

THE DIVINE SEEKER
A ROGUE SUBCLASS
FOR DUNGEONS AND DRAGONS 5TH EDITION

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The Divine Seeker

There are many ways to serve the gods. Some are called to spread the message of their deity through passionate speech and the working of miracles. Still others defend their holy places with steel and faith. As a Divine Seeker, you hunt the enemies of your faith from the shadows. Divine seekers are the hidden hands of holy orders. They are often called upon to investigate forgotten ruins in search of lost relics of the faith or to act as spies for the clergy informing them of hidden threats.

Acolyte

When choosing this archetype at 3rd level, you gain proficiency in Religion and you must choose a patron deity if you have not already done so.

Touch of the Divine

Upon choosing this archetype, you gain a small spark of divine power from your patron deity. This spark allows you to channel divinity to hide yourself from your foes. As an action you may channel divinity to make yourself invisible for up to 1 minute or until you perform any hostile action. This ability can only be used again after completing a long rest.

Divine Seeker

Starting at 9th level, you can use channel divinity twice before requiring a long rest and the ability can be used to hunt down enemies of your faith or lost relics. As an action, you may channel divinity to know the direction and distance of a single person or object within a distance of 1 mile. You must know or have seen this person or object for the ability to work.

Blessed Blades

Upon reaching 13th level, your weapons have become infused with a divine spark. When making an attack you can choose to deal radiant damage in-

stead of the standard damage type for the attack. In addition, whenever you deal sneak attack damage to a target, they must make a Constitution saving throw against a DC of 8 + your proficiency modifier + your Dexterity bonus or they become blinded until the end of your next turn.

Divine Hunter

Starting at 17th level, you are able to focus the divine wrath of your faith toward a single foe. As an action, you designate a target within 60 feet. Any attacks you make against the target have advantage and you have advantage on all Perception and Survival checks made to spot or track the target. This ability remains in effect for 8 hours or until the target is slain. This ability requires the completion of a long rest before it can be used again.

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