

# THE JUSTICIAR

A CLASS OF MAGICAL LAW & ORDER

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## JUSTICIAR

An elf stares into the eye sockets of a lich who has been kidnapping locals as sacrifices for a dark ritual. The air is thick with necromantic magic, the lich preparing to raise a great army of the undead. With a quick flick of his hands, the elf creates a cylinder of arcane energy around the lich and charges in, sword and shield at the ready.

A fae charged with war crimes stands at the center of an arena, solemn witnesses in robes and armor all around him. He is armed with exceptionally made equipment, preparing for his trial by combat. A human with an enormous sword separates from the crowd. Something about her frightens the fae, a mien of quiet confidence and cold calculation emanates from her. Off to the side of the room, a gavel bangs, and the human wreathes her blade in arcane energies. She removes the fae's head in one swing. He was guilty, and he was spared pain. It was a merciful execution, a mercy he didn't deserve.

A gnome wizard stands trial in a courtroom for reckless endangerment of his apprentices. A tiefling defends him, laying out evidence to prove his innocence. A dragonborn prosecutor rebuts, exhibiting a list of injuries and the circumstances leading to them. The tiefling provides the best defense possible, but the gnome knew his fate long before he walked into the court. He should have known better than to send his 16-year-old apprentice to retrieve those mushrooms from the Underdark!

Justiciars are a unique mix of soldier and lawyer. They serve the Arcane Court, an independent, nation-neutral magical law agency whose jurisdiction is spellcasters and magical beings. These arcane law officers spend years in study and training to reach peak physical, mental, and magical conditioning, and it shows when you run afoul of them.

## OFFICER OF THE COURT

Every justiciar is an officer of the Arcane Court, but begins life in the organization as a mere student, learning all manner of minutiae in not only magical law, but the strengths and weaknesses of all manner of magical creatures she can expect to encounter in the outer world. After passing extensive tests on these materials, the student advances to martial training, applying her knowledge of all manner of creatures to practical applications of how to subdue and slay them, and learning in what situations it is appropriate to do either. Only after completing long years of both these trainings is a student adopted into the Arcane Court as an apprentice, a role in which she is allowed to journey into the wide world as a representative of the Court, and begin practicing a justiciar's unique style of arcane pursuits.



## THE JUSTICIAR

| Level | Proficiency Bonus | Features                           | Cells     | Spells Known | Spell Slots | Slot Level |
|-------|-------------------|------------------------------------|-----------|--------------|-------------|------------|
| 1st   | +2                | Judicial Education, Fighting Style | —         | —            | —           | —          |
| 2nd   | +2                | Spellcasting, Binding Cell         | 2         | 2            | 1           | 1st        |
| 3rd   | +2                | Justiciar Division                 | 2         | 3            | 1           | 1st        |
| 4th   | +2                | Ability Score Improvement          | 2         | 4            | 2           | 1st        |
| 5th   | +3                | Justiciar Division Feature         | 3         | 5            | 2           | 2nd        |
| 6th   | +3                | Prohibitive Cell                   | 3         | 6            | 2           | 2nd        |
| 7th   | +3                | Justiciar Division Feature         | 3         | 7            | 2           | 2nd        |
| 8th   | +3                | Ability Score Improvement          | 3         | 8            | 2           | 2nd        |
| 9th   | +4                | —                                  | 4         | 9            | 2           | 3rd        |
| 10th  | +4                | Expedited Cell                     | 4         | 10           | 2           | 3rd        |
| 11th  | +4                | Punitive Cell                      | 4         | 11           | 3           | 3rd        |
| 12th  | +4                | Ability Score Improvement          | 4         | 11           | 3           | 3rd        |
| 13th  | +5                | —                                  | 5         | 12           | 3           | 4th        |
| 14th  | +5                | Justiciar Division Feature         | 5         | 12           | 3           | 4th        |
| 15th  | +5                | Judicial Safeguard                 | 5         | 13           | 3           | 4th        |
| 16th  | +5                | Ability Score Improvement          | 5         | 13           | 3           | 4th        |
| 17th  | +6                | Judicial Arcanum                   | 6         | 14           | 3           | 4th        |
| 18th  | +6                | Justiciar Division Feature         | 6         | 14           | 4           | 4th        |
| 19th  | +6                | Ability Score Improvement          | 6         | 15           | 4           | 4th        |
| 20th  | +6                | Judge's Cell                       | Unlimited | 15           | 4           | 4th        |

