

OUTLANDISH JUSTICE

AN ADDITIONAL JUDICIARY DIVISION AND LIST OF SPELLS FOR THE JUSTICIAR



GAME DESIGN ROSS LEISER

BY OUTLANDISH ADVENTURE PRODUCTIONS

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JUDICIARY 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.

When you choose your Judiciary Division at 3rd level, you can instead choose the Division of Archives.

DIVISION OF ARCHIVES

This division's primary responsibility is to maintain the Court's library of tomes and scrolls spanning all sorts of topics — magical law, laws of specific communities and nations, information about beasts and monsters, and the Court's magical secrets. This division also handles the evidence for magic items and artifacts used in or relevant to magical crimes, and they can be hired to transport artifacts and tomes with the proper care and protection.

EXPANDED SPELL LIST

The Division of Archives 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.

ARCHIVES EXPANDED SPELLS

Spell Levels	Spells
1st	<i>feather fall, unseen servant</i>
2nd	<i>continual flame, locate object</i>
3rd	<i>fly, Leomund's tiny hut</i>
4th	<i>Leomund's secret chest, Mordenkainen's faithful hound</i>
5th	<i>wall of force</i>

ARCHIVIST'S CELL

Beginning when you join this division at 3rd level, you always know when a magic item is present inside your cell, as well as the item's rarity. You can use a bonus action on your turn to magically attempt to suppress the magical properties of a single magic item in your cell. Make an Intelligence (Arcana) check with a DC dependent upon the item's rarity, as shown on the Magic Item Suppression table. If you succeed on the check, the item loses all of its magical properties, becoming a mundane item of its type, until the beginning of your next turn, or until it is no longer inside your cell.

MAGIC ITEM SUPPRESSION

Item Rarity	Arcana Check DC	Example Items
Common	12	potion of healing, spell scroll (1st level)
Uncommon	15	immovable rod, weapon +1
Rare	18	necklace of fireballs, weapon +2
Very Rare	21	staff of thunder and lightning, weapon +3
Legendary/Sentient	24	cloak of invisibility, Moonblade
Artifact	30	Eye and Hand of Vecna, Orb of Dragonkind

ARCHIVAL CUSTODIAN

Also at 3rd level, you learn the *mage hand* cantrip. While the cantrip's spectral hand persists, when you cast a spell of 1st-level or higher with a range of Touch, you can cast the spell from the spectral hand's position.

EVIDENTIARY DEFENDER

Starting at 5th level, you can cast *mage hand* as a bonus action.

Additionally, when you take the Attack or Cast a Spell action while the spectral hand persists, you can move the hand up to 30 feet and may make a melee spell attack with it against a creature within 5 feet of it, in addition to the action's normal effects. On a hit, the creature takes force damage equal to 1d6 + your spellcasting ability modifier. You can move the hand and possibly make this attack before or after the effects of the action occur.

The damage increases to 2d6 + your spellcasting ability modifier when you reach 18th level in this class.

CATALOGUER'S CRAFT

At 7th level, you learn the *detect magic* and *identify* spells. You can cast these spells as rituals.

If you already know one or both of the spells, you learn a justiciar spell of your choice, which must be of a level you can cast. Spells you learn from this feature don't count against the number of justiciar spells you know.

ARCHIVIST'S AFFINITY

Beginning at 14th level, your knowledge and close contact with magic items allows you to attune to a fourth magic item.

Additionally, you gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

CHAIN OF CUSTODY

Starting at 18th level, you can magically attempt to suppress the magic of all magical items within your cell. As an action, you make an Intelligence (Arcana) check. Each magic item in your cell with an associated DC less than or equal to your result loses its magic properties for 1 minute. Such an item's magical

properties remain suppressed for the duration, even if it leaves your cell.

Once you use this feature, you must finish a long rest before you can do so again.



NEW SPELLS

ARREST

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a copy of the Tome of Magical Law)

Duration: 10 minutes

Class: Justiciar

You touch a creature that has arms, wings, forelimbs, or other such appendages and attempt to bind them with arcane energy while reading its rights. The creature must succeed on a Strength saving throw or its appendages become bound by spectral manacles. For the duration, the creature can't perform the somatic components of spells or take actions that require the appendages, and it has disadvantage on Dexterity (Sleight of Hand) checks. The spectral manacles can't be picked or otherwise removed by nonmagical means.

