



# THE MAGUS



**HOMEBREW**

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



# THE MAGUS

As the swordsman made his way through the busy marketplace, his eyes flashed with green for a moment. He could see the unmistakable aura of arcane magic surrounding the humble dwarf shopping for wares. He had found his target. As the warrior drew his blade, what had appeared to be a dwarf mere peasant seconds before reverting to its true form. As the demon lunged forward, the swordsman met claw with his blade.

The assassin watched as the Duke walked the streets with a single guard at his side. As the would-be assassin's blade darted toward the Duke's exposed neck, glee turned to fear as the armored guard appeared where the Duke had been moments before. Before the killer could react, a blade of emerald flame had pierced his chest.

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 her father's death 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.

All three of the warriors described above are Magi, users of sword and spell, weaving both together in a deadly dance.

## 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 mastering martial techniques, Magi are dedicated to 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 remains in 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 mage, setting you on the path of revenge, no matter the personal cost? Or, do you simply desire to increase your skill with both sword and sorcery in tandem with one another?

Also, decide where you acquired your training as a Magi. Are you an initiate in 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? Maybe you were raised from birth so as to perfectly develop your talent in the art of war alongside your arcane potential.

### 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 minimum a 13 in Intelligence and either Strength or Dexterity to take a Magus level or take a level in another class if you are a Magus.

**Proficiencies Gained.** If Magus is not your initial class, here are the proficiency you gain when you take your first level as a Magus: 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
1st	+2	Arcane Armory, Spell sight	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Spellstrike	2	2	—	—	—	—
3rd	+2	Esoteric Order	2	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	3	4	2	—	—	—
6th	+3	Aegis	4	4	2	—	—	—
7th	+3	Esoteric Order Feature	4	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	5	4	3	2	—	—
10th	+4	Spellsunder	6	4	3	2	—	—
11th	+4	Arcane Strikes	6	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	7	4	3	3	1	—
14th	+5	Mystic Aegis	8	4	3	3	1	—
15th	+5	Esoteric Order Feature	8	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	9	4	3	3	3	1
18th	+6	Blade of the Magi	10	4	3	3	3	1
19th	+6	Ability Score Improvement	10	4	3	3	3	2
20th	+6	Esoteric Order Feature	11	4	3	3	3	2

## CLASS FEATURES

### 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, or Performance.

### STARTING EQUIPMENT

As a Magus, you start with the following equipment:

- (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

### QUICK BUILD

You can make a Magus quickly by using these suggestions. First, depending on the weapons you wish to use, make your Strength (heavy or melee weapons) or your Dexterity (ranged weapons or dual wielding) your highest ability score, followed by your Intelligence. Second, choose the Sage background.

## ARCANE ARMORY

At 1st level, you learn the signature enchantment of the Magi, marking you as a member of their ranks. Over the course of 1 hour, which can be during a short or long rest, you can touch one melee weapon, shield, or one set of armor to perform an enchantment ritual marking it as part of your Arcane Armory.

Objects in your Arcane Armory gain the following benefits:

- They count as magical weapons, shields, or sets of armor.
- You can use your Intelligence, in place of Dexterity, when calculating your Armor Class in light and medium armor.
- As a bonus action, you can summon any objects in your Arcane Armory, from wherever they might be, instantly equipping or donning any number of them, so long as you and the objects are on the same plane of existence.

You can have a total number of objects equal to 1 + your Intelligence modifier enchanted at once, but at least one of the objects in your Arcane Armory must always be a weapon. If you enchant another object while you are at the maximum, you must choose one object to end this enchantment on.

### ARCANE ARMORY & ANTIMAGIC EFFECTS

The effects of the *antimagic field* spell, and other similar effects, suppress the benefits of Arcane Armory while you are within the area of antimagic. These benefits return when you leave the area.





## SPELLSIGHT

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At 1st level, you can use an action to awaken your senses to see the presence of magic within 30 feet of you for 10 minutes. However, this sense is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

When you sense magic in this way, you can use your action to focus on one object or creature to learn the following:

- If you focus on an object, you instantly learn the school (or schools) of magic that was used to enchant it, if any.
- If you focus on a creature, you learn its spellcasting ability, if any, and the level of the highest level spell it can cast.

