

THE AVENGER

A CLASS FOR ZEALOUS INQUISITORS AND RIGHTEOUS VIGILANTES



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AVENGER

An elf strides through a forest after dark, hood drawn and weapon ready, and lays his eyes upon his target. He mutters a prayer to the Raven Queen and all blurs around him, only the necromancer remains in focus. As he moves and fights his actions aren't his own, but instead guided by the dark Queen herself.

Dressed in naught but darkened robes the woman peers from atop a tree out over the orcish encampment, looking for the one responsible for the tragedy those long years ago. The orc notices something moving through the leaves and tries to run, but it's too late. He's been marked and now there's no place left to hide.

An axe bites deep into the flesh of a dwarf, but the pain only strengthens his resolve. He turns to the man responsible, a bandit involved in the attack on town. With righteous fury burning in his eyes, he raises his hammer high and shouts the name of Moradin before bringing his hammer down in blinding flash of holy vengeance.

Avengers are as diverse as the gods that they serve, but it is their wrath that unites them. Whether sworn to forever pursue those who would run from their god, or to seek retribution for wrongs done to the church an avenger is driven by a sense of divine wrath.

FORGOTTEN RITES

Hidden from the rest of the world, in temples or monasteries secret covenants meet to train their initiates in traditions long forgotten, or forbidden, by the rest of their church. Those who complete this training are avengers, deadly avatars of their god's wrath.

Avengers spend their years of training studying ancient and long forgotten texts of their religions and memorizing sacred prayers which they recite in the midst of battle. Upon the completion of their training an avenger goes through a ceremony of investiture which culminates in a manifestation of their deity.

With their investiture complete an avenger is granted the ability to wield divine power, channeling their god's essence to create magical effects or to increase their prowess in battle. By doing so they honor their god and bring an end to any who would oppose them.

JUSTICE AND EXALTATION

Not many know of the orders which train these esoteric warriors, or why they would choose to live their entire lives in service to a single deity. Few priests of even the most vengeful of gods have ever heard of the avengers that worship besides them, the groups which recruit and train these avengers are secretive and deal with those who would spill their secrets in their own fashion. Even

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Level	Proficiency Bonus	Features	Spells Known	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Unarmored Defense, Supple Strength	—	—	—	—	—	—
2nd	+2	Sacred Studies, Spellcasting	2	2	—	—	—	—
3rd	+2	Censure, Oath of Enmity	3	3	—	—	—	—
4th	+2	Ability Score Increase	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Blade of the Zealot, Blessing of Vengeance	4	4	2	—	—	—
7th	+3	Censure feature, Evasion	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Clarity of Soul, True Conviction	6	4	3	2	—	—
11th	+4	Oath of Enmity improvement, Wrath of the Divine	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Censure feature	8	4	3	3	1	—
15th	+5	Eye of Justice	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Censure feature	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Spirit of Vengeance	11	4	3	3	3	2

fewer are the recruits that make it to their investiture, either passing on the way or being “silenced” due to a slip in tongue.

After the completion of their training, even fewer then are the avengers who do not take to the adventuring life. None are the treacherous beings who will turn themselves into the church, and so it is the avengers duty the seek out these individuals and bring the wrath of their god to them.

CREATING AN AVENGER

As you create your avenger think about the reasons that drove you to become a holy warrior and undergo the hellish training that led to your divine powers. Did you spend your years mourning the loss of a loved one until a group reached out and offered the ability to right that wrong? Do you belong to a race in which every member shares a special connection to a certain god or deity? Or were you a simple farmer until tragedy struck and a voice in the back of your mind told you of somewhere you can go to prepare for the fight ahead?

One of the most important parts of your avenger is the god you worship, appendix B in the *Player's Handbook* lists the deities worshiped by avengers across the multiverse. While any god could have an avenger in their service it is more likely that a vengeful god or one who presides over war or death would have more avengers in their service, some such gods include: Bane, Kelemvor, Torm, Erythnul, Nerull, Sargonnas, The Raven Queen, Ares, Bast, and Hel.

Next consider why your avenger is adventuring. Did you catch wind of a man in a distant land who has done wrong by your god? Did one of your god's long time priests renounce his religion and run from the church? Does your god seek the extermination of a particular type of creature? Perhaps you are out for revenge against a certain individual or group that has left a dark mark on your past.

QUICK BUILD

You can make an avenger quickly by following these suggestions. First Dexterity should be your highest ability score, followed by Wisdom. Second, choose the acolyte background.

CLASS FEATURES

As an avenger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per avenger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per avenger level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons, melee martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose three from Acrobatics, Athletics, Insight, Intimidate, Investigation, Medicine, Perception, Religion, and Stealth.

EQUIPMENT

You start with the following equipment in addition to the equipment gained by your background.

