

Did that spellcaster hurt you again?

Let me help you.

Spellbreaker: A practitioner of magic that specializes in disabling spellcasting and quickly taking targets out with martial prowess.

Primary Ability: Strength & Wisdom

Quick Build

You can make a spellbreaker quickly by following these suggestions. First, Strength should be your highest ability score, followed by Wisdom. Second, choose the guild artisan background.

As a player, you have many classes with which to make your character. You may (at DMs discretion) choose the Spellbreaker as your class. If you do so, you will need the following:

Hit Points

Hit Dice: 1d10 per spellbreaker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Wisdom

Skills: Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) chain mail or (b) leather armor, longbow, and 20 arrows

(a) a martial weapon and a shield or (b) two martial weapons

(a) a dungeoneer's pack or (b) an explorer's pack

OR

5d4 x 10 gp

Multiclassing

To multiclass into this class, you must have a minimum Strength score of 13, and a Wisdom score of 13.

If this is not your first class, you gain proficiency with light armor, medium armor, shields, and martial weapons.

Spell Breaking

You were taught the revered art of spell breaking. This is a powerful art learned by only a few, with teachers fewer still. You gain the following benefit:

Arcane Resonance. You are able to detect with precision who or what had cast a spell, no matter how much time has passed, as long as there are magical traces of the spell's casting. You gain advantage on Intelligence (Arcana) and Intelligence (History) checks made to determine the name or identity of the creature that cast a spell.

Breaking

You are able to harness the magical power stored within. Your access to this energy is represented by a number of breaking points. Your Spellbreaker level determines the number of points you have, as shown in the Breaking Points column of the Spellbreaker table.

You can spend these points to fuel various magical features. You start by knowing three such features: Shielding Ward, Magic Surge, and Nix Incantatum. You learn additional breaking features as you gain levels in this class.

When you spend a breaking point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended breaking magic back into yourself.

Effective Spell Level

Some of your spellbreaker features, such as Nix Incantatum and Magic Surge, interact with the levels of spells and magical effects. When a feature targets a named spell, use that spell's level. When targeting a magical action or effect that does not have an explicitly stated spell level, determine its Effective Spell Level (ESL) as follows:

- **Cantrip-Equivalent:** If the effect is an at-will spell attack or magical action that deals damage to only one creature, it is considered cantrip-equivalent (ESL 0) only if the number of damage dice it rolls does not exceed 1 die. This limit increases to 2 dice when you reach 5th level in this class, 3 dice at 11th level, and 4 dice at 17th level. When determining this, count only the damage dice dealt to one creature by a single use of the effect, ignoring static modifiers and ongoing damage.

- **Magical Actions:** If the effect is not cantrip-equivalent, its Effective Spell Level is equal to half the creature's Challenge Rating (rounded up), or half the number of damage dice rolled by the effect, rounded down, whichever is lower.

- If the effect has no damage dice and no stated spell level, its effective spell level equals half the creature's Challenge Rating, rounded up, unless it replicates the spell effect of a cantrip or leveled spell.

An effect's effective spell level can't be lower than 1st level unless it is cantrip-equivalent, and it can't be higher than 9th level.

When determining the number of damage dice rolled by an effect for this feature, count only the damage dice dealt to one creature by a single use of the effect, ignoring static modifiers, ongoing damage, and damage dealt on later turns.

Breaking Points

Starting at 1st level, you gain access to a pool of 3 breaking points. The size of the pool increases by 2 at 3rd (5), 5th (7), 7th (9), and 9th level (11), and increases by 1 at 11th (12), 13th (13), 15th (14), 17th (15), and 19th level (16).

Breaking Ability

Some of your magic features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Breaking save DC = 8 + your proficiency bonus + your Wisdom modifier

Shielding Ward. As a bonus action, or as a reaction when you are targeted by an attack or the *magic missile* spell, you can spend 1 breaking point to ward yourself until the start of your next turn. Until then, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

As a bonus action, or as a reaction when a friendly creature you can see within 30 feet of you is targeted by an attack or the *magic missile* spell, you can spend 3 breaking points to grant that creature the same benefit until the start of your next turn.

At the start of each of your turns while this ward is active, you can spend 2 breaking points to extend the ward on yourself or another creature until the start of your next turn without expending your reaction.

You can have only one ward created by this feature active at a time. If you create a new ward, the previous one immediately ends. A creature benefitting from this feature can't also benefit from the *shield* spell.

Magic Surge. As an action, you can expend 3 or more Breaking Points and target one creature you can see that has spell slots, limited uses of spells, or limited uses of magical actions. The target regains one expended spell slot, one expended use of a spell, or one expended use of a magical action of a level equal to one-third the number of Breaking Points spent, rounded down. A magical action that recharges on a roll can be targeted by this feature only if it has already been used and has not yet recharged.

If the restored effect has no spell level, determine its effective spell level using your Effective Spell Level feature.

If the target does not use the restored spell slot, spell, or magical action by the end of its next turn, the restored magic is destroyed. For 1 minute thereafter, whenever the creature casts a

spell, makes a spell attack, or uses a magical action, it takes psychic damage equal to 1d6 plus the level or effective spell level of the restored effect.

Nix Incantatum (2nd Level). As a reaction when you see a creature casting a spell, making a spell attack, or using a magical action, you can attempt to counter and nullify the effect.

- Cantrip-Equivalent Effects: If the triggering effect is cantrip-equivalent, you can cast a Spellbreaker cantrip you know with a casting time of 1 action as part of this reaction to counter it instead of spending Breaking Points. The cantrip has no effect other than countering the triggering effect.

- Spells and Magical Actions: If the effect is not cantrip-equivalent, you must declare how many Breaking Points you choose to spend (minimum of 1) to attempt the counter. To keep combat fast, you do not need to know the spell's level or Effective Spell Level before you spend your points.

Once you declare your spent points, the DM determines if you spent enough to automatically counter the effect. The base points required is equal to the spell's level or ESL. However, if the effect's level or ESL is higher than the highest level of Spellbreaker spell you can cast, you must spend 2 additional Breaking Points for each level above that maximum to automatically counter the effect instead.

