thesis spell, it is added to your grimoire. If you gain access to a spell that doesn't appear on the investigator ritual list, the spell is nonetheless an investigator spell for you. You can

use your action and expend a use of your Rushed Incantation feature to cast one of your thesis spells.

Corpus
Investigator
Level Spells
1st jump, longstrider
2nd alter self, heat metal
3rd gaseous form, meld into stone

Ignis
Investigator
Level Spells
1st burning hands, shatter
2nd gust of wind, scorching ray
3rd call lightning, wind wall

Mortis
Investigator
Level Spells
1st bane, false life
2nd blindness/deafness, darkness
3rd revivify, vampiric touch

Regis
Investigator
Level Spells
1st charm person, hideous laughter
2nd enthrall, suggestion
3rd dispel magic, hypnotic pattern

ERUDITE SPELL
By 6th level, you've mastered the difficult theory behind arcane propagation. When you cast a spell which forces a creature to make a saving throw to resist its effects, you can give one target of the spell

disadvantage on its first saving throw against the spell.

Once you use this ability, you can’t use it again until you finish a short or long rest.

ENCYCLOPEDIC EXPERTISE

Starting at 10th level, you can identify any arcane effect from memory. Whenever you witness a spell being cast or investigate a magical effect, you can always identify the spell that was cast, the magic item responsible, or the monster which produced the effect. However, this ability fails to identify spells, magic items, and monsters which are utterly unique or are otherwise not recorded in arcane texts.

EIDETIC MEMORY

At 14th level, you can effortlessly duplicate spells you see in the world. You can copy any ritual spell you see being cast into your grimoire.

Moreover, you can precisely copy the exact motions of a spell’s casting to duplicate its effect. When you see a spell of 5th level or lower being cast, you can use your action and spend 1 use of your Rushed Incantation feature as an action to cast the spell yourself without spending a spell slot. The spell must have a casting time of 1 action, must not have expensive spell components, and must have taken place within the last minute to use this ability.

Once you duplicate a spell in this way, you can’t duplicate it again until you finish a long rest.

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