A justiciar who distinguishes himself in his division is often promoted to the rank of Judge, which, in addition to raising him to a command position within his division, allows him to preside over trials, both in those of the court and by combat. The five most honorable of Judges ascend to the seat of High Judge, a council that makes the Court's executive decisions and protocols, and that presides over cases of great importance or controversy.

## CREATING A JUSTICIAR

As you build your justiciar, think about why your character decided to spend years of his or her life studying and training to enforce magical law. Did an evil wizard destroy your village or steal your family's sacred artifact? Was your farm ransacked constantly by a troop of kobolds? Did an adventuring party's fight with a vampire in your city end up destroying your family's local business? Perhaps someone just told you that you couldn't hack it and, in your extreme stubbornness, you had to prove them wrong. It's an arduous and grueling process to join the Arcane Court, and many don't cut it, so something about your character needs to have given you the motivation to see it through.

### QUICK BUILD

You can make a justiciar quickly by following these suggestions. First make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next highest ability score should be Intelligence. Second, choose the city watch or cloistered scholar background.

## CLASS FEATURES

As a justiciar, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per justiciar level

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

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

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

## THE ARCANE COURT

The Court is a massive, complex organization that generally has outposts in or nearby most of the world's major cities. But it is also an organization that justiciars see as a brotherhood of those who dedicate their lives to making the world a better place.

The lowest-ranking justiciars are apprentices, those who are deemed worthy of entering the Court but have not yet made their place within it. When an apprentice distinguishes himself, he is allowed to join his choice of the Court's divisions: the Division of Defense, where protection is paramount to holy script and all creatures are ensured fair representation; the Division of Execution, where justiciars practice the most efficient and merciful methods for ending the lives of the convicted; the Division of Enforcement, where investigation and street-level watch keeps the people safe; the Division of Prosecution, where evidence is compiled and cases are made against defendants; and the Division of Reformation, where convicted criminals deemed capable of atonement are brought to learn from a better example. There is always healthy rivalry between the divisions, but pervading that rivalry is a sense of mutual respect.

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Nature, and Perception

#### EQUIPMENT

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

- (a) leather armor or (b) scale mail
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a longbow and 20 arrows, (b) a hand crossbow and 20 bolts, or (c) 4 javelins
- (a) a dungeoneer's pack or (b) a scholar's pack
- A copy of the *Tome of Magical Law*

### JUDICIAL EDUCATION

In the schooling you underwent to become worthy of entering the Arcane Court, you spent hours poring over ancient lore books and exploring the dark corners of old libraries, granting you an encyclopedic knowledge of the monstrous creatures you must know how to subdue. You can recognize a non-shapechanging creature's type without making an ability check, unless it is using magic to disguise its nature. As a bonus action on your turn, you can further study a creature within 60 feet, learning your choice of the following without making an ability check:

- One type of damage the creature is vulnerable to, if any.
- One type of damage the creature is resistant or immune to, if any.
- One condition the creature is immune to, if any.
- If the creature is resistant or immune to bludgeoning, piercing, and/or slashing damage from nonmagical weapons.
- If the creature is in its true form.
- The creature's Challenge Rating.

### FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a fighting style more than once, even if you later get to choose again.

#### ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### CLOSE QUARTERS SHOOTER

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Additionally, you gain a +1 bonus to attack rolls you make with ranged weapons.

