

AVENGER (ROGUE ARCHETYPE)

Some religious orders have need of skilled, discreet individuals to undertake dangerous, clandestine, and politically distasteful missions where a cleric's or paladin's conspicuous presence would be undesirable. Recovery of lost or stolen relics, investigation of trap-filled tombs, and elimination of heretical leadership are all the purview of the avenger. Such individuals are typically drawn from outside the ranks of the faithful, hand-picked by church leadership from the likes of burglars and cutpurses for their remarkable talents and willingness to rededicate their lives to a higher purpose. These converts undergo intensive training in religious and martial studies until they are honed into a razor-sharp, radiant weapon to wield against the church's enemies.

MONASTIC TRAINING

When you select this archetype at 3rd level, you reap the benefits of your martial and spiritual training with the paladins and priests of your order. You gain proficiency in the Religion skill and with martial weapons. You can treat one-handed martial weapons and versatile weapons as finesse weapons.

DIVINE STRIKE

When you deal sneak attack damage or cast an avenger spell that deals any type of damage, you deal it as your choice of either radiant or necrotic damage. Due to your focus on the divine, your number of sneak attack dice is one lower than that of another rogue of similar level.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast avenger spells. Wisdom is your spellcasting ability, and you use a holy symbol as your spellcasting focus. Most avengers have their holy symbol built into the hilt or head of their weapons. Some go so far as to tattoo or scar it upon their palm, their chest, or even their cheek or forehead. You learn the *Oath of Enmity* cantrip and two additional avenger cantrips. At level 10, you learn one additional avenger cantrip. You know three 1st-level avenger spells of your choice. The Spells Known column on the Avenger Spellcasting table shows when you learn more avenger spells of 1st level or higher.

Whenever you gain an avenger level, you can choose to forget one of your known avenger spells and select a different avenger spell of a level that you can cast.

Avenger Spellcasting

Avenger Cantrips		Spells Known	Spell Slots per Spell Level			
Level	Known		1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th-6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th-9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th-12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th-15th	4	10	4	3	2	-
16th-18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

RITUAL CASTING

You can cast any avenger spell you know as a ritual if that spell has the ritual tag.

SANCTIFIED HUNTER

Beginning at 9th level, you can cast the *locate creature* or *locate object* spell without requiring a spell slot. You need not be familiar with the creature or object or have seen it in person, but you must at least know its name and have an accurate description or image. If you possess a belonging, lock of hair, blood stain, or other item closely related to the creature or a detailed, firsthand drawing of the object you seek, the spell's range increases to 1 mile and its maximum duration is doubled.

If you use this ability and the spell fails because the creature or object is out of range, on another plane, or beyond running water (as described by the *locate creature* spell), you are aware of the reason for the failure. You regain the use of this ability after completing a long rest.

CHANNEL DIVINITY

When you reach 13th level, you gain the Channel Divinity ability, which you can use once between rests. You gain two Channel Divinity powers: *Turn Undead* and *Avenger's Rebuke*. *Turn Undead* is the same as the cleric version. *Avenger's Rebuke* appears below. At 17th level, you can use Channel Divinity twice between rests.

Avenger's Rebuke (Channel Divinity)

You pronounce a divine judgment against your enemy, having found them lacking. One creature within 60 feet takes radiant damage equal to 6d6 + your Wisdom modifier, its speed is reduced by half, and it is frightened of you for one minute. If the creature rolls a successful Charisma saving throw the damage is halved, its speed is not reduced, and it is not frightened. At the end of its turn each round, the creature can attempt another saving throw to end the frightened condition.

UNENDING PURSUIT

At 17th level, you act as a direct manifestation of your god's wrath, meting out vengeance to those who deserve it. If you are reduced to 0 hit points while you have a target designated by your *oath of enmity* cantrip, you do not fall unconscious until that creature is defeated or the spell expires.

Avenger Spell Conversion Notes

Avenger spells are mainly drawn from the paladin, cleric, and wizard spell lists, and focus on melee combat, infiltration, and divination. Some existing 5e spells (especially paladin smites) work well as functional equivalents for 4e avenger powers. New spells below are all adapted from or inspired by 4th edition Avenger class features and powers which did not have equivalents in 5e. In some cases they have been renamed as they've had a slight change of focus or to avoid conflicting with other spell names.

