MAGE HAND
PRESS

INVESTIGATOR

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Investigator

A collage of diagrams, maps, and small items litters the wall, pinned with nails and connected by a spiderweb of colorful strings. An elf stands nearby, contemplating the mystery splayed out in front of her and readying her crossbow for work.

A half-orc wearing a wide-brimmed hat leafs through a thick tome, double-checking the preparations: a sturdy net trap, holy symbols on the doors, cloves of garlic, and several dozen wooden stakes. The preparations made, the half-orc slinks into the shadows and readies himself for the bloodshed.

Hastily tracing symbols in chalk, a human wearing a long coat whirls about in a wide arc, completing a rough magic circle in mere seconds. A monstrously fat demon, blood dripping with its drool, lunges at him, but instead impacts off an invisible magical barrier, a cylinder raised from the circle's edge. The fiend howls with rage, and the inquisitor breathes a sigh of relief.

Supernatural detectives and monster slayers, investigators are always on the hunt for malevolent outsiders. Whenever evil seeps into the world—be it fiends, undead, or strange abominations from beyond the stars—investigators will be the first to locate them and banish their foul corruption from the mortal plane.

The Investigator

Level	Proficiency Bonus	Features	Ritual Level
1st	+2	Expertise, Ritualist	1st
2nd	+2	Myths and Legends, Rushed Incantation	1st
3rd	+2	Occult Specialization	2nd
4th	+2	Ability Score Improvement	2nd
5th	+3	Exploit Vulnerability	3rd
6th	+3	Expertise, Occult Specialization feature	3rd
7th	+3	Opportunistic Piety	4th
8th	+3	Ability Score Improvement	4th
9th	+4	Supernatural Resolve	5th
10th	+4	Occult Specialization feature	5th
11th	+4	Finisher	6th
12th	+4	Ability Score Improvement	6th
13th	+5	Enigma Arcane	6th
14th	+5	Occult Specialization feature	6th
15th	+5	Enigma Arcane improvement	6th
16th	+5	Ability Score Improvement	6th
17th	+6	Enigma Arcane improvement	6th
18th	+6	Exorcist	6th
19th	+6	Ability Score Improvement	6th
20th	+6	Spellbinder	6th

Paranormal Investigators

There are forces more ancient than time, foes more sinister than the foulest men, and beings more titanic than gods. The world stands at a precipice of woe and terror, being threatened nightly by dark agents and hordes of monsters. At risk to their own lives and sanities, investigators penetrate the evil that creeps in the shadows and banish it from the world. Their battles are never-ending, for victory only delays doomsday another night.

Investigators track supernatural threats ranging from incorporeal spirits, to nefarious vampires and lycanthropes, to incursions of demons and devils. Often in their investigations, they often uncover secret cults and maligned individuals who bring these supernatural threats to bear. It is always their goal to impede these evildoers by any means necessary, resorting to trickery, guile, magic, and bloodshed when necessary. To an investigator, no tactic is unthinkable when the world is at stake.

Exorcists and Occultists

Even as they strive to contain its influence from the world at large, investigators dabble in forbidden magic to give themselves an edge against supernatural threats. Prepared investigators keep a well-stocked grimoire of magical secrets, containing rituals, incantations, notes on monsters' powers and weaknesses, recipes for poisons, and arcane diagrams—everything needed to confront their foes on an even footing. Even so, an investigator's occupation is perilous. A grimoire might spell out a vampire's fear of sunlight and aversion to silver, but it does little to hinder their fangs.

Follow these suggestions to build an investigator quickly: Intelligence should be your highest ability score, followed by Dexterity or Strength. Choose any background. Then, select the rituals *clue*, *comprehend languages*, *detect magic*, and *transient bulwark* to add to your grimoire.

CLASS FEATURES

As an investigator, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per investigator level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, shortswords

Tools: One gaming set

Saving Throws: Intelligence, Dexterity

Skills: Three from: Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, Stealth, Sleight of Hand, Religion

EQUIPMENT

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

- Leather armor
- A dagger and (a) a spear or (b) any simple weapon
- (a) a light crossbow and 20 bolts or (b) a hand crossbow and 20 bolts
- A grimoire and a material component pouch
- (a) dungeoneer's pack or (b) one kit you're proficient with

EXPERTISE

At 1st level, choose two of your skill proficiencies; your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies to gain this benefit.

CREATING AN INVESTIGATOR

As you build your investigator, consider what sort of supernatural threat first drove you to investigating and combating the occult. Did one of your family members strike a bargain with a fiend? Were you kidnapped by a cabal of vampires or a pack of lycanthropes? Did you stumble across evidence of an eldritch abomination, such as a Great Old One? The type of creature you first did battle with likely shaped your tools and methods later on.

