

The Anti-Mage

-Spell Slots per Level-

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Disruption, Spellcasting,	2	2	2								
2	+2	League	2	3	2								
3	+2	Magic Repellent	2	4	2	1							
4	+2	Ability Score Improvement	3	5	3	1							
5	+3	League Quest	3	6	3	2	1						
6	+3	Arcane Sight	3	7	4	2	2						
7	+3	Overcome Magic	3	8	4	3	2	1					
8	+3	Ability Score Improvement	3	9	4	3	2	2					
9	+4	-	3	10	4	3	3	2	1				
10	+4	League Ability	4	11	4	3	3	3	2				
11	+4	Antimagic Vitality	4	12	4	3	3	3	2	1			
12	+4	Ability Score Improvement	4	12	4	3	3	3	2	1			
13	+5	League Ability	4	13	4	3	3	3	2	1	1		
14	+5	Spellburn	4	13	4	3	3	3	2	1	1		
15	+5	-	4	14	4	3	3	3	2	1	2	1	
16	+5	Ability Score Improvement	4	14	4	3	3	3	2	1	2	1	
17	+6	Arcane Study	4	15	4	3	3	3	2	1	2	1	1
18	+6	Trueseer	4	15	4	3	3	3	3	1	3	1	1
19	+6	Ability Score Improvement	4	15	4	3	3	3	3	2	3	1	1
20	+6	Anti-Magic Body	4	15	4	3	3	3	3	2	3	1	1

Hit points

Hit Dice: 1d8 per Anti-Mage level

Hit Points at 1st level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Anti-Mage level after 1st.

Starting Proficiencies

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

Armor: Light

Weapons: Simple Weapons, Short Swords, Rapiers, Short bows

Tools: None

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Arcana, History, Investigation, Religion, Stealth

Starting Equipment

- (a) a shortsword or (b) two daggers
- (a) a shortbow and quiver or 20 arrows or (b) a shortsword
- (a) a Scholar's Pack or (b) an explorer's pack
- Leather armor and (a) arcane focus or (b) component pouch

Alternatively, you can ignore the equipment from your class and background and start with 4d4 x 10 gp.

Quick build

You can make an Anti-Mage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by dexterity. Second, choose the Sage background.

Disruption

When you choose the Anti-Mage class at first level your talent for disrupting magic when it is casted is notable.

When a creature you can see attacks a target with a ranged spell attack other than you that is within 15 feet of you, you can use your reaction to impose disadvantage on the spell attack roll.

Alternatively if it is forcing a Saving Throw from your allies you can choose to give advantage to one ally. You can use this feature once.

Disruption resets after a Long Rest.

Upon reaching level 9, the number of times you can use this is increased to 2.

Spellcasting

You have an indisputable talent for bending magic in ways not thought possible. However you obtained this gift or talent you know the secrets about preventing magic to ever be created. See chapter 10 for the general rules of Spellcasting.

Cantrips

At 1st level, you know two Cantrips of your choice from the Anti-Mage spell list. You learn an additional Anti-Mage cantrip of your choice at 4th level and another at 10th level.

Spell Slots

The Anti-Mage table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Anti-Mage Spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

For example, if you know the 1st-level spell Bane and have a 1st-level and a 2nd-level spell slot available, you can cast Bane using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level Spells of your choice from the Anti-Mage spell list.

You learn an additional Anti-Mage spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these Spells must be of a level for which you have Spell Slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Anti-Mage Spells you know and replace it with another spell from the Anti-Mage spell list, which also must be of a level for which you have Spell Slots.

Spellcasting Ability

Intelligence is your Spellcasting ability for your Anti-Mage Spells, since the power of your magic comes from the Arcane studies of your life. You use your Intelligence whenever a spell refers to your Spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Anti-Mage spell you cast and when making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell Attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use an arcane focus as a Spellcasting focus for your Anti-Mage Spells.

League Choice

Reaching level 2, you choose to either join up with the **Mage Hunters** or the **Spellmorphers**.

There are two types of Anti-Mages: The Mage hunters and the Spellmorphers. All of them serve to seek justice for those who misuse their magic.

You gain special League abilities at level 2, 10 and 13.

Additionally you gain a quest from your league at level 5.

Magic Repellent

At level 3, your understanding of how spellcasters use their magic makes your reliable talent of disruption indisputable.

