



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. 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 if 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 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
1st	+2	Arcane Armory (2), Spell sight	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Spellstrike	2	2	—	—	—	—
3rd	+2	Esoteric Order	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack, Arcane Armory (3)	4	4	2	—	—	—
6th	+3	Aegis	4	4	2	—	—	—
7th	+3	Esoteric Order Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Spellsunder	6	4	3	2	—	—
11th	+4	Arcane Strikes, Arcane Armory (4)	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Greater Aegis	8	4	3	3	1	—
15th	+5	Esoteric Order Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	Arcane Armory (5)	10	4	3	3	3	1
18th	+6	Greater Spellsunder	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	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, Performance.

EQUIPMENT

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, 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.

ARCANE ARMORY

At 1st level, you learn the signature enchantment of the magi. At the end of a long rest, you can touch one melee weapon or shield and add it to your Arcane Armory, which can hold two objects. If you add an object to your Armory while at your maximum, you must end the enchantment on one object.

As a bonus action, you can summon all, or some, of your Arcane Armory to you, instantly equipping and donning the objects, so long as you are on the same plane of existence.

As you gain magus levels, the maximum number of objects in your Armory increases: at 5th level (3), 11th level (4), and 17th level (5). At 5th level, you can enchant sets of armor, but you must always have one weapon or shield in your Armory.

SPELLSIGHT

You have honed your senses to notice subtle signs of magic in the world around you. Beginning at 1st level, you can use an action to open your senses, as if you had cast *detect magic*. Unlike *detect magic*, your Spell sight only lasts for 1 round.

If there is a creature within range of your Spell sight, you can choose to focus your senses on it, excluding everything else. You learn the creature's spellcasting ability (if it has one) and the level of the highest spell it can cast. If the creature is hidden from divination magic, it appears as non-magical.

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

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 for these spells. 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.

CLASSICAL SWORDPLAY

While you are wielding a finesse weapon and nothing else, you gain a +1 bonus to your attack rolls and a +2 to your Armor Class so long as you are not wearing heavy armor.

DEFENSIVE FIGHTING

So long as you are 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 a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

DUELING

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

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the versatile or two-handed property to gain this benefit.

PROTECTION

When a creature you can see attacks a target within 5 feet of you, you can impose disadvantage on their attack roll as a reaction. You must be holding a weapon or a shield to do so.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. Wielding it two-handed you gain a +2 bonus to your damage rolls.

SPELLCASTING

By 2nd level, you have memorized a few potent arcane spells which you 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 one of your spells, you must expend a slot of the spell's level or higher. You regain all of your expended spell slots when you finish a long rest.

For example, if you know the spell *thunderwave* and have a 1st and 2nd-level spell slot, you can cast it using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

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

When you gain a level, you can replace one of your magus spells with another spell for which you have spell slots.

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, and when you set a saving throw DC or make an 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 a weapon or shield that is part of your Arcane Armory as your spellcasting focus for your magus spells.





SPELLSTRIKE

At 2nd level, you can blend your arcane and martial skills in ways unique to the magi. As a bonus action while you hold an Arcane Armory weapon, you can expend a spell slot to cast a magus spell of 1st-level or higher, imbuing it in your weapon, so long as the spell meets the following requirements:

- The spell must have a casting time of one action.
- The spell must require a single attack roll, force a saving throw, or effect a number of hit points worth of creatures.

The first time 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 weapon's normal damage.

If you imbue a weapon with a spell that targets an area, only the creature hit by the weapon suffers the spell's effect. If the spell requires a saving throw, the creature makes the saving throw with disadvantage when hit by the attack.

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

ESOTERIC ORDER

At 3rd level, you choose one of the following Esoteric Orders that best represents the arcane and martial training of your Magus: the Esoteric Orders of Arcanists, Arcane Archers, Blade Dancers, the Eclipse, Sentinels, or Spellbreakers.

Your Esoteric Order grants you features when you adopt it 3rd level, and again when you reach 7th, 15th, and 20th level.

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 produce an Aegis, a protective weave of arcane power that disrupts incoming spells. As a reaction when you take damage from a spell or another magical effect, you can spend a spell slot to reduce the damage. The damage is reduced by 1d8 + your Intelligence modifier for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

If you use your Aegis to reduce the damage of an incoming spell or magical effect to zero, the entire effect is immediately dispelled and doesn't take effect on you, or any other creature that may have been targeted by the spell or effect.