Did you apprentice under a seasoned monster hunter, learning the ropes of tracking a threat, uncovering its weaknesses, and setting a trap for it? Or did you strike out on your own, compiling your own grimoire from hard-earned research? Perhaps you learned everything about monster hunting from someone else's grimoire, a masterwork containing an abridged library of occult knowledge and a lifetime of experience. It's even possible that you signed a contract with a minor fiend and turned to supernatural investigation in a last-ditch effort to save your soul.

Ritualist

Starting at 1st level, you maintain a grimoire brimming with magical rituals, your most potent tools to defeat supernatural threats. Choose four 1st-level spells that have the ritual tag from any class's spell list (the spells needn't be from the same list). You can't cast the spells except as rituals, unless you've learned them by some other means.

Whenever you gain a level in this class, you can add an additional ritual spell to your grimoire at no cost. The Ritual Level column on the Investigator table shows the maximum spell level you can add to your grimoire.

Additionally, whenever you find a ritual spell on your adventures, you can add it to your grimoire if it is of a level you can add to your grimoire and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Bonus Rituals. As an investigator, you can treat specific spells as if they had the ritual tag, allowing you to add them to your grimoire and cast them as rituals. These spells are listed on the Investigator Rituals table at the end of the class description.

Spellcasting Ability. Intelligence is your spellcasting ability for your ritual spells, since you master your spells through deduction and cunning. 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 investigator 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

Myths and Legends

At 2nd level, you are extremely adept at uncovering knowledge which pertains to eldritch threats and forgotten legends. You have advantage on Intelligence checks related to researching creatures, spells, and other ancient or secret lore.

Rushed Incantation

Beginning at 2nd level, you can hastily perform any ritual spell in your grimoire, completing the ritual as an action. If the ritual requires spell components worth 100 gp or less, you cast it without using spell components. You can use this feature a number of times equal to your Intelligence modifier (minimum 1), and regain the ability to do so when you finish a long rest.

As you gain higher levels in this class, you can use this feature additional times. You can once more at 5th level (Int mod + 1), 9th level (Int mod + 2), 13th level (Int mod + 3), and 17th level (Int mod + 4).

Occult Specialization

At 3rd level, you choose a specialization, an area of expertise in handling eldritch threats. Your specialization choices are detailed at the end of the class description. Your specialization choice grants you features at 3rd level and then again at 6th, 10th, and 14th level.

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.

Exploit Vulnerability

Most supernatural creatures have some form of weakness, a chink in their armor that allows them to be defeated. Starting at 5th level, you can use your bonus action to analyze a hostile creature you can see, studying its movements and identifying potential weaknesses. Once you do so, all weapon attacks against that creature are considered magical for the purposes of bypassing damage resistance and immunity.

Additionally, once on each of your turns, when you hit a creature targeted by this ability with a weapon attack, it is treated as if it has vulnerability to the weapon's damage. If the target has resistance or immunity to the weapon's damage, it is not treated as being vulnerable to it for this attack. Additional weapon damage added by class features such as Sneak Attack or Finisher are not doubled by this effect.

These benefits last for 10 minutes, or until you use this feature again.

Opportunistic Piety

By 7th level, you always keep a wide array of holy symbols and blessed items on your person, even if you aren't particularly pious. You can use your Opportunistic Piety to fuel any of the following abilities. Once you use your Opportunistic Piety, you can't use it again until you finish a short or long rest.

Banish. You cast the spell *banishment* without using a spell slot. If the target is a fey, fiend, or undead and fails its saving throw against this spell, it also takes radiant damage equal to your level.

Miracle Healing. Divine light from your hands knit the wounds of a willing creature you touch. That creature regains a number of hit points equal to twice your investigator level. This ability has no effect on undead or constructs.

Warding. As an action, you trace a holy symbol on a creature within 5 feet of you, warding it from harm. For the next minute, aberrations, celestials, fey, fiends, and undead have disadvantage on attack rolls against the target creature, and the creature has advantage on saving throws against spells and effects created by such creatures.

Supernatural Resolve

At 9th level, you gain an extreme resilience to the attacks and effects of the creatures you regularly investigate. You can't be possessed or charmed, and you gain resistance to both psychic and necrotic damage.

Finisher

Beginning at 11th level, you know exactly how to bring a monster down. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 damage to the creature. If the creature has less than half its hit points remaining, you can instead deal an additional 4d8 damage to the creature.