As a reaction you can try to interrupt a creature you can see within 5 feet of you, that is casting a spell. The creature must make a Charisma Saving Throw against your Spell Save DC. On a failure, the spell is interrupted and the creature cannot cast spells until the start of its next turn. On a success this ability does nothing.

This feature can be used as many times equal to your Intelligence modifier. The uses resets after finishing a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Arcane Sight

Beginning at 6th level, your eyes keep track of what is magic and how magic portrays. You learn the third level spell Arcane Sight and automatically add it to your spelllist.

Arcane Sight

3rd-level divination

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. These magical auras surround

magic items and other sources or conduits of magic such as other spellcasters.

You know the location and power of all magical auras within your range of this spell. An aura's power depends on a spell's level or the effect that the magic item produces (the rarer the item, the stronger the aura produced). If an item or creature bearing an aura is within 120 feet of you, you know the school of magic involved in each object and the maximum spell slot level the item or creature can produce.

As a bonus action you can focus on a creature, you can determine if that creature has a spellcasting feature such as a lich or other magical abilities such as a quasit's ability to turn invisible. You get one spellcasting feature of the DM's choice. If you instead take a bonus action to focus on an object, you can determine what that object can do as per the identify spell. To do so, you must succeed on an Intelligence (**Arcana**) skill check with a DC of 10 + the following depending on the object's rarity: +2 for a common item, +4 for an uncommon item, +6 for a rare item, +8 for a very rare item or +10 for a legendary item .

Overcome Magic

At 7th level you feel that you are getting closer to understanding how to resist magical effects and spells.

When you are subjected to a spell, spell-like effect or supernatural effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Essence Vitality

Upon reaching level 11, you extend your knowledge against the arts of magic and learn how to temporarily gain powers by absorbing the magic.

Whenever you get hit by a spell or spell like effect you can absorb some of its power. Roll a d6 and add the result together with your intelligence modifier and gain as many temporary hit points at the start of your next turn.

Spellburn

You reach new heights as an Anti-Mage at level 14.

As a reaction when an enemy is casting a spell you can attempt to burn arcane energy from them. Choose to expend a spell slot of your own and make a creature to roll an Intelligence Saving Throw. The spell save DC for this spell is 10 + the spell level you expend.

On a failed saving throw the creatures spell or spell like effect fizzles (like the use of Counterspell).

Additionally the target takes 1d6 psychic damage for each level of the spell slots used.

On a Success the creature takes half damage and is not affected by the burn-effect.

This ability can be used once per short or long rest.

Arcane Study

At level 17 your studies gives you more knowledge and can easily find information you seek if you take the time needed for it.

You can choose to take a downtime of 1-2 days of researching your opponent's connection to the Arcane.

For each day studied you roll two **Arcana checks** of 10+CR of the creature (the DM will tell you if you succeeded or failed after you roll). On a success you choose one of the following things to learn:

- Magic Immunities
- Magic Resistance
- Magic Weakness
- 2 Spells (Chosen by the DM) from their spell list (if any)

This feature can only be used once per year for the same creature.

Trueseer

Upon reaching level 18 your vision for magic becomes permanent.

You now gain the benefits of Arcane Sight permanently as your eyes glow white.

Anti-Magic Body

When you reach 20th level your resistant against magic becomes extreme.

When you take damage, from a spell or spell like ability that would put you at or below 0, this also includes magic effects that kills you outright, you instantly evade all that damage and instead take none.

Additionally you can choose to roll a DC 20 Intelligence saving throw. On a success you gain the effect of the spell *Invisibility* until the start of your next turn.

Once this feature is used you must finish a long rest until it can be used again.

League of the Mage Hunters

At level 2 when you choose to join the Mage Hunters you get the mark of the Gorth-eye, serving to hunt those who use their magic wrongfully. Whether that is Evil Necromancers or Powerful Good Wizards it is up to you and your fellow brothers and sisters to restore balance to this world.

Joining the League of the Mage Hunters will firstly give you proficiency in **Medium Armor** and **Martial Weapons**.

Fighting Style

At 2nd level you adopt a particular style of fighting as your specialty to hunt mages. Choose a fighting style from the list of optional features. You can't take the same Fighting style option more than once, even if you get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

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.

Tactician

You gain a +2 to Initiative.

Two-Weapon Fighting

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

League Quest

At level 5 you feel the urge of understanding the arcane even better.