#### DEFENSE

While you are wearing armor, you get a +1 bonus to AC.

#### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

#### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

#### PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

#### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### SPELLCASTING

By the time you reach 2nd level, you've begun applying the arcane knowledge from your study to cast spells. However, justiciars do not have the same relationship with magic as many other orders. You have learned to cultivate a small reserve of quickly recovering arcane energy that you use to augment your martial prowess and subdue your foes. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and the end of this document for the justiciar spell list.



## SPELL SLOTS

The Justiciar table shows how many spell slots you have. The table also shows what the level of those spell slots is; all of your spell slots are the same level. To cast one of your justiciar spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have 2 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must expend one of those spell slots, and you cast it as a 2nd-level spell.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the justiciar spell list.

The Spells Known column of the Justiciar table shows when you learn more justiciar spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 9th level, for example, you can learn a new justiciar spell, which can be 1st, 2nd, or 3rd level.

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

## SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your justiciar spells, so 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 a justiciar 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

## BINDING CELL

Also at 2nd level, you learn to manipulate your arcane energies to create a cell that holds and repels creatures. As an action, you can choose a point within 30 feet that you can see, creating a 10-foot-radius, 30-foot-high cylinder centered at that point.

A creature hostile to you that attempts to pass through the cell's barrier must make a Charisma saving throw against your spell save DC. On a successful saving throw, the creature passes through the barrier. On a failed save, the creature can't penetrate the barrier, and its speed drops to 0 for the remainder of the turn. A creature must make this saving throw each time it attempts to pass through the barrier. A creature that can cast at least one spell makes this saving throw with disadvantage. Alternatively, a creature pushed or thrown across the cell's barrier by a creature hostile to it passes through the barrier without making a saving throw.

The cell lasts 1 minute. Your cell dissipates when you use this feature to create a new cell, or you use a bonus action on your turn to dismiss it.

You can create a number of cells equal to the number shown for your justiciar level in the Cells column of the Justiciar table. You regain all of your expended cells when you finish a long rest.

## JUSTICIAR DIVISION

At 3rd level, you are promoted from your position as an apprentice to a specific role within the Arcane Court. Choose a division: the Division of Defense, the Division of Enforcement, the Division of Execution, the Division of Prosecution, or the Division of Reformation.

Your choice grants you features when you choose it at 3rd level, and again at 5th, 7th, 14th, and 18th 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.

## PROHIBITIVE CELL

Beginning at 6th level, when a creature hostile to you attempts to teleport out of your cell, attempts to open a portal to a location or plane outside your cell, or otherwise attempts to escape the cell by magical means, the creature must make a Charisma saving throw as though it's attempting to pass through the cell's barrier. On a failed save, its attempt fails and has no effect.

## EXPEDITED CELL

At 10th level, you learn to create your cells more quickly and efficiently. You can now create a cell using either your action or bonus action.

## PUNITIVE CELL

Starting at 11th level, your more potent arcane abilities begin to bolster the power of your cell, much to the chagrin and suffering of your enemies. Whenever a hostile creature begins its turn inside your cell, it takes 1d10 force damage.

## JUDICIAL SAFEGUARD

By 15th level, you've become powerful and careful enough that you've learned to ward yourself against the effects of spells. You have resistance to damage from spells, and advantage on saving throws against spells.

## JUDICIAL ARCANUM

At 17th level, you are recognized by the High Judges as being worthy of learning one of the Arcane Court's great magical secrets, called an arcanum. Choose one 5th-level spell from the justiciar spell list as your arcanum.

You can cast your arcanum once without expending a spell slot. You must finish a long rest before you can do so again.

## JUDGE'S CELL

At 20th level, your power, focus, and skill make you worthy of the title of Judge. When you create a cell, choose one creature you can see. Until you create a new cell, that creature automatically fails all Charisma saving throws it makes to attempt to pass through your cell's barrier.