Enigma Arcane

At 13th level, you uncover a magical secret connected to a wellspring of potent magic. You can cast one of the following spells once without expending a spell slot: *mirage arcane*, *plane shift*, *reverse gravity*, *sequester*, or *teleport*. You must finish a long rest before you can do so again.

At 15th level, you can also cast one of the following spells without expending a spell slot: *antimagic field*, *glibness*, *maze*, or *mind blank*. You must finish a long rest before you can do so again.

At 17th level, you can also cast one of the following spells without expending a spell slot: *astral projection*, *gate*, or *weird*. You must finish a long rest before you can do so again.

Exorcist

Beginning at 15th level, you can cast the spell *protection from evil and good* without using a spell slot or spell components.

Spellbinder

By 20th level, many rituals you perform have become second nature to you. Select five ritual spells in your grimoire. You can cast these spells as an action without using a use of Rushed Incantation, and you can do so without your grimoire on hand. If the ritual requires spell components worth 100 gp or less, you cast it without using spell components.

Occult Specialization

Investigators of all stripes share the broad goal of combating the occult, but their methods vary wildly. Some emphasize cutting down monsters and banishing demons, while others believe that uncovering secrets and compiling critical information is the surest method for eliminating supernatural threats. When an investigator gains enough experience, they can steer their approach, including their specific techniques they employ and the trinkets they carry, into an occult specialization, a school of thought for handling eldritch threats.

Detective

Prowling at the edge of darkness, detectives chase down clues and pull on threads to unravel conspiracies which bring darkness into the world. Sometimes, this requires that you infiltrate a cult's secret meetings, other times it calls on you to reconstruct a man's last moments at a murder scene, but no matter what the mystery, you know that there is always an explanation.

Investigator's Hunch

Starting when you choose this specialization at 3rd level, you gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

Trinkets

By 3rd level, you've collected a number of magical trinkets to aid you in tracking supernatural creatures and unraveling mysteries. You can use the trinkets listed to gain a number
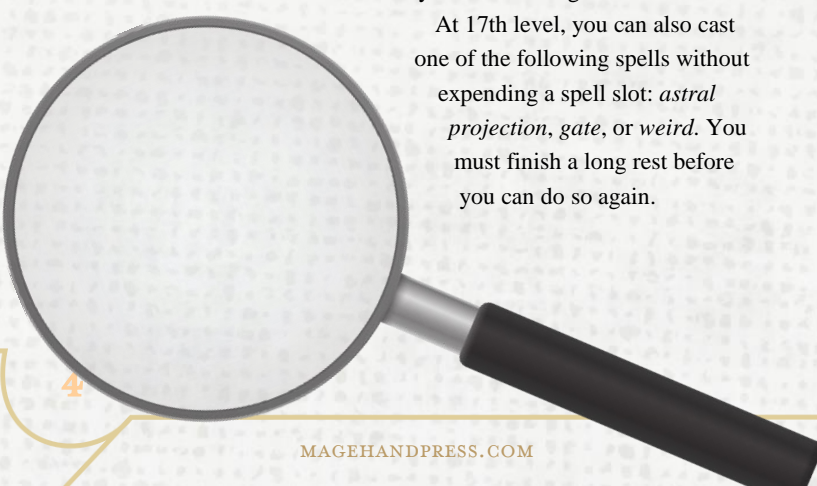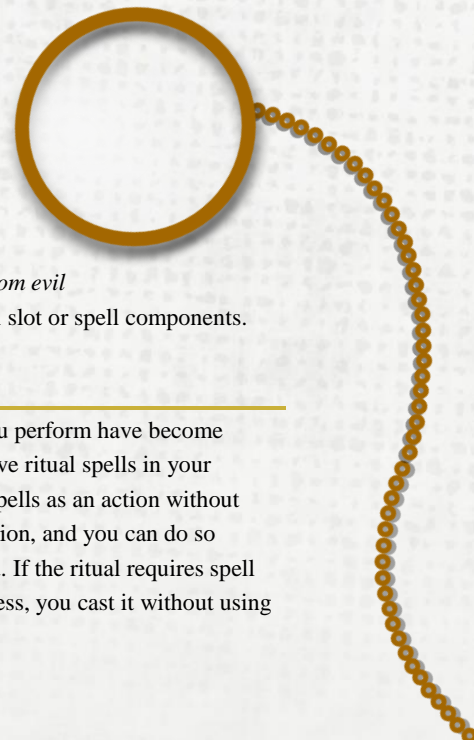
of magical benefits. Once you use any of these trinkets, you can't use one again until you finish a short or long rest.

