

AVENGER



An elf strides through a forest after dark, hood drawn and weapon ready, and lays his eyes upon his target. Muttering a prayer to the Raven Queen all blurs around him, only the necromancer remains in focus. As he moves and fights his actions aren't his own, but are 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 the nearby town. With righteous fury burning in his eyes, he raises his hammer high and shouts the name of Moradin before bringing it down in blinding flash of holy vengeance.

Avengers are as diverse as the gods 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 fury.

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. At the zenith of their training an avenger goes through a ceremony of investiture which ultimately 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 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, far fewer than 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 to 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, Wisdom should be your highest ability score, followed by Dexterity or Constitution. 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: Simple weapon, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Medicine, Perception, Religion, and Stealth

EQUIPMENT

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

- (a) a martial weapon or (b) two simple weapons
- (a) an explorer's pack or (b) a priest's pack
- Robes and a holy symbol

THE AVENGER

Level	Proficiency Bonus	Features	Rituals Known	Ritual Level
1st	+2	Armor of Faith, Holy Warrior	-	-
2nd	+2	Oath of Enmity, Ritual Casting, Sacred Studies	3	1st
3rd	+2	Divine Censure, Channel Divinity	3	1st
4th	+2	Ability Score Improvement	3	1st
5th	+3	Extra Attack	4	2nd
6th	+3	Blade of Zeal	4	2nd
7th	+3	Censure Feature, Defended by Faith	4	2nd
8th	+3	Ability Score Improvement	5	2nd
9th	+4	Improved Ritual Casting	5	3rd
10th	+4	True Conviction	5	3rd
11th	+4	Improved Oath of Enmity, Wrath of the Divine	6	3rd
12th	+4	Ability Score Improvement	6	3rd
13th	+5	Aegis of Belief	6	4th
14th	+5	Censure Feature	7	4th
15th	+5	Eyes of the Inquisitor	7	4th
16th	+5	Ability Score Improvement	7	4th
17th	+6	Ardent Fury	8	5th
18th	+6	Censure Feature	8	5th
19th	+6	Ability Score Improvement	8	5th
20th	+6	Spirit of Vengeance	8	5th

ARMOR OF FAITH

When you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

HOLY WARRIOR

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

OATH OF ENMITY

Starting at 2nd level, you can use a bonus action on your turn to swear an oath against a creature you can see within 30 feet. For the next minute, as long as that creature is the only hostile creature within 5 feet of you, you gain advantage on all melee weapon attack rolls against that creature. This ability ends immediately if you reduce the creature to 0 hit points, or 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 finish a long rest.

Starting at 11th level, you maintain advantage against your Oath of Enmity target even if there are other hostile creatures within 5 of you.

Starting at 17th level, no effect (such as disadvantage) can cause you to lose advantage against your Oath of Enmity target.

RITUAL CASTING

When you reach 2nd level, your time training has taught you a number of spells that you can cast as rituals. See chapter 10 of the Player's Handbook for the general rules of spellcasting and this document for the avenger spell list.

RITUALS KNOWN OF 1ST LEVEL AND HIGHER

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

The Rituals 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 access to. 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 access to.

Wisdom is your spellcasting ability for these spells.

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.

SACRED STUDIES

At 2nd level, you gain proficiency in the Religion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, Medicine, or Perception. Your proficiency bonus is doubled for any ability check you make that uses Religion. You receive this benefit regardless of the skill proficiency you gain from this feature.

In addition, your study of esoteric texts has required you to learn some unusual languages. You learn your choice of two of the following languages: Abyssal, Celestial, Infernal, Primordial or Sylvan.

DIVINE CENSURE

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

CHANNEL DIVINITY

At 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Abjure Undead and Divine Guidance. When you use your Channel Divinity you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

ABJURE UNDEAD

As an action, you present your holy symbol and speak a prayer condemning the undead. Each undead that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw (DC equal to 8+your proficiency bonus+your Wisdom modifier) or take 3d8 radiant damage and be pulled 10 feet in a straight line towards you. A creature that succeeds on the saving throw takes half damage and is not moved.

DIVINE GUIDANCE

As a reaction, when a creature within 30 feet of you makes an attack roll you can raise your holy symbol and shout out a blessing to grant that creature advantage on the attack roll.

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 ZEAL

Starting at 6th level, whenever you make an attack roll with advantage, you score a critical hit if both dice show the same result except if both results are a 1.

DEFENDED BY FAITH

Starting at 7th level, you can add half of your proficiency bonus, rounded up, to any saving throw that doesn't already include your proficiency bonus.

IMPROVED RITUAL CASTING

At 9th level, your mastery of divine rituals allows you to cast them much faster than normal. The total casting time for any of your avenger rituals is considered to be only 1 minute.

TRUE CONVICTION

Starting at 10th level, you can't be charmed or frightened. Your devotion to your god outweighs all other motivations.

WRATH OF THE DIVINE

Starting at 11th level, whenever you score a critical hit against a creature you may immediately make a single melee weapon attack against that creature.