- Success: If your spent points equal or exceed this required amount, the effect is instantly countered and fails.

- Ability Check: If you spend fewer points than the required amount, you must make a Wisdom ability check. The DC equals 10 + the spell's level or ESL. On a success, the effect is countered. On a failure, the effect is not countered, and your spent points are wasted. The minimum amount of breaking points you can spend on this feature is 1.

Examples: Countering the Uncounterable

Example 1: The Level 1 Resource Dump

A 1st-level Spellbreaker (Total points: 3) encounters a Cult Fanatic casting a 2nd-level Hold Person. The Player: "I'm going all in. I spend all 3 of my Breaking Points on Nix Incantatum." The DM: "Hold Person is a 2nd-level spell. Because the 3 points you spent exceeds the spell's level, you automatically shatter the magic! You have 0 points left for the day."

Example 2: The Blind Bid Gamble

A 6th-level Spellbreaker fights a CR 11 Necromancer. The Necromancer uses a terrifying, unknown magical action called "Grave Nova." The Player: "I don't know what level that is, but I use Nix Incantatum! I declare I am spending 2 Breaking Points to try and counter it." The DM: Looks at the monster's CR and checks the ESL rule (Half of 11, rounded up = 6). "The Effective Spell Level of Grave Nova is 6. You didn't spend enough points to automatically counter it, so you must roll a Wisdom check. The DC is 16 (10 + 6)." The player rolls a 17. The DM: "Your 2 points were just enough to fuel the disruption. Your magic violently shatters the Grave Nova before it can erupt. It fails."

Example 3: The Multiclass Exploit (Cantrip Limit)

A Level 17 Fighter / Level 3 Spellbreaker sees a CR 10 monster's innate magical attack that deals 3d8 necrotic damage at-will. The Result: The DM checks the Effective Spell Level rule. Because the character is only a 3rd-level Spellbreaker, their cantrip limit is strictly 1 die. Because the attack deals 3 dice of damage, it is not cantrip-equivalent. The player cannot use Nix Incantatum to counter it for free with a cantrip; they are forced to spend Breaking Points and risk a contested check instead.

Spellcasting

At 2nd level, you have been trained to spot and take advantage of small imperfections that other adventurers and spellcasters make. Your newfound wisdom allows you to use magic that can trip up others. See chapter 10 in the Player's Handbook for the general rules of Spellcasting.

Cantrips. At 2nd Level, you know two Cantrips of your choice from the Spellbreaker spell list. You learn one additional Spellbreaker cantrip of your choice at 6th level and at 10th level.

Spell Slots. The Spellbreaker does not have Spell Slots; you are able to cast your Spells of 1st Level and higher by spending a number of Breaking Points equal to the level of the spell. To cast one of these Spellbreaker Spells, you may instead expend a slot of the spell's level or higher if you gain any from another class. The Spellbreaker table also shows the maximum level of spell you can prepare or cast by using your Breaking Points.

For example, if you know the 1st-level spell *absorb elements* and have 2 Breaking points available, or a 1st-level and a 2nd-level spell slot available, you can cast *absorb elements* using 1 Breaking point or 2 Breaking points, or by using either slot.

Spells Known of 1st Level and Higher. You know two 1st-level Spells of your choice from the Spellbreaker spell list.

You learn an additional Spellbreaker spell of your choice at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level. Each of these spells must be of a level which you can cast using your Breaking Points. For instance, when you reach 5th 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 Spellbreaker Spells you know and replace it with another spell from the Spellbreaker spell list, which also must be of a level which you can cast according to the Spellbreaker class table.

Spelling Limit. Starting at 2nd level, the maximum level of Spellbreaker spell you can cast using Breaking Points is limited by your Spelling Limit. Your Spelling Limit is 1 at 2nd level, 2 at 5th level, 3 at 9th level, 4 at 13th level, and 5 at 17th level.

You start by being able to cast your 1st Level Spells, and you learn to cast your 2nd Level Spells at 5th level, your 3rd Level Spells at 9th Level, your 4th Level Spells at 13th level, and your 5th Level Spells at 17th Level.

Spellcasting Limit. The strain of forcing magic through your spellbreaking techniques limits how often you can cast your most powerful spells. Between rests, you can cast no more than one Spellbreaker spell using Breaking Points whose level is equal to your current Spelling Limit.

Spellcasting Ability. Wisdom is your Spellcasting Ability for your Spellbreaker Spells, since the power of your magic relies on your ability to break the will of others. You use your Wisdom whenever a spell refers to your Spellcasting Ability. In addition, you use your Wisdom modifier

when setting the saving throw DC for a Spellbreaker spell you cast and when making an Attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Breaker's Recovery

Starting at 2nd level, when you roll initiative and have 0 Breaking Points, you regain a number of Breaking Points equal to your proficiency bonus.

Spell Steal

Starting at 3rd level, you can use your action to transfer a single-target magical effect from one creature to another. Choose one creature you can see within 60 feet of you that is currently affected by a spell or other magical effect caused by a spell of a level no higher than your proficiency bonus, and choose a second creature you can see within 60 feet of the first creature that would be a legal target for that effect.

If the first creature is hostile to you, you steal it and can choose a new creature to apply it to. If the first creature is friendly to you, the effect must be harmful to it.

Make a Wisdom ability check contested by the original caster's spell save DC. On a success, the effect ends on the first creature and is immediately transferred to the second creature for the remainder of its duration. If the transferred effect originally allowed a saving throw, the new target makes that saving throw against the original caster's spell save DC, ending the effect on a success.

If the transferred effect requires concentration, you must concentrate on it from that point forward as if you had cast the spell. If your concentration ends, the transferred effect ends.

A spell or magical effect can't be transferred by this feature if it affects more than one creature, creates an area, summons or creates a creature, or creates an object or terrain effect.

