

## RELICSMITH

A Relicsmith is a strange brand of Artificer, often viewed with spectism by their peers, they are bolstered by one simple fact: the inventions work. They harness holy power in ways that defines arcane logic, bringing a unique blend of methodology and faith. How their inventions work is a source of consternation to others, but in faith in their scriptures and inscriptions is rewarded... perhaps by the faith they have in them.

Relicsmith's are inheritors of ancient traditions, sometimes passed down to them, sometimes ones they have uncovered in their research... sometimes, perhaps, ones that they *believe* they have uncovered in their research. Patterns, connections, scriptures, and rituals, their tools are many and varied.

Of course, those that walk this path tend to have strong conviction with extends beyond just their invention. A Relicsmith is as prone as any Paladin to have a driven and righteous (in their eyes) cause. Divine power in those restrained only by their own conviction can be a dangerous thing indeed.

### RELICSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with martial weapons, the Religion skill and Calligrapher's supplies. Additionally, you can use a holy symbol as an arcane focus.

### DIVINE RELIC

At 1st level, you unlock the secrets of the sacred, creating a relic that channels divine power. This relic counts as spellcasting focus for you. It takes the shape of a small item, such as a pendent, a amulet, or device. While you possess your relic, you can use it to focus your powers, gaining the following abilities:

- You can cast the *light* cantrip.
- You can cast the *sacred flame* cantrip.
- You can set a weapon ablaze. As a bonus action, you can touch a weapon you cause it to burst into holy fire. Attacks with the weapon deal an additional 1d4 fire damage on hit for 1 minute or until you use this ability again.

### INGENIOUS RELIQUARY

Starting at 3rd level, you integrate your reckon into another item, selecting one of the following for your Relic. Your Relic retains all the properties it normally has, and gains new properties based on the selected item. Once selected, you cannot select a different options, but can replace the weapon your relic is incorporated to during a long rest.

### MELEE WEAPON

You integrate your divine relic into a melee weapon. The weapon taps directly into the relics power, and when you target it with the Fire ability of your Divine Relic, it deals 1d6 fire damage on hit.

### RANGED WEAPON

You integrate your divine relic into a ranged weapon, giving an unlimited supply of sacred power to use as ammunition. It no longer consumes ammunition and instead fires radiant bolts of power, dealing radiant damage. If the weapon has the loading property, it is removed.

## RELIC LANTERN

You power a sacred lantern with the divine relic, causing it to shed a brilliant pure light for 20-feet and an additional 20-feet of dim light. As a bonus action, you can grant one creature within the light of the Lantern 1d4 temporary hit points. Your relic lantern can serve as your arcane focus.

### ORDAINED PATH

Additionally at 3rd level, the gifts of your divine relic lead you to a revelation of faith. Select a path to follow.

### PATH OF JUSTICE

Select on Fighting Style from the following list. Additionally, you gain the following spells at the following levels.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.



**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Mixed Weapons.** When you take the attack action with a one handed melee weapon with the light property, you can make immediately make a single weapon attack with a one-handed ranged weapon as a bonus action. You ignore the reload property of ranged weapons.

Additionally, you learn the following spells at the following levels. These spells are inventor spells for you, and do not count against your spells known.

Inventor Level	Spells
3rd	<i>divine favor</i>
5th	<i>branding smite</i>
9th	<i>crusader's mantle</i>
13th	<i>guardian of faith</i>
17th	<i>destructive wave</i>

## PATH OF SALVATION

When you restore hit points or grant temporary hit points to a creature with an inventor spell or inventor class feature, you can add your intelligence modifier.

Additionally, you learn the following spells at the following levels. These spells are inventor spells for you, and do not count against your spells known.

Inventor Level	Spells
3rd	<i>bless</i>
5th	<i>gentle repose</i>
9th	<i>beacon of hope</i>
13th	<i>aure of life</i>
17th	<i>mass cure wounds</i>

## PATH OF PENANCE

Whips gain the light property for you. When you deal damage with a whip, you gain temporary hit points equal to your Proficiency bonus.

Additionally, you learn the following spells at the following levels. These spells are inventor spells for you, and do not count against your spells known.

Inventor Level	Spells
3rd	<i>bane</i>
5th	<i>silence</i>
9th	<i>life transference</i>
13th	<i>banishment</i>
17th	<i>insect plague</i>

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## JUSTICAR SAVANT

Starting at 14th level, your understand of the paths of faith broadens and matures into a more holistic and nuanced understanding. You can select an additional Ordained Path.

