

INQUISITOR

Small or Medium • Humanoid • Lawful

Armor Class 14

Initiative +3 (16)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Int +4

Skills Intimidation +5, Insight +3, Perception +5, Religion +4

Gear leather, light crossbow, shortsword (silvered)

Senses passive Perception 15

Languages Common

CR 2 (XP 450; PB +2)



Dread Bolstered. At the start of the inquisitor's turn, it gains 5 temporary hit points for 1 minute for each creature that is frightened of it. When the inquisitor scores a critical hit against a creature, *Wisdom Saving Throw*: DC 12, the target. Failure: The target becomes frightened until the end of the next inquisitor's turn.

ACTIONS

Multiattack. The inquisitor makes two attacks, using Silvered Shortsword and Crossbow in any combination. If both attacks hit the same creature, the second attack scores a critical hit on a roll of 19 or 20 on a d20. The inquisitor can replace one of these attacks with a use of Spellcasting.

Silvered Shortsword. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 6 (1d6 + 3) piercing damage.

INQUISITOR — WEAKER

Armor Class 13

Initiative +3 (16)

Hit Points 15 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	12 (+1)	11 (+0)	11 (+0)

Skills Intimidation +4, Insight +2, Perception +4, Religion +3

Gear leather, hand crossbow, shortsword (silvered)

Senses passive Perception 14

Languages Common

CR 1/4 (XP 50; PB +2)



Dread Bolstered. At the start of the inquisitor's turn, it gains 5 temporary hit points for 1 minute for each creature that is frightened of it. When the inquisitor scores a critical hit against a creature, *Wisdom Saving Throw*: DC 11, the target. Failure: The target becomes frightened until the end of the next inquisitor's turn.

ACTIONS

Silvered Shortsword. *Melee Weapon Attack*: +3, reach 5 ft. *Hit*: 4 (1d6 + 1) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +5, range 30/120 ft. *Hit*: 6 (1d6 + 3) piercing damage.

Spellcasting. The inquisitor casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

1/day: *blindness/deafness*, *detect good and evil*, *detect magic*, *fear*, *zone of truth*

BONUS ACTIONS

Thrice-Cursed (2/Day). The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 12. *Failure*: The target becomes frightened while affected by the spell.

Hand Crossbow. *Ranged Weapon Attack*: +3, range 30/120 ft. *Hit*: 4 (1d6 + 1) piercing damage.

BONUS ACTIONS

Thrice-Cursed (1/Day). The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 11. *Failure*: The target becomes frightened while affected by the spell.

INQUISITOR — STRONGER

Armor Class 16

Initiative +3 (16)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Int +6, Wis +4, Cha +5

Skills Intimidation +8, Insight +5, Perception +8, Religion +6

Gear studded leather, light crossbow, shortsword (silvered)

Senses passive Perception 18

Languages Common

CR 5 (XP 1,800; PB +3)



Dread Bolstered. At the start of the inquisitor's turn, it gains 5 temporary hit points for 1 minute for each creature that is frightened of it. When the inquisitor scores a critical hit against a creature, *Wisdom Saving Throw*: DC 14, the target. Failure: The target becomes frightened until the end of the next inquisitor's turn.

ACTIONS

Multiattack. The inquisitor makes two attacks, using Silvered Shortsword and Crossbow in any combination. If both attacks hit the same creature, the second attack scores a critical hit on a roll of 18 or 20 on a d20. The inquisitor can replace one of these attacks with a use of Spellcasting.

Silvered Shortsword. *Melee Weapon Attack*: +7, reach 5 ft. *Hit*: 11 (2d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack*: +7, range 80/320 ft. *Hit*: 8 (1d8 + 4) piercing damage, and the target is poisoned until the end of its next turn.

Spellcasting. The inquisitor casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

2/day: *blindness/deafness*, *detect good and evil*, *detect magic*, *fear*, *zone of truth*

1/day: *banishment*

BONUS ACTIONS

Thrice-Cursed (3/Day). The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 14. *Failure*: The target becomes frightened while affected by the spell.