You can successfully use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Breaker Paths

At 3rd level, you gain a breaker path, which describes your focus within spellbreaking. Your path grants you features when you choose it at 3rd level and again at 6th, 10th, and 14th level. The available subclasses are detailed in the subclasses folder.

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.

Magical Feedback

Starting at 5th level, your strikes violently devour magic. Once per turn, when you hit a creature with a weapon attack, you deal an extra 1d8 force or psychic damage (your choice). Additionally, when you hit a creature, you can spend a number of Breaking Points up to your Spelling Limit to deepen this feedback. The extra damage increases by 1d8 per point spent. If you spend points in this way, the target must succeed on a Wisdom saving throw or have its arcane reserves damaged. On a failure, one of the target's spell slots, or one limited use of a spell or magical action, is destroyed. The level of the destroyed magic is equal to the number of Breaking Points you spent (or the closest available lower level). You then regain hit points equal to the level of the magic destroyed plus your Wisdom modifier (minimum of 1).

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Control Magic

Starting at 7th level, as an action, you can make a Wisdom check contending with a spellcaster's spell save DC. If you succeed, any one creature that they summoned, of your choice, becomes controlled by you instead of their summoner until the end of your next turn. If the summoned creature requires concentration to exist, you must maintain concentration as if you had summoned the creature in the same manner as the spellcaster. If your concentration on this effect drops, the summoned creature behaves as dictated by the original summoning spell.

You can impose the effects of this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. A use is expended only when a creature fails its saving throw against this feature.

Anti-magic Shell

Beginning at 9th level, you can use a bonus action to end one spell affecting yourself. You can take this bonus action even if a spell's effect would otherwise render you unable to take actions or bonus actions, as long as you are not unconscious. If the spell's level is less than or equal to the highest level of Spellbreaker spells you can cast, the spell ends automatically. If the spell is of a higher level, make a Wisdom ability check. The DC equals 10 + the spell's level. On a success, the spell ends.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Beginning at 15th level, when you use this feature to end a spell affecting yourself, you gain temporary hit points equal to the spell's level.

Magical Weapon Resistance

Starting at 10th level, your body resists physical damage. Once per turn, when you would take damage from an attack, you can reduce that damage by an amount equal to your proficiency bonus. This damage reduction does not stack with any other class feature, racial trait, or feat that reduces incoming damage by a flat numerical amount.

Also starting at 17th level, whenever you finish a long rest, choose bludgeoning, piercing, or slashing damage from magical weapons. You gain resistance to the chosen damage type until you finish your next long rest, at which time you can choose a different damage type.

Spell Guard

At 13th level, your armor and weapons become imbued with anti-magic power, giving you advantage on saving throws against spells and other magical effects. Additionally, whenever you use Nix Incantatum against a spell of 6th level or higher, reduce the total breaking point cost by half your proficiency bonus rounded down, to a minimum cost equal to half the spell's original breaking point cost, rounded up.

Starting at 16th level, once per turn, you may reduce incoming damage from a spell or magical effect by an amount equal to your proficiency bonus.

Starting at 19th level, you also take half as much damage from spells and magical effects.

Infragilis Praecantatio

At 20th level, your ability to break and counter spells becomes nearly unstoppable. You gain the following benefits:

When you successfully destroy a creature's magical reserves using your Magical Feedback feature, you regain hit points equal to twice the level of the destroyed magic plus twice your Wisdom modifier (minimum of 2).

When you use your Breaking Points, your Magic Surge ability deals psychic damage equal to 2d6 plus twice the spell's level.

Your maximum number of Breaking Points increases to 20.

The Spellbreaker

Level	Features	Breaking Points	Spells Known	Cantrips	Spelling Limit
1st	Spell Breaking, Breaking	3	–	–	–
2nd	Breaker's Recovery, Spellcasting	3	2	2	1

3rd	Spell Steal, Breaker Path feature	5	3	2	1
4th	Ability Score Improvement	5	3	2	1
5th	Magical Feedback	7	4	2	2
6th	Extra Attack, Breaker Path feature	7	4	3	2
7th	Control Magic	9	5	3	2
8th	Ability Score Improvement	9	5	3	2
9th	Anti-magic Shell	11	6	3	3
10th	Breaker Path feature, Magical Weapon Resistance	11	6	4	3
11th	–	12	7	4	3
12th	Ability Score Improvement	12	7	4	3
13th	Spell Guard	13	8	4	4
14th	Breaker Path feature	13	8	4	4
15th	Anti-magic Shell	14	9	4	4
16th	Spell Guard, Ability Score Improvement	14	9	4	4
17th	Magical Weapon Resistance	15	10	4	5
18th	–	15	10	4	5
19th	Spell Guard, Ability Score Improvement	16	11	4	5
20th	Infragilis Praecantatio	20	11	4	5

Spellbreaker Spells:

Cantrips

- Booming Blade*
- Control Flames
- Form Fire*
- Guidance
- Mage Hand
- Mold Water*
- Prestidigitation
- Shape Earth*
- Thunderclap*
- Whisk Air*

1st Level

- Absorb Elements
- Cause Fear
- Detect Magic
- Entangle
- Goodberry
- Identify
- Shield
- Sleep
- Taunt*
- Thunder Wave

2nd Level

- Arcane Lock*
- Blindness/Deafness
- Levitate
- Mirror Image
- Misty Step
- Silence
- Zone of Truth*

3rd Level

- Counterspell
- Disband Psionics*
- Dispel Magic
- Gaseous Form
- Haste
- Invert Psionics*
- Slow
- Tongues

4th Level

- Banishment
- Freedom of Movement
- Locate Creature

Spell Shield*
Synchronicity
5th Level
Dominate Person
Impale*
Planar Binding
Scrying

I did not make the spells Arcane Lock, Booming Blade, Thunderclap, or Zone of Truth. However, they are somewhat difficult to find online if you don't have a book that contains these spells, so I related each of them in a document, along with my homebrew spells for this homebrew class. I hope this clears any confusion regarding these spells. I reincarnated the Gust, Mold Earth, Produce Flame, and Shape Water spells into the Form Fire, Mold Water, Shape Earth, and Whisk Air spells, mostly because I wanted to revamp the Way of the Four Elements Monk so that it was actually decent, and also more in line with that typical Avatar: The Last Airbender vibe that you would expect. So, basically, you can just ignore the Way of the Four Elements Monk because a revised Way of the Four Elements subclass is in the Unsorted Subclasses folder, and you can play around with those spells with this class.

