



# THE MAGUS



**HOMEBREW**

Become a Master of Spell & Sword with this New Class  
for the World's Greatest Roleplaying Game

# THE MAGUS

As the cloaked swordsman made his way through the bustling marketplace his eyes flashed green for a moment. He could see the unmistakable aura of arcane magic surrounding the unassuming dwarf pretending to shop for wares. The warrior had found his target. As he drew his runic blade, what had appeared to be a dwarven peasant only mere seconds before had reverted to its true form. As the monstrous devil lunged forward, the hooded swordsman gripped his blade and prepared for battle.

The assassin watched in shock as the Duke walked the streets below with only one guard by his side. This would be the easiest job the killer for hire had ever worked. As the would-be assassin's blade darted toward the Duke's exposed neck, glee turned to fear as the heavily armored guardian appeared where the Duke had been moments ago. Before the killer could react to what had happened, a blade wreathed in emerald flame had pierced his chest, ending his wretched life of crime.

The halfling knelt before the three hooded figures that stood before her. She had spent nearly two years of her life searching for a member of this secret order, and now she had found three. Consumed by sorrow after the loss of her father at the hands of a wicked sorcerer, the young halfling swore she would do whatever it took to gain the power to exact her revenge. Now that the moment was at hand, she swore fealty to the secretive order, offering up her life in return for power.

## SWORD & SPELL

Known by many names throughout the multiverse, those who are able to wield both sword and spell are collectively known as Magi. Rather than dedicate their lives to studying arcane magic or mastery of martial technique, these warriors choose a middle path. Though they may never command the earth-shattering magic of an archmage, or go toe to toe with a true master of the blade, a Magus is able to master a unique form of arcane combat only used by the members of their Order.

Their unique style of magic allows them to channel potent spells through their weapon strikes, sense the presence of arcane magic in the world around them, and blunt the force of even the most powerful spells with their signature Aegis.

## SECRET ORDERS

The magic of the Magi is not something everyone can learn. Over time, these arcane warriors have organized themselves into clandestine societies, content to operate in the shadows. Potential Magi are often identified from a young age and are inducted into an Order only after they have proven their skill and dedication. While some Orders are more secretive than others, nearly every Order of Magi is thought to be nothing more than legend and myths to most of the common folk.

As Magi rise through the ranks of their secret society, they are expected to infiltrate and form relationships with those who wield power. They often set themselves up as personal advisors, guards, and consorts to influential nobles, powerful archmages, and wealthy merchants. Though Magi may form relationships, their primary loyalty is always to their Order.



## CREATING YOUR MAGUS

Those who pursue life as a Magus often give up everything in order to be accepted and trained by a master. What motivates your Magus? Have you always had an unquenchable thirst for knowledge and skill? Was one of your loved ones slain by an evil spellcaster, setting you on a path of revenge? Or, do you simply desire to gain skill with both sword and sorcery?

Also, consider why your Magus has chosen to pursue a life of adventure. Have you been charged by your order to achieve a specific goal? Do you desire to test your arcane and martial skills against those who only master one discipline? Or, have you been pressed into an adventure out of a sense of duty?

Lastly, decide where you acquired your training as a Magi. Are you an initiate into a secret society of arcane warriors? Or, were you trained in secret by a renegade member of an order of powerful magi who work to control the world?

## MULTICLASSING AND THE MAGUS

If your group uses the optional multiclassing rule, here is what you need to know when you choose to take your first level in the Magus class.

**Ability Score Minimum.** As a multiclass character, you must have at least a 13 Strength (or Dexterity) and 13 Intelligence to take a level in this class, or to take a level in another class if you are a Magus.

**Proficiencies Gained.** If Magus isn't your initial class, you gain proficiency in light and medium armor, shields, and simple and martial weapons.

**Spell Slots.** Add half your levels (rounded down) in the Magus class to the appropriate levels from other classes to determine available spell slots.



## THE MAGUS

Level	PB	Features	Spells Known	1st	2nd	3rd	4th	5th	Arcane Armory
1st	+2	Arcane Armory, Spellsight	—	—	—	—	—	—	2
2nd	+2	Fighting Style, Spellcasting, Spellstrike	2	2	—	—	—	—	2
3rd	+2	Esoteric Order	3	3	—	—	—	—	2
4th	+2	Ability Score Improvement	3	3	—	—	—	—	2
5th	+3	Extra Attack	4	4	2	—	—	—	3
6th	+3	Aegis	4	4	2	—	—	—	3
7th	+3	Esoteric Order Feature	5	4	3	—	—	—	3
8th	+3	Ability Score Improvement	5	4	3	—	—	—	3
9th	+4	—	6	4	3	2	—	—	3
10th	+4	Spellsunder	6	4	3	2	—	—	3
11th	+4	Arcane Strikes	7	4	3	3	—	—	4
12th	+4	Ability Score Improvement	7	4	3	3	—	—	4
13th	+5	—	8	4	3	3	1	—	4
14th	+5	Greater Aegis	8	4	3	3	1	—	4
15th	+5	Esoteric Order Feature	9	4	3	3	2	—	4
16th	+5	Ability Score Improvement	9	4	3	3	2	—	4
17th	+6	—	10	4	3	3	3	1	5
18th	+6	Greater Spellsunder	10	4	3	3	3	1	5
19th	+6	Ability Score Improvement	11	4	3	3	3	2	5
20th	+6	Esoteric Order Feature	11	4	3	3	3	2	5

## HIT POINTS

**Hit Dice:** 1d10 per magus level

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

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per magus level after 1st

## PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two of the following: Acrobatics, Arcana, Athletics, History, Investigation, Nature, Performance.

