

The Anti-Mage, Ranger

Archetype

The Anti Mage, hunter of those who would abuse their arcane gifts, stalker of sorcerous monsters, and defenders of those without defense against the magic of the world. Likely, you came upon this path because something happened to you. Some monster or man with command of the arcane made abuses of that power, and it affected your life or the lives of those around you. Since then, you've studied and trained in the esoteric methods of Anti-Magic, alchemical solutions and psychic methods. The mysteries of arcanum are deep and powerful. Will the weapons and talents at your disposal be enough to oppose them?

Anti-Magic

When you reach 3rd level, you learn an additional spell when you reach certain levels in this class, as displayed in the Anti Magic table below. These spells count as ranger spells for you, and do not count against your number of spells known:

Anti Magic

| Level | Spell |

| 3rd | Hex |

| 5th | See Invisibility |

| 9th | Counterspell |

| 13th | Confusion |

| 17th | Circle of Power |

Prepared Mind

Beginning at 3rd level when you take this archetype, you gain the ability to sense the object of your hunt. You can detect magic within 30 feet, through up to 3 feet of wood, 1 foot of stone, or 1 inch of metal, although you cannot pinpoint the origin of the magic. This ability is not itself magical.

Focused Fighter

At 3rd level, you can use the power of your mind to focus down your foes before they can fire off a spell. Once per turn, you may add 1d6 psychic damage to a ranged or melee weapon attack.

Veiled Mind

At 7th level, through the use of disciplined psychic defenses, you can conceal yourself from magical detection, and fend off magical influences. You have advantage on saving

throws against magical detection, as well as charm and paralysis effects.

Silencing Strike

At 11th level, you have become more efficient in helping your foes meet their end. The damage of your Focused Fighter increases from 1d6 to 1d8. In addition, creatures damaged by this feature must succeed a Wisdom saving throw against your spell save DC, or else suffer disadvantage on their next saving throw.

Unyielding Mind

At 17th level once per short rest, you may reroll a saving throw against a spell effect, or have a spell attack against you be rerolled.

Xanthine Mind ~ Sorcerous

Origin

As your powers began to manifest, your perception of the world and the people around you warped as well. The sky would catch fire as you walked beneath it, loved ones were replaced by reptilian surrogates. At first you thought you were losing your mind, until you realized you could control these illusions, and even impose them upon others. Since then, you have quelled the rampant thoughts and images and improved your own life, to an extent anyway. Will you use your control of peoples' perceptions to bring peace and healing to your allies, or will you imprison your enemies in a stygian mental prison?

Warp in Reality

Your particularly strange brand of magic keeps you out of sync with the rest of reality, making it harder for others to pin you down. Starting at 1st level, when you make a Stealth or Deception check, you may spend a 1st level spell slot to gain advantage on the check.

In addition when calculating your Armor Class, and when not wearing armor, you may use your Charisma modifier instead of your Dexterity modifier.

Occult Understanding

At 1st level, you can speak, read, and write Deep Speech. You also learn the Dissonant Whispers spell. It counts as a Sorcerer spell for you, and does not count against your number of spells known.

Abject Horror

At 6th level, you can deny the rules of reality for a time, and call upon eldritch power to sustain yourself. When you are reduced to 0 hit points, you can use your reaction to bridge the gap between the real and imaginary. You instead drop to 1 hit point, and living, hostile creatures within 30 feet that can see you must succeed Charisma saving throws against your spell save DC or suffer 3d6 psychic damage and be frightened by you for 1 minute. Once you use this feature, you cannot use it again until after a long rest.

Imposed Reality

At 14th level, you can twist the nature of the world immediately around your foes. When a creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw, you can spend 2 sorcery points to impose disadvantage on the roll.

Ethereal Soul

At 18th level, you gain the following features as a result of living of straddling the border of reality:

- * You no longer need to sleep. You require only four hours of rest to gain the benefits of a long rest.
- * You are resistant to Psychic damage.
- * You have advantage against all mind-altering effects and paralysis.

Shadow ~ Rogue Archetype

The goal of most rogues is to be invisible, while the goal of the shadow is to not exist, to leave no trace even in the minds of the people they come across. Most people become shadows out of necessity; they, or the people or organizations they serve, have powerful enemies. Or, on the contrary, you could be that invisible set of eyes people fear. You may be a spy for a government or religious order, a highly trained operative of a guild or criminal enterprise, or merely a talented rogue caught in a tough spot, doing what you have to live just a while longer.