Arcane Lock
2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)
Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Classes: Spellbreaker, Wizard

Booming Blade

Abjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

You make a single melee weapon attack against a creature you can see in range. If the attack hits, the target is surrounded by magical energy, and it can't willingly move or it takes 1d8 thunder damage. The spell ends after dealing damage or at the start of your next turn, whichever is sooner.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Paragon, Sorcerer, Spellbreaker, Warlock, Wizard

Cause Fear

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can relate the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be 30 feet of each other when you target them.

Classes: Death Knight, Paragon, Spellbreaker, Warlock, Wizard

Disband Psionics

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or psionic effect within range. Any psionic power with a psi point cost of 3 or lower on the target ends. For each psionic power with a psi point cost of 4 or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the psionic power's psi point cost. On a successful check, the psionic power ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a psionic power on the target if the psionic power's psi point cost is equal to or less than the level of the spell slot you used.

Classes: Artificer, Bard, Cleric, Death Knight, Druid, Paladin, Paragon, Sorcerer, Spellbreaker, Warlock, Wizard

Energy Drain

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A stream of sanguine energy streaks from a creature within range towards the caster. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage, and you regain hit points equal to one fourth of the damage dealt.

The spell creates more than one stream when you reach higher levels: two streams at 5th level, three streams at 11th level, and four streams at 17th level. You can direct the streams to come from the same target or different ones. Make a separate attack roll for each stream.

Classes: Bard, Death Knight, Druid, Sorcerer, Spellbreaker, Warlock

Form Fire

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or 1 hour

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10 foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You

choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways.

You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.

You instantaneously extinguish the flames within the cube.

You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

You cause simple shapes-such as the vague form of a creature, an inanimate object, or a location-to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels. You may choose to use an additional effect at 5th level (2), 11th level (3), and 17th level (4). Additionally, this spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Impale

5th-level evocation

Casting Time: 1 action

Range: Self (40 ft by 10 ft line)

Components: V, S

Duration: Instantaneous

Several spikes thrust out of the ground in a 40-foot line that is 10 feet wide. Creatures and structures in the area are tossed 30 feet in the air, taking fall damage as normal (2d6). They must also make a Dexterity save against your spell save DC, taking 2d10 piercing damage and being stunned until the start of their next turn on a fail.

At Higher Levels. When cast with a spell slot 6th level or higher, the line increases in length by 5 feet, creatures are tossed 5 feet higher, and the piercing damage increases by 1d10 for each spell slot higher than 5th.

Classes: Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Invert Psionics

3rd-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of using a psionic power. If the creature is using a psionic power with a psi point cost of 3 or lower, its psionic power fails and has no effect. If it is using a psionic power with a psi point cost of 4 or higher, make an ability check using your spellcasting ability. The DC equals 10 + the psionic power's psi point cost. On a success, the creature's psionic power fails and has no effect.

At Higher Level. When you cast this spell using a spell slot of 4th level or higher, the interrupted psionic power has no effect if its psi point cost is less than or equal to the level of the spell slot you used.

Classes: Paragon, Sorcerer, Spellbreaker, Warlock, Wizard

Mold Water

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or 1 hour

You choose an area of water that you can see within range and that fits in a 5-foot cube. You manipulate it in one of the following ways.

You move the water up to 5 feet in any direction. This movement doesn't cause damage.

You cause the water to form into simple shapes and animate. This change lasts 1 hour.

You change the water's color or opacity. This change lasts 1 hour.

You freeze the water, provided there are no creatures in it. The water unfreezes in 1 hour.

You can gather moisture in the air to create up to a gallon of water.

You can blast a forceful shot of water 30 feet in front of you. Make a ranged spell attack against the target. On a hit, the target takes 1d8 bludgeoning, piercing, or slashing damage.

At Higher Levels. You may choose to use an additional effect at 5th level (2), 11th level (3), and 17th level (4). Additionally, this spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). At 5th level, you may also manipulate frozen water with this spell. When you do, you may deal piercing damage when you use the attack effect.

Classes: Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Moth Nuke*

5th-level evocation

Casting Time: 1 action

Range: 120 feet (30 foot radius)

Components: V, S, M (a golden moth worth at least 200 gp)

Duration: Instantaneous

You call upon the wrath of moths to decimate your foes. Each creature of your choice in a 30 foot radius sphere centered on a point of your choice within range must make a Constitution saving throw. A target takes 2d10 piercing damage, 2d10 force damage, and 2d10 fire damage on a failed save, or half as much damage on a successful one.

Each creature must also make a Strength saving throw or be thrown up to 30 feet away from the center point, falling prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d10 for each slot level above 5th.

Classes: Artificer, Bard, Cleric, Death Knight, Dragon Knight, Druid, Paladin, Paragon, Ranger, Sorcerer, Spellbreaker, Warlock, Wizard

Shape Earth

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or 1 hour

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways.

If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.

You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

You break down a 5 foot or smaller stone or rock into sand or dirt. In addition, you can reform sand or dirt into a 5 foot rock or stone.

When you cast this spell, you can hurl loose rocks, dirt, or sand at a target 30 feet in front of you to inflict damage. Make a ranged spell attack against the target. On a hit, the target takes 1d8 bludgeoning, piercing, or slashing damage.

At Higher Levels. You may choose to use an additional effect at 5th level (2), 11th level (3), and 17th level(4). Additionally, this spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Spell Shield

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small mirror no larger than 4 square inches)

Duration: Concentration, up to 1 minute

You ward yourself against attacks. Until the spell ends, you gain resistance to all damage dealt by weapon attacks and spells. You afterwards reduce any damage you would take from those effects by an amount equal to your proficiency bonus. The spell doesn't protect you against natural sources of damage, such as molten lava.