## STARTING EQUIPMENT

As a Magus, you start with the following equipment, in addition to the equipment granted by your background:

- (a) martial weapon and shield or (b) two martial weapons
- (a) scale mail or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternately if your group uses the starting wealth rule to purchase your equipment, a Magus starts with 5d4 x 10 gp.

## QUICK BUILD

You can make a Magus quickly by using these suggestions. First, make Strength or Dexterity your highest ability score, depending on the type of weapons you wish to use, followed by Intelligence. Second, choose the sage background.

## CLASS FEATURES

As a Magus, you gain the following Class Features:

### ARCANE ARMORY

At 1st level, you master the enchantment that marks you as a Magi. Over the course of 1 hour, which can be during a short or long rest, you can perform an enchantment ritual on one melee weapon, shield, or set of armor you can touch, adding that object to your Arcane Armory. Your Arcane Armory can hold two such objects, but you must always have one weapon or shield in your Armory. To add another object, you must end the enchantment on one object of your choice.

Objects in your Arcane Armory gain the following benefits:

- Weapons count as magical for the purpose of overcoming resistances and immunities to non-magical damage.
- You can use your Intelligence, in place of your Dexterity, to calculate the Armor Class of any suit of armor.
- As a reaction, you can add a shield's Armor Class bonus to a saving throw you are forced to make against a spell.
- As a bonus action, you can summon any objects in your Armory, instantly equipping or donning them, so long as you and the objects are on the same plane of existence.

As you gain levels in this class, the total number of objects that can be enchanted as part of your Arcane Armory grows, as shown in the Arcane Armory column of the Magus table.

Arcane Armory enchantments can be dispelled by spells like *dispel magic*, *antimagic field*, and other similar effects.



## SPELLSIGHT

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You have honed your senses to notice subtle signs of magic. At 1st level, you can use an action to open your senses, as if you had cast *detect magic*. For you, this effect lasts 1 round.

You can focus your Spellsight on a creature to learn its spellcasting ability and the level of its highest spell slot.

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

## FIGHTING STYLE

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At 2nd level, you adopt a Fighting Style that best reflects your training. You cannot select a Fighting Style more than once, even if a feature allows you to select another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

## ARCANE WARRIOR

You learn two cantrips of your choice from the wizard spell list. They count as magus spells for you, but they don't count against your total number of Spells Known. When you gain a level in this class, you can replace one of these cantrips with another cantrip of your choice from the wizard spell list.

## ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

## DEFENSIVE FIGHTING

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

## DUAL WIELDING

When two-weapon fighting, you can make your additional off-hand weapon attack as part of your Attack action, instead of your bonus action. Moreover, you add your ability modifier to the damage of this additional attack.

## DUELING

When wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to weapon damage rolls.

## PROTECTION

As a reaction when a creature you can see attacks a target within 5 feet of you, you can impose disadvantage on its attack roll. You must be wielding and shield or a melee weapon to gain this benefit.

## VERSATILE FIGHTING

When you start your turn wielding one versatile weapon and nothing else, you choose to wield it one or two-handed until the start of your next turn. One-handed you gain a +1 bonus to both attack rolls with that weapon and your Armor Class. Two-handed you gain a +2 bonus to damage rolls with it.

## SPELLCASTING

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At 2nd level, you memorize a few potent arcane spells which you can use to enhance your martial abilities in combat.

## SPELL SLOTS

The Magus table shows how many spell slots you have to cast spells of 1st-level and higher. To cast a spell, you must expend a spell slot of the spell's level or higher, and you regain all of your expended spell slots when you finish a long rest.

## SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know two 1st-level spells from the Magus spell list. The Spells Known column of the Magus table shows when you learn more Magus spells of your choice. Each spell must be of a level for which you have spell slots. For instance, at 5th level in this class, you can learn one spell of 1st or 2nd-level.

## SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Magus spells, as you commit magic to memory. You use Intelligence when a spell refers to your spellcasting ability, or when you set the saving throw DC or make a spell attack roll for a Magus spell.

**Spell save DC** = 8 + your proficiency bonus  
+ your Intelligence modifier

**Spell attack modifier** = your proficiency  
bonus + your Intelligence modifier

## SPELLCASTING FOCUS

You can use any weapon or shield that is part of your Arcane Armory as a spellcasting focus for your Magus spells, and can perform somatic components of spells with them.



## SPELLSTRIKE

Finally, at 2nd level, you blend arcane and martial skill as only Magi can. As a bonus action while holding a melee Arcane Armory weapon, you can expend a spell slot to imbue a Magus spell of 1st-level or higher into the weapon so long as the spell meets the requirements below:

- It must have a casting time of 1 action.
- It must require a single attack roll, force a target to make a saving throw, or affect a number of hit points worth of creatures.

The next time that you hit a creature with a weapon imbued with a spell, the target of the attack becomes the target of the imbued spell along with the normal damage of the weapon.

**Area of Effect.** If you imbue a spell that targets an area, only the creature hit by your weapon attack suffers the effects of the spell imbued within.

**Saving Throws.** If you imbue a spell that requires the target to make a saving throw to resist the effects of the spell, it makes the saving throw when hit by the attack.

**Spell Attacks.** If you imbue a spell that requires a spell attack roll, the spell takes effect when you hit a target with the weapon, without a spell attack roll.