SPELLSUNDER

You can empower the weapons of your Arcane Armory with powerful abjuration magic. Starting 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 an *unseen servant* or *tiny hut*), you can attempt to dispel the spell as if you cast *dispel magic* at a level equal to your highest level magus 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

Your attacks are imbued with arcane power. Starting at 11th level, when you hit a creature with an Arcane Armory weapon attack, you deal an additional 1d8 damage to the target. This damage must be of a type dealt by a magus spell you know.

GREATER AEGIS

Beginning at 14th level, when you empower your Aegis with a spell slot of 2nd-level or higher and reduce the damage of an incoming spell or effect to zero, you regain an expended spell slot. The spell slot you regain must be of a level lower than the spell slot you expended to empower your Aegis.

GREATER SPELLSUNDER

Your magic can cut through the most powerful arcane spells. Starting at 18th level, when you attack a spell directly with Spell Sunder (such as a *resilient sphere* or *wall of force*), you dispel the spell automatically as if it had been targeted by a *disintegrate* spell.



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**
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)
hellish rebuke
ice knife (s)*
identify
inflict wounds (s)
jump
mage armor
magic missile (s)
protection from good & evil
ray of sickness (s)
shield
sleep (s)
thunderwave (s)
witch bolt (s)
*zephyr strike**

2ND-LEVEL

acid arrow (s)
arcane scorch (s)*
blindness/deafness (s)
blur
cloud of daggers (s)
darkness
darkvision
earthen grasp (s)*
enlarge/reduce (s)
hold person (s)
invisibility
knock
levitate (s)
locate object
magic weapon
mirror image
misty step
protection from poison
ray of enfeeblement (s)
scorching ray
see invisibility
shatter (s)
snowball swarm (s)*
spider climb

3RD-LEVEL

counterspell
dispel magic
elemental weapon
erupting earth (s)*
fireball (s)
fly
haste
lightning bolt (s)
magic circle
protection from energy
sleet storm
slow (s)
tidal wave (s)*
tiny hut
*thunder step**
vampiric touch (s)
*wall of sand**
*wall of water**
wind wall

4TH-LEVEL

banishment (s)
death ward
dimension door
elemental bane (s)*
fire shield
freedom of movement
greater invisibility
ice storm (s)
locate creature
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)
contact other plane
contagion (s)
dispel evil & good (s)
*far step**
hold monster (s)
immolation (s)*
legend lore
screying
*steel wind strike**
teleportation circle
wall of force
wall of stone



ESOTERIC ORDERS

Magi are defined by the Order they join. Choose one of the following Orders: the Order of Arcanists, Order of Arcane Archers, Order of Blade Dancers, Order of the Eclipse, Order of Scales, Order of Sentinels, or Order of 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

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> *
13th	<i>arcane eye, private sanctum</i>
17th	<i>passwall, screying</i>

STUDENT OF THE ARCANE

When you join this Order at 3rd level you gain an increased knowledge of the arcane. You gain the following benefits:

- 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 for these spells.
- 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.





ARCANIST'S ARMORY

You fill your Armory with more than the armaments of war. Beginning at 7th level, you can mark potions, scrolls, wands, staves, and wondrous items as part of your Arcane Armory.

ESOTERIC RECOVERY

At 7th level, you learn to regain some of your arcane power as you rest. Once per day when you finish a short rest, you can regain an expended magus spell slot of your choice. You can't use this feature to regain a spell slot higher than 3rd-level.

ASTRAL STEP

Starting at 15th level, immediately after you use your action to cast a magus spell of 1st-level or higher, you can teleport up to 30 feet to an unoccupied space that you can see.

GRAND ARCANIST

You are one of the highest-ranking members of the Order of Arcanists and wield magic that rivals all but the most potent archmages. At 20th level, you learn a 6th, 7th, and 8th-level wizard spell of your choice. They count as magus spells for you, and Intelligence is your spellcasting modifier for them.

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 focus on mastering bow and arrow. Where most Magi thrive in melee combat, Arcane Archers hunt their foes from afar, striking them down with enchanted arrows.