Glass Medallion. You can cast the spell *invisibility*, targeting yourself only, without using a spell slot or spell components.

Mystical Monocle. As a bonus action, you can mark a creature or object that you can see. This target leaves behind an invisible trail visible only to you, indicating where the target goes, what objects it touches, and roughly how long it spends in a location. While you can see a marked target, you can also clearly understand what it says, no matter how far you are away. This mark lasts for 8 hours, or until you mark another target.

Fogstone Periapt. You can cast the spell *misty step* without using a spell slot or spell components.

Uncanny Dodge

Starting at 6th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Interrogator's Instinct

At 10th level, you are so accustomed to uncovering the truth that you can sense the intents behind someone's voice. You can tell if a creature that you can hear speaking is charmed, possessed, or otherwise enchanted to speak against their will, and you have advantage on any ability check you make to determine if you hear a lie.

True Name

Starting at 14th level, when you target a creature with your Exploit Vulnerability feature, you can learn part of that creature's True Name. You have advantage on attacks you make against that creature, and you learn the following information:

- The creature's name, if it has one.
- The number of hit points the target has remaining (and you learn when this number changes).
- Which types of damage the creature is immune to, if any.
- Which types of damage the creature is vulnerable to, if any.

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

Exterminator

An exterminator suffers no monster to live. Trained in the art of slaying aberrations, fiends, and undead, you stand against evil where others falter, and draw your blade before others recognize a threat. Grand schemes and plots are less important than retribution against those monsters which stalk the night, and your thirst for such retribution is unquenchable. There is always another werewolf to be slain, another vampire to be staked, another demon to be banished; people rarely thank you, but there is satisfaction enough in your work.

Bonus Proficiencies

Starting when you choose this specialization at 3rd level, you gain proficiency with martial weapons and medium armor.

Trinkets

By 3rd level, you've collected a number of magical trinkets to aid you in the elimination of monsters and other fiendish threats. You can use the trinkets listed to gain a number of magical benefits. Once you use any of these trinkets, you can't use one again until you finish a short or long rest.

Consecrated Whetstone. You can cast the spell *magic weapon* without using a spell slot or spell components.

Gilded Dragon Scale. As a bonus action, you gain resistance to one damage type of your choice for a minute.

Mimictooth Necklace. When you hit a creature with a melee weapon attack, you can activate this trinket to deal an additional 3d6 acid damage to the creature.

Monster Slayer

Beginning at 6th level, when you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once) and regain all expended uses when you finish a long rest.

Silvered Edge

Starting at 10th level, whenever you deal damage to a creature with a weapon attack, it can't regain hit points until the start of your next turn. Additionally, when you reduce a creature to 0 hit points, it can't be raised as an undead creature nor returned to life for 1 week.

Killer Instinct

Starting at 14th level, when you use your Exploit Vulnerability feature you can target a number of additional creatures equal to your Intelligence modifier (minimum 1).

Occultist

Vampires, demons, lycanthropes, and aberrations all have one thing in common: they are all magical threats, best combated through magical means. To meet these foes on a level playing field, occultists indulge in arcana, filling their grimoires with magical secrets and mastering a handful of

cantrips. Occultists are the most likely investigators to cavort with warlocks, borrow tricks from wizards and magicians, and dabble in dark magic to defeat their foes.

Cantrips

At 3rd level, you learn two cantrips of your choice from the wizard spell list. At 8th level, you learn a third cantrip from this list.

Additionally, you can add two bonus rituals to your grimoire at no cost.

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 trinkets listed to gain a number of magical benefits. Once you use any of these trinkets, you can't use one again until you finish a short or long rest.

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

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

Mortal Coil. You can cast the spell *cure wounds* or *inflict wounds* as a bonus action without using a spell slot or spell components.

Eldritch Ruin

Starting at 6th level, you use your magical cunning to rip your foes asunder. Once per turn when you cast a spell that deals damage to a creature affected by your Exploit Vulnerability feature, you can deal an additional 1d8 damage to that creature.

Eyes of Another World

Starting at 10th level, supernatural creatures can no longer escape your detection. You can see creatures and objects that are invisible or ethereal, and you can see the original form of shapechangers or creatures whose form has been altered by magic. Additionally, you can immediately detect if a creature you can see is possessed.

Maleficium

Starting at 14th level, when you target a creature with your Exploit Vulnerability feature, you can use your action to cast the spell *bestow curse* on that creature without using a spell slot or spell components; the targeted creature has disadvantage on its saving throw against this spell.