**Concentration.** If you imbue a spell that requires concentration, you do not need to concentrate on the spell until the spell takes effect on hit.

Each weapon in your Arcane Armory can bear one spell. Imbuing another spell into a weapon instantly dispels any previous spell. Spells imbued within a weapon are expended on hit. Unused spells dispel at the end of your next long rest.

## ESOTERIC ORDER

At 3rd level, choose the Esoteric Order that best represents the training and skill of your Magus: the Order of Arcanists, Order Arcane Archers, Order of Blade Dancers, Order of the Eclipse, Order of Sentinels, or Order of Spellbreakers.

Your Esoteric Order grants you features at 3rd level, and again when you reach 7th, 15th, and 20th level in this class.

### ORDER SPELLS

Each Esoteric Order has a list of Order Spells that you learn at the Magus levels noted in your Order's description. These Order Spells count as Magus spells for you, but they do not count against your total number of Magus Spells Known.

When you gain a level in this class, you can replace one of the Order Spells you know with another spell of the same level, of your choice, from a specific category of spells, as determined by your Esoteric Order.

## 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 two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



## AEGIS

At 6th level, you learn to produce an Aegis, a protective weave of arcane power that disrupts magical assaults. As a reaction when you take damage from a spell or another magical effect, you reduce the incoming damage an amount equal to 1d8 + your Intelligence modifier. Should you reduce the incoming damage to 0, the entire spell or magical effect is instantly dispelled and doesn't affect you, or any other targets.

As part of this reaction, you can expend a spell slot to empower your Aegis and further reduce the damage of the incoming spell. You reduce the damage by an additional 2d8 for a 1st-level spell slot, plus another 1d8 for each spell level higher than 1st, to a maximum of 6d8 from a single spell slot.

## SPELLSUNDER

Beginning at 10th level, when you hit a creature or object that is under the effects of a spell or attack a spell directly, such as *unseen servant* or *tiny hut*, with one of your Arcane Armory weapons, you can attempt to dispel the spell as if you'd cast *dispel magic* at a level equal to your highest level spell slot.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses remaining you can expend a spell slot to use it again.

## ARCANE STRIKES

Starting at 11th level, when you hit a target with an Arcane Armory weapon attack, you deal an additional 1d8 damage on hit. This additional damage must be of a type dealt by a Magus spell of 1st-level or higher that you know.

Also, when you hit a creature with a Spellstrike spell that requires a saving throw, it has disadvantage on its initial roll.



## GREATER AEGIS

Beginning at 14th level, when you empower your Aegis with a spell slot of 2nd-level or higher, and you reduce the damage of the triggering spell or magical effect to 0, you instantly regain one of your expended spell slots that is at minimum one level lower than the spell slot you expended.

## GREATER SPELLSUNDER

Your magic cuts through the most powerful spells. Starting at 18th level, when you attack a spell directly, such as a *resilient sphere* or *wall of force*, with an Arcane Armory weapon, you dispel the spell as if it was targeted by a *disintegrate* spell.

## ESOTERIC ORDERS

Choose one of the following Esoteric Orders to represent your training: Order of Arcanists, Arcane Archers, Blade Dancers, the Eclipse, Scales, Sentinels, or Spellbreakers.

### ORDER OF ARCANISTS

Magi who join the Order of Arcanists often serve wizards and other learned practitioners of the arcane. While most magi only study magic for use in combat, those who join this Order are interested in broader uses of the arcane and learn minor spells and rituals to aid them in their quest for knowledge.

#### ARCANIST SPELLS

*3rd-level Order of Arcanists feature*

Whenever you gain a level in this class, you can replace one spell from this feature with a wizard spell of the same level.

Magus Level	Spells
3rd	<i>identify, find familiar</i>
5th	<i>arcanist's magic aura, rope trick</i>
9th	<i>clairvoyance, tiny servant</i> <sup>XGE</sup>
13th	<i>arcane eye, private sanctum</i>
17th	<i>passwall, scrying</i>

#### ARCANIST'S ARMORY

*3rd-level Order of Arcanists feature*

You fill your Arcane Armory with more than the armaments of war. You can enchant potions, scrolls, wands, staffs, and wondrous items as part of your Arcane Armory.

Moreover, the total number of objects you can have in your Arcane Armory increases by 1, but the extra object must be a potion, scroll, wand, staff, or wondrous item.

## STUDENT OF THE ARCANE

*3rd-level Order of Arcanists feature*

The elders of your Esoteric Order have instructed you in the arcane arts. You gain the benefits listed below:

- You learn two cantrips of your choice from the Wizard spell list. They count as Magus spells for you, and they use your Intelligence as their spellcasting ability, but they don't count against your total number of Spells Known.
- At the end of each long rest, you can replace one Magus spell you know with another Magus spell of your choice.
- You gain the ability to cast any Magus spell you know as a ritual, so long as that spell has the ritual tag.

### ESOTERIC RECOVERY

*7th-level Order of Arcanists feature*

When you finish a short rest, you can regain one expended spell slot of your choice. However, you cannot use this feature to regain an expended spell slot higher than 3rd-level.

### ASTRAL STEP

*15th-level Order of Arcanists feature*

You can channel the residual energy of spells to slip through the Astral Plane. When you use your action to cast a Magus spell of 1st-level or higher, you can immediately teleport up to 30 feet to an unoccupied space you can see.

### GRAND ARCANIST

*20th-level Order of Arcanists feature*

You can wield arcane magic that rivals all but the most potent archmages. You learn one 6th-level and one 7th-level spell of your choice from the Wizard spell list. These count as Magus spells for you, and Intelligence is your spellcasting ability, but they don't count against your total number of Spells Known.