Avenger Spell List

CANTRIPS

[Avenging Shackles \(new\)](#)
Blade Ward
[Bond of Authority \(new\)](#)
[Bond of Retribution \(new\)](#)
[Focused Fury \(new\)](#)
Light
Message
[Oath of Enmity \(new\)](#)
[Overwhelming Strike \(new\)](#)
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy
Toll the Dead
Word of Radiance

1ST-LEVEL SPELLS

[Bond of Incursion \(new\)](#)
Burning Hands
[Censure of Retribution \(new\)](#)
Compelled Duel
Detect Evil and Good
Detect Magic
Divine Favor
Ensnaring Strike

Guiding Bolt
Healing Word
Jump
[Leading Strike \(new\)](#)
Longstrider
Protection from Evil and Good
[Punishing Smite \(new\)](#)
Searing Smite
[Shared Suffering \(new\)](#)
Thunderous Smite
[Vengeance Fulfilled \(new\)](#)
Wrathful Smite
Zephyr Strike

2ND-LEVEL SPELLS

Aid
[Aspect of Might \(new\)](#)
[Avenger's Foresight \(new\)](#)
[Avenging Echo \(new\)](#)
[Blinding Flare \(new\)](#)
Branding Smite
[Censure of Pursuit \(new\)](#)
Darkness
Darkvision
[Executioner's Cloak \(new\)](#)
Hellish Rebuke
Locate Object
Magic Weapon
Mind Spike

Misty Step
Pass without Trace
See Invisibility
Silence
Zone of Truth

3RD-LEVEL SPELLS

Blinding Smite
[Bound by Fate \(new\)](#)
[Celestial Fist \(new\)](#)
Clairvoyance
Crusader's Mantle
Daylight
[Dire Radiance \(new\)](#)
Dispel Magic
Fear
[Ghostly Stride \(new\)](#)
[Halo of Blades \(new\)](#)
Haste
Mass Healing Word
Nondetection
Sending
[Sigil of Carceri \(new\)](#)
Speak with Dead
Spirit Guardians
Tongues
[Wings of Vengeance \(new\)](#)

4TH-LEVEL SPELLS

Aura of Life
Aura of Purity

Death Ward
Freedom of Movement
Locate Creature

Nine Souls of Wrath (new)
Oath of the Final Duel (new)
Staggering Smite

Avenger Spell Descriptions

ASPECT OF MIGHT

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

Divine power bolsters your physical prowess. You have advantage on Strength and Dexterity checks and saves, and your speed increases by 10 feet. Each time you hit with a melee weapon attack, you can reroll one of the damage dice but must take the second result.

AVENGER'S FORESIGHT

2nd-level divination

Casting Time: 1 reaction, which you use when an opponent attacks you

Range: Self

Components: V

Duration: Instantaneous

You glimpse a moment into your opponent's future, allowing you to anticipate their attack. The opponent has disadvantage for this attack. If the attack misses, you can then move up to 10 feet and make a free melee attack with advantage against the same opponent if you're within range. This movement does not provoke an opportunity attack from the attacker.

AVENGING ECHO

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

A wake of radiant energy trails from your weapon and swirls around you, shedding bright light in a 10-foot radius and dim light for an additional 20 feet. Any enemy that ends its turn within 5 feet of you or that makes a melee attack against you takes 1d10 radiant damage. A creature can take this damage no more than once per round.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

AVENGING SHACKLES

Avenger Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Glowing, ghostly chains encircle your foe, hindering its movement. The target must succeed on a Strength saving throw or take 1d6 radiant damage and its speed is reduced by 15 feet until the start of your next turn. If the creature is flying, it descends 30 feet immediately. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BLINDING FLARE

2nd-level evocation

Casting Time: 1 bonus action

Range: 15 feet

Components: V, S

Duration: 1 round

A brilliant flash of divine light surrounds you. Creatures other than you within range must roll a Constitution save or take 1d8 radiant damage and be blinded. Those who successfully save have disadvantage on Wisdom (Perception) checks that rely on sight. These effects end at the end of your next turn. Creatures that don't rely on sight are not blinded.

BOND OF AUTHORITY

Avenger Cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a Medium or smaller creature within range. You draw the enemy forward to face its judgment, pulling it 15 feet closer to you unless the creature makes a successful Charisma saving throw. If this movement would lead the target into harmful terrain such as over a cliff, into lava, or into a known trap, it has advantage on the saving throw. The spell's maximum target sizes increases when you reach 5th level (Large), 11th level (Huge), and 17th level (Gargantuan).