If you make an attack or cast a spell, this spell ends.

Classes: Paragon, Spellbreaker

Taunt

1st-level enchantment

Casting Time: 1 bonus action

Range: Self (15 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You let out a mystical yell, gaining the attention of your foes. Each creature of your choice within 15 feet of you must make a Wisdom saving throw. On a failed save, a target is compelled to focus its aggression on you for the duration. An affected creature can only choose you as the

target of its attacks or hostile spells. If it cannot reach you to make an attack, it must use its movement on its turn to move toward you by the most direct route.

At the end of each of its turns, an affected creature can repeat the Wisdom saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your taunt spell for the next 1 minute.

Classes: Artificer, Cleric, Death Knight, Paladin, Paragon, Ranger, Sorcerer, Spellbreaker, Warlock, Wizard

Thunder Clap

Evocation cantrip

Casting Time: 1 action

Range: Self (5 feet)

Components: S

Duration: Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Classes: Artificer, Bard, Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Whisk Air

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or 1 hour

You seize the air and compel it to create one of the following effects at a point you can see within range.

One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

You create a small whirlwind around an object you can see within range. You can move the object up to 30 feet at a time. You can't carry more than 10 pounds.

When you cast this spell, you may whip up a burst of wind and launch it at a target 30 feet in front of you to inflict damage. Make a ranged spell attack against the target. On a hit, the target takes 1d8 bludgeoning or slashing damage.

At Higher Levels. You may choose to use an additional effect at 5th level (2), 11th level (3), and 17th level (4). Additionally, this spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Druid, Sorcerer, Spellbreaker, Warlock, Wizard

Zone of Truth

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15 foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Classes: Bard, Cleric, Paladin, Paragon, Spellbreaker

Path of the Anomaly:

Magic is the underlying code of reality, and Anomaly Spellbreakers are the glitch in the system. Rather than simply blocking spells, these bizarre warriors hack the physical universe, purposefully causing reality to tear, stutter, and lag around them. By stepping through the frayed edges of the physical world, they can bypass walls, rewind injuries, and teleport erratically. To fight an Anomaly is to fight a creature unbound by the laws of physics, a warrior who weaponizes paradoxes and tears the Weave itself to violently reposition their foes.

Spatial Tear.

Starting at 3rd level, whenever you spend any number of breaking points on a spellbreaker feature, you can immediately teleport 5 feet.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Acrobatics, Arcana, Investigation, Sleight of Hand, navigator's tools, or thieves' tools.

Blink Strike.

At 6th level, when you take the Attack action on your turn, you can teleport up to 5 feet before each attack you make.

Unpredictable Form.

Starting at 10th level, your physical form glitches randomly. Whenever you roll initiative, you gain two illusory duplicates, as per the *mirror image* spell. Whenever one of the duplicates is destroyed, the attacker takes an amount of damage equal to your proficiency bonus.

Additionally, whenever you destroy another creature's spell slot using one of your spellbreaker features, you can funnel that magical energy into another illusory duplicate.

Erased from Time.

Starting at 14th level, when you successfully use your Magical Feedback feature to destroy a creature's spell slot or use of an innate spell, or your Nix Incantatum effect to counter a creature's spell, you can also attempt to delete their future: the target creature cannot take actions on their next turn if they fail a Charisma saving throw against your Breaking save DC.

Once you use this feature to successfully remove a creature's action, you can't use it again until you finish a long rest.

Anomaly Breaking Features:

Gravity Inversion

You can spend 1 breaking point and your reaction when you fall, changing your personal gravity to fall up or sideways up to 30 feet, landing safely on a surface.

Phase Dash

You can spend 1 breaking point to use the Dash action as a bonus action. During this movement, you ignore difficult terrain and can pass through solid objects up to 5 feet thick. If you end your turn inside an object, you take 1d10 force damage and are shunted to the nearest unoccupied space.

Glitching Strike

When you hit a creature with a melee attack, you can spend 1 breaking point to force them to make a Constitution saving throw. On a failure, their speed becomes 0 until the end of their next turn as their body stutters through space.

Stutter Step (6th Level)

As a bonus action, you can spend 3 breaking points to cast the *blink* spell on yourself without requiring material components.

Reality Anchor (6th Level)

You can spend 2 breaking points and an action to project an aura for 1 minute. Creatures within 15 feet of you other than you cannot teleport into or out of this aura, and portals cannot be opened within it.

Path of the Arcane Blood:

Magic is a parasite, and the Arcane Blood Spellbreakers use their own bodies as the ultimate poison to kill it. Drawing on ancient and forbidden hemocraft, these spellbreakers sacrifice their own vitality to generate devastating anti-magic explosions. They are visceral, terrifying combatants who wield their own tainted blood as a weapon to snuff out the light of the Weave. To a caster, there is no threat more horrifying than an Arcane Blood warrior, for they cannot be reasoned with or out-resourced—they will gladly bleed themselves dry if it means drowning their enemy's magic in the process.

Blood Price.

Starting at 3rd level, you can spend your own hit points instead of breaking points to use your spellbreaker features and effects. The hit point cost for a feature, effect, or spell is 4 times the breaking point cost. This damage cannot be reduced in any way and reduces your hit point maximum by an equal amount. This hit point maximum reduction lasts until you finish a long rest.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Intimidation, Medicine, Religion, Survival, herbalism kit, or poisoner's kit.

Vitality Siphon.

At 6th level, when you successfully destroy a spell slot using Magical Feedback, you regain hit points equal to the level of the spell slot, or limited use spell or magical action, destroyed plus your Wisdom modifier.

You also learn the *energy drain* cantrip. This spell counts as a spellbreaker for you, but doesn't count against your number of cantrips known.

Breaking Vitality.

Starting at 10th level, you can use Nix Incantatum even if you have 0 breaking points. Each time you do, you instead lower your current and maximum hit points by an amount equal to 5 for every 2 breaking points you would have spent. This hit point reduction lasts until you finish a long rest.