You can awaken your senses in this way a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you complete 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, and Intelligence is your spellcasting ability. Whenever you gain a level, you can replace one of these cantrips with another Wizard cantrip.

### ARCHERY

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

### DEFENSIVE FIGHTING

While wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

### DUAL WIELDING

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

### DUELING

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

### PROTECTOR

When a creature you can see attacks you, or a target within 5 feet, you can use your reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or a melee weapon to gain this benefit.

### SHIELD WARRIOR

You gain proficiency with shields as a martial melee weapon. On hit, your shield attacks deal 2d4 bludgeoning damage. If you are wielding a shield and no other weapon, you gain a +1 bonus to your shield attack rolls and to your Armor Class.

### VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or to take the Use an Object action.

## SPELLCASTING

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At 2nd level, you have learned to cast arcane spells, much like a Wizard, which you use to enhance your abilities in combat:

### SPELL SLOTS

The Magus table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast a Magus spell, you must expend a spell slot of the spell's level or higher, and you regain all 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 6th level, you learn one Magus spell of 1st or 2nd-level.

When you gain a Magus level, you can choose one Magus spell you know to replace with a Magus spell of your choice of a level for which you have spell slots.





## SPELLCASTING ABILITY

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

**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 Arcane Armory weapon or shield as a spellcasting focus for any Magus spells you know. You can also use Arcane Armory weapons and shields to perform the somatic components of your Magus spells.

## SPELLSTRIKE

Finally, at 2nd level, you learn to blend arcane spells and martial skills as only a Magi can. As a bonus action, you can imbue a Magus spell of 1st-level or higher into an Arcane Armory weapon you touch until the start of your next turn, so long as it meets the requirements below:

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

If you hit a target with the imbued weapon before the beginning of your next turn, you can expend a spell slot to cast the imbued spell as part of that attack, causing the target to become the target of both the imbued spell and the damage of your attack. The spell is instantly cast and immediately takes effect at the level of the spell slot you spent, with the following changes:

**Area of Effect.** If the spell would normally target an area greater than a 5-foot cube, it either takes effect as a 15-foot cone originating from you, which must include your target, or it is contained to only effect the target of your attack.

**Saving Throws.** If the spell requires a saving throw, it makes its saving throw on hit, when the spell is cast. If you score a critical hit, it automatically fails its saving throw.

**Spell Attacks.** If the spell requires a spell attack roll, it instantly takes effect when you hit with the weapon attack.

**Concentration.** If the spell requires your concentration, you must concentrate on the spell as soon as it is cast.

## ESOTERIC ORDER

At 3rd level, choose the Esoteric Order that best represents your Magus' skills: the Orders of Arcanists, Arcane Archers, Blade Dancers, Scales, Sentinels, Shades, or 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.



## 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 conjure an Aegis, a barrier of arcane power to disrupt magical assaults. If you take damage from a spell or a magical effect, you can use a reaction to reduce the damage by 1d8 + your Intelligence modifier. If you reduce the damage of an instantaneous spell or effect to 0, it is instantly dispelled and has no effect on you or any of its other targets.

For example, if you reduced the damage of a *fireball* to 0, the *fireball* is dispelled. But, if you reduce the damage of a bolt from *call lightning* to 0, only that bolt is dispelled.

As part of this reaction, you can expend one spell slot and further reduce the damage by an additional 2d8 for a 1st-level spell slot, plus another 1d8 for each spell level above 1st, to a maximum of 6d8 (a total of 7d8 + your Intelligence modifier).





## SPELLSUNDER

Starting at 10th level, when you hit a target that is under the effects of a spell, or you attack a spell directly, such as *unseen servant* or *tiny hut*, with an Arcane Armory weapon, you can attempt to dispel the spell as if you had cast *dispel magic* at a level equal to your highest spell slot on the Magus table.

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 complete a long rest. If you have no uses remaining you can expend a spell slot to use it again.

## ARCANE STRIKES

The strength of your signature magics have grown. Beginning at 11th level, when you use Spellstrike to imbue a spell within an Arcane Armory weapon, it remains imbued in the weapon until you expend a spell slot to cast it, you imbue a different spell in it, or you finish a long rest. Each of your weapons can only be imbued with one spell at a time.