## JUSTICIAR DIVISIONS

The Arcane Court acts as an independent law-enforcement, court, and correctional system for magic users and magical entities. The organization's general neutrality serves to make it a trusted body by most nations, despite it having no alliance or ties to anyone. The Court is broken into several divisions that each serve a purpose within its judiciary system, the members of which are each trained in martial combat and battle magic, in addition to the scripts of law, in case justice needs to be dispensed on the road. Most of the Court's work involves sending individual justiciars to wander the planes and prevent otherwise unreported crimes. Certain matters, however, require that a creature be brought back to face trial in one of the Court's headquarters. Such creatures are offered two choices of trial: judgment in court by a high-ranking justiciar who has been distinguished with the rank of Judge, or a trial by combat.

### THE DIVISION OF DEFENSE

This division's primary responsibility is to represent accused creatures in trials presided over by a Judge. They can also be hired by expeditions to act as escorts and protectors.

#### EXPANDED SPELL LIST

The Division of Defense practices a number of extra spells that are not pertinent to the other divisions, allowing you to choose from an expanded list of spells when you learn a justiciar spell. The following spells are added to the justiciar spell list for you.

#### DEFENSE EXPANDED SPELLS

| Spell Levels | Spells                                  |
|--------------|---|
| 1st          | <i>compelled duel, cure wounds</i>      |
| 2nd          | <i>lesser restoration, warding bond</i> |
| 3rd          | <i>aura of vitality, revivify</i>       |
| 4th          | <i>aura of life, death ward</i>         |

#### BONUS PROFICIENCY

When you join this division at 3rd level, you gain proficiency with heavy armor.

#### DEFENDER'S CELL

Also starting at 3rd level, while you are inside your cell, hostile creatures inside your cell have disadvantage on attack rolls against creatures other than you and creatures with similar features.

Additionally, when a creature inside your cell within 5 feet of you hits a creature other than you with an attack, you can use your reaction and expend a justiciar spell slot to give the attacked creature temporary hit points equal to twice your justiciar level. You then make a weapon attack against the triggering creature as part of the same reaction. That attack gains a bonus to its attack roll equal to the level of your expended justiciar spell slot.

#### EXTRA ATTACK

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

#### DEFENDER'S REBUTTAL

Starting at 7th level, when a creature within your cell takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take damage. Instead, you

take the damage. This damage to you can't be reduced or prevented in any way.

#### ALIBI AEGIS

At 14th level, you learn to magically transfer your own resilience to nearby allies. When you and a creature within 30 feet are both subjected to the same saving throw, and that creature's saving throw result is lower than yours, you can use your reaction to have that creature use your saving throw result, potentially causing it to succeed. You can use this feature after you and the creature roll, but you must choose to use it before the DM says whether your or the creature's roll succeeds or fails.

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

#### ARCANE BASTION

Beginning at 18th level, you and allied creatures within 10 feet of you gain a +2 bonus to AC, and to saving throws against spells.

### THE DIVISION OF ENFORCEMENT

This division's primary responsibility is the tracking and subdual of wanted criminals, and the investigation of crime scenes. They can also be hired as private detectives to locate and retrieve missing persons and objects.

#### EXPANDED SPELL LIST

The Division of Enforcement practices a number of extra spells that are not pertinent to the other divisions, allowing you to choose from an expanded list of spells when you learn a justiciar spell. The following spells are added to the justiciar spell list for you.

#### ENFORCEMENT EXPANDED SPELLS

| Spell Levels | Spells                                     |
|--------------|--|
| 1st          | <i>detect evil and good, hunter's mark</i> |
| 2nd          | <i>detect thoughts, locate object</i>      |
| 3rd          | <i>clairvoyance, haste</i>                 |
| 4th          | <i>arcane eye, locate creature</i>         |

#### ENFORCER'S CELL

Beginning when you join this division at 3rd level, you learn to press the assault against creatures within your cell. Whenever you make a weapon attack against a creature inside your cell, if it was the last creature you hit with an attack, you gain a +2 bonus to the attack roll.