Additionally, your tainted, anti-magic blood makes you completely immune to the poisoned condition, and grants resistance to poison and necrotic damage.

Immortal Spite.

Starting at 14th level, if a spell or magical effect reduces you to 0 hit points, you can drop to 1 hit point instead. The caster of the spell or magical effect instantly takes necrotic damage equal to the damage of the spell or magical effect, to a maximum of your proficiency bonus times half your spellbreaker level rounded down.

Once you use this feature, you can't do so again until you finish a long rest.

Arcane Blood Breaking Features:

Blood Ward

You can spend 1 breaking point and your reaction, when a friendly creature within 30 feet of you takes damage from a spell, to take the damage instead of them, but you gain resistance to the damage of that spell.

Crimson Smite

You can spend 1 breaking point when you hit a creature, dealing an extra 1d6 necrotic damage. You instantly regain hit points equal to half the necrotic damage dealt. The extra damage increases by 1d6 at 5th (2d6), 11th (3d6), and 17th level (4d6).

Sanguine Tether

You can spend 2 breaking points and an action to link your blood to a target creature within 30 feet of you. The target creature must make a Constitution saving throw. On a failure, for 1 minute, whenever you take damage, they take half that damage as necrotic damage. You must concentrate on this effect as if concentrating on a spell.

Bloodline Sever

You can spend 2 breaking points when you hit a creature with a melee attack. That creature must make a Constitution saving throw. On a failed save, that creature cannot regain hit points, or gain temporary hit points, from any magical source for 1 minute.

Blood Nova (6th Level)

You can spend 1 or more breaking points and an equal number of hit dice to replace one of your attacks on your turn with each of the following effects:

- You instantly affect a target creature you can see with your Magical Feedback feature.
- Roll the spent hit dice. A target creature must make a Constitution saving throw and takes an additional amount of damage equal to the result of the hit dice rolled as part of this effect on a failed save.

Path of the Inquisitor:

Mages who abuse their power must answer to a higher authority. The Path of the Inquisitor is the militant, investigative branch of the spellbreakers, trained to hunt down rogue casters, cultists, and dangerous enchanter. They are relentless trackers and masterful interrogators who specialize in locking down an enemy's mobility and silencing their tongues. Once an Inquisitor marks their quarry, there is no teleportation spell or invisible sanctuary that can save them from the chains of justice.

Mage Hunter's Mark.

Starting at 3rd level, you can use a bonus action to mark a target you can see within 120 feet of you for 1 minute, until the marked creature drops to 0 hit points, or until you mark another creature. If the marked target attempts to cast a spell or teleport, you can use your reaction to move up to your speed toward them and make a melee attack. Only one creature can be marked at a time: if you attempt to mark a second creature, the first mark immediately fades away.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Insight, Intimidation, Investigation, Perception, Survival, or thieves' tools.

Dimensional Anchor.

At 6th level, you project a 30-foot aura. Any enemy attempting to teleport into or out of this aura must succeed on a Charisma save, or the teleport fails and the spell slot is wasted.

Relentless Pursuit.

Starting at 10th level, if an enemy within 60 feet uses magic to turn invisible or teleport, you can use a reaction to teleport to an unoccupied space within 5 feet of their new location.

No Escape.

Starting at 14th level, you can use your reaction to attempt to completely block a teleportation, plane shift, or etherealness attempt within 60 feet of you. The target creature must succeed on a Charisma saving throw or the attempt fails, and the caster suffers System Shock[2], or takes force damage equal to 1d10 times the spell or magical effects' level, your choice. You may spend 4 breaking points as part of this reaction to force the target to make the save at disadvantage.

Inquisitor Breaking Features:

Arcane Interrogation

You can spend 1 breaking point and an action, touching a creature. The target must make a Charisma saving throw or be forced to answer one question truthfully. You can force a creature to answer a maximum number of questions in this way equal to your proficiency bonus every 24 hours.

Silence the Heretic

You can spend 1 breaking point when you hit a creature, requiring them to make a Constitution saving throw. On a fail, they cannot speak until the end of your next turn (preventing spells with verbal components).

Zone of Truth

You can spend 2 breaking points to cast the *zone of truth* spell as an action.

Inquisitor's Command

You can spend 1 or more breaking points and an action to cast the *command* spell. You can target one additional creature for each breaking point spent after the first.

Nullifying Strike (6th Level)

When you hit a creature buffed by a spell, you can spend 3 breaking points to cast *dispel magic* on the target as part of the attack.

Path of the Nullified:

If magic is a spectrum of light, the Nullified are the absolute absence of it; total darkness. These spellbreakers have trained to completely sever their connection to the Weave, effectively erasing their existence from the magical plane. They are the ultimate anti-divination assassins, utterly invisible to scrying, magical sensors, and true-sight. Striking from the blind spots of reality, the Nullified leave no magical residue, silently dismantling summoned creatures and deleting themselves from the memories of their enemies before fading back into the shadows.

Blank Slate.

Starting at 3rd level, you sever your presence from the Weave. You can't be perceived by magical sensors, scrying spells, or similar magical effects that would reveal your location or appearance.

You also make no sound when you move, even while wearing heavy armor.

Starting at 6th level, truesight and blindsight don't automatically reveal your presence or pinpoint your location. A creature relying on truesight or blindsight has disadvantage on Wisdom (Perception) checks made to detect or locate you. This feature doesn't make you invisible to ordinary sight.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in the Stealth skill and one of the following of your choice: Acrobatics, Deception, Sleight of Hand, disguise kit, or forgery kit.

Fade from Memory.

At 6th level, when you use Nix Incantatum to successfully counter a spell, you instantly turn invisible (no action or concentration required) until the end of your next turn.

Mind Wipe.

Starting at 10th level, when you hit a creature that triggers your Magical Feedback feature, they must make a Wisdom saving throw. On a fail, they cannot target you with an attack or spell for 1 minute unless you damage them. This effect begins immediately after the damage and other effects of the triggering attack is resolved. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Null Zone.