Moreover, when your Arcane Armory weapons have a spell imbued in them, they deal a bonus 1d8 force damage on hit. If the spell imbued within deals damage, you can choose for this bonus damage to be that type of damage instead of force.

## MYSTIC AEGIS

Your Aegis is a stalwart shield against the arcane and can be used to restore your spent power. Starting at 14th level, you roll d10s, in place of d8s, whenever you use your Aegis.

In addition, when you expend a spell slot to empower your Aegis and reduce the damage of the incoming spell to 0, you instantly regain one expended spell slot of your choice that is at least one level lower than the spell slot you expended.

## BLADE OF THE MAGI

You weave potent abjuration magics into each of your strikes. Starting at 18th level, you can use Spellunder once per turn, without expending a use of the feature or a spell slot.

Also, when you use an Arcane Armory weapon to attack a spell directly, such as a *resilient sphere* or *wall of force*, and hit, you can instantly dispel the spell as if it was targeted by a *disintegrate* spell.

## ESOTERIC ORDERS

Choose an Esoteric Order that best represents the training of your Magus: the Orders of Arcanists, Arcane Archers, Blade Dancers, Scales, Sentinels, Shades, or Spellbreakers.

### ORDER OF ARCANISTS

Magi who join the Order of Arcanists often find themselves in the service of Wizards and other learned practitioners of the arcane arts. While most Magi only study magic for its uses in combat, those who join this Order explore the broader uses of the arcane arts, and will even go so far as to learn minor spells and rituals that will aid 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>arcane lance</i> <sup>Magus</sup> , <i>find familiar</i>
5th	<i>arcanist's magic aura</i> , <i>rope trick</i>
9th	<i>clairvoyance</i> , <i>tiny servant</i> <sup>XGE</sup>
13th	<i>arcane eye</i> , <i>private sanctum</i>
17th	<i>passwall</i> , <i>scrying</i>

### ARCANIST'S ARMORY

*3rd-level Order of Arcanists feature*

Your Order has taught you to expand your Arcane Armory so that it can include more than the armaments of war. You can enchant potions, scrolls, wands, staffs, and wondrous items as part of your Arcane Armory.

Moreover, the number of objects you can have enchanted as part of your Arcane Armory increases by an amount equal to your Intelligence modifier (minimum of 1). However, these

additional objects must all be potions, scrolls, wands, staffs, or wondrous items.







## STUDENT OF THE ARCANE

*3rd-level Order of Arcanists feature*

The elders of your Esoteric Order have instructed you in traditional 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 a Magus spell of the same level.
- 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, including any spell you cast as part of Spellstrike, you can instantly teleport up to 30 feet to an unoccupied space of your choice you can see.

## GRAND ARCANIST

*20th-level Order of Arcanists feature*

You wield arcane spells that rival all but the most advanced 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 a sect of elvish mage hunters, 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 foes. Most members of this

Order are guardians, but some strike out as adventurers.

## ARCANE ARCHER SPELLS

*3rd-level Order of Arcane Archers feature*

When you gain a level in this class, you can replace one spell from this feature with an evocation spell of the same level from either the Sorcerer or the Wizard spell list.

### 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*

You have learned to use the signature enchantments of the Magi with ranged weapons. You gain the following benefits:

- You learn to enchant your ranged weapons, quivers, and pieces of ammunition as part of your Arcane Armory.
- You can use Spellstrike to imbue ranged Arcane Armory weapons with Magus spells of 1st-level and higher.

## ENCHANTED SHOT

*7th-level Order of Arcane Archers feature*

When you make an attack roll with a ranged Arcane Armory weapon and miss, you can use a reaction to magically curve your shot and re-roll that attack against a different target that you can see within 60 feet of your attack's original target.

## RANGED TRANSPOSITION

*15th-level Order of Arcane Archers feature*

As an action, you can enchant a piece of ammunition with conjuration magic and fire it from a ranged weapon at a point you can see. When the ammunition comes to a stop, you can instantly teleport to an unoccupied space within 5 feet of it.

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.







