

## HIGH INQUISITOR

Small or Medium • Humanoid • Lawful

**Armor Class** 16

**Initiative** +8 (18)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	18 (+4)	18 (+4)	16 (+3)	17 (+3)

**Skills** Intimidation +11, Insight +7, Investigation +8, Perception +7, Religion +8

**Condition Immunities** charmed, frightened

**Gear** pistol, shortsword, studded leather

**Senses** passive Perception 17

**Languages** Common plus one other language

**CR** 10 (XP 5,900; PB +4)



**Dread Bolstered.** At the start of the inquisitor's turn, it gains 10 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 16, the target. *Failure*: The target becomes frightened until the end of the next inquisitor's turn.

**Supernatural Sense.** The inquisitor learns the true creature type of any creature that is affected by its *zone of truth* for at least 1 minute, provided the creature is not affected by spells like *nondetection*, *mind blank*, or similar magic.

**Stern Authority.** While in a 30-foot emanation originating from the inquisitor, allied creatures have advantage on saving throws against being charmed or frightened.

### ACTIONS

**Multiattack.** The inquisitor makes two attacks, using Consecrated Shortsword and Pistol 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.

## HIGH INQUISITOR — WEAKER

**Armor Class** 15

**Initiative** +6 (16)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	15 (+2)

**Skills** Intimidation +9, Insight +5, Investigation +6, Perception +5, Religion +6

**Condition Immunities** charmed, frightened

**Gear** pistol, shortsword, studded leather

**Senses** passive Perception 15

**Languages** Common plus one other language

**CR** 7 (XP 2,900; PB +3)



**Consecrated Shortsword.** *Melee Weapon Attack*: +8, reach 5 ft. *Hit*: 14 (3d6 + 4) piercing damage plus 16 (3d10) radiant damage.

**Pistol.** *Ranged Weapon Attack*: +8, range 30/90 ft. *Hit*: 15 (2d10 + 4) piercing damage plus 13 (3d8) poison damage.

**Spellcasting.** The inquisitor casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect evil and good*, *detect thoughts*, *zone of truth*

2/day: *command*, *fear*, *silence*

1/day: *blade barrier*, *compulsion*, *dispel evil and good*, *faithful hound*, *hold monster*

### BONUS ACTIONS

**Thrice-Cursed (2/Day).** The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 16. *Failure*: The target becomes frightened while affected by the spell.

### REACTIONS

**No Escape.** *Trigger*: A hostile creature within 30 feet of the inquisitor moves away from it. *Response*: The inquisitor moves up to its speed towards it.

**Dread Bolstered.** At the start of the inquisitor's turn, it gains 10 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 16, the target. *Failure*: The target becomes frightened until the end of the next inquisitor's turn.

**Supernatural Sense.** The inquisitor learns the true creature type of any creature that is affected by its *zone of truth* for at least 1 minute, provided the creature is not affected by spells like *nondetection*, *mind blank*, or similar magic.

**Stern Authority.** While in a 30-foot emanation originating from the inquisitor, allied creatures have advantage on saving throws against being charmed or frightened.

## ACTIONS

**Multiattack.** The inquisitor makes two attacks, using Consecrated Shortsword and Pistol 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.

## HIGH INQUISITOR — STRONGER

**Armor Class** 17

**Hit Points** 218 (23d8 + 115)

**Speed** 30 ft.

**Initiative** +10 (20)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	20 (+5)	20 (+5)	18 (+4)	19 (+4)

**Skills** Intimidation +13, Insight +9, Investigation +10, Perception +9, Religion +10

**Condition Immunities** charmed, frightened

**Gear** pistol, shortsword, studded leather

**Senses** passive Perception 19

**Languages** Common plus one other language

**CR** 13 (XP 10,000; PB +5)

**Dread Bolstered.** At the start of the inquisitor's turn, it gains 15 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 16, the target. *Failure*: The target becomes frightened until the end of the next inquisitor's turn.

**Supernatural Sense.** The inquisitor learns the true creature type of any creature that is affected by its *zone of truth* for at least 1 minute, provided the creature is not affected by spells like *nondetection*, *mind blank*, or similar magic.

**Stern Authority.** While in a 30-foot emanation originating from the inquisitor, allied creatures have advantage on saving throws against being charmed or frightened.

## ACTIONS

**Multiattack.** The inquisitor makes two attacks, using Consecrated Shortsword and Pistol in any combination. If both attacks hit the same creature, the second attack scores a critical hit on a roll of 17 or 20 on a d20. The inquisitor can replace one of these attacks with a use of Spellcasting.

**Consecrated Shortsword.** *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 10 (2d6 + 3) piercing damage plus 11 (2d10) radiant damage.

**Pistol.** *Ranged Weapon Attack*: +6, range 30/90 ft. *Hit*: 8 (1d10 + 3) piercing damage plus 9 (2d8) poison damage.

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

At will: *detect evil and good*, *detect thoughts*, *zone of truth*

2/day: *command*, *fear*, *silence*

1/day: *compulsion*, *dispel evil and good*, *faithful hound*, *hold person*

## BONUS ACTIONS

**Thrice-Cursed (2/Day).** The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 16. *Failure*: The target becomes frightened while affected by the spell.

## REACTIONS

**No Escape.** *Trigger*: A hostile creature within 30 feet of the inquisitor moves away from it. *Response*: The inquisitor moves up to its speed towards it.



**Consecrated Shortsword.** *Melee Weapon Attack*: +10, reach 5 ft. *Hit*: 19 (4d6 + 5) piercing damage plus 22 (4d10) radiant damage.

**Pistol.** *Ranged Weapon Attack*: +10, range 30/90 ft. *Hit*: 21 (3d10 + 5) piercing damage plus 18 (4d8) poison damage.

**Spellcasting.** The inquisitor casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect evil and good*, *detect thoughts*, *zone of truth*

3/day: *command*, *fear*, *silence*

2/day: *blade barrier*, *compulsion*, *dispel evil and good*, *faithful hound*, *hold monster*

## BONUS ACTIONS

**Thrice-Cursed (3/Day).** The inquisitor casts *hex*. The target is also targeted by the following effect, *Wisdom Saving Throw*: DC 16. *Failure*: The target becomes frightened while affected by the spell.

## REACTIONS

**No Escape.** *Trigger*: A hostile creature within 30 feet of the inquisitor moves away from it. *Response*: The inquisitor moves up to its speed towards it.