Starting at 14th level, your mastery of invisibility and destroying magic swells. You can cast the *antimagic field* spell centered on yourself once.

Once you use this feature, you can't do so again until you finish a long rest.

Nullified Breaking Features:

Aura of Obscurity

You can spend 1 breaking point to gain an aura which affects you and friendly creatures within 10 feet of you, making them invalid targets for Divination magic and making them imperceivable through magical scrying for 10 minutes.

Mute Magic

You can spend 1 breaking point to make your physical strikes leave no magical residue for up to 1 minute. You deal an extra 1d8 damage on your next attack that has advantage against a creature capable of casting spells. This extra damage increases by 1d8 at 6th (2d8), 10th (3d8), and 14th level (4d8).

Sever the Link

You can use 1 or more breaking points when you hit a summoned creature or familiar with an attack. That attack deals an extra 1d8 force damage for each point spent, and, if this reduces them below 10 hit points for each breaking point spent, they are instantly banished as by the *banishment* spell for 1 minute.

Forget Me Not (6th Level)

You can spend 3 breaking points and an action to attempt to remove yourself from the mind of a creature you touch. That creature must make a Wisdom saving throw, losing all memories of your existence for the past 24 hours on a failed save. A creature is immune to this effect for 24 hours on a successful save.

Shadow Strike (10th Level)

You can spend 5 breaking points to become invisible for 1 minute. While you are invisible in this way, your weapons and spells hone in on magical residue. The first attack you make that hits on each of your turns for the duration against a creature which was created by magic, or is capable of casting spells, automatically counts as a critical hit while you are invisible. You don't gain advantage on attacks from being invisible in this way. You must concentrate on this effect as if concentrating on a spell.

Path of the Prism:

While most spellbreakers seek to destroy magic, Prism Spellbreakers seek to refract it. Masters of elemental physics, these warriors view magical energy as a spectrum that can be caught, bent, and shattered. They thrive in the heart of elemental chaos, absorbing dragon's breath and wizard's fire only to invert the energy and hurl it back as freezing ice or corrosive acid. Armed with a chromatic blade and an ever-shifting elemental ward, the Prism spellbreaker turns a wizard's own artillery into their greatest weakness.

Elemental Refraction.

Starting at 3rd level, when you take acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage, you can spend 1 breaking point and your reaction to gain resistance to it, and your next attack deals an extra 1d6 damage of that type. The damage increases by 1d6 at 6th (2d6), 10th (3d6), and 14th level (4d6).

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Arcana, Insight, Nature, Performance, alchemist's supplies, or jeweler's tools.

Spell Inversion.

At 6th level, when you use Nix Incantatum to successfully counter an elemental spell, you can spend a number of additional breaking points to invert the element and reflect it back at the caster as part of the same reaction. The number of breaking points spent must be no higher than two plus the level at which the spell was originally cast, and no lower than two plus the minimum level that spell can be cast. For example, if you counter a *fireball* spell, you instantly blast a "*fireball*" of cold damage back at the caster. Acid is paired with poison, cold is paired with fire, lightning is paired with thunder, and necrotic is paired with radiant; force and psychic, and bludgeoning, piercing, and slashing, are not paired or inverted with each other, but can still be reflected back at the caster.

Elemental Overflow.

Starting at 10th level, whenever you finish a long rest, pick one from the following: acid, cold, fire, lightning, poison, or thunder damage. Whenever you deal damage of that type, you ignore resistance to that damage type, and if a creature has immunity to that damage type, you deal an amount of damage to that creature equal to your proficiency bonus instead.

Refracted Reality.

Starting at 14th level, you can cast the *crown of stars* spell once, but the motes deal your choice of elemental (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder) damage on a hit. Once per turn, you can also inflict the afflicted[your proficiency bonus] condition on a hit.

Once you use this feature, you can't do so again until you finish a long rest, or you spend 12 breaking points at the end of a short rest to do so again.

Prism Breaking Features:

Chromatic Blade

You can spend 1 breaking point to be able to freely change the damage type of your weapon for 1 minute. As a free action for the duration, you can change the damage type of your weapon to your choice of acid, cold, fire, lightning, or poison damage.

Prismatic Shield

You can spend 2 additional breaking points to enhance your Shielding Ward feature until it ends or you use it again. While a creature is affected by it, you also gain resistance to all elemental (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder) damage types.

Weave Shift

You can use your reaction and spend 1 breaking point to alter a friendly caster's spell as it flies past you, adding your Wisdom modifier to the damage roll and changing its elemental (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder) damage type. You choose the new damage type.

Aura of the Aurora

You can spend 1 breaking point to emit an aura for 1 minute. Friendly creatures of your choice within 10 feet of you gain resistance to the last elemental damage type you took damage from while they are in the aura.

Scattered Light (6th Level)

You can spend 1 or more breaking points and your reaction when you are targeted by a spell, splitting like a prism and gaining 1 or more copies of yourself. The number of copies gained is equal to the amount of breaking points spent. Roll a d20; on an 11 or higher, the spell hits a copy instead of you, destroying the copy. The copies last for 1 minute or until destroyed; otherwise the copies function exactly as the illusory duplicates created as part of the *mirror image* spell.

Path of the Reflection:

Hubris is the greatest weakness of the spellcaster, and the Path of the Reflection exists to show it to them. These elegant and tactical warriors act as living mirrors, specializing in symmetry, illusions, and the art of redirection. Rather than simply negating a spell, a Reflection Spellbreaker catches the magic on their gleaming armor or blade and bounces it back at the

arrogant mage who cast it. Surrounded by illusory duplicates and walls of hardened glass, they trap their enemies in a dizzying funhouse where every spell cast is a risk to the caster's own life.

Refractive Shield.

Starting at 3rd level, while your Shielding Ward feature is active, if a creature misses you with a spell attack, you can make a ranged spell attack as a reaction to reflect it back at them.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Deception, Insight, Perception, Performance, disguise kit, or glassblower's tools.