## DIVINE SMITH UPGRADES

### UNRESTRICTED UPGRADES

#### Burning Penance

*Prerequisite: Path of Penance*

Whenever a creature rolls the d4 from the effect of a *bane* spell you have afflicted on them, they take fire damage equal to the value rolled on the die.

#### Ceremonial Procedures

You develop a rapid way to produce Holy Water. Whenever you complete a short or long rest, you can produce one flask of holy water so long as you have a flask available. Flasks created this way become normal water at dawn the next day. You learn the spell *protection from good and evil*.

#### Cleansing Fires

You engrave your arcane focus with the tenets of purging flame. You learn the following spells at the following levels. These spells are inventor spells for you, and do not count against your spells known.

Inventor Level	Spells
Cantrip	<i>produce flame</i>
3rd	<i>burning hands</i>
5th	<i>scorching ray</i>
9th	<i>fireball</i>
13th	<i>wall of fire</i>
17th	<i>flame strike</i>

#### Conferral of Penance

*Prerequisite: Path of Penance*

When you strike a creature with a whip, you can force them to make a Charisma saving throw. On failure, they suffer the effect of *bane*. Once you use this ability, you cannot use it again until you complete a short or long rest. You can use this ability again before completing a long rest by expending a 1st level spell slot.

#### Divine Light

*Prerequisite: Path of Salvation.*

You learn the spell *healing word*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

#### Engraved Scriptures

During a long rest you can prepare a number of weapons equal to your Intelligence modifier with holy scriptures marked upon them. Until the end of your next long rest, this weapons are considered silvered and magical for the purposes of overcoming damage resistance of fiends, shapechangers, and undead.

### **Radiant Bolt**

You learn the spell *guiding bolt*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

### **Inquisitor's Medallion**

You build a specialized version of your relic that focuses zeal for the truth. While carrying it, you can add your Intelligence modifier to Wisdom (Insight) checks, and gain the ability to cast *zone of truth*. You can use this to cast *zone of truth* without expending a spell slot. Once you cast it in this way, you cannot do so again until completing a short or long rest.

### **Martyr's Light**

*Prerequisite: Relic Lantern*

When a creature in the light of your lantern takes damage, you can use your reaction give them resistance to that damage. You take damage equal to the damage they take. This damage cannot be reduced or resisted

### **Reach of Justice**

*Prerequisite: Path of Penance*

You can modify any whip to be longer, though only you have proficiency with these extended whips. The reach of a whip is increased by 5 feet for you.

### **Sacred Garments**

You craft holy scripture that channels divine energy through an article of clothing you wear. While wearing this item, you can add your Intelligence modifier to any Wisdom or Charisma saving throw you make against a magical effect, or the ability of undead or fiend creature. You can do this after you roll, but before you know the outcome of the effect.

Once you do this do this, you cannot do so again until you complete a short or long rest.

### **Salvation's Shield**

*Prerequisite: Relic Lantern*

While carrying the relic lantern in your hand, you are under the effect of *shield of faith*.

### **Torch of Conviction**

You empower a torch to burn with undying flame. This torch has an unlimited duration, and deals 1d6 fire damage on hit. You have proficiency with this weapon and it has the light property for you. While carrying this torch, in place of making an attack with it as part of the attack action, you can cast *create bonfire*.

## **5TH LEVEL UPGRADES**

### **Burning Seal**

When you strike a creature with a melee weapon, you can leave a divine brand on them, lasting until the start of your next turn. The first time that creature attacks a target other than you, it takes 1d8 fire damage.

### **Divine Book**

You can read from this book to cast *prayer of healing*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

### **Duplicate Relic**

You create a copy of your divine relic, though the copy only serves as power source, allowing you to select an second Incorporated Relic.

### **Mark of Salvation**

As an action, you can designate a creature within the light of your lantern. For 1 minute it has resistance to all damage. Each time it takes damage, you take the same amount of damage. This ability ends early if you use it again, or if the creature leaves the light of your lantern.

### **Ordained Focus**

You inscribe your arcane focus with the tenets of your path. You have advantage on Constitution saving throws to maintain concentration on spells granted by your Ordained Path.