#### EXCESSIVE FORCE

Also starting at 3rd level, when you take the Attack action, you can expend a justiciar spell slot to make one additional weapon attack as part of your Attack action. If this extra attack targets a creature you previously hit with an attack this turn, you make this extra attack with advantage, and it gains a bonus to its damage roll equal to the level of your expended justiciar spell slot.

#### EXTRA ATTACK

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

#### REVELATORY CELL

Starting at 7th level, while a creature is within your cell, its true form is revealed if it is in a different form.



Additionally, creatures within your cell do not gain the benefits of being invisible.

#### BREACHING EXPERT

By 14th level, you've become an expert at invading enemy strongholds and exploring the deepest and darkest of holes your quarry might hide in. You have advantage on saving throws against traps, and resistance to damage from traps.

Additionally, while inside a structure created by a sentient being, such as a castle, crypt, palace, or house, you have advantage on Dexterity (Stealth) checks.

#### INCORRUPTIBLE OFFICER

At 18th level, you gain immunity to the charmed and frightened conditions, as well as to all curses and possession effects, such as a Ghost's Possession action. When you touch or attune to a cursed item, it does not stop being cursed, but the curse does not affect you.

### THE DIVISION OF EXECUTION

This division's primary responsibility is to execute creatures found guilty by a Judge, creatures whom the Judge believes are incapable of reformation. Though a justiciar of any division can be called upon to take part in a trial by combat, members of this division are most likely to receive the order. They can also be hired to slay creatures that are plaguing settlements.

#### EXPANDED SPELL LIST

The Division of Execution practices a number of extra spells that are not pertinent to the other divisions, allowing you to choose from an expanded list of spells when you learn a justiciar spell. The following spells are added to the justiciar spell list for you.

#### EXECUTION EXPANDED SPELLS

| Spell Levels | Spells                                     |
|--------------|--|
| 1st          | <i>thunderous smite, wrathful smite</i>    |
| 2nd          | <i>branding smite, hold person</i>         |
| 3rd          | <i>blinding smite, fear</i>                |
| 4th          | <i>phantasmal killer, staggering smite</i> |

#### EXECUTIONER'S CELL

Starting when you join this division at 3rd level, whenever you make a weapon attack against a creature inside your cell, the creature takes an extra 1d6 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

This damage increases to 3d6 at 14th level.

#### ARCANE GUILLOTINE

Also at 3rd level, you learn to imbue your attacks with the force of your magic. When you hit a creature with a melee weapon attack, you can expend a justiciar spell slot to deal an additional 1d8 force damage per level of your expended justiciar spell slot.



### EXECUTION STRIKE

Beginning at 5th level, you learn to add the gravitas of justice to your weapon strikes. Once per turn when you hit a creature with a melee weapon attack, you can roll one additional weapon damage die when determining the damage of the attack.

### EXECUTIONER'S MIEN

At 7th level, you gain proficiency in the Intimidation skill. Your proficiency bonus is doubled for any ability check you make that uses Intimidation, and you can use Intelligence, instead of Charisma, for your Intimidation checks.

### EXECUTIONER'S SPOILS

Beginning at 18th level, whenever you reduce a hostile creature to 0 hit points with a melee weapon attack, kill the creature, and the creature has a challenge rating of 10 or above, you recover an expended justiciar spell slot.

## THE DIVISION OF PROSECUTION

This division's primary responsibility is the investigation and prosecution of accused creatures in trials presided over by a Judge. They can also be hired by local governments and groups to mediate disputes and explore unknown areas.

### EXPANDED SPELL LIST

The Division of Prosecution practices a number of extra spells that are not pertinent to the other divisions, allowing you to choose from an expanded list of spells when you learn a justiciar spell. The following spells are added to the justiciar spell list for you.