Ghost

At 3rd level, you learn how to escape an enemy's sight even in combat. When you hit a creature with a finesse or ranged weapon attack, you can force them to make a Wisdom saving throw, the DC for which is 8 + your proficiency bonus + your Dexterity modifier. On a failed save, you turn invisible to that opponent until the end of their next turn. The enemy is still aware of your presence, but does not know where you are. You can use this ability twice per long rest.

Low Profile

At 9th level you gain advantage on Charisma (Deception) checks to avoid notice or trouble, as

well as Dexterity (Stealth) checks to hide within 10 feet of another living creature.

Soulless

At 13th level, you can conceal your presence even within your enemies' sight. Once per short or long rest, when you are the target of an attack by a hostile creature within 30 feet of you, and use your reaction to force the enemy to make a Wisdom saving throw, the DC for which is 8 + your proficiency bonus + your Charisma ability modifier. On a failed save, the enemy must lose the attack or redirect it to another target.

Neverborn

At 17th level, you can strike quickly and vanish from your enemies' sight, and their minds. Whenever you take the Hide action in combat, and succeed, creatures within 30 feet of where you were last visible must succeed a Wisdom Saving throw, the DC for which is 8 + your proficiency modifier + your Charisma ability modifier. On a failed save, they forget your presence until the next time you reveal yourself.

Oath of Secrets ~ Paladin

Archetype

You are a concealer of truths, one who shrouds knowledge. Whispers and distorted facts follow in your wake wherever you tread. At least part of your soul is pledged to gods of secrecy or chaos, even if you believe you work towards more noble ends. Knights sworn to the Oath of Secrecy know or at least protect hidden truths about the gods, the history of the realms, or any other subject. Their armor is blackened and concealed by long coats or cloaks, their colors hidden or absent altogether to escape the notice of those who would unearth their secrets.

Tenets of Secrecy

The Oath of Secrets is ancient, and has been written and rewritten countless times to best serve the Order or individual that adopts it. In the Oath of Secrets there is no Good or Evil, Law or Chaos, there is knowledge and the will to safeguard it, nothing more.

Live in Shadow: Do not raise yourself in importance above the secrets that you keep, lest the Light find you.

Quench the Light: When the meddling flames come too close to your domain, feed it falsehoods, send it elsewhere, or douse it altogether.

Divide Not the Burden: Maintain your grip on your secrets, for if they break free, they shall hound, harass, and imprison you.

Gather Hidden Knowledge: Seek and collect the hidden truths of the world, and keep the keenest of them from the reaches of the Light.

Oath Spells

You gain Oath spells at the Paladin levels listed below:

Oath Spells

| Paladin Level | Spell |

| 3rd | Disguise Self, Silent Image |

| 5th | Darkness, Mirror Image |

| 9th | Clairvoyance, Nondetection |

| 13th | Confusion, Greater Invisibility |

| 17th | Legend Lore, Modify Memory |

Channel Divinity

At 3rd level when you take this oath, you gain the following Channel Divinity options:

Enshroud: As an action, you call upon the enigmatic forces you serve to hinder your foes. You select one target within 60 feet that you can see. The creature must succeed a Wisdom saving throw against your spell save DC or be rendered blind. While blind, the subject repeats their saving throw at the

end of each turn. On a success, the blindness ends.

Confound: As a bonus action, you may use your Channel Divinity to influence the mind of another creature. You choose a living creature within 10 feet of you to make a Wisdom saving throw against your spell save DC. On a failed save, their speed is reduced by half, they have disadvantage on Wisdom ability checks, and disadvantage on attack rolls against you for 1 minute or the effect is otherwise ended.

Shrouded Spirit

At 7th level, the dark mysteries of the world aid you in outmaneuvering your foes. When you are standing in dim light or darkness and use your turn to take the attack action, you can teleport a distance up to half of your speed to an unoccupied space also in dim light or darkness as part of the action.

Endarkened Mind

At 15th level, your knowledge of dark things has begun to affect you mentally. You are immune to all mind-altering effects, have advantage on all Investigation and Insight checks, and gain Blindsight out to 30 feet.

Cryptic Soul

At 20th level, you can use your action to open the veil to the dark truths you hold. For 1 minute, the area around you in a 30 foot radius dims, if possible. Any creature that starts its turn the aura takes psychic damage equal to twice your Charisma modifier. Also for the duration, you have advantage on all saving throws against spells, traps, or attacks that you can perceive. You must finish a long rest before using this feature again.

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