- (a) a simple melee weapon and any simple weapon or (b) a martial weapon
- (a) an explorer's pack or (b) a priest's pack
- A holy symbol

UNARMORED DEFENSE

When you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

SUPPLE STRENGTH

You wield heavy weapons with an ease and grace that terrifies your foes. You can use Dexterity instead of Strength for the attack and damage rolls of all melee weapons.

SACRED STUDIES

At 2nd level, choose up to two of the following skills that you are proficient in: Insight, Intimidate, Investigation, and Religion. Your proficiency bonus is doubled for any ability check that uses either of the chosen proficiencies.

In addition, your study of esoteric texts required you to learn an unusual language. You learn your choice of one of the following languages: Celestial, Infernal, or Sylvan.

SPELLCASTING

When you reach 2nd level, you have learned to channel the righteous power of your god, allowing you to cast avenger spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and this document for the avenger spell list.

SPELL SLOTS

The Avenger table shows how many spell slots you have to cast your spells. To cast one of your avenger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *sanctuary* and have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.



SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the avenger spell list.

The Spells Known column of the Avenger table shows when you learn more avenger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the avenger spells you know and replace it with another spell from the avenger spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for avenger spells. The power of your spells comes from your dedication to carrying out the will of your god in the material realm. You use your Wisdom whenever a avenger spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a avenger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your avenger spells.

CENSURE

At 3rd level, you choose a censure: the Censure of Pursuit or the Censure of Retribution. Your choice grants you features at 3rd level and again at 7th, 14th, and 18th level.

OATH OF ENMITY

Starting at 3rd level, you can use a bonus action on your turn to swear an oath of enmity against a creature you can see within 30 feet. For the next minute, you gain advantage on all melee weapon attack rolls against the target. This ability ends immediately if you use it again to target a new creature.

You may use this feature a number of times equal to half your levels in the avenger class + your Wisdom modifier (a minimum of once). You regain any expended uses when you complete a long rest.

Starting at 11th level, when you deal damage with a weapon attack to a creature under your oath of enmity you deal an additional 1d6 radiant damage.

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BLADE OF THE ZEALOT

Starting at 6th level, when you make an attack roll with advantage and both dice show the same result of 2 or higher, the attack is a critical hit.

BLESSING OF VENGEANCE

Starting at 6th level, when you reduce a creature under the effect of your oath of enmity to 0 hit points you regain an expended use of that feature.

EVASION

Beginning at 7th level, your effortless grace allows you to dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CLARITY OF SOUL

Starting at 10th level, you are constantly under the effect of the zone of truth centered on yourself. This effect ends if you knowingly tell a lie and resumes when you finish a long rest.

TRUE CONVICTION

At 10th level, you are immune to being charmed or frightened by the target of your oath of enmity.

WRATH OF THE DIVINE

Starting at 11th level, the first time you score a critical hit with a weapon attack each turn you may immediately make an additional weapon attack.

EYE OF JUSTICE

Starting at 15th level, you can cast the spell *true seeing* on yourself without spending a spell slot. You can use this feature again after you complete a short or long rest.

SPIRIT OF VENGEANCE

At 20th level, you can use your oath of enmity feature an unlimited number of times. Additionally, when you deal damage to a creature under your oath of enmity the creature loses any damage resistances it has. If it would be immune to a damage type you deal, it takes half damage instead.

CENSURES

A censure binds an Avenger to a set of goals and purposes, upon reaching 3rd level an avenger picks it's censure and decides it's path. Whether bound to pursue those who would run, provide retribution for wrongdoings done, or to unite allies against enemies

an avenger serves and honors their god through their censure.

CENSURE OF PURSUIT

Your target may run, your target may hide, but you will find him, no place is safe for your target and no armor will stay your blade, with methodical devastation you pursue any who would run. By training yourself in the censure of pursuit you master abilities that assist you in finding and executing. None shall escape your god.

BOND OF PURSUIT

Starting at 3rd level, when you take the Dash, Disengage, or Dodge action on your turn you can use a bonus action to make one weapon attack.

RELENTLESS STRIDE

Also starting at 7th level, your base movement speed increases by 10 feet and moving through difficult terrain costs you no extra movement.

ENMITY'S REACH

At 14th level, you may target creatures up to 60 feet away with your oath of enmity. When you do, you can teleport an empty space adjacent to that creature.

INESCAPABLE STEP

At 18th level, you are immune to being restrained, effects that would reduce your movement speed, and you cannot be grappled.



CENSURE OF RETRIBUTION

The world over which your god presides follows strict laws of balance and ones your god seeks to maintain. And thus it is that any who would strike out against their chosen agents would receive punishment in kind, any who seek to undo their champion will face the same. The censure of retribution focuses on abilities that hinder your foes and deal immediate retribution for wrongs done. No act against your god will go unpunished.

