

WAY OF THE MAGE SLAYER

The monks of Turstarkuri watched the rugged valleys below their mountain monastery as wave after wave of invaders swept through the lower kingdoms. Ascetic and pragmatic, in their remote monastic eyrie they remained aloof from mundane strife, wrapped in meditation that knew no gods or elements of magic.

Then came the Legion of the Dead God, crusaders with a sinister mandate to replace all local worship with their Unliving Lord's poisonous nihilosophy. From a landscape that had known nothing but blood and battle for a thousand years, they tore the souls and bones of countless fallen legions and pitched them against Turstarkuri.

The monastery stood scarcely a fortnight against the assault, and the few monks who bothered to surface from their meditations believed the invaders were but demonic visions sent to distract them from meditation. They died where they sat on their silken cushions. Only one youth survived—a pilgrim who had come as an acolyte, seeking wisdom, but had yet to be admitted to the monastery. He watched in horror as the monks to whom he had served tea and nettles were first slaughtered, then raised to join the ranks of the Dead God's priesthood.

With nothing but a few of Turstarkuri's prized dogmatic scrolls, he crept away to the comparative safety of other lands, swearing to obliterate not only the Dead God's magic users—but to put an end to magic altogether. *(from Dota 2 Wiki)*

MANA VOID

At the 3rd level, you can channel the arcane void from the use of magic to deliver slow a creature's ability to react to attacks. When you hit a creature with an unarmed strike, you can spend 1 ki point and the creature can't take reactions until the start of its next turn.

You can use this feature only once per turn.

COUNTERSPELL

At the 6th level, you can expend a number of ki points to neutralize a magical spell. When an individual casts a spell within 30 feet, you can use your reaction to expend any number of ki points to attempt to counterspell them.

You will be unaware of the power of the spell. If you expend a number of ki points equal to or greater than the spell's level then the spell is successfully counterspelled. If the number of ki points is lower, the spell is cast as normal and all ki points used are expended.

MANA BREAK

At the 11th level, you can use your ki to siphon some of the magical energy from a spell caster and turn it into damage to be used against them. When you hit a creature with an unarmed strike, you can spend 2 ki points per level of the spell slot you wish to eliminate.

The target makes a Constitution saving throw. On a failure, the target loses the spell slot and can only regain it after a long rest. If they succeed, you lose the expended ki points and the target retains the spell slot. If they has no remaining spell slots at the level you attempt to take, you automatically take the highest level spell slot remaining.

BLINK FRAGMENT

At 17th level you have harnessed the power of your ki to react to a caster's spell attacks, being able to dodge them and then confuse your opponent. When you are the subject of a spell attack you can use your reaction to teleport up to 30 feet to an unoccupied space you can see. Upon arriving at your new location, illusory copies of you appear as if you had cast the mirror image spell.

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



ART CREDIT - VALVE (DOTA 2)