ARCANE ARCHER SPELLS

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*, lightning arrow</i>
13th	<i>elemental bane*, freedom of movement</i>
17th	<i>conjure volley, swift quiver</i>

ARCANE QUIVER

When you join this Esoteric Order at 3rd level, you learn 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. Though, when you miss with a ranged weapon attack, any spell imbued in the ammunition is dispelled.

ENCHANTED SHOT

Beginning at 7th level, any ammunition you fire from a ranged Arcane Armory weapon counts as magical for the purposes of overcoming resistance and immunity to non-magical attacks.

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

Starting at 14th level, you can use your action to enchant a piece of ammunition with teleportation magic and fire it at a point within the normal range of your weapon. When the ammunition comes to a stop, you can immediately teleport to its location, destroying the piece of 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.

ARCANE ARCHER: FIGHTER OR MAGUS?

The Arcane Archer Archetype for the fighter falls short of the fantasy of playing a magical archer.

If you'd like to recreate the feel of the official Arcane Archer, select the spells below to mimic its Arcane Shots: *charm person, ensnaring strike, ice knife, magic missile, blindness/deafness, ray of enfeeblement, lightning bolt, and banishment.*



RAIN OF ARROWS

You have reached the pinnacle of your Order's training, and there are few living mortals who can rival your marksmanship. At 20th level, you can use a bonus action to enter a heightened state of arcane marksmanship. For the next minute, you gain the following benefits:

- You can choose for the damage of your ranged weapon attacks to be force.
- When you take the attack action, you can choose a point within your weapon's range, and make one ranged weapon attack against each creature within 15 feet of that point.
- When you hit 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 above 1st.

This feature 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. If you have no uses left, you can spend a 5th-level spell slot to use it again.

ORDER OF BLADE DANCERS

The Magi known as Blade Dancers dedicate their lives to the mastery of an ancient technique known as the Blade Dance. The Dance allows them to empty their minds of all emotion and distraction and become one with their spells and sword.

BLADE DANCER SPELLS

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

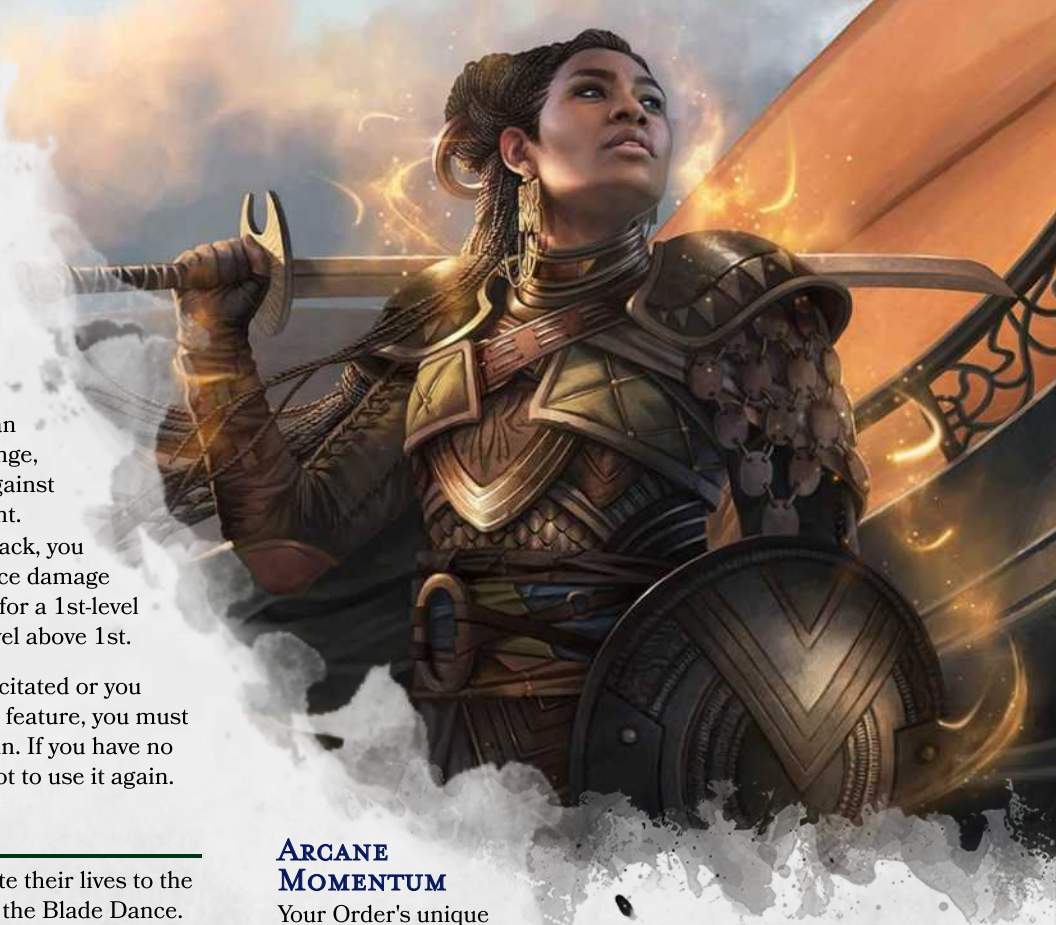
3rd	<i>compelled duel, zephyr strike*</i>
5th	<i>blur, magic weapon</i>
9th	<i>elemental weapon, haste</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>skill empowerment*, steel wind strike*</i>

