

SUBCLASS

MARTIAL ARCHETYPE

MAGICUTIONER (SCORN KNIGHT)

A magicutioner is a trained destroyer of all things magic. Often driven by a personal vendetta against spellcasters, animosity toward magic items, or unadulterated hatred for magic itself, they seek to annihilate it at every turn. Magicutioners will only begrudgingly use magic items or accept magical assistance when they have no other choice.

Spellcasters—be they arcane or divine—tremble at the sight of an enemy magicutioner, knowing that their foe’s mere presence is enough to disrupt or sever their magical connection, the very essence of their power.

ADVERSARIAL AWARENESS

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Insight, Investigation, Nature, or Religion. Alternatively, you learn one language of your choice.

SCORN

Starting at 3rd level, your extreme disdain for magic drives so deeply to your core that it manifests itself as a form of antimagic, which courses through your veins. This antimagic power is known only as scorn. When you gain this feature, you learn two Scorn options of your choice (see “Scorn Options” below).

You have a number of uses of Scorn equal to your Constitution modifier (minimum 1), and you regain all expended uses when you finish a short or long rest. You learn an additional Scorn option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level.

Some features you gain later require a saving throw, which is calculated as follows:

$$\text{Scorn save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

ARCANE PURGE

When you reach 7th level, damage you deal with nonmagical weapons counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you learn to perform a powerful antimagic ritual on a magic item or magical effect. You perform the ritual over the course of 1 hour, which can be done during a short rest. Once you use one of the options below, you can’t use that option again until you finish a long rest.

Magic Item. When you complete the ritual, you can touch one magic item that is of uncommon rarity or lower and permanently eradicate one of its magical properties. If the item has no remaining magical properties, it becomes a mundane, nonmagical item. The maximum rarity of magic item you can affect with this ritual increases to rare at 10th level and very rare at 15th level.

When you destroy a magical property of an item in this way, your antimagic power surges until the end of your next long rest or until you die. For the duration, you gain a +1 bonus to attack and damage rolls you make with nonmagical weapons. The bonus increases when you reach certain levels in this class, increasing to +2 at 10th level and +3 at 15th level.

Magical Effects. When you begin the ritual, choose one creature, object, or magical effect. You must stay within 30 feet of the target for the duration. When you complete the ritual, all curses and any spells of 3rd level or lower on the target end. For each spell of 4th level or higher on the target, make a Constitution check. The DC equals 10 + the spell’s level. On a successful check, the spell ends. Starting at 10th level, this ritual is capable of ending a spell or magical effect that would normally require a greater restoration spell to end, such as *feeblemind* or *geas*.

HEIGHTENED DISRUPTION

At 10th level, you learn to infuse your attacks with a flare of magic interference. When you hit a creature that is concentrating on a spell or other magical effect with a weapon attack, the minimum DC for the creature’s Constitution saving throw to maintain its concentration is equal to your Scorn save DC, rather than 10.

ANTIMAGIC STRIKE

At 15th level, you learn a debilitating, new way to manipulate your scorn. When you hit a creature with a weapon attack on your turn, you can use your bonus action and expend two uses of Scorn to inject some of your antimagic power into the creature, stifling the magical energy that suffuses the multiverse around it for 1 minute.

For the duration, all bludgeoning, piercing, and slashing damage the creature deals is considered nonmagical, and if the creature is targeted by a spell or magical effect that causes it to regain hit points or gain temporary hit points, the amount it gains is halved.

In addition, the creature must make a Constitution saving throw against your Scorn save DC. On a failure, the creature is also subjected to the following effects:

Spellcasting. If the creature attempts to cast a spell, it must first make an ability check using its spellcasting ability modifier. The DC equals your Scorn save DC. On a failure, the creature’s spell fails and has no effect.

Magic Items. The properties and powers of any magic items the creature possesses, except those created by an artifact or a deity, are suppressed. For example, a *+1 longsword* functions as a nonmagical longsword.

Magical Travel. The creature can’t teleport or otherwise engage in magical travel, including entering a portal to another location or plane.

Summoned Creatures. If the creature was summoned or created by a spell or magical effect with a non-instantaneous duration (such as *conjure elemental*), it temporarily winks out of existence. When this effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

ELDRITCH DAMPENER

Starting at 18th level, your scorn has grown so powerful that it forms an unceasing antimagic ward around you. You have resistance to damage from spells and magical effects, and whenever you use your Indomitable feature against a spell or magical effect, you gain a bonus to the roll equal to your Constitution modifier.

In addition, you can't be unwillingly detected by or perceived through divination magic or magical scrying sensors.

SCORN OPTIONS

The following options are presented in alphabetical order.

Antimagic Shield. When a creature hits you with a spell attack or a magical weapon attack, you can use your reaction and expend one use of Scorn to form an emanating antimagic barrier around yourself. Until the start of your next turn, you have a +5 bonus to AC against spell attacks and magical weapon attacks, including against the triggering attack.

Arcane Absolution. Whenever you are under the effects of a spell or other magical effect that allows you to repeat a saving throw on your turn to end the effect, you can use your bonus action and expend one use of Scorn to repeat the saving throw, possibly ending the effect early.

Eldritch Vision. As an action, you can expend one use of Scorn to rout out nearby concentrated areas of magical energy. For 1 minute, you gain the effects of the *detect magic* spell, requiring no concentration.

Scornful Vigor. When you take the Attack action on your turn, you can forgo one of your attacks and expend one use of Scorn to gain a number of temporary hit points equal 1d6 + half your fighter level (rounded down).

Spell Obstruction. When a creature within 10 feet of you casts a spell, you can use your reaction to attempt to disrupt the creature's magical connection. If the creature is casting a spell of 1st level or lower—referred to as your spell threshold—the spell fails and has no effect, and you expend one use of Scorn. If the creature is casting a spell above your spell threshold, your attempt fails, but you don't expend a use of Scorn.

The spell threshold and range of this option increase when you reach certain levels in this class, as noted in the table below.

Fighter Level	Spell Threshold	Range
3rd	1st level	10 ft.
7th	2nd level	15 ft.
10th	3rd level	20 ft.
15th	4th level	25 ft.
18th	5th level	30 ft.