

I NQUISITION

"Many tremble by my very presence. Most everyone has a taint of some devilish secret that once crossed their mind, some devious act that brought them to the edge, away from salvation. And if they do, I will find it."

—Gareth the Somber, Inquisitor

Inquisitors root out heretics and sorcerous cabals along with those that harbor such fugitives. It is the sworn duty of an inquisitor to find and purge heretical behavior from those slipping from the faith.

An inquisitor understands the duties of his office and the predicaments he might find himself trying to bring a lost sheep back to the flock. As clerics preach and convert by means of compassion and strength, inquisitors witness



Ruben Ramos

the power of temptation first hand in a tireless war against hellish outsiders.

OATH OF THE INQUISITION

The Office of the Inquisition is a secretive judicial institution that stands apart from the normal administrative hierarchy of the Church of the Eternal Spirit of Man. The members of the organization combat religious sectarianism and heresy.

TENETS OF THE INQUISITION The Church of the Eternal Spirit dictates the words and strictures of the Oath of the Inquisition. The Inquisitor General, under the direction of the Omnis Patris, expects paladins of this oath to uphold these tenets.

Suppress Heresy. Seek out the hidden enemies of the church and either save the transgressors of faith with salvation or flame.

Extinguish Hope in the Faithless. The preservation or correction of an individual soul is not a prime concern, but to inspire others to wean from tempestuous behavior. Therefore, punishment should incite fear to serve the public good in order for others to depart from evil.

Confront the True Evil. Fiends and demons abound in the world traveling within the souls of men and beasts. Do not fear to hunt the vile creatures or the corrupted vessels in which they take shelter.

OATH SPELLS You gain paladin spells at the indicated level.

Oath of the Inquisition Spells

Paladin Level	Spells
3rd	<i>charm person, faerie fire</i>
5th	<i>knock, silence</i>
9th	<i>counter spell, dispel magic</i>
13th	<i>arcane eye, freedom of movement</i>
17th	<i>dominate person, modify memory</i>

CHANNEL DIVINITY When you select this oath at 3rd level, you gain the two following Channel Divinity options:

Arcane Ward. As an action, using your Channel Divinity, present your holy symbol and utter a prayer of protection. You gain resistance against the damage of spells. This feature lasts for 1 minute or until you drop to 0 hit points or fall unconscious.

Cull the Hunted. As an action, using your Channel Divinity, you issue a command of authority against a creature you can see within 30 feet of you. The creature must make a Wisdom saving throw. On a failed save, the creature is restrained for 1 minute or until it receives damage.

A creature restrained by *cull the hunted* can use its action to make a Strength check against your DC (see below). On a success, it frees itself.



If the creature is a fiend or undead, it has a disadvantage on this saving throw.

Cull the Hunted save DC = 8 + your proficiency bonus + your Charisma modifier.

SEEKING ACTION Starting at 3rd level, your determination to chase down heretics allows you to move and react quickly against those wielding magic. When a creature targets you with a spell, after the spell resolves, you can immediately move up to half your speed as a reaction.

ARCANE CUNNING Also at 3rd level, whenever you make an Intelligence (Arcana) check to recall lore about spells or magical traditions, you are considered proficient in the Arcana skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

REAVING DISPEL Beginning at 7th level, you can expend 10 hit points from your pool of healing to touch one creature to end a spell of 3rd level or lower on the target.

At 9th level, when you use your action to cast *dispel magic*, you can make one weapon attack as a bonus action.

EYES OF THE INQUISITION At 15th level, you perceive any creature concealed by illusion or transformation magic. As a bonus action, you can concentrate (as if concentrating on a spell) to gain **truesight** with a radius of 30 feet.

WITCH BANE At 20th level, you can cast *counter spell* at its lowest level at will and without expending a spell slot. If you want to cast *counter spell* at a higher level, you must expend a spell slot as normal.