### **Silver Bullet**

During a long rest you can create a single piece of ammunition specialized in the destruction of one creature type. Select from aberration, celestial, fiend, shapechanger, or undead. The piece of ammunition is considered silvered and magical for the purposes of bypassing resistance. If this piece of ammunition hits the specified creature type, the hit becomes a critical hit, and the piece of ammunition becomes a normal piece of ammunition. You can only have one special piece of ammunition from this feature at a time.

## **9TH LEVEL UPGRADES**

### **Angelic Eyes**

You forge a set of spectacles granting you vision the pieces the darkness. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet, and have advantage on ability checks to piece the illusions of fiends.

### **Condemnation of Fire**

You invoke the power of your relic to attempt to purge a creature. The target creature must make a Strength saving. On a failure it becomes restrained by chains of fire and set ablaze. While restrained, it takes 2d6 fire damage at the start of each of its turns. It may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you invoke this ability, you cannot do so again until you complete a short or long rest.

### **Holy Hand Grenade**

You build a sacred device of dispensing justice. You can use it to cast *flamestrike* without expending a spell slot. Once used, you cannot use it again until you complete a long rest.

### **Inscribed Prayer**

During a long rest, you can inscribe a special divine scripture. This serves as a *scroll of mass healing word*. You can use this scroll without a check. This scroll lasts until used or until you create another divine scripture.

### **Purifier Rounds**

You can make a number of pieces of ammunition equal to your Intelligence modifier imbued with special divine power. On hit, these rounds do deal an additional 1d6 radiant damage. If the creature is undead or a fiend and the damage from this round reduces it to less than your Inventor level, it has to make a Charisma saving throw. On failure, it dies and explodes to ash.

You can replenish any spent rounds at the end a long rest.

### **Reach of Conviction**

When holding a whip, you can make an attack of opportunity when anyone moves 5 feet into or within the reach of your whip.

## **11TH LEVEL UPGRADES**

### **Boundless Radiance**

*Prerequisite: Radiant Bolt*

You can cast *guiding bolt* without expending a spell slot an unlimited number of times.

### **Consuming Flames**

The Divine Fire power of your relic increases to 1d6 fire damage. When using it on a weapon that incorporates your relic, the damage increases to 1d8 fire damage.

### **Divine Aid**

You gain the ability to use your relic to cast *summon celestial*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

### **Divinely Inured**

You gain resistance to Fire and Radiant damage. If you would take Fire or Radiant damage from a magical source that would reduce you to zero hit points, you are instead reduced to 1 hit point.

### **Emblem of Faith**

You forge a special emblem that serves as the bane of extraplanar creature. You can cast *dispel evil and good* once without expending a spell slot. Once you use this to cast the spell, you cannot do so again until you complete a long rest.

### **Empowered Salvation**

*Prerequisite: Relic Lantern*

The temporary hit points granted by your Lantern is increased to 1d8.

### **Flagellant's Brand**

You carve a holy mark onto yourself. Before you make a saving throw, you can add a number of d6s up to your Constitution modifier to the roll. You take fire damage equal twice the value rolled on the d6s. This damage bypasses resistances and immunity.

### **Piercing Light**

Any bright light you generate with a class features or spells is considered sunlight.

## **15TH LEVEL UPGRADES**

### **Blessed Relic**

While carrying your divine relic, you are under the effect of *bles*.

### **Favored Relic**

While carrying your divine relic, you are under the effect of *divine favor*.

### **Domain Device**

You with careful inscription and rituals you create a divine device that focus the holy power of a particular domain. At the time of selecting this upgrade, select a cleric domain. This device can be used to activate that domain's channel divinity feature once, after which it cannot be used again until you complete a long rest. Your inventor level is your cleric level for the purpose of calculating any bonuses to it.

### **Hallowed Armor.**

You mark your armor with hallowed inscriptions. When you gain temporary hit points from one of your spells or class features, you glow with radiance. The next time you deal radiant or fire damage with an attack, you deal additional damage equal to the temporary hit points gained.

### **Transcendent Equation.**

You unlock the secrets at the heart of divine magic. When you cast a spell granted by this subclass, you can leverage this knowledge add your Wisdom modifier (minimum 1) and Charisma modifiers (minimum 1) to your Spell Save DC or Spell Attack Roll. Once you do this, you cannot do so again until you complete a long rest.

### **Trifecta of Ingenuity**

*Prerequisite: Duplicated Relic*

You can created a third relic as a power source, selecting a third option from the Ingenious Reliquary feature.



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