BOND OF INCURSION

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

While the spell lasts, your speed increases by 10 feet, your jump distance is doubled, and you have advantage on checks and saving throws against effects that would reduce your speed. If your movement brings you closer to a creature designated by your *Oath of Enmity*, you have a +4 bonus to your AC against any opportunity attacks that movement provokes.

BOND OF RETRIBUTION

Avenger Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (your weapon)

Duration: 1 round

As a part of the action used to cast this spell you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and you are surrounded by a faint shroud of golden flame. The shroud sheds dim light in a 15-foot radius and lasts until the start of your next turn. If a creature other than the one you attacked initially hits you with a melee attack during this time, it takes 1d6 radiant damage and the spell ends immediately. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BOUND BY FATE

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You intertwine your fate with that of your sworn enemy. While the spell lasts, any time you take damage, the target of your Oath of Enmity cantrip takes an equal amount and type of damage. Each time the enemy takes damage through this spell, it can attempt a Charisma saving throw to reduce the damage by half. If you cannot see the target, it has advantage on its save.

CELESTIAL FIST

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a Small, ghostly hand of radiant energy adjacent to you. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When you cast the spell and as a bonus action on your turn, you can move the hand up to 60 feet and the hand then attempts to grapple a Large or smaller creature within 5 feet of it. You use the hand's Strength score (22) to resolve the grapple. A creature that starts its turn grappled by the hand takes radiant damage equal to 1d8 + your Wisdom modifier. The hand cannot be damaged and does not occupy a space.

CENSURE OF PURSUIT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

While the spell lasts, you can use your reaction to move up to your speed when your Oath of Enmity target moves, as long as you end the movement closer to your Oath of Enmity target. If your Oath of Enmity target does not attack you or cast a spell targeting you on its turn, you have advantage on your next attack roll against it if made within one round.

CENSURE OF RETRIBUTION

1st-level evocation

Casting Time: 1 reaction, which you use when you take damage from an opponent.

Range: Self

Components: V, M (a weapon)

Duration: 1 minute

Your weapon is empowered with radiant flames, shedding bright light in a 15-foot radius. Before you make a melee attack you can discharge this spell, ending it and adding 2d10 extra radiant damage to the attack if it hits. If the attack is made against the same opponent who triggered the reaction used to cast this spell, the attack is made with advantage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

DIRE RADIANCE

3rd-level evocation

Casting Time: 1 action

Range: Self (40-foot cone)

Components: V

Duration: Instantaneous

A burst of withering radiance blasts forth from your eyes and mouth, forming a 40-foot cone. Each creature in the cone must make a Dexterity saving throw. A creature takes 7d6 radiant damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

EXECUTIONER'S CLOAK

2nd-level enchantment

Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

Choose a target within range. You become invisible to that target. Each time you deal damage to that target, it is allowed to make a Wisdom saving throw to end this spell.

FOCUSED FURY

Transmutation cantrip

Casting Time: 1 bonus action
Range: 5 feet
Components: S, M (a holy symbol)
Duration: Instantaneous

You center your rage, and a burst of force erupts from you. Each creature of your choice that you can see within range must succeed on a Strength saving throw or be pushed 5 feet.

The push distance increases by 5 feet when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

GHOSTLY STRIDE

3rd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Until the end of your turn

You become incorporeal. You can move through other creatures and objects as if they were difficult terrain. You resist acid, cold, fire, lightning, poison, and thunder damage, as well as bludgeoning, piercing, and slashing damage from non-magical weapons. You cannot be grappled or restrained, and any such conditions end immediately. Your attacks and spells function normally.

If you end your turn inside an object you are shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

HALO OF BLADES

3rd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You conjure five radiant blades of force which orbit around you for the duration. When you cast the spell and as a bonus action on subsequent turns, you can direct one of the blades to attack a creature within 60 feet as a melee spell attack. On a hit, the target takes force damage of 2d8 + your spellcasting ability bonus. Hit or miss, the blade disappears. While the spell lasts, you can also use your reaction when a creature hits you with a melee attack to counterattack them with one of the blades as above, consuming the blade. If eligible, you can deal your sneak attack damage with these blades.

At Higher Levels. If you cast this spell using a 4th-level or higher slot, the spell conjures one additional blade per spell level above 3rd.