You can cast each spell once, without expending a spell slot and you regain all expended uses when you finish a long rest.

### ORDER OF ARCANE ARCHERS

Originally founded by elvish warrior mages, the Magi known as Arcane Archers are masters of both bow and arrow, and the arcane arts. While most Magi thrive in close-quarters combat, Arcane Archers strike at their foes from afar, raining enchanted arrows down on their enemies.

While most members of this Order serve as guardians, some strike out into the world as adventurers.





## ARCANE ARCHER SPELLS

*3rd-level Order of Arcane Archers feature*

Whenever you gain a level in this class, you can replace one spell from this feature with a ranger spell of the same level.

### Magus Level Spells

3rd	<i>ensnaring strike, hail of thorns</i>
5th	<i>acid arrow, cordon of arrows</i>
9th	<i>flame arrows</i> <sup>XGtE</sup> , <i>lightning arrow</i>
13th	<i>elemental bane</i> <sup>XGtE</sup> , <i>freedom of movement</i>
17th	<i>conjure volley, swift quiver</i>

## ARCANE QUIVER

*3rd-level Order of Arcane Archers feature*

When you join this Esoteric Order you are taught to use the signature enchantments of the Magi with bow, arrow, and quiver. You gain the following benefits:

- You can mark ranged weapons, quivers of ammunition, and other projectiles as part of your Arcane Armory.
- You can use your Spellstrike feature to imbue a piece of ammunition with a Magus spell of 1st-level or higher.
- If you miss with a ranged attack that is imbued with a Spellstrike spell, you can use your bonus action to recall one imbued piece of ammunition to your quiver.

## ENCHANTED SHOT

*7th-level Order of Arcane Archers feature*

Any ammunition that you fire from a ranged Arcane Armory weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks.

In addition, when you make an attack roll with one of these magical pieces of ammunition and miss, you can use a bonus action to magically curve the shot, re-rolling the attack roll against a different target within 60 feet of the original target.

## RANGED TRANSPOSITION

*15th-level Order of Arcane Archers feature*

Starting at 15th level, you can use your action to enchant a piece of ammunition with conjuration magic and fire it at a point within range of your weapon. When the ammunition comes to a stop, you can instantly teleport to an unoccupied space within 5 feet of it, destroying the ammunition.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can spend a spell slot of 1st-level or higher to use it again.

## ELITE ARCHER

*20th-level Order of Arcane Archers feature*

You have reached the pinnacle of your Order's training, and there are few mortals who rival your marksmanship skills. As a bonus action, you can enter a heightened state of arcane marksmanship which grants you the following benefits:

- When you make a ranged attack with an Arcane Armory weapon, you can cause the attack to deal force damage.
- As an action, you can choose a point within the normal range of your weapon, and make one ranged weapon attack against each creature within 15 feet of that point.
- When you hit a creature with a ranged weapon attack, you can expend a spell slot to deal extra force damage to the target. This extra damage is 2d6 for a 1st-level spell slot, plus an extra 1d6 for each level of the spell slot above 1st.

This feature lasts for 1 minute, but it ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you must finish a long rest before you can use it again. When you have no uses remaining, you can expend a 5th-level spell slot to use this feature one additional time.

## ORDER OF BLADE DANCERS

The Magi known as Blade Dancers dedicate their lives to an ancient technique known as the Blade Dance. This esoteric trance allows a Magi to empty its mind of all emotion and distractions so that they become one with spell and sword.

## BLADE DANCER SPELLS

*3rd-level Order of Blade Dancers feature*

Whenever you gain a level in this class, you can replace one spell from this feature with an abjuration or transmutation spell of the same level from the cleric or paladin spell list.

### Magus Level Spells

3rd	<i>compelled duel, zephyr strike</i> <sup>XGtE</sup>
5th	<i>blur, magic weapon</i>
9th	<i>elemental weapon, haste</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>skill empowerment</i> <sup>XGtE</sup> , <i>steel wind strike</i> <sup>XGtE</sup>



## BLADE DANCE

*3rd-level Order of Blade Dancers feature*

You have learned the signature technique of your Order, the Blade Dance. So long as you are not wearing heavy armor or wielding a heavy weapon, you can use a bonus action to enter a Blade Dance. The Blade Dance lasts for 1 minute, and while it is active, you gain the benefits listed below:

- Your walking speed increases by 10 feet.
- You gain a +1 bonus to your Armor Class.
- Once per turn when you roll damage for an attack or spell, you can roll the damage dice twice and use the higher of the two results.
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks that you make.

The Blade Dance ends early if you are incapacitated, if you don't wear heavy armor or wield a heavy weapon, or you end it as a bonus action. Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses remaining, you can expend a spell slot of 1st-level or higher to use this feature one additional time.

## FLUID STEPS

*7th-level Order of Blade Dancers feature*

Your Order's emphasis on fluidity and martial skill has honed your reflexes. You gain proficiency in Dexterity saving throws, and you add your proficiency bonus to initiative rolls.

Also, your Blade Dance Armor Class bonus becomes +2.

## IMPROVED BLADE DANCE

*15th-level Order of Blade Dancers feature*

You move about the battlefield with the grace of a flowing stream and power of a raging flood. When your Blade Dance is active, you gain the following additional benefits:

- Your Blade Dance Armor Class bonus increases to +3.
- When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you take no damage on a success, and half if you fail.
- When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the level of that spell slot.