## ORDER OF BLADE DANCERS

The Magi known as Blade Dancers dedicate their lives to mastery over the secret combat style of the Blade Dance. This esoteric trance allows a Magi to empty their mind of any emotions or distractions and become one with blade and spell, transforming into a deadly whirlwind of arcane power and deadly steel. Magi traditionally pass this secret technique from master to apprentice in an unbroken chain.

### 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. Your Blade Dance lasts for 1 minute, and while the Blade Dance 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 on your turn when you roll damage for an attack or spell, you can roll the damage dice twice and use the higher result.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.

Your Blade Dance instantly ends if you are incapacitated, if you don heavy armor or use a heavy weapon, or you end it as a bonus action.

Once you use this feature you must complete 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 this feature 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 you at marksmanship. As a bonus action on your turn, you can enter a heightened state of arcane focus which grants you the following benefits:

- When you attack with a ranged Arcane Armory weapon, it can deal force damage in place of its normal 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 heightened state 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 left, you can expend a 5th-level spell slot to enter this heightened state again.

### BLADE SONG & DANCE

The Order of Blade Dancers serves as the Magus' counterpart to the Wizard's School of Bladesinging. While the abilities differ mechanically, the benefits of Blade Dance and Bladesong should not stack.

### 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 *compelled duel, zephyr strike* <sup>XGE</sup>

5th *blur, misty step*

9th *elemental weapon, haste*

13th *fire shield, freedom of movement*

17th *steel wind strike* <sup>XGE</sup>, *vorpal blade* <sup>Magus</sup>

### 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.

### EVASION

*15th-level Order of Blade Dancers feature*

You move with near-supernatural speed. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you take no damage if you succeed on the saving throw, and only half damage if you fail.





## IRON AEGIS

15th-level Order of Blade Dancers feature

The magic of your Blade Dance empowers your Aegis even further. When your Blade Dance is active, you can use your Aegis whenever you take damage from a source you can see.

Also, when you use your Aegis while your Blade Dance is active, you can roll the dice twice and use the higher result.

Finally, your Blade Dance Armor Class bonus becomes +3.

## 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.

## ORDER OF SCALES

Magi of the legendary Order of Scales have their soul bound to a Draconic Companion. Using ancient magic, they infuse their Companion with draconic might beyond its years, and should their bond grow strong enough, they can mount their Draconic Companion, becoming a Dragon Knight 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>XGtE</sup> , <i>command</i>
5th	<i>dragon's breath</i> <sup>XGtE</sup> , <i>warding bond</i>
9th	<i>elemental weapon</i> , <i>fear</i>
13th	<i>dominate beast</i> , <i>elemental bane</i> <sup>XGtE</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 type from the following options: acid, cold, fire, lightning, poison, or thunder. Its Essence influences the color of its scales, and once chosen it cannot be changed.

Your Companion uses the Draconic Companion stat block, which uses your proficiency bonus (PB) in several places. It uses your spell attack modifier and spell saving throw DC.

Your 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 will only take the Dodge action on its turn unless you use your bonus action to command it to take an action from its stat block or another combat action. If you are incapacitated, your Companion will act on its own to defend itself to the best of its abilities.

If your Companion dies, you can perform a special 1-hour ritual, which can be during a short or long rest, that restores your Companion to life in a space within 5 feet of you, with 1 hit point. As part of the ritual, your Companion can spend its hit dice as normal to regain additional hit points.



## DRAGONIC COMPANION

Small Dragon, Lawful Neutral

**Armor Class** 12 + PB (natural armor)

**Hit Points** 5 + five times your Magus level

**Speed** 20 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 type

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

**Languages** Draconic

**Hit Dice.** Your Companion has a total number of d6 Hit Dice equal to your Magus level. It also gains all the normal benefits of both short and long rests.

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

**Soul Bond.** You add your PB to any ability check or saving throw that your Companion makes.

## Actions

**Claw. Melee Weapon Attack:** Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage + 1d4 Essence type 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 Draconic Companion lives you gain the benefits listed below:

- You can speak and understand 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*

You can draw on your bond to infuse your Companion with draconic might. As an action, you can touch the Companion, empowering it for 10 minutes, granting it the benefits below:

- It becomes Medium in size, and can bear you as a rider so long as you are also Medium in size, or smaller.
- 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 unless you spend a spell slot of 2nd-level or higher to use this feature 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.