If you spend 48 hours over a period of 6 days or fewer connecting to your weapon and practicing techniques. You gain the benefit of the ability *Extra Attack* - you can Attack twice, instead of once, whenever you take the Attack action on your turn.

You can start it at any time after level 5 but if you fail to complete the quest during the time limit, the benefit from this quest is forever lost giving you the flaw: not good enough.

Extra Attack

Beginning at 10th level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

If you completed the League quest you now can attack three times during your attack action.

Magic Disruptor

From level 13 you feel that you can use the momentum from your foes magic, to your advantage.

Whenever you roll a dexterity saving throw, against a spell, spell like ability or effect, and succeed you can use your reaction to take up to your full movement towards the target casting it.

League of the Spellmorphers

At level 2 when you choose to join the League of the Spellmorphers, you accept the fact that there is magic in this world that some people are trying to use for their own good. The Spellmorphers seek to manipulate the threads of Arcana to their advantage and studies carefully to master sway the tactics of the battlefield in their favor.

Joining League of the Spellmorphers will give you two **cantrips** of your choice, these must be from the Wizard spell list and Intelligence is your spellcasting ability for them.

Resilient

At 2rd level, you can gain resistance to one of the following types of magic damage: Fire, Cold, Lightning, Acid or Force.

You can choose to do a ritual for 10 minutes and change the resistance to any of the other five. But it immediately swaps back to the chosen one after a Short or Long Rest.

League Quest

At level 5 you feel the urge of understanding the arcane even better.

If you spend 48 hours over a period of 6 days or fewer studying books about the arcane (where you find them is up to DM's discretion). On completion, your Intelligence score increases by 1, as does your maximum for that score.

You can start it at any time after level 5 but if you fail to complete the quest during the time limit, the benefit from this quest is forever lost giving you the flaw: not good enough.

Arcane Morph

*(This ability replaces **Magic Repellent**)*

Reaching level 10 you begin to really understand how to bend and morph the Arcane threads.

As a reaction when an enemy casts a spell or spell like effect of 5th level or lower, you can choose to expend a spell slot to change the outcome of the spell.

The creature must succeed on a Charisma Saving Throw against your Spell Save DC, on a fail you can choose to do one of the following:

- Nullify the spell as if you had cast Counterspell
- Change it into any spell (that you have learned) of the same or lower spell level, but without changing the target.
- (If the spell effect is an AOE) Redirect the spell back at centered on the person who casted it.

If the spell is 6th level or higher, this reaction has the same effect as the basic version of **Magic Repellent**.

On a success nothing happens.

Arcane Morph can be used as many times equal to your Intelligence modifier. The uses resets upon finishing a Long Rest.

True Spellmorphing

When you get to level 13 as a Spellmorpher you learn gain the ability to change the impact of a thrown spell.

As a reaction, when an enemy casts a spell before it hits you can change the damage type of the spell that impacts its target. This for an example could be changing a **Fireball** spell's damage type from Fire damage to Psychic damage or Force damage. You cannot change

The Anti-Mage Class for D&D 5E

the damage type to any non-magical damage type (such as piercing, slashing or bludgeoning).

This ability can be used as many times equal to your Anti-Mage level divided by three rounded down.

Spellmorphing resets after finishing a long rest.

Anti-Mage spell list

Cantrips

Blade Ward
Booming Blade
Lightning Lure
Message
Sword Burst
True Strike

Level 1

Absorb Elements
Bane
Detect Magic
Faerie Fire
False Life
Hunter's Mark
Longstrider
Jump

Level 2

Blindness/Deafness
Enhance Ability
Hold Person
Misty Step
Invisibility
See Invisibility
Shadow Blade
Spider Climb
Zone of Truth

Level 3

Blink
Counterspell
Dispel Magic
Haste
Nondetection
Protection from Energy

Level 4

Banishment
Death Ward
Dimension Door
Elemental Bane
Freedom of Movement
Greater Invisibility
Stoneskin

Level 5

Contact Other Plane
Circle of Power
Hold Monster
Legend Lore
Negative Energy Flood
Skill Empowerment
Steel Wind Strike
Synaptic Static

Level 6

Forbiddance
Globe of Invulnerability
Guards and Wards
True Seeing

Level 7

Etherealness
Reverse Gravity
Symbol

Level 8

Antimagic Field

Level 9

Foresight
Invulnerability
Time Stop