BLADE DANCE

When you join this Order at 3rd level, you learn its signature technique, the Blade Dance. As a bonus action, so long as you aren't wearing heavy armor, or wielding a heavy weapon, you can enter a Blade Dance. Your Blade Dance lasts for up to 1 minute, and grants you the following benefits:

- Your movement 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 twice and take the higher result.
- You have advantage on Acrobatics and Athletics checks.

Your Dance ends early if you are incapacitated, if you don't have heavy armor or a heavy weapon, or you dismiss it as a bonus action. Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses, you can spend a spell slot of 1st-level or higher to use it again.



ARCANE MOMENTUM

Your Order's unique combination of arcane magic and fluid martial skill has honed your reflexes. Upon reaching 7th level, 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

You move about the battle with the grace of a flowing stream and the raging power of a flood. Beginning at 14th level, you gain the following benefits while your Blade Dance is active:

- 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

You have reached the apex of your Order and been granted the title of Master of Blades, signifying your mastery of the Blade Dance. At 20th level, 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.

Additionally, when you take the attack action while in your Blade Dance, you can attack three times instead of twice.

BLADE SONG & DANCE

The Blade Dancer is meant to serve as the Magus' counterpart to the Bladesinger. While the abilities differ, Blade Dance and Bladesong do not stack.





ORDER OF THE ECLIPSE

An order of infiltrators, assassins, and spies, the Order of the Eclipse is the most secretive cabal a magus can join. Known as Shades, these arcane warriors specialize in illusion magic and thrive under the cover of darkness. They use their arcane abilities to infiltrate and disable their foes, looking to end any potential conflicts before they have a chance to begin.

SHADE SPELLS

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

When you join this Order at 3rd level, you are taught to wrap yourself in a shroud of dark illusion magic. As an action, you can call forth this Shroud, which lasts for 1 hour and rests on your shoulders as a cloak. While wearing it, you are invisible while at least lightly obscured by darkness or shadows.

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

EYES OF NIGHT

You have been trained to fight in darkness. At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

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

AMBUSH SPECIALIST

You are adept at bringing down your foes when they can't see you coming. Beginning at 7th level, when you hit a surprised creature with a Spellstrike attack, the target automatically fails its saving throw against the spell imbued in the attack.

MENTAL ERASURE

At 14th level, you learn to erase yourself from the minds of your enemies. As an action, you can force a creature you can see within 30 feet to make an Intelligence saving throw. On a failed save, the target cannot perceive you in any way for 1 minute. On a successful saving throw, a creature is immune to the effect for 24 hours. The effect ends early if you damage the creature or force it to make a saving throw.

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

HOURLY OF THE ECLIPSE

You have ascended to the apex of your Order and become one with darkness. At 20th level, you gain the following benefits:

- You can conjure your Shroud of Darkness at will.
- While wearing your Shroud, you can cast *invisibility* at will, targeting only yourself, without spending a spell slot.



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 a Dragon Knight of legend.