In addition, when you use Infusion of Might to empower your Companion, it gains the following additional benefits:

- You can choose whether it becomes Medium or Large.
- It gains additional temporary hit points equal to your Magus level (for a total of twice your Magus level).
- Whenever 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 KNIGHT

*20th-level Order of Scales feature*

Empowered by your soul bond, your Draconic Companion is infused with enduring draconic power. In place of its normal Draconic Companion stat block, it now uses the Young Red Dragon stat block with the changes listed below:

- It retains its alignment and personality.
- It replaces any mentions of fire with its Essence type.
- It has a number of d10 hit dice equal to your Magus level.
- It no longer benefits from Infusion of Might.
- It gains the ability to move through any space that is large enough for a Medium creature without squeezing, so long as it is not flying or carrying a rider on its back.





## 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.

### 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 SPELLS

*3rd-level Order of Sentinels feature*

Whenever you gain a level in this class, you can replace one spell from this feature with an abjuration spell of the same level from either 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>

### SENTINEL'S BOND

*3rd-level Order of Sentinels feature*

You are taught the signature protective magic of your Order. At the end of a long rest, you can touch one willing creature and forge a mystical bond that designates it 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 a reaction instantaneously switch places with your Ward and become the target of the attack or effect. You must be able to see your Ward to use this reaction.

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

### AEGIS OF THE GUARDIAN

*7th-level Order of Sentinels feature*

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

Also, if you start your turn within 10 feet of your Ward, you can grant both you and your Ward 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 the apex of, protecting you and your Ward with its magic. When you use Sentinel's Bond reaction to switch places with your Ward, you gain a temporary resistance to the damage of the triggering attack, saving throw, or effect.

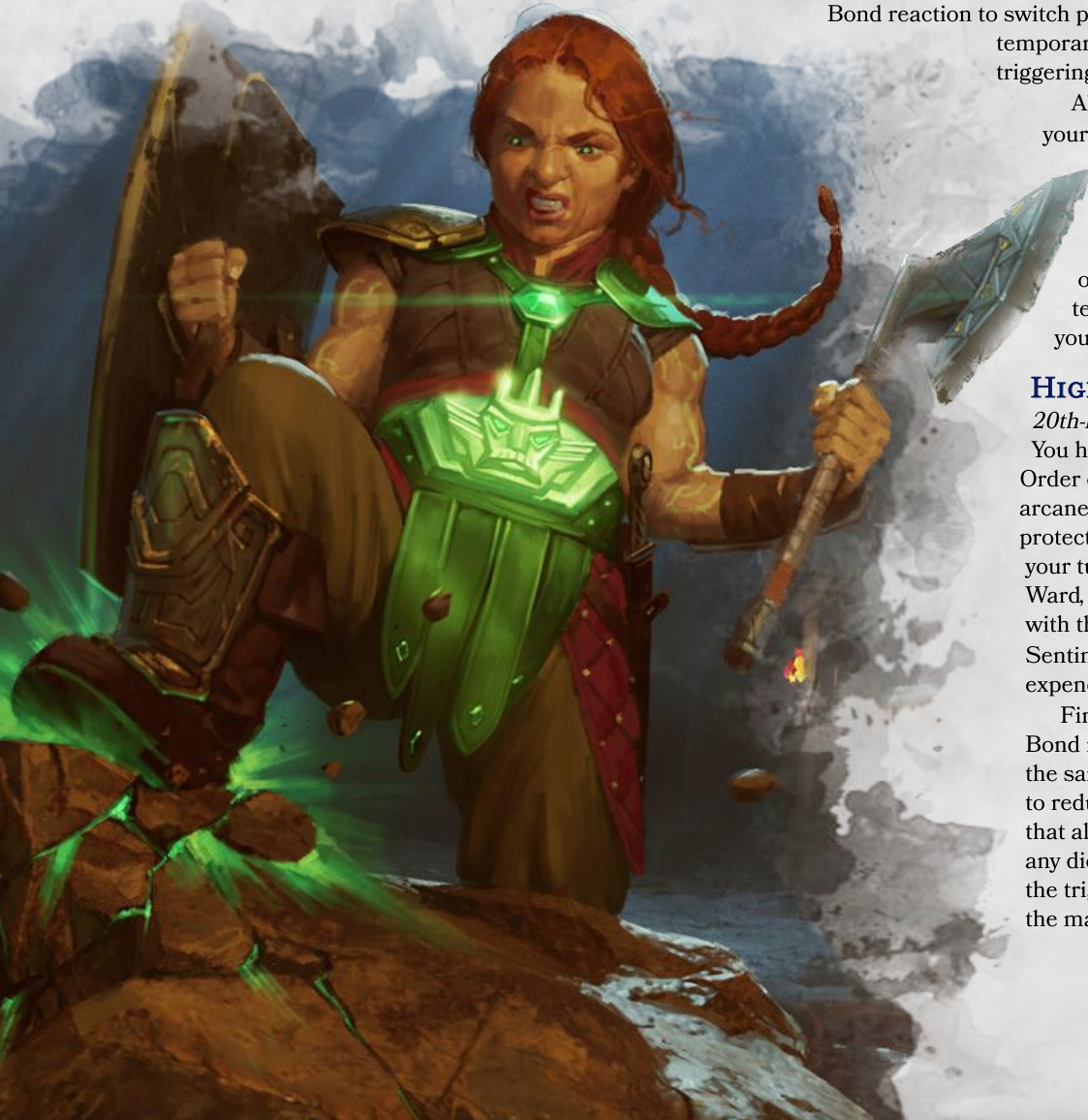
Also, while you are within 10 feet of your Ward, both you and your Ward are immune to both the charmed and frightened condition. If either of you are charmed or frightened while you are within 10 feet of the other, the effects of the condition are temporarily suppressed, so long as you remain within 10 feet of the other.