#### PROSECUTION EXPANDED SPELLS

| Spell Levels | Spells                        |
|--------------|-------------------------------|
| 1st          | <i>faerie fire, shield</i>    |
| 2nd          | <i>suggestion, misty step</i> |
| 3rd          | <i>blink, tongues</i>         |
| 4th          | <i>compulsion, confusion</i>  |

### PROSECUTOR'S CELL

When you join this division at 3rd level, you gain the ability to teleport into your cell. When you create a cell, or as a bonus action, you can teleport to an unoccupied space within your cell as long as you are on the same plane as it. You can teleport this way only once per cell.

Alternatively, you can teleport this way again if you expend a justiciar spell slot. If you expend a spell slot

of 3rd level or higher this way, after teleporting, you can make a weapon attack against a creature in range as part of the bonus action.

### EXTRA ATTACK

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

### PROSECUTOR'S RETORT

Starting at 7th 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.

### VOIDING CLAUSE

Beginning at 14th level, you can cast *counterspell* without expending a spell slot. You add your proficiency bonus to any Intelligence check you make as part of casting the spell this way.

Once you cast *counterspell* this way, you can't do so again until you finish a long rest.

### PROSECUTOR'S ANALYSIS

Starting at 18th level, you can use your Judicial Education feature to further study a creature at the beginning of each of your turns, no action required. Weapon attacks you make against the target this turn are made with advantage, and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## THE DIVISION OF REFORMATION

This division's primary responsibility is to oversee the correction of prisoners a Judge has determined can be reformed. They most often do so by magically linking with the creature and showing them the correct behaviors by having the creature fight alongside them as an ally. They can also be hired to capture and transport problematic individuals.

### EXPANDED SPELL LIST

The Division of Reformation practices a number of extra spells that are not pertinent to the other divisions, allowing you to choose from an expanded list of spells when you learn a justiciar spell. The following spells are added to the justiciar spell list for you.



## REFORMATION EXPANDED SPELLS

| Spell Levels | Spells  |
|--------------|---|
| 1st          | <i>animal friendship, find familiar</i>         |
| 2nd          | <i>animal messenger, find steed</i>             |
| 3rd          | <i>conjure animals, phantom steed</i>           |
| 4th          | <i>conjure minor elementals, dominate beast</i> |

## CORRECTIONAL OFFICER

When you join this division at 3rd level, you are gifted a creature, called your captured companion, by your superiors. You become linked to it, and it accompanies you on your adventures and fights alongside you to atone for its crimes. Choose a creature that speaks at least one language and has a challenge rating of 1/4 or lower. Your captured companion gains a variety of benefits while it is linked to you.

Your captured companion is stored in a capture stone. As an action, you can use your capture stone to summon a captured companion to an unoccupied space within 30 feet of you, or to return a captured companion to your capture stone. You can have only one captured companion summoned at a time. If your capture stone is ever lost or destroyed, you can create a new capture stone with 8 hours of work and the expenditure of 50 gp worth of arcane components. Your captured companions are then transferred to the new stone.

Your captured companion loses its Multiattack action, if it has one.

The companion learns to speak and understand Common, if it doesn't already know it. It obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions. It otherwise acts according to its alignment. If you are incapacitated, your companion acts on its own, but will protect you if you are in danger since it dies if you do.

Your captured companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the other areas where it normally uses its proficiency bonus, a captured companion also adds its proficiency bonus to its damage rolls. It also becomes proficient in all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

If you later gain another captured companion, these hit dice, hit points, and ability score increases are retroactive.

If your captured companion drops to 0 hit points, it makes death saving throws, as normal. A captured companion making death saving throws can be returned to your capture stone, but continues to make death saving throws at the start of each of your turns until it either dies or becomes stabilized. If your captured companion dies, you lose your link to it, even if it is later revived.

