

# Archive of Forgotten Lore:

## Rogue

This is Supplemental Material

### Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Justiciar

## Justiciar

To bring justice and vengeance in the name of your deity is your duty. You're a priest specially trained to hunt heretics, stop cults, and exterminate enemies of your deity. Most justiciars are devote worshippers of their deity trained in a temple at a young age in the ways of threat identification, infiltration, deception, and assassination. Justiciars are sometimes called church assassins, holy blades, or angels of death, but most of their foes call them zealots.

### Justiciar Spellcasting

3rd-level Justiciar feature

When you reach 3rd level, you empower your stealth and cunningness with the ability to cast divine spells.

**Cantrips.** You learn three cantrips: *Guidance* and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

**Preparing and Casting Spells.** The Justiciar Spellcasting table shows how many spell slots you have to cast paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish a long rest.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of

paladin spells requires time spent in prayer or meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your paladin spells since your magic draws on your devotion to a deity. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a paladin 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.

**Ritual Casting.** You can cast a paladin spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus.** You can use a Holy Symbol as a spellcasting focus for your paladin spells.

### Justiciar Spellcasting

Rogue Level	Cantrips Known	1st	2nd	3rd	4th
3rd	3	2			
4th	3	3			
5th	3	3			
6th	3	3			
7th	3	4	2		
8th	3	4	2		
9th	3	4	2		
10th	4	4	3		
11th	4	4	3		
12th	4	4	3		
13th	4	4	3	2	
14th	4	4	3	2	
15th	4	4	3	2	
16th	4	4	3	3	
17th	4	4	3	3	
18th	4	4	3	3	
19th	4	4	3	3	1
20th	4	4	3	3	1

## Divine Detective

*3rd-level Justiciar feature*

You've been trained to identify, infiltrate, and dismantle cults and organizations that are seen as heretical or dangerous by your deity. To identify a threat you have been trained to open your senses to the presence of extraplanar creatures. You know the *Detect Evil and Good* spell and it doesn't count towards the number of spells you know. Additionally, you can cast this spell a number of times equal to your proficiency bonus without expending a spell slot, and you regain all expended uses when you finish a long rest.

To infiltrate, you have been given training to make you a better undercover agent. You gain proficiency with the Disguise Kit and whenever you're trying to pass yourself off as a different person and you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

To dismantle, the means are left for you to determine.

## Radiant Retribution

*9th-level Justiciar feature*

At 9th level, you can channel divine radiance into your weapons to bring wrathful justice to your foes. Your Sneak Attack damage now deals radiant damage. Additionally, when an extraplanar creature (aberration, celestial, elemental, fey, fiend, or undead) within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attack creature. If you hit, roll half the number of Sneak Attack dice (round up), and that creature takes radiant damage equal to the roll's total.

## Holy Physician

*13th-level Justiciar feature*

Starting at 13th level, you can make a prayer to your deity to ask for divine healing magic. As a bonus action, you can touch a creature to have it regain a number of hit points equal to your Sneak Attack damage dice.

You can use this feature twice, and you regain any expended uses when you finish a long rest.

## Sanctified Exorcist

*17th-level Justiciar feature*

Beginning at 17th level, your attacks have a chance to send extraplanar beings back to where they came from. When you score a critical hit against an aberration, celestial, elemental, fey, fiend, or undead, that creature must make a Charisma saving throw against your spell save DC or be banished (as in the Banishment spell, no concentration required).