### HIGH SENTINEL

*20th-level Order of Sentinels feature*

You have risen to the highest rank in the Order of Sentinels and stand as a stalwart arcane shield for any who are under your protection. You can use a bonus action on your turn to mark a new creature as your Ward, though this instantly ends the bond with the previous Ward. You can use your Sentinel's Bond reaction at will without expending a spell slot.

Finally, you can use your Sentinel's Bond reaction and your Aegis as part of the same reaction. When you use Aegis to reduce the damage of a spell or effect that also targets your Ward, you can treat any dice you roll to reduce the damage of the triggering spell or magical effect as the maximum possible, instead of rolling.





## ORDER OF SHADES

A secretive Order of infiltrators, assassins, 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. A Shade will only strike when they know their success is assured.

### SHADE SPELLS

*3rd-level Order of Shades feature*

Whenever you gain a Magus level, you can replace one spell from this feature with a divination or illusion spell of the same level from the Warlock or Wizard spell list.

#### Magus Level Spells

3rd	<i>disguise self, sleep</i>
5th	<i>pass without trace, shadow blade</i> <sup>XGtE</sup>
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 Shades feature*

As an action, you can envelop yourself in a Shroud of dark illusion

magic, which lasts for 1 hour. While you are in an area of dim light or darkness while the Shroud is active, you can use your action to turn invisible. This invisibility lasts for the duration of your Shroud, but it ends if you attack a creature or force a creature to make a saving throw.

Once you conjure your Shroud you must finish a short or long rest before you can use your Shroud again. If you have no uses left, you can spend a spell slot of 1st-level or higher to use cover yourself with your Shroud again.

### EYES OF NIGHT

*3rd-level Order of Shades feature*

You have trained to fight in the dark. You can see through magical and nonmagical darkness out to a range of 30 feet.

The range of this special sight increases when you reach certain levels in this class: it becomes 60 feet at 7th level, 90 feet at 15th level, and finally 120 feet at 20th level.

### FROM THE SHADOWS

*7th-level Order of Shades feature*

You are adept at bringing down foes when they are unaware. When you hit a creature that is surprised with a Spellstrike attack, it automatically fails its saving throw against the spell.

### CLOUD THE MIND

*15th-level Order of Shades feature*

As an action, you can force a creature you can see within 30 feet to make an Intelligence saving throw. On a failed save, it can't 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, you must finish a short or long rest before you can use it again.

