

RANGER: RELIC KEEPER CONCLAVE

The lands of Camelot are ripe with treasure. Those trained enough to see it can spot it immediately, whether it be the plethora of mystical swords or tomes with stories that come to life. The Relic Keeper Conclave is in charge of caring for these relics. Sometimes, caring for them means hiding them as best as possible, while other times, it means finding them and using them for good.

Relic Keeper Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Relic Keeper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

3rd level	<i>identify</i>
5th level	<i>arcane lock</i>
9th level	<i>remove curse</i>
13th level	<i>secret chest</i>
17th level	<i>legend lore</i>

Expert Curator

Starting at 3rd level, you've developed an eye for ancient relics and vast knowledge of antiquity. You gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana or Religion.

Your proficiency bonus is doubled for any ability check you make that uses History. You receive this benefit regardless of the skill proficiency you gain from this feature.

Heirloom Trove

Also at 3rd level, you're capable of harnessing more power from the magic you carry. Whenever you hit a creature with a weapon attack, you can add additional damage of the weapon's type, based on the number of different magical items you have in your possession. You deal an extra 1d4 for one item, 1d6 for three items, 1d8 for five items, 1d10 for eight items, and 1d12 for 10 items. You can deal this extra damage only once per turn.

Additionally, you can attune and remove attunement from your magical items as an action.

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GM NOTE: Duplicate Items do not count twice for your Heirloom Trove trait. For example beads of force count as a single item, even if you are holding multiple beads.



Curio Collector

Starting at 7th level, you can sense the location of magical items around you, regardless of how well-hidden they are. You know the exact location of all magical items within a 30-foot radius centered on you.

In addition, as a bonus action, you can make a number of magical object equal to your Wisdom modifier (minimum of 1) within this radius shed bright light in a 10-foot radius. While glowing in this way, the objects cannot be teleported or be invisible, and attacks against a creature holding such an object are made at advantage. You can place this effect on a number of objects

Once you've used this bonus action, you can't do so again until you finish a long rest.

Heirloom Master

By the 11th level, you've mastered the power of your magical items. You can now attune and end attunement from your magical items as a bonus action and can apply the extra damage from your Heirloom Trove up to twice per turn on your turn.

In addition, you can't be disarmed of magical items, and they can only be taken or stolen from you if you are conscious.

Keeper's Denial

At the 15th level, you've learned how to pinpoint a magical item's properties and disable it, giving you just enough time to contain it. Whenever you make a successful weapon attack, you can choose to cast *dispel magic* as part of that attack. The spell is cast at its lowest level, but does not require a spell slot nor components. If the spell is successful against an item, and you have a free hand, the item is teleported to it.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

