

OATH OF THE SPELLBREAKER

Some people say man is the most dangerous prey. They're wrong, can man ignite the air and freeze your blood? Can man turn into flocks of rats when cornered in an alley? No they can't.

Wizards are the most dangerous prey.

The Spellbreaker is an oath that was created during the events of the Spellplague, once the world realised the power that wizards could wield and the absolute destruction they could bring about. Sometimes called antimagic knights or magic nullifiers, paladins who swear this oath want to prevent the corruption of magic to spread further, and hunt mages who bring harm to their community.

TENETS OF THE SPELLBREAKER

The tenants of the Spellbreaker are twofold: The preservation of magic as a tool for good, and the commitment required to destroy arcane sorcery used for wrong ends.

Those who take this oath have it carved along their spine.

Magic Corrupts. Magic is an absolute form of power. Power corrupts and absolute power corrupts absolutely. You must keep it in check.

Magic is Two-Edged. Your power comes from the very thing you seek to destroy. Not all magic warrants your wrath, lest you find yourself becoming that which you hunt.

Magic brings life You must combat those who wield magic for power, but, so too should you protect those who use it to make society flourish.

OATH SPELLS

A Spellbreaker Paladin gains oath spells at the levels listed.

OATH OF THE SPELLBREAKER SPELLS

Paladin Level	Spells
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3rd	<i>Absorb Elements, Detect Magic</i>
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5th	<i>See Invisibility, Silence</i>
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9th	<i>Counterspell, Dispel Magic</i>
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13th	<i>Banishment, Locate Creature</i>
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17th	<i>Banishing Smite, Circle of Power</i>
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CHANNEL DIVINITY OPTIONS

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Exsorcillation:** As a bonus action, you and all allies within 10 feet of you may immediately attempt a new save against any effect caused by an Illusion, Enchantment, or Necromancy spell. Additionally, for one minute, you and your allies within 10 feet of you have advantage on Saving Throws against these spells. You may use this feature as a Reaction when you are affected by an effect that causes you to be charmed or frightened.

At 18th level, the radius of this feature extends to 30 feet.

- **Antimagic Weapon:** As an action, you may imbue one weapon you are holding with your Spellbreaking power. For one minute, your weapon absorbs magic from any creature it harms; any Saving Throws made to maintain concentration against damage caused by this weapon are made with Disadvantage. Additionally, you can add half your Charisma modifier (rounded up) on any attack and damage roll made using this weapon.

AURA OF THE MAGE HUNTER

At 7th level, The Weave warps around you, diminishing the impact of magic. You and friendly creatures within 10 feet of you can't be made prone by magical effects and have resistance to Fire or Necrotic damage (you choose when you gain this ability)

At 18th level, the range of this aura increases to 30 feet.

Additionally, when you use your Divine sense feature you also gain the effect of Detect Magic, without using a spell slot.

MANA WARP

At 15th level, you know how to better resist and fight those that abuse magic. Your mastery of arcane combat grants you advantage on saving throws against magic.

SPELLEATER

At 20th level, you can spend an action to push your spellbreaking powers to their limits for 1 minute, gaining the following benefits:

- Your eye begins to glow with arcane nullifying energy, granting you an antimagic field, as though created by the spell Antimagic Field, but in a 20 foot cone in front of you, originating from your eye. (This doesn't affect your own magical items).
- Allies within 30ft of you gain the benefits of your mana warp
- when you cast Counterspell or Dispel Magic the spell slot is treated as two higher.

Once you use this feature, you cannot use it again until you finish a long rest.