If the bound creature isn't within 5 feet of you or one of your allies, it can use its action to repeat the saving throw, ending the spell on a successful save. The creature can also repeat the saving throw and possibly end the spell's effects whenever it takes damage from you or one of your allies. You can also end the spell early by using your action to touch the manacles and dissipate them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, its duration increases to 1 hour. When you use a spell slot of 4th level, its duration increases to 8 hours. When you use a spell slot of 5th level or higher, its duration increases to 24 hours.

INDICTMENT

1st-level divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V, M (a copy of the Tome of Magical Law)

Duration: Concentration, up to 1 hour

Class: Justiciar

You choose a creature you can see within range and accuse it of violating magical law. Until the spell ends, you deal an additional 1d6 force damage to the target whenever you hit it with an attack, and you have advantage on any Intelligence (Investigation) and Wisdom (Insight) checks you make to determine the truth of your allegations.

If the target drops to 0 hit points or you determine that the target is not guilty of the crimes you leveled against it before this spell ends, you can use a bonus action on a subsequent turn of yours to accuse a new creature, often an associate of the previous target or an entirely new suspect. You are, however, free to accuse any creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

INTERROGATION

1st-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a copy of the Tome of Magical Law)

Duration: Concentration, up to 10 minutes

Class: Justiciar

Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a failed save, you gain advantage on all Intelligence (History), Wisdom (Insight), Charisma (Intimidation), and Charisma (Persuasion) checks you make involving the target for the duration.

This spell has no effect on a creature with an Intelligence score of 4 or lower.

JUDGMENT

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a copy of the Tome of Magical Law worth at least 25 gp, which the spell consumes)

Duration: Instantaneous

Class: Justiciar

You declare a creature within range to be guilty of crimes violating magical law, and throw the Tome of Magical Law at it. Make a ranged spell attack against the creature. On a hit, the creature takes 4d6 bludgeoning damage. Whether you hit or miss, the Tome then detonates in a burst of arcane energy. Each creature you choose within 30 feet of the target must succeed on a Dexterity saving throw or take 7d6 force damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

If the original target was hit by the spell's ranged spell attack, it has disadvantage on its saving throw against the detonation.

OBJECTION

2nd-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you make an attack or cast a spell

Range: 60 feet

Components: V, S, M (a copy of the Tome of Magic Law)

Duration: Instantaneous

Class: Justiciar

You attempt to interrupt a creature in the process of making an attack or casting a spell by shouting "*Objection!*" and loudly informing the creature of how it violated magical or regional law. The creature must succeed on an Intelligence saving throw or become startled and distracted by the exclamation, losing the attack or spell. If it loses its attack this way, it becomes incapacitated for the remainder of its turn. If it loses its spell this way, it doesn't expend the spell slot it was using to cast the spell, and the spell's material components aren't consumed.

This spell has no effect on a creature with an Intelligence score of 4 or lower.



SUBPOENA

1st-level enchantment

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a copy of the Tome of Magical Law)

Duration: 10 minutes

Class: Justiciar

Choose a creature you can see within range that can hear you and with which you share a language. You spend the casting time reading the creature its rights and binding it to tell the truth. At the end of the minute, the creature must make a Charisma saving throw or become subject to the truth binding. A creature can choose to fail this saving throw without rolling.

You then ask the creature up to three questions, which it must answer truthfully to the fullest extent of its ability. A creature cannot be compelled to incriminate itself this way. If the answer to one of your questions would require the creature to incriminate itself to give an answer, the creature is not compelled to respond and you may instead ask an additional question.

After the creature answers each of the questions, the spell ends.

This spell has no effect on a creature with an Intelligence score of 4 or lower.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, you can ask an additional question that the creature must answer truthfully this way for each slot level above 1st.

Outlandish Justice by [Ross Leiser](#)
[Outlandish Adventure Productions](#)

Desktop Publishing by [Ners](#)
Indesign Template by [Ners](#)

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