## MASTER OF BLADES

*20th-level Order of Blade Dancers feature*

You have reached the apex of your Order and been granted the title of Master of Blades, signifying your mastery of the Blade Dance. When you roll initiative, so long as you are not surprised, you can choose to enter your Blade Dance without expending a use of the feature or a spell slot.

Also, when you take the Attack action while in your Blade Dance, you make an additional attack as part of that action

### BLADE SONG & DANCE

The Blade Dancer is meant to serve as the Magus' counterpart to the Bladesinger. While the abilities differ mechanically, the benefits of Blade Dance and Bladesong are not intended to stack.



## ORDER OF THE ECLIPSE

A secretive Order of infiltrators and spies, these Magi use their clandestine abilities to end conflicts before they begin. Known as Shades, these warriors specialize in illusion magic and thrive under cover of shadow.

## SHADE SPELLS

*3rd-level Order of the Eclipse feature*

Whenever you gain a level in this class, you can replace one spell from this feature with a divination or illusion spell of the same level from either the cleric, warlock, or wizard spell list.

### Magus Level Spells

3rd	<i>disguise self, sleep</i>
5th	<i>darkness, pass without trace</i>
9th	<i>hypnotic pattern, nondetection</i>
13th	<i>divination, greater invisibility</i>
17th	<i>mislead, modify memory</i>

## SHROUD OF DARKNESS

*3rd-level Order of the Eclipse feature*

As an action, you can surround yourself in a Shroud of dark illusion magic, which lasts for 1 hour. While this Shroud is active, and you are lightly obscured by darkness, you can use an action to turn invisible. This invisibility ends if you attack a creature or force a creature to make a saving throw.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a spell slot of 1st-level or higher to use it again.



## EYES OF NIGHT

### 3rd-level Order of the Eclipse feature

You have trained to fight in the dark. You gain darkvision out to 60 feet. Within that range, you can see in dim light of you as if it were bright light, and darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 30 feet.

Additionally, you can see through any magical darkness that you create. For example, the 2nd-level spell *darkness*.

## FROM THE SHADOWS

### 7th-level Order of the Eclipse feature

You are adept at bringing down foes when they don't see you coming. If you hit a creature that is surprised with Spellstrike attack, the target automatically fails its saving throw against the spell imbued within your weapon.

You can also see through magical darkness of any origin.

## CLOUD THE MIND

### 15th-level Order of the Eclipse feature

You can erase yourself from the minds of your foes. As an action, you can force a creature you can see within 30 feet to make an Intelligence saving throw. On a failure, the target cannot see, hear, smell, or sense you in any way for 1 minute. On a successful save, a creature is immune to this effect for 24 hours. This effect ends early if you damage the creature in any way, touch it, or force it to make a saving throw.

Once you successfully use this feature successfully, you must finish a short or long rest before you can use it again.

## HOOR OF THE ECLIPSE

### 20th-level Order of the Eclipse feature

You have ascended to the apex of your Order and virtually become one with darkness. You gain the following benefits:

- You can conjure your Shroud of Darkness at will.
- While your Shroud is active, you can use your action to cast *invisibility* and *pass without trace* at the same time, targeting only yourself, without expending a spell slot. When cast in this way, these spells don't require concentration. Once you cast these spells in this way you must finish a short or long rest before you can do so again.

## ORDER OF SCALES

Where most magi are trained to fight alone, those who join the Order of Scales are bound to a Draconic Companion to fight alongside. These magi use ancient magic to infuse their Companion with draconic might beyond their years. Should their bond grow strong enough, powerful magi can mount their Companions, and become Dragon Knights of legend.

## DRAGONIC SPELLS

### 3rd-level Order of Scales feature

Whenever you gain a level in this class, you can replace one spell from this feature with an abjuration or evocation spell of the same level from the sorcerer or wizard spell list.

### Magus Level Spells

3rd	<i>absorb elements</i> <sup>XGE</sup> , <i>command</i>
5th	<i>dragon's breath</i> <sup>XGE</sup> , <i>warding bond</i>
9th	<i>elemental weapon</i> , <i>fear</i>
13th	<i>dominate beast</i> , <i>elemental bane</i> <sup>XGE</sup>
17th	<i>awaken</i> , <i>dominate person</i>

## DRAGONIC COMPANION

### 3rd-level Order of Scales feature

Your soul has been bound to that of a Draconic Companion. You choose its Essence from the following options: acid, cold, fire, lightning, poison, or thunder. Its Essence determines the type of dragon and color of its scales, and cannot be changed. Your Companion uses the stat block on the next page, which uses your proficiency bonus (PB) in several places.

The Draconic Companion is friendly to you and your allies, and obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own, but it can only take the Dodge action unless you use a bonus action to order it to take an action from its stat block, or another combat action. If you are incapacitated, your Companion can act on its own.

If your Draconic Companion has died within the last hour, you can use your action to touch it and expend a spell slot of 1st-level or higher to return it to life at maximum hit points.

During a long rest, you can spend 1 hour summoning and magically bonding with a new Draconic Companion. Should you do so, your previous Companion is freed of its bond.



## DRACONIC COMPANION

*Small Dragon, Neutral*

**Armor Class** 13 + PB (natural armor)

**Hit Points** 4 + five times your Magus level  
(your Draconic Companion has a number of d6 hit dice equal to your Magus level)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Damage Immunities** Essence damage type

**Senses** blindsight 10 ft., darkvision 60 ft.

**Languages** Draconic

**Flyby.** Your Companion doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Draconic Bond.** You can add your PB to any ability check or saving throw that your Companion makes. If your Companion forces a creature to make a saving throw, it uses your Magus Spell Save DC.