DRACONIC SPELLS

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> , <i>command</i>
5th	<i>dragon's breath*</i> , <i>warding bond</i>
9th	<i>elemental weapon</i> , <i>fear</i>
13th	<i>dominate beast</i> , <i>elemental bane*</i>
17th	<i>awaken</i> , <i>dominate person</i>

DRACONIC COMPANION

When you join this Order at 3rd level, your soul is bound to that of a Draconic Companion, which acts as a familiar to you. Choose acid, cold, fire, lightning, poison, or thunder for its Essence, which determines the type of dragon it is. Its Essence cannot be changed unless you bond with another Companion. Your Companion uses the stat block below, which uses your proficiency bonus (PB) in several places.

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

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

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

You also learn to speak, read, and write Draconic.

INFUSION OF MIGHT

At 7th level, you learn to empower your Draconic Companion. As an action, you 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 spend a magus spell slot of 2nd-level or higher to empower your Draconic Companion again.



DRACONIC COMPANION

small dragon, neutral

Armor Class 13 + PB (natural armor)

Hit Points 4 + five times your magus level
(the 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. The 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 the 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 spellcasting modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage + 1d4 Essence damage.





DRAGONIC MAJESTY

The bond between you and your Draconic Companion has deepened considerably, allowing you to empower it further. Beginning at 14th level, 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.

AWAKENED POTENTIAL

Upon reaching 20th level, your bond with your dragon has reached its apex. Your Draconic Companion uses the stat block for a Red Dragon Wyrmling, though you replace any mentions of fire damage with your Companion's Essence.

Additionally, when you use Infusion of Might to empower your Draconic Companion, it uses the Young Red Dragon's stat block for the duration, though you replace any mentions of fire damage with your Companion's Essence.

ORDER OF SENTINELS

Magi who join the Order of Sentinels almost always do so for noble reasons. They combine their talent for the arcane with their signature style of defensive fighting. Nearly all members of this Order put their unique blend of skills to use serving as guardians for mages, nobles, and other important figures.

SENTINEL SPELLS

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

Unlike most magi you are trained to take a hit. When you join this Order at 3rd level, you gain proficiency with heavy armor.

SENTINEL'S BOND

At 3rd level, you are taught the signature magic of your Order. At the end of a long rest, you can touch a willing creature and form an arcane bond with them. This creature becomes your Ward until the end of your next long rest. As a reaction when your Ward is targeted by an attack or forced to make a saving throw, you can instantly switch places to 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, unless you spend a spell slot of 1st-level or higher to use this reaction again.

AEGIS OF THE GUARDIAN

The magic of your Aegis and Sentinel's Bond empower each other. Starting at 7th level, when you use your Aegis to reduce the damage of a spell that also targets your Ward, you roll d12s in place of the d8s you roll to reduce the damage.

LOYAL DEFENDER

The Bond between you and your Ward is a source of strength and inspiration. Also beginning at 7th level, 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

The magic of your Bond has reached its apex, protecting you when you defend your Ward. Beginning at 15th level, when you use your reaction to switch places with your Ward you have 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.

HIGH SENTINEL

You have risen to the highest rank in the Order of Sentinels and stand as an impenetrable shield for those you protect. Upon reaching 20th level, 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 the dice you roll to reduce the damage as their maximum roll.
- The range of your Loyal Defender and Bond Perfected features increases to 30 feet.



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 hunters use their arcane ability to slay any who abuse their magical abilities. 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

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

When you join this Order at 3rd level, you learn to use your Spellsight as a bonus action. When you focus your Spellsight on a creature within range, you can place a Baleful Mark on it. 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 they have disadvantage on their saving throw to maintain concentration on spells.
- When you force your Mark to make a saving throw you can end the mark to impose disadvantage on their 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

Your hunt for those that abuse the arcane arts is unending. Beginning at 7th level, if you roll initiative with no uses of your Spellsight remaining, you immediately regain one use.

MANTLE OF PROTECTION

You have warded yourself with a mantle of abjuration magic to protect yourself from arcane assaults. Starting at 7th level, when you make a saving throw to resist a spell or magical effect, you can roll a d4 and add it 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

Upon reaching 15th level, you can 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 one of your magus spell slots. When you do, you can immediately cast the spell as part of the same reaction, 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

You have risen through the ranks of your Order to become an unparalleled hunter of those who wield arcane power. Upon reaching 20th level, 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 for 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.



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