AEGIS OF BELIEF

At 13th level, while your Oath of Enmity feature is active, you are considered to be behind half cover by all creatures other than your Oath of Enmity target.

EYES OF THE INQUISITOR

At 15th level, you gain ability to see invisible creatures and objects as well as perceive the original form of a shapeshifter or a creature that is transformed by magic.

ARDENT FURY

Starting at 17th level, whenever you roll the maximum result for a damage die on a melee attack, you may roll the die again and add the new result to the attack as radiant damage.

SPIRIT OF VENGEANCE

At 20th level, your holy wrath know no limit. You can use your Oath of Enmity feature an unlimited number of times. Additionally, when you deal damage to the target of your Oath of Enmity feature you ignore any damage resistances it has. If it would be immune to a damage type you deal, it takes half damage instead.

DIVINE CENSURES

A censure binds an Avenger to a set of goals and purposes, upon reaching 3rd level an avenger picks its censure and decides its 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, they may hide, but you will find them, no place is safe for your foe 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

Your presence alone unsettles those you seek, those who don't run suffer for their arrogance.

Starting at 3rd level, when your Oath of Enmity target starts its turn within 5 feet of you it takes 1d8 psychic damage.

RIGHTEOUS MARCH

At 3rd level, while traveling in a group, you may travel for up to 12 hours a day before having to roll for Forced March.

BOUNDLESS PURSUIT

Starting at 7th level, when a creature moves out of your reach, you may use your reaction to move up to your speed towards that creature and make a melee attack if it is within range. This movement doesn't provoke opportunity attacks.

UNYIELDING SEEKER

Starting at 14th level, you have advantage on all Wisdom (Survival) checks made to track creatures.

In addition, whenever you make a Wisdom (Survival) check to track a creature that was once the target of your Oath of Enmity feature, you can treat a d20 roll of 19 or lower as a 20.

EXECUTIONER'S STEP

At 18th level, the range of your Oath of Enmity feature extends to 120 feet.

In addition, when you use your Oath of Enmity feature you can teleport to an empty space adjacent to your Oath of Enmity target. Once you use this feature you can't do so again until you finish a short or long rest.

CENSURE OF RETRIBUTION

The world over which your deity presides follows strict laws, laws of balance, ones you seek 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 you use your Oath of Enmity feature, you may force your Oath of Enmity target to roll a Wisdom saving throw (DC equal to 8+your proficiency bonus+your Wisdom modifier) on a failure your Oath of Enmity target gains disadvantage on attack rolls that do not include you as the target for one minute.

On a successful save, the target isn't affected, and you can't use this feature against it again for 24 hours.

CONFESSION

Starting at 3rd level, your training has given you the ability to read a person and take a guess as to their misdeeds. If you speak to a humanoid for at least 1 minute you can attempt to uncover the creature's past sins. At the end of the conversation the creature makes a Charisma (Deception) check contested by your Wisdom (Insight) check. On a failure you learn of any wrongdoings that creature has committed within the past 10 days as determined by your DM. You learn only the types wrongdoings committed but no further information.

On a success, you learn no information out of the usual and the creature is aware of your intent to uncover its secrets.

RECKONING

Starting at 7th level you have a pool of Fury dice, which are d6s. You may have a number of dice in your pool up to your wisdom modifier (minimum of 1). Whenever your Oath of Enmity target hits you with an attack you can add a fury die to your pool. When you hit your Oath of Enmity target with a melee attack you may expend any number of Fury dice and add them to the attack as radiant damage.

Any unspent Fury dice are lost when you finish a short or long rest.

WRATH'S REWARD

Starting at 14th level, when you reduce a creature under the effect of your Oath of Enmity feature to 0 hit points you may expend a hit die to regain hit points equal to the hit die + your avenger level.

Once you use this feature you can't do so again until you finish a short or long rest.

RETALIATION

Starting at 18th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

CENSURE OF UNITY

There are many who go about unaware of the gods above them and of their purpose to serve them, as one sworn to the censure of unity you devote your life to shepherding these lost lambs and uniting them in combat against your foes. As one who swears the censure of unity you learn abilities to bolster your allies and guide them to victory. No servant of your god shall ever fight alone.

BOND OF UNITY

Starting at 3rd level, when you activate your Oath of Enmity feature, you may choose one creature other than yourself within 60 feet of you who can hear you. The first time that creature hits your Oath of Enmity target with a weapon attack before the start of your next turn, that creature gains temporary hit points equal to your avenger level + your Wisdom modifier.

SMALL BLESSINGS

At level 7, you gain the Guidance, Light, and Mending cantrips. Wisdom is your spellcasting ability for these spells.

NO MERCY

Starting at 7th level, when a creature other than yourself scores a critical hit against any creature within 5 feet of you that is hostile to you, you may use your reaction to make one melee weapon attack against that creature.

SOOTHE AFFLICTION

Minor injuries and afflictions can not be allowed to stop god's chosen few.

At 14th level you gain the ability to free a creature from its debilitating effects. As an action you may touch a willing creature to end one disease or condition afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

You may use this feature a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a long rest.