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

Investigator Rituals

This section compiles all the rituals in one place for convenience. Investigator bonus rituals, which count as if they had the ritual tag for you, are marked with an asterisk. This list is not exclusive; if you use additional ritual spells in your game that are not included on this list, you can add these spells to your grimoire and cast them as rituals.

1st Level
Alarm
Blood Print
Clue
Comprehend Languages
*Detect Evil and Good
Detect Magic
Detect Poison and Disease
*Feather Fall
Find Familiar
Floating Disk
*Heroism
Identify
Illusory Script
Memorize
Purify Food and Drink
Speak with Animals
Transient Bulwark
Unseen Servant

2nd Level
Animal Messenger
*Arcane Lock
*Arcanist's Magic Aura
Augury
Consecrated Armor
Gentle Repose
*Knock
Locate Animals or Plants
*Locate Object
Magic Mouth
*Nondescript
Protect Threshold
*See Invisibility

Silence
*Zone of Truth

3rd Level
*After Image
Benign Dismemberment
*Clairvoyance
*Magic Circle
Meld into Stone
Phantom Steed
*Remove Curse
*Sending
Tiny Hut
Water Breathing
Water Walk

4th Level
Distort Gravity
Divination
*Locate Creature
*Private Sanctum
Soul Bond

5th Level
Commune
Commune with Nature
*Dream
*Legend Lore
Telepathic Bond

6th Level
*Find the Path
Forbiddance
Instant Summons

Spells

The following spells are listed in alphabetical order.

After Image
3rd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S, M (a silver hand mirror worth 50 gp)
Duration: 10 minutes

You create an illusory duplicate of yourself which follows your every movement. When you are hit by an attack during the spell's duration, roll any die. On an odd roll, the attack targets and hits the duplicate instead of you. The duplicate vanishes, reappearing after you move 10 feet or more or take the Dodge action. On an even roll, the attack targets you as normal.

Blood Print
1st-level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce or more of blood)
Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against the it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

Consecrated Armor
2nd-level abjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (A drop of blessed oil)
Duration: 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes 12 + your Dexterity modifier. If you are attacked by a fiend or undead, your AC becomes 15 + your spellcasting ability modifier against that attack.

Benign Dismemberment
3rd-level necromancy (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 hour

For the duration, a willing target's body parts (fingers, legs, tail, and even its head) can be harmlessly severed from its body. It takes no damage from such dismemberment, as long as the cut removing the body part is swift and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but do not begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly causes the part to knit to the stump, restoring the body part.

At the end of the duration, severed body parts become permanent, and the target dies if vital organs have not been reattached to its head.

Clue
1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a magnifying glass and pipe)
Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within a 45-foot radius of a point you touch become highlighted and glow faintly for the duration. At the time of

casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

DISTORT GRAVITY
4th-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a gyroscope)
Duration: Concentration, up to 1 hour

This spell changes the direction of gravity within a 60-foot square area on surface you touch. The affected area can wrap around a surface, if its geometry permits. For the duration, creatures and objects within 15 feet of the surface fall toward it as if it were the ground. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down.

When the duration ends, all creatures and objects fall from the surface.

MEMORIZE
1st-level enchantment (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a page of written text and a length of silver string worth 10 gp, tied in a knot, which the spell consumes)
Duration: Instantaneous

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

NONDESCRIPT
2nd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it does not change your actual appearance. Creatures who see you while you were under the influence of this spell are unable to recall specific details of your appearance upon being asked if they had seen you or someone matching your description, though their memory of actions you undertook or events they experienced is unaffected.

PROTECT THRESHOLD
2nd-level abjuration (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)
Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SOUL BOND
4th-level necromancy (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two nails from a coffin)
Duration: 24 hours

This spell forges a mortal connection between yourself and a creature that you touch. A target creature must be present for the entire time of casting. If the creature is unwilling, it must make a Constitution saving throw to resist the spell's effects.

For the duration, if you are reduced to 0 hit points, the target is also reduced to 0 hit points, and vice versa. This spell ends if you cast it again, or if you choose to dismiss it as an action.

TRANSIENT BULWARK
1st-level abjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pearl worth 10 gp, which the spell consumes)
Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

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Bryce Clark
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Patrick Wheaton
Patrick Rooney
Skeleton Jester
TrondKF
Alyssa
Zachary Calderone
Justin Jönsson
Mike Litkewitsch
The Mage Armory
Kris Hunter
The Palm of Vecna
Sasquatch

Aidan Sandlant
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