

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	-	2	3	2								
3	+2	Magic Repellant, League Ability	2	4	2	1							
4	+2	Ability Score Improvement	3	5	3	1							
5	+3	-	3	6	3	2	1						
6	+3	Agile	3	7	4	2	2						
7	+3	Evasion	3	8	4	3	2	1					
8	+3	Ability Score Improvement	3	9	4	3	2	2					
9	+4	League Ability	3	10	4	3	3	2	1				
10	+4	-	4	11	4	3	3	3	2				
11	+4	Presence of Mind	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	-	4	13	4	3	3	3	2	1	1		
15	+5	-	4	14	4	3	3	3	2	1	1	1	
16	+5	Ability Score Improvement	4	14	4	3	3	3	2	1	1	1	
17	+6	Blindsight	4	15	4	3	3	3	2	1	1	1	1
18	+6	-	4	15	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	4	15	4	3	3	3	3	2	1	1	1
20	+6	Anti-Magic Body	4	15	4	3	3	3	3	2	2	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 a forcing a Saving Throw from your allies you can choose to give advantage to one ally. You can use this feature as many times equal to your Intelligence modifier.

Disruption Uses resets after a Short or Long Rest.

Spellcasting

You have an undisputable 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 relies on your ability to project your will into the world. 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.

Magic Repellant

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, 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 nothing happens.

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, 10th, 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.

Agile

Beginning at 6th level, your body becomes even swifter and you gain a +5 to movement speed.

This bonus is increased with an additional +5 at level 11 and 16.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity 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.

Presence of Mind

Upon reaching level 11, you extend your knowledge against the arts of magic. You can add half of your proficiency bonus (rounded down) to all Wisdom and Charisma Saving Throws against magic.

Blindsight

When you reach level 17 you gain extra perceptiveness towards tracking mages. After attacking a spellcaster in combat you gain blindsight for up to 10 feet, until the start of your next turn.

Anti-Magic Body

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

When you take magic damage that would put you below 0 you instantly evade all that damage and instead take none. Once this feature is used you must finish a long rest until it can be used again.

Leagues

Reaching level 3, you choose to either join up with the **Mage Hunters**, the **Spellbinders** or the **Morphers**.

There are three types of Anti-Mages, under three different flags; The Mage hunters, Spellbinders and the Morphers. All of them serve to seek justice for those who misuse their magic.

League of the Mage Hunters

At level 3 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.

Fighting Style

At 3rd 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.

The Anti-Mage Class for D&D 5E

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.

Intuition

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.

Extra Attack

Beginning at 9th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

Evasive

From level 13 you become evasive and can be more in and out of fights, attacking in patterns.

You can now use your bonus action to use the Disengage Action.

Spellbinders League

At level 3 when you choose to join the Spellbinders you swear the oath to protect the lands and peacefully seek out that the arcane balance is restored.

Arcane Study

At level 3 you 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 an **Arcana check** 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 10 years for the same creature.

Enhanced Magic Repellant

By 9th level you can use the Magic Repellant Feature at a 40ft range instead of the normal 5 feet. This means you don't have to be in melee range to do so.

Informative

At level 13 you gain even more knowledge and can gain proficiency in the skill Arcana. If you already are proficient in Arcana you can instead double your proficiency bonus.

League of the Morphers

At level 3 when you choose to join the League of the Morphers, 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.

Resilient

At 3rd level, you can gain resistance to one of the following types of magic damage: Fire, Cold, Lightning, Acid or Force.

You can use a bonus action to swap change your resistance to any of the five.

Arcane Morph

*(This ability replaces **Magic Repellant**)*

Reaching level 9 you begin to really understand how to bend and morph the Arcane threads.

When an enemy casts a spell of 5th level or lower, you may choose to invoke your reaction to Morph the magic. If the spell is 6th level or higher this reaction has the same effect as the basic version of **Magic Repellant**.

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.

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.

Dispeller

When you get to level 13 as a Morpher you can cast the spell **Dispel Magic** (at level 3) as many times equal to half of your intelligence modifier rounded down (minimum of 1).

This ability resets after 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
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
Dimension Door
Elemental Bane
Freedom of Movement
Greater Invisibility
Stoneskin

Level 5

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

Level 6

Globe of Invulnerability
Guards and Wards
True Seeing

Level 7

Etherealness
Reverse Gravity
Symbol

Level 8

Antimagic Field

Level 9

Foresight
Invulnerability
Time Stop