### Actions

**Claw.** *Melee Weapon Attack:* your Magus spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage + 1d4 Essence damage.



### WYRMSOUL

*3rd-level Order of Scales feature*

The bond between you and your Draconic Companion has infused your soul with draconic magic. While your Companion lives you gain the benefits listed below:

- You can speak, read, and write Draconic.
- When you cast a Magus spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can cause the spell to deal your Companion's Essence damage instead.
- You know the *thaumaturgy* cantrip.

### INFUSION OF MIGHT

*7th-level Order of Scales feature*

Your bond grants your Draconic Companion power. As an action, you can touch your Companion to empower it with draconic might for 1 hour, granting it the following benefits:

- It becomes Medium in size, though it cannot bear a rider.
- It gains temporary hit points equal to your Magus level.
- You roll d6s for its Claw attack damage in place of d4s.
- As a bonus action, you can command your Companion to exhale Essence breath in a 15-foot cone, forcing creatures in that area to make a Dexterity saving throw. Targets take 3d6 damage of its Essence damage type on a failed save, and half as much damage on a successful save.

Once you empower your Draconic Companion you must finish long rest before you can do so again. When you have no uses remaining, you can expend a spell slot of 2nd-level or higher to empower your Draconic Companion again.

### DRACONIC MAJESTY

*15th-level Order of Scales feature*

The bond between you and your Draconic Companion has deepened considerably, increasing both of your powers. You gain resistance to your Companion's Essence damage type.

You can also increase your Companion's power so that it rivals that of a small dragon. When you use Infusion of Might to empower your Companion, it gains additional benefits:

- It becomes Large in size and it can bear you as a rider.
- It gains additional temporary hit points equal to your Magus level (for a total of twice your Magus level).
- When you command it to take the Claw attack Action, it can make two Claw attacks instead of one.
- The damage of its Essence breath becomes 6d6.

### GRAND DRAGON RIDER

*20th-level Order of Scales feature*

Your Companion has reached the apex of its draconic power. Your Draconic Companion now uses the stat block for a Red Dragon Wyrmling, and when you use your Infusion of Might feature, it uses the stat block of a Young Red Dragon.

However, when your Companion uses either of these stat blocks, it retains its Armor Class, hit points, and Hit Dice, and replaces mentions of fire with its Essence damage type.





## ORDER OF SENTINELS

Magi who join the Order of Sentinels almost always do so for noble reasons. Combing their talent for the arcane with their signature style of defensive combat to serve as guardians for mages, nobles, and other important figures. While they are ultimately loyal to their Order, Sentinels make fierce friends, and will stand side by side with their allies against any foe.

### SENTINEL SPELLS

*3rd-level Order of Sentinels feature*

Whenever you gain a level in this class, you can replace one spell from this feature with another abjuration spell of the same level from the cleric, paladin, or wizard spell list.

#### Magus Level Spells

3rd	<i>compelled duel, sanctuary</i>
5th	<i>aid, warding bond</i>
9th	<i>beacon of hope, protection from energy</i>
13th	<i>faithful hound, death ward</i>
17th	<i>antilife shell, circle of power</i>

### ARMORED GUARDIAN

*3rd-level Order of Sentinels feature*

Unlike most Magi you have trained to take a hit. When you join this Order, you gain proficiency with heavy armor, and your walking speed is not reduced by wearing heavy armor.

### SENTINEL'S BOND

*3rd-level Order of Sentinels feature*

You are taught the signature magic of your Order. At the end of a long rest, you can touch a willing creature, forging a mystical bond and designating that creature as your Ward until the end of your next long rest. When your Ward is targeted by an attack or forced to make a saving throw, you can use your reaction instantaneously switch places with your Ward and become the target. You must be able to see you Ward to use this reaction.

You can use this reaction a number of times equal to your Intelligence modifier (minimum of once) and you regain all expended uses when you finish a long rest. When you have no uses left, you can expend a spell slot of 1st-level or higher to use this special reaction one additional time.

### AEGIS OF THE GUARDIAN

*7th-level Order of Sentinels feature*

The magic of your Aegis and your Sentinel's Bond empower each other. Whenever you use your Aegis to reduce the damage of a spell that also targets your Ward, you roll d12s in place of any d8s you would normally roll to reduce the damage.

In addition, when you start your turn within 10 feet of your Ward, you gain temporary hit points equal to your Intelligence modifier (minimum of 1).

### BOND PERFECTED

*15th-level Order of Sentinels feature*

The magic of your Bond has reached its apex, protecting you alongside your Ward. When you use your Sentinel's Bond reaction to switch places with your Ward, you gain temporary resistance to the damage of the triggering attack.

Also, while you are within 10 feet of your Ward, you are both immune to the charmed and frightened conditions, and you have advantage on saving throws to end those conditions.

### HIGH SENTINEL

*20th-level Order of Sentinels feature*

You have risen to the highest rank in the Order of Sentinels and stand as an impenetrable arcane shield for those under your protection. You gain the following benefits:

- You can use your Sentinel's Bond reaction an unlimited number of times without expending a spell slot.
- When you use your Aegis to reduce the damage of a spell that also targets your Ward, you can treat any dice you roll to reduce the damage of the spell as their maximum roll.
- The range of your Sentinel features increase to 30 feet.
- When you start your turn within 30 feet of your Ward, you both gain temporary hit points equal to your Intelligence modifier (minimum of 1).