LEADING STRIKE

1st-level evocation

Casting Time: 1 bonus action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 minute

Until the spell ends, creatures you hit with a melee weapon attack or avenger cantrip are limned in golden light for one round, shedding dim light in a 10-foot radius. When a creature other than you attacks a creature so illuminated, each hit deals 1d4 additional radiant damage.

NINE SOULS OF WRATH

4th-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a flask of holy water)

Duration: 1 minute

Your eyes glow as you are possessed by the spirits of nine martyred souls. While the spell lasts, you speak with the voices of all nine souls simultaneously, giving you advantage on Charisma checks. You resist necrotic and radiant damage, and any creature within 30 feet who attacks you must roll a Charisma saving throw or take 1d10 radiant damage and be haunted by one of the martyred souls until the spell ends. A haunted creature sheds dim light in a 10-foot radius, takes a penalty of 1d4 on its attack rolls and saving throws, and any successful attack made against the creature deals 1d10 additional radiant damage.

OATH OF ENMITY

Divination cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: 10 minutes (special)

You utter an oath of enmity against a creature within range you can see and gain divine insight into its movements. You can deal your sneak attack damage with melee weapon attacks against the target if no other enemies are within 5 feet of you. You have advantage on any checks you make to locate the target. You cannot cast this spell again until the target is defeated or the duration expires.

The spell becomes more effective at higher levels. At 5th level, you always know the creature's location when it is within 100 feet of you. At 11th level, the spell's duration increases to 24 hours, but you can end it as a bonus action. In addition, you always know its direction and distance when it's within 1 mile. At 17th level, you can use your action and spend an avenger spell slot to teleport within 10 feet of the creature.

OATH OF THE FINAL DUEL

4th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You must have a creature designated with your *oath of enmity* cantrip to cast this spell. Whenever your oath of enmity target ends its turn, you can use your reaction to teleport anywhere within 5 feet of it and make a melee attack against it. If this attack hits, you gain 15 temporary hit points.

OVERWHELMING STRIKE

Avenger Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (your weapon)

Duration: Instantaneous

As a part of the action used to cast this spell you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and is driven back 5 feet. You can then move into the space your target just left without provoking opportunity attacks. The distance the target is pushed and you can move increases by 5 feet at 5th level (10 feet total), 11th level (15 feet total), and 17th level (20 feet total). The distance you move cannot exceed your current speed.

PUNISHING SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

Your weapon flares with pulsating violet light. The next time you hit a creature with a melee weapon attack during this spell's duration, the target takes an extra 1d6 psychic damage and it is wracked by agonizing pain, taking a penalty of 1d4 on its attack rolls and saving throws. At the end of its turn each round, the creature can attempt a Constitution saving throw to end the spell.

SHARED SUFFERING

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature you can see within range who is forced to partake in the pain of your past suffering. The target takes 2d12 psychic damage. A successful Wisdom saving throw reduces the damage by half. You receive temporary hit points equal to the damage the target suffered.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

SIGIL OF CARCERI

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You mark one creature you can see within range with the baleful red rune of the prison plane of Carceri, and thick iron chains appear to encircle and entrap it. The target takes 4d10 force damage and is restrained. If it makes a successful Strength or Dexterity saving throw (its choice) the damage is halved and the target is not restrained.

A creature that ends its turn restrained by the chains takes 4d10 force damage. To free itself, the restrained target can use its action to make a Strength or Dexterity check (its choice) against your spell save DC, escaping on a success. Another creature that can reach the target can use its action to make a Strength check to free the target. Once the target escapes, the spell ends.

At Higher Levels. If you cast this spell using a 4th-level or higher slot, the chains deal 1d10 additional force damage per spell level above 3rd.

VENGEANCE FULFILLED

1st-level evocation

Casting Time: 1 reaction, which you use when you reduce an enemy to 0 HP.

Range: Self

Components: V, S

Duration: Instantaneous

The fulfillment of your vengeance restores your body and mind. You regain a number of hit points equal to 1d12 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d12 for each slot level above 1st.

WINGS OF VENGEANCE

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 5 rounds (special)

Shining, translucent wings of light sprout from your shoulders, carrying you swiftly to your sworn foes. You gain a flying speed equal to your movement for the duration. If you use your action to make a melee attack against an opponent, the spell's duration increases by another round.

If you are still aloft when the spell ends, you descend 60 feet per round for up to 1 minute, taking no falling damage and landing on your feet.