BOND OF RETRIBUTION

Starting at 3rd level, when your hit points are equal to or less than half of your maximum hit points your weapon attacks deal an additional 1d4 damage.

SPITEFUL CHALLENGE

Also starting at 7th level, when you place your oath of enmity on a creature you may choose to have that creature roll a Wisdom saving throw. On a failed save, that creature has disadvantage on any attack that does not include you as a target for one minute. On a successful save nothing happens and the creature is immune to this effect for 24 hours.

Once you have used this feature you may not do so again until you finish a short or long rest.

WRATH'S REWARD

Starting at 14th level, whenever you reduce your oath of enmity target to 0 hit points, you may choose to roll a hit die. You regain a number of hit points equal to the die roll plus your Wisdom modifier.

FANATIC'S REBUKE

Starting at 18th level, when your oath of enmity hits you with an attack you may use your reaction to make a melee attack against your oath of enmity target if within range.

AVENGER SPELLS

1ST LEVEL

Alarm
Bane
Bless
Command
Compelled Duel
Detect Evil and Good
Detect Magic
Dissonant Whispers
Executioner's Eye
Faerie Fire
Forsaken Chains
Guiding Bolt
Inflict Wounds
Inquisitor's Eye
Oath-Sealing Covenant
Protection from Evil and Good
Sanctuary
Scornful Glare
Zephyr's Strike

2ND LEVEL

Blindness/Deafness
Detect Thoughts
Enhance Ability
Hate

Hold Person
Lesser Restoration
Locate Object
Misty Step
See Invisibility
Silence
Spectral Form
Zone of Truth

3RD LEVEL

Bestow Curse
Blinding Smite
Dispel Magic
Fear
Feign Death
Haste
Inexorable Pursuit
Nondetection
Protection from Energy
Reaping Smite
Remove Curse
Speak with Dead

4TH LEVEL

Banishment
Death Ward
Divination

Freedom of Movement
Greater Invisibility
Locate Creature
Phantasmal Killer
Shadow of Moil

5TH LEVEL

Banishing Smite

NEW SPELLS

EXECUTIONER'S EYE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a book of final rites)

Duration: Concentration, up to 1 minute

You assess a creature you can see for weakness and discover how best to bring them harm. When you hit the targeted creature with a weapon attack you can end this spell to cause that attack to become a critical hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the casting time changes to 1 bonus action.

FORSAKEN CHAINS

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a length of chain)

Duration: Concentration, up to 1 minute

You gesture at a creature within range and three ghostly manacles and chains spring from the ground, latching onto the creature. Each time the creature moves 5 feet, one of the chains breaks and the creature takes 1d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, two additional chains latch onto the creature per spell slot above 1st level.

HATE

2nd-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Choose a creature within range and utter a promise to live until they get their justice. Once per turn when you deal damage to that creature before this spell ends, you regain hit points equal to 1d6 + your spellcasting modifier. This spell ends if the creature is reduced to 0 hit points.

INQUISITOR'S EYE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You open your mind to details that might otherwise escape your notice. Whenever you make an Insight, Intimidation, Investigation, or Perception ability check

before the end of this spell you can roll a 1d4 and add it to the result. After making an ability check with one of those skills you can end this spell early to change the result of the d20 roll to 20.

INEXORABLE PURSUIT *3rd-level divination*

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

Touching a creature you mark it for later pursuit. While this spell remains in effect, you can use an action to determine the distance and direction to the creature. If the creature is on another plane, you know which plane but learn no other information. When you cast this spell any previous use of this spell ends immediately.

OATH-SEALING COVENANT *1st-level divination*

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two rings)
Duration: Until dispelled

When two creatures make a promise to one another you seal it with magic and a prayer. If either creature breaks the promise they made the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.

REAPING SMITE *3rd-level evocation*

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon digs deep into the enemy and a sense of impending doom washes over them. The attack deals an extra 3d12 necrotic damage to the target. Additionally, if this damage reduces the target to 0 hit points it cannot be restored to life or raised as undead by any spell other than wish.

SCORNFUL GLARE *1st-level enchantment*

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 round

You cast a scornful glare at a creature within range. The creature must succeed on a Wisdom saving throw or succumb to the terror in your wordless threat and be frightened until the start of your next turn. While the creature is frightened by this spell, a creature must take the Dash action and move away from you by the safest available route, unless there is nowhere to move.

SPECTRAL FORM *2nd-level transmutation*

Casting Time: 1 reaction, which you take in response to being damaged by a creature
Range: Self
Components: V, S, M (a relic of a deceased humanoid)
Duration: 1 round

Wisps of smoke and mist envelop you as you turn invisible and gain resistance to all damage, including the triggering damage, until the end of your next turn.

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