## ORDER OF SPELLBREAKERS

Magi who join the Order of Spellbreakers are known for their ruthless dedication in achieving their goals. This fraternity of warriors and mage hunters use their arcane abilities to slay any who abuse magic potential. While most Spellbreakers are discerning as they pour out judgment upon their foes, some have sworn to destroy any creatures who wield the arcane.



## SPELLBREAKER SPELLS

*3rd-level Order of Spellbreakers feature*

Whenever you gain a level in this class, you can replace one spell from this feature with another enchantment or illusion spell of the same level from the warlock or wizard spell list.

### Magus Level Spells

3rd	<i>bane, detect evil and good</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>bestow curse, magic circle</i>
13th	<i>banishment, confusion</i>
17th	<i>dispel evil and good, planar binding</i>

## BALEFUL MARK

*3rd-level Order of Spellbreakers feature*

You have honed your senses beyond those of other Magi. As a bonus action, you can expend a use of Spell sight to place a Baleful Mark upon a creature within range, designating it as your Mark. This Mark is only visible to you, and while it is active, you gain the following benefits against your Mark:

- You know the exact direction and distance to your Mark, so long as you are both on the same plane of existence.
- When you damage your Mark it has disadvantage on its saving throw to maintain its concentration on a spell.
- When you force your Mark to make a saving throw you can end the Mark to impose disadvantage on its roll.

Your Mark lasts for 1 hour and ends early if you end it as a bonus action, or you place a Mark on another creature.

## EVER WATCHFUL

*7th-level Order of Spellbreakers feature*

Your hunt for those that abuse the arcane arts is unending. When you roll initiative with no uses of Spell sight remaining, you immediately regain one use.

## MANTLE OF PROTECTION

*7th-level Order of Spellbreakers feature*

You have warded yourself with the secret abjuration rituals of your Order. Whenever you are forced to make a saving throw to resist the effects of a spell or another magical effect, you can roll a d4 and add it to the result to your saving throw.

When your Mark forces you to make a saving throw to resist a spell or magical effect, this bonus becomes 1d6.

## ARCANE REFLECTION

*15th-level Order of Spellbreakers feature*

You have learned to use your Aegis to reflect the magic of your foes onto them. When you use your Aegis to reduce the damage of an incoming spell to zero, you can reflect the spell back on the caster in place of regaining an expended spell slot. When you do, you can immediately cast the spell as part of the same reaction, using your Magus Spellcasting, without expending a spell slot, but you must target the original caster.

If the spell you reflect requires concentration, you must concentrate on the spell in order to maintain its effects.

## MASTER SPELLBREAKER

*20th-level Order of Spellbreakers feature*

You have risen through the ranks of your secretive Order to become an unparalleled hunter of those who wield arcane and mystical power. You gain the following benefits:

- Your Baleful Mark lasts until you choose to end it or you use your Spell sight to Mark another creature.
- When you roll initiative, so long as you are not surprised, you can use your Spell sight before any creature acts.
- Your bonus to saving throws from Mantle of Protection becomes 2d4 (or 2d6 when used against your Mark).
- When you hit your Mark with an Arcane Armory weapon attack, you can consume the Mark as part of your attack, causing your attack (including any imbued spell) to deal maximum damage to your Mark, instead of rolling.



# MAGUS SPELL LIST

Whenever you learn a Magus spell, consult the list of spells below. They are organized by spell level, not character level. All spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything*\*, or *Tasha's Cauldron of Everything*\*\*.

Spells compatible with Spellstrike are marked with an (s).

## 1ST-LEVEL

*absorb elements*\*  
*arcane lance* (s)<sup>M</sup>  
*armor of arcane ice*  
*burning hands* (s)  
*caustic brew* (s)\*\*  
*chromatic orb* (s)\*  
*color spray* (s)  
*detect magic*  
*earth tremor* (s)\*  
*expeditious retreat*  
*faerie fire* (s)  
*false life*  
*feather fall*  
*fog cloud*  
*grease* (s)  
*ice knife* (s)\*  
*identify*  
*jump*  
*mage armor*  
*magic missile*  
*protection from good & evil*  
*ray of sickness* (s)  
*shield*  
*sleep* (s)  
*thunderwave* (s)  
*arcane lance* (s)<sup>M</sup>  
*witch bolt* (s)  
*zephyr strike*\*

## 2ND-LEVEL

*acid arrow* (s)  
*arcane scorcher* (s)\*  
*aura of frost*<sup>M</sup>  
*blindness/deafness* (s)  
*blur*  
*chromatic blade*<sup>M</sup>  
*cloud of daggers* (s)  
*darkness*  
*darkvision*  
*earthen grasp* (s)\*  
*enlarge/reduce* (s)  
*hold person* (s)  
*invisibility*  
*knock*  
*levitate* (s)  
*magic weapon*  
*mirror image*  
*misty step*  
*protection from poison*  
*ray of enfeeblement* (s)  
*scorching ray*  
*shatter* (s)  
*snowball swarm* (s)\*  
*spider climb*

## 3RD-LEVEL

*corrosive bolt* (s)<sup>M</sup>  
*counterspell*  
*dispel magic*  
*elemental weapon*  
*erupting earth* (s)\*  
*fireball* (s)  
*fly*  
*haste*  
*lightning bolt* (s)  
*magic circle*  
*protection from energy*  
*sleet storm*  
*slow* (s)  
*sonic wave* (s)<sup>M</sup>  
*tidal wave* (s)\*  
*tiny hut*  
*thunder step*\*  
*wall of sand*\*  
*wall of water*\*  
*wind wall*