AS ONE

Starting at 18th level, while your Oath of Enmity feature is active, while you are within 5 feet of your Oath of Enmity target your friends have advantage on attack rolls against your Oath of Enmity target.

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AVENGER SPELLS

1ST LEVEL

- Alarm
- Ceremony
- Covenant @
- Comprehend Languages
- Detect Magic
- Detect Poison and Disease
- Identify
- Purify Food and Drink
- Seek Refuge@

2ND LEVEL

- Augury
- Bring to Light @
- Erase from Memory @
- Gentle Repose
- Iron Vigil @
- Sanctify Weapon
- Silence

3RD LEVEL

- Feign Death
- Greater Ceremony @
- Phantom Steed
- Rebuff the Wicked @
- Water Breathing
- Water Walk

4TH LEVEL

- Binding @
- Divination
- Endure Elements @
- Protect Thoughts @

5TH LEVEL

- Commune
- Contact Other Plane
- Greater Phantom Steed @
- Seal the Grave @

BINDING

4th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver lockbox worth at least 150 gp which the spell consumes)

Duration: 10 days

You touch an object no larger than a 5-foot cube and chose one of the following modes which applies for the duration of the spell.

When you cast the spell, you can designate creatures that aren't affected by this spell.

Gravity. Magic ties this object stronger to the forces of gravity. Any creature that attempts to move this object finds that it weighs 100 times its normal weight.

Heat. The object glows white hot in response to a creature's touch. Any creature in physical contact with the object takes 2d8 fire damage at the start of each of their turns.

Exhaustion. The object saps the energy of the being holding it. Any creature in physical contact with the object suffers two levels of exhaustion.

COVENANT

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A length of rope or chain)

Duration: Until dispelled

You touch two or more creatures and bind them to a promise, whether it's a simple statement or an extensive legal document. The targets of this spell must be within 10 feet of you throughout the casting.

If a creature fails to uphold their end of the deal, or breaks the promise the other targets of this spell are immediately alerted mentally at which point this spell ends. A creature alerted this way only knows that the deal was broken, but nothing else.

ENDURE ELEMENTS

2nd-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a bit of fur from an arctic creature and a scale from a desert lizard)

Duration: 8 hours

You touch a willing creature and protect them from the effects of extreme weather for the duration. A creature under the effect of this spell is protected from Extreme Cold, Extreme Heat, a as described in chapter 5 of the *Dungeon Master's Guide*.

ERASE FROM MEMORY

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (an ivory or jade mask worth at least 100 gp)

Duration: Concentration, up to 1 hour

For the duration of the spell magic protects you from the witness of other creatures. Creatures interact with you normally while under the effects of this spell but upon leaving you (or vice versa) they find they cannot remember your physical appearance and have disadvantage on any checks made to recall further information about you.

GREATER CEREMONY

3rd-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (250 gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform an immaculate religious ceremony that is infused with great magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed and restore it to its original alignment.

Bless Water. You touch up to one gallon of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 7 days, the target has advantage on ability checks. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 7 days, the target has advantage on saving throws. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next year, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 30 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

GREATER PHANTOM STEED

4th-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (the jawbone of a horse)

Duration: 24 hours

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a pegasus, except it has a speed of 100 feet, a flying speed of 120 feet, and can travel 12 miles in an hour, or 16 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

IRON VIGIL

2nd-level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a rooster's feather)

Duration: Concentration, up to 8 hours

You create a magic circle with a 15-foot-radius, as long as you remain within the circle for the duration you don't need food, water, or sleep, and can gain the benefits of a long rest if you spend all 8 hours performing light activity like praying, reading, or keeping watch.

PROTECT THOUGHTS

4th-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a polished mirror)

Duration: 8 hours

For the duration of the spell your thoughts can't be read by telepathy or other means unless you allow it. Anyone who attempts to read your mind sees and hears only static.

REBUFF THE WICKED

3rd-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a miniature silver shield, worth at least 50 gp)

Duration: 8 hours

You touch up to 5 creatures and choose one of the following creature type: celestial, fey, fiend, or undead.

For the duration of the spell whenever a creature of the selected type makes an attack roll against a creature targeted by this spell the creature must roll a d4 and subtract the number rolled from the attack roll.

SANCTIFY WEAPON

2nd-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a vial of holy water, which the spell consumes)

Duration: 24 hours

You touch a nonmagical weapon. Until the spell ends, that weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SEAL THE GRAVE

4th-level abjuration (ritual)

Casting Time: 1 hour

Range: 150 feet

Components: V, S, M (a jeweled locket worth at least 300 gp and an iron nail which is driven through the locket)

Duration: Instantaneous

You consecrate an area against the effects of necromancy. Choose a point within range, for the next 24 hours all corpses in a 100-foot radius centered on that point can't become undead by any means short of a wish spell.

Casting this spell on the same spot every day for a year makes this effect permanent.

SEEK REFUGE

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a dove's feather)

Duration: Instantaneous

You sense the distance and direction to the nearest place that has been consecrated or desecrated, as with the *hallow* spell, as long as that place is within 10 miles of you.