

## ROGUEISH ARCHETYPE:

# ARCANE INSQUISITOR

Masters of anti-magic techniques, Arcane Inquisitors focus on hunting down rogue mages and spellcasters. Their knowledge of the weave and adept ability to nullify its effects around themselves is their expertise, making it difficult for spellcasters to unleash their full potential in the presence.

## ARCANE INTERCEPTION

When you choose this archetype at 3rd level, you dedicate yourself to the study of mages and their manipulation of mana, and begin down the path of developing ways in which to interrupt the spells they weave.

You have advantage on intelligence (Arcana), and intelligence (Religion) checks to discern if a creature is a practitioner of magic, or if an object is magical in origin.

Additionally, you can cast Counterspell at its lowest level without using a spell slot once per long rest. Intelligence is your casting ability score for this. The level at which you cast the spell increases to 5th at 9th level, and 7th and 13th level. Whenever you successfully end a spell you gain a number of temporary hit points equal to the level of the ended spell or magical effect + your rogue level.

When you score a critical hit, roll a d20. On a result of 10 or higher, you recharge the use of this feature. You cannot regain uses of the feature any more than a number of times equal to your proficiency bonus per long rest.

## INQUISITORIAL RITES

Starting at 3rd level, you learn two inquisitorial rites of your choice listed at the end of this document. When you hit a creature and would trigger a sneak attack, you can choose instead to impose a rite. If you use a rite, you cannot use sneak attack in the same turn. A target cannot be affected by more than one rite at a time.

You learn an additional rite of your choice at 9th, 13th, and 17th level. Each time you learn a new rite, you can also replace one rite you already know with a different one.

You can apply rites a number of times equal to your proficiency bonus per long rest.

**Rite DC.** For rites that require targets to make a saving throw to resist the effects, the saving throw DC is calculated as follows:

Rite save DC = 8 + your proficiency bonus + your Intelligence modifier.

Art by [Seong Jae Oh](#)



## EYE FOR MAGIC

At 9th level, you gain advantage on Wisdom (survival) checks, and checks to track a creature you are familiar with that has arcane abilities. You can use your intelligence modifier in place of your wisdom modifier for these checks.

Additionally, once per short rest you can mark those that practice the arcane arts. As part of an attack action you mark a creature that has the spellcasting feature you can see or hear within 120ft of you. The target is marked for 1 minute. The effect ends early if the target dies, you die, or you are incapacitated. Until the effect ends, you gain the following benefits:

- The affected creature cannot benefit from being invisible, and your attack rolls against an affected creature qualify for Sneak Attack and Inquisitorial Rites even without advantage or a nearby ally.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

## ARCANE REPRISAL

Starting at 13th level, you have become hardened in the face of magic. When a creature marked by your “Eye for Magic” ability forces a saving throw based on a magical effect you can use your reaction to make the save with advantage. On a success, the marked creature takes psychic damage equal to your sneak attack.

## INQUISITORIAL ULTIMATUM

At 17th level, you weaponise the cumulative weight of arcane energy used against you.

Each time you are the target of magical damage from an enemy you are engaged with in combat, you generate a psychic charge, up to a maximum number of charges equal to your proficiency bonus. As a bonus action you can choose to discharge a charge to apply one of the following effects:

- **Paralytic Ray.** You unleash a powerful paralytic beam against a creature you can see within 80ft. The target must make a wisdom saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Enfeebling Blast.** You unleash a powerful surge of enfeeblement. Each creature of your choice within 40ft of you that is a user of magic must make a Wisdom saving throw. On a failed save, a target cannot cast spells until the start of the your next turn. If the saving throw fails by 5 or more, this effect instead lasts until the target finishes a long rest.

For each additional charge past the first you choose to discharge, the DC increases by 1. Unspent charges dissipate after 1 hour.

Should an attack reduce you to 0 hit points, your current charges are released in a 20ft sphere around you. Any creatures (excluding yourself) in range make an intelligence saving throw, taking  $Xd10$  psychic damage ( $X = \text{charge value}$ ) on a failed save, or half as much on a success.

You can discharge gathered energy a number of times equal to your intelligence modifier per long rest.

## RITES

### RITE OF BURDEN:

The next time the target casts a spell within the next minute it must succeed a wisdom saving throw. On a failed save the spell fails to cast and the spell slot is spent. The target takes  $Xd6$  psychic damage, where  $X$  is the level of the spell they have attempted to cast. On a success the spell succeeds, and the damage above is halved and forces a concentration save if it is required.

### RITE OF LETHARGY:

The target must make a dexterity saving throw. On a failed save, their movement speed is reduced by half, and they can only take an action or bonus action on their turn, not both. This effect persists until the end of your next turn.

### RITE OF BINDING:

The target must make a dexterity saving throw. On a failed save, the target cannot use teleportation magic or leave the current plane of existence in any way for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### RITE OF RIGIDITY:

The target must make a dexterity saving throw. On a failed save it cannot use somatic components for spells or magical effects until the end of your next turn.

### RITE OF THE MUTE:

The target must make a charisma saving throw. On a failed save it cannot use verbal components for spells or magical effects until the end of your next turn.

### RITE OF THE MUDDLED MIND:

The target must make a constitution saving throw. On a failed save, the target has disadvantage on any constitution checks made to retain concentration on a spell or magical effect for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Art by [Daryl Mandryk](#)