## 4TH-LEVEL

*accursed touch* (s)<sup>M</sup>  
*banishment* (s)  
*death ward*  
*dimension door*  
*elemental bane* (s)\*  
*fire shield*  
*freedom of movement*  
*greater invisibility*  
*ice storm* (s)  
*polymorph* (s)  
*resilient sphere* (s)  
*sickening radiance* (s)\*  
*stoneskin*  
*vitriolic sphere* (s)\*  
*wall of fire*  
*watery sphere* (s)\*

## 5TH-LEVEL

*animate objects*  
*arcane hand*  
*cone of cold* (s)  
*contagion* (s)  
*dispel evil & good* (s)  
*far step*\*  
*hold monster* (s)  
*immolation* (s)\*  
*scrying*  
*steel wind strike*\*  
*teleportation circle*  
*vorpal blade* (s)<sup>M</sup>  
*wall of force*  
*wall of stone*

## MAGUS SPELLS

The following spells are available exclusively to the Magus class and are presented in order of ascending spell level.

### ARCANE LANCE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a clear 1-inch crystal)

**Duration:** Instantaneous

You conjure a lance of pure arcane energy in your hand, and make a ranged spell attack against a creature you can see within range. On hit, the target takes 5d4 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 2d4 for each slot level above 1st.

### TORRENT

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (30 foot line)

**Components:** V, S, M (a mirror)

**Duration:** Instantaneous

A burst of elemental water erupts from you in a line 30 feet long and 5 feet wide in a direction you choose, forcing any creature in that area to make a Strength saving throw. On a failed save, a creature takes 1d12 cold damage, is knocked back 10 feet in a straight line, and falls prone. Any creature that is Large, or larger, has advantage on its saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d12 and it knocks back creatures an additional 10 feet for each slot level above 1st.



## AURA OF FROST

2nd-level conjuration

**Casting Time:** 1 action

**Range:** Self (15 foot radius)

**Components:** V

**Duration:** Concentration, up to 1 minute

Arcane frost, snow, and wind swirl about you in an aura with a 15-foot radius, and until the spell ends, the aura moves with you, centered on you. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, it takes 2d8 cold damage and its speed is reduced by 20 feet. On a success, it takes half as much damage and its speed isn't reduced.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, a creature that fails its save takes an additional 1d8 cold damage and has its speed reduced by an additional 10 feet for each spell level above 2nd.

## CHROMATIC BLADE

2nd-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a charred wooden hilt)

**Duration:** Concentration, up to 10 minutes

You evoke an elemental blade in a free hand, choosing one of the following damage types: acid, cold, fire, lightning, poison, or thunder. The elemental blade appears as if it were made of the chosen element, and lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action without expending a spell slot.

Whenever you would make a melee attack, you can instead make a melee spell attack with the elemental blade against a target within 10 feet. On a hit, the target takes 2d6 damage of the type you chose when you cast this spell.

While in your hand, your elemental blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage dealt on hit increases by 1d6 for every two slot levels above 2nd.

## CORROSIVE BOLT

3rd-level evocation

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (the skin of a poisonous snake)

**Duration:** Instantaneous

You conjure a spear of caustic acid and make a ranged spell attack against a creature or object you can see within range. On hit, your target takes 3d10 acid damage and its Armor Class is reduced by 5. This spell cannot cause a creature to have an Armor Class lower than 10.

A creature can use an action to scrape the acid from this spell off the target, returning its Armor Class to normal.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 and it further reduces the target's Armor Class by 1 for each slot level above 3rd.

## SONIC WAVE

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Self (15 foot radius)

**Components:** V, S

**Duration:** Instantaneous

As you forcefully clasp your palms together, a shockwave of thunderous force shoots forth from you, forcing creatures in a 30-foot cone to make a Constitution saving throw. On a failure, a creature takes 4d8 thunder damage and is deafened for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. On a success, it takes half as much damage and is not deafened.

The spell emits a thunderous boom audible out to 500 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8, and the cone increases by 5 feet for each slot level above 3rd.

## ACCURSED TOUCH

4th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a basilisk scale)

**Duration:** Concentration, up to 1 minute

You attempt to transmute a creature into stone. As an action, you touch a creature, forcing it to make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, it isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails three saves, it is turned to stone and petrified. The successes and failures don't need to be consecutive; keep track of both until the creature fails or passes three saves.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration for the entire duration, the creature is turned to stone until the effect is removed.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the number of saves it must fail before it is petrified is reduced by 1 for each level above 4th.

## VORPAL BLADE

5th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (the finger bone of a necromancer)

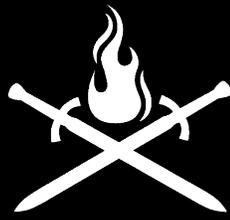
**Duration:** Instantaneous

You conjure a blade of pure negative energy in your empty hand and make a melee spell attack against a creature within your reach, attempting to behead it. The creature takes 6d8 slashing damage, and if it has 50 hit points (or fewer) left, you instantly cut off one of its heads.

The creature instantly dies if it cannot survive without the lost head. A creature is immune to this spell if it is immune to slashing damage, or if it doesn't have or need a head.

**At Higher Levels.** When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d8, and the hit point threshold to behead the creature increases by 10 for each slot level above 5th.





# THE MAGUS

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