### ONE WITH THE DARKNESS

*20th-level Order of Shades feature*

You have ascended to the apex of your Order and virtually become one with darkness. You can conjure your Shroud of Darkness at will, and while your Shroud is active you gain the benefits of both the *invisibility* and *pass without trace* spells.

## 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 power. While most Spellbreakers are discerning when they deliver judgment upon their foes, some swear to destroy any and all creatures who wield the arcane.

### SPELLBREAKERS & OTHER MAGES

While most Spellbreakers harbor a deep distrust for spellcasters of all kinds, they will work alongside other spellcasters to hunt down a dangerous foe.

If you are playing a Spellbreaker Magus and have a spellcaster in your party, make sure to come to an arrangement that allows you to work as a team.





## 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 Spellsight 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 throws to maintain its concentration on spells.
- 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 Spellsight 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.

## MIRRORED AEGIS

*15th-level Order of Spellbreakers feature*

You have learned to use your Aegis to reflect the magic of your foes onto them. If you expend a spell slot to empower your Aegis and reduce the damage of the spell or effect to zero, you can reflect the spell back at the caster instead of regaining one of your expended spell slots.

When you do, you instantly cast the spell as part of the same reaction, using your Magus Spellcasting ability, 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 Spellsight to Mark another creature.
- When you roll initiative, so long as you are not surprised, you can use your Spellsight 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

Below are the spells available to Magi. They are organized by spell level, not character level. The spells below are found in the *Player's Handbook*, *Xanathar's Guide to Everything*\*, and *Tasha's Cauldron of Everything*\*\*.

Spells marked with an *M* are exclusive to the Magus, and spells compatible with Spellstrike are marked with an (s).

## 1ST-LEVEL

*absorb elements*\*  
*arcane lance* (s)<sup>M</sup>  
*armor of agathys*  
*burning hands* (s)  
*caustic brew* (s)\*  
*chromatic orb* (s)\*  
*color spray* (s)  
*detect magic*  
*earth tremor* (s)\*  
*expeditious retreat*  
*faerie fire* (s)  
*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)  
*torrent* (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)  
*sickenening radiance* (s)\*  
*stoneskin*  
*vitriolic sphere* (s)\*  
*wall of fire*  
*watery sphere* (s)\*

## 5TH-LEVEL

*animate objects*  
*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 failure, it takes 1d12 cold damage and is knocked back 10 feet in a straight line and falls prone. On a success, it takes half as much damage and is not moved or knocked prone. A Huge or larger creature 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 10 additional feet for each slot level above 1st.





## AURA OF FROST

2nd-level conjuration

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Components:** V

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

Arcane frost, snow, and wind swirl about you in an aura with a 10-foot radius, and until the spell ends, the aura moves with you, centered on you. When a creature other than you, enters the area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or it takes 2d8 cold damage and have its speed reduced by 20 feet until the beginning of its next turn. On a successful save, it takes half as much cold 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 make a melee spell attack with the elemental blade against a target within your reach. On hit, it takes elemental damage of the chosen type equal to 2d6 + your spellcasting modifier.

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

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage 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 4d10 acid damage and its Armor Class is reduced by 2. 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 (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You forcefully clasp your hands and a shockwave of booming force shoots forth from you and emits a boom audible out to 500 feet. All creatures in a 30-foot cone must succeed on a Constitution saving throw or take 4d8 thunder damage, fall prone, and be deafened for 1 minute. On a success, creatures take half damage and are not knocked prone or deafened.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

**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, the creature 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

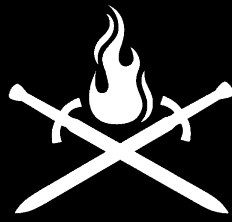
You conjure a blade of pure negative energy in your empty hand and make a melee spell attack against a creature within your reach, attempting to behead it. On hit, the creature takes slashing damage equal to 6d8 + your spellcasting modifier.

If this damage reduces the creature to 50 hit points or fewer, you instantly cut off one of its heads of your choice.

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







# THE MAGUS

Master Spell and Sword with a new Intelligence-based, Half-Caster for 5e! Combine arcane spells with martial skill with seven Esoteric Orders:

*Arcanists - Arcane Archers - Blade Dancers  
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