Redirect Magic.

At 6th level, if you successfully counter a spell with Nix Incantatum, you can spend 2 additional breaking points to choose a new target for the countered spell if it is a level which you can cast, effectively casting it yourself.

Perfect Reflection.

Starting at 10th level, if you are targeted by a spell that targets only you and you succeed on the saving throw by 5 or more, you can use your reaction to be completely unaffected, and you can spend breaking points to have the effect reflected perfectly back at the caster at a level equal to two plus the number of breaking points you spent. The number of breaking points spent must be at least two plus the level at which the spell was originally cast.

Infinite Refractions.

Starting at 14th level, you can cast the *prismatic spray* or the *maze* spell once. Once you do, you can't do so again until you finish a long rest.

Reflection Breaking Features:

Glass Edge

You can spend 1 breaking point and a bonus action to change your weapon's damage type to match the damage type of the last spell cast within 60 feet of you.

Illusory Double

As a bonus action, you can spend 3 breaking points to cast the *mirror image* spell on yourself. The AC for each duplicate is equal to 10 plus your Dexterity modifier, or your own AC, whichever is higher. This effect lasts for 1 minute, or until all illusory duplicates are destroyed.

Mirror Stance

You can spend 1 breaking point and your reaction when you succeed on a saving throw against a spell or magical effect, reflecting 1d6 force damage back at the caster for each level of the spell or magical effect.

Spell Catch

You can spend 2 or more breaking points and your reaction when you are targeted by a ranged spell attack and it misses, catching the magic on your blade. You can immediately make a ranged spell attack to fire it at another creature within 30 feet of you at a level equal to two less than the number of breaking points spent on this effect. The minimum number of breaking points you can spend on this effect is equal to two plus the minimum level of the spell you catch with it, or 2 if it's a cantrip or equivalent magical effect.

Glass Shield (6th Level)

As an action, you can spend 4 breaking points to create a wall of hardened glass at a point you can see within 120 feet of you. The wall is up to 20 feet long, 10 feet high, and 1 inch thick, and it lasts for 1 minute. The wall can be freestanding or rest on a solid surface. Each 5-foot section has AC 13 and hit points equal to twice your spellbreaker level. The wall provides total cover.

When a creature on one side of the wall makes a ranged spell attack against a target on the opposite side and the attack would miss because of the wall, the spell rebounds. The caster becomes the target of that spell attack, using the original attack roll.

If a spell of 1st level or higher creates a line and would pass through the wall, the caster must make a Wisdom saving throw against your Breaking save DC. On a failed save, the spell is reflected back from the wall, with the caster treated as the point of origin for the reflected effect if possible. On a successful save, the spell affects the wall normally and then continues as usual if the wall is destroyed or doesn't fully block the effect.

Spells that create an area at a point beyond the wall, rather than passing through it, aren't reflected by this feature.

Path of the Void:

To some, Void spellbreakers are a curse. To others, they are a blessing, shrouded in mystery. However, to spellbreakers of the Path of the Void themselves, magic is not just an enemy—it is food. These spellbreakers are walking black holes, consuming the arcane energy of their foes to heal their own wounds and bolster their physical strength. As they gorge on spells and enchantments, their presence becomes dense and suffocating, generating localized gravity wells that crush their enemies and drag them into melee range. When a Void Spellbreaker steps onto the battlefield, casters feel the Weave being violently sucked away, devoured by a warrior whose hunger for magic can never be satiated.

Devour Magic.

Starting at 3rd level, when you successfully counter a spell or magical effect with Nix Incantatum of ESL 1st-level or higher, or end a condition on yourself by using a spellbreaker feature, you gain temporary hit points equal to your proficiency bonus, and you regain breaking points equal to half your proficiency bonus rounded down.

Bonus Proficiencies.

Starting at 3rd level, you gain proficiency in two of the following of your choice: Arcana, Athletics, Intimidation, Survival, mason's tools, or smith's tools.

Consume the Weave.

At 6th level, you can use a bonus action and spend breaking points to end the Afflicted, Blinded, or Paralyzed conditions on yourself, spending 1 breaking point for each condition you end this way. You may use this feature even if you are Incapacitated. You regain 1d8 hit points for each breaking point spent.

Void Armor.

Starting at 10th level, any temporary hit points you gain from your spellbreaker spells and features stack with each other, up to a maximum equal to your proficiency bonus plus your spellbreaker level.

Unleash the Void.

Starting at 14th level, you can use your action to release a blast of antimagic energy that depletes all your current temporary hit points. Each creature of your choice within 20 feet of you must make a Constitution saving throw, taking 1d4 force damage for every two temporary hit points depleted this way on a failed save, or half as much damage on a successful save.

Void Breaking Features:

Gravitational Pull

You can spend 1 breaking point and a bonus action to force a creature within 30 feet to make a Strength saving throw, being pulled 15 feet towards you on a fail.

Crushing Weight

You can spend 2 breaking points and an action to cause a target creature within 30 feet of you to take on an invisible, crushing weight. That creature must make a Strength saving throw or be knocked prone and have its speed halved for 1 minute. You must concentrate on this effect as if concentrating on a spell.

Devouring Strike

You can spend 1 breaking point when you hit a creature, dealing an extra 1d8 necrotic damage. If the target creature has temporary hit points, you instantly destroy them and gain them yourself.

Event Horizon

You can spend 1 breaking point to emit a heavy 15-foot aura centered on yourself for 1 minute. All creatures of your choice treat the area as difficult terrain.

Singularity (6th Level)

You can spend 3 breaking points and an action to choose a point within 60 feet of you. All creatures within 20 feet of that point except you must make a Strength saving throw or be pulled 10 feet to the center and take 3d6 force damage. This effect lasts for 1 minute. You can grant creatures of your choice advantage on this saving throw. Affected creatures can repeat the saving throw at the start of each of their turns, taking the force damage again on a fail, and becoming immune to its effects until the end of their next turn on a success. You must concentrate on this effect as if concentrating on a spell.