If you die, each of your captured companions dies.

By performing a 1 minute ritual, you can release a captured companion from its incarceration. Its link to you ends, and it is teleported back to its home, wherever that may be.

## REFORMER'S CELL

Also starting at 3rd level, when you or your captured companion reduce a hostile creature that speaks at least one language within your cell to 0 hit points with a weapon attack or a spell with only one target, you can use your reaction and expend a justiciar spell slot to attempt to capture the creature. If you do, your cell constricts on the target, ending the duration of the cell. The creature is captured if its challenge rating is no higher than the one associated with the spell slot used, as shown in the Reformation Capturing table. If it is successfully captured, the creature returns to life and consciousness with 1 hit point. It is then absorbed into your capture stone, linking to you as a new captured companion and gaining all of the associated benefits.

Your capture stone can store up to two captured companions. If you would capture another creature beyond this number, you must break your link with a captured companion of your choice. That creature is teleported back to its home, wherever that may be, and is replaced by the new companion.

## REFORMATION CAPTURING

| Spell Slot Level | Challenge Rating |
|------------------|------------------|
| 1 or 2           | 1/4              |
| 3 or 4           | 1/2              |

## COORDINATED ATTACK

Beginning at 5th level, you and your captured companions form a more potent fighting team. When you use the Attack action on your turn, if your captured companion can see you, it can use its reaction to make a weapon attack.

## RESTING STONE

At 7th level, your capture stone becomes a haven for your injured captured companions. Whenever one of your captured companions drops to 0 hit points, you can use your reaction to return it to your capture stone. Captured companions inside your capture stone make death saving throws with advantage.

## COLLABORATIVE CORRECTION

Starting at 14th level, when a hostile creature that speaks at least one language is reduced to 0 hit points while in your cell, you can attempt to capture it using your reaction, no matter the source of the damage. You must still expend a justiciar spell slot, as normal.

Additionally, your capture stone can now store up to three companions, instead of two.

## PROLIFIC REFORMER

Beginning at 18th level, when you attempt to capture a creature, you can expend your Judicial Arcanum instead of expending a justiciar spell slot. If you do, you successfully capture the creature if it has a challenge rating of 2 or lower. You can't have more than one captured companion with a challenge rating of 1 or higher.

Additionally, when you successfully capture a creature, you can immediately expend a cell to create a new cell as part of the same reaction.

## JUSTICIAR MULTICLASSING

Justiciars follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

### MULTICLASSING PREREQUISITES

| Class     | Ability Score Minimum                     |
|-----------|---|
| Justiciar | Strength or Dexterity 13, Intelligence 13 |

### MULTICLASSING PROFICIENCIES

| Class     | Proficiencies Gained  |
|-----------|---|
| Justiciar | Light armor, medium armor, shields, simple weapons, martial weapons |

## JUSTICIAR SPELL LIST

### 1ST LEVEL

Absorb Elements  
Alarm  
Command  
Comprehend Languages  
Detect Magic  
Identify  
Mage Armor  
Magic Missile  
Protection from Evil and Good  
Tenser's Floating Disk  
Thunderwave

### 2ND LEVEL

Arcane Lock  
Blindness/Deafness  
Darkvision  
Find Traps  
Magic Weapon  
Moonbeam  
See Invisibility  
Silence  
Zone of Truth

### 3RD LEVEL

Counterspell  
Dispel Magic  
Elemental Weapon  
Glyph of Warding  
Magic Circle  
Nondetection  
Protection from Energy  
Sending  
Remove Curse

### 4TH LEVEL

Banishment  
Freedom of Movement  
Mordenkainen's Private Sanctum  
Otiluke's Resilient Sphere  
Stoneskin

### 5TH LEVEL

Dispel Evil and Good  
Geas  
Legend Lore  
Passwall  
Telekinesis  
Teleportation Circle

### Justiciar Class by

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