Inquisitor

The church has long been the first line of defense against the tide of impending darkness. Yet, the clergy’s stubborn devotion to righteousness impedes them where it counts: you must sometimes be willing to do evil to counter evil. That’s where the inquisition comes in.

As a righteous inquisitor of the faith, you are tasked with rooting out heresy, exorcising demons, and stamping out any sign of the occult, and are offered clemency for any action you take in the defense of the greater good. You may investigate anyone or anything you deem to be in line with the forces of evil, for you alone are a holy blade in the dark, the arbiter of your church.

BONUS PROFICIENCIES

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

EXORCIST'S DOCTRINES

Also at 3rd level, you gain proficiency in the Religion skill and add double your proficiency bonus to checks you make with it.

TRINKETS

By 3rd level, you’ve collected a number of magical trinkets to help you banish restless spirits and foul demonic forces. You can use the following trinkets:

Alabaster Balm. As a bonus action, you can

cast the spell lesser restoration once without using a spell slot or spell components.

Hallowed Chalice. As a bonus action, you can utter a prayer and produce a volume of holy water from this cup sufficient to fill one flask. After 24 hours, this holy water becomes ordinary water. You can use this trinket 5 times before its power is expended.

Reliquary of Doubt. As a bonus action, you can cast the spell detect thoughts once without using a spell slot or spell components. When casting the spell in this way, it can only detect thoughts which are associated with negative emotions, such as guilt, apprehension, regret, or melancholy.

DIVINE STRIKE

At 6th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant damage to the target.

ROTE PIETY

Starting at 10th level, you command a mastery of divine magic seldom seen among the clergy. You can use your Opportunistic Piety feature three times, and regain all expended uses when you finish a short or long rest.

EXCOMMUNICATION

By 14th level, as an action, you can emblazon a creature you can see within 60 feet with a mark of religious condemnation. The target must succeed on your choice of a Constitution or Wisdom saving throw or be marked for the next minute. While marked, the creature can’t regain hit points or have advantage on any attack roll or ability check.

Additionally, whenever the creature takes an action, it takes 2d6 radiant damage as the mark burns with radiant light.

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

Revision #1

Created 16 January 2023 19:12:50 by Andrej

Updated 5 November 2025 04:57:37 by Andrej