



THE MAGUS



HOMEBREW

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

THE MAGUS

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

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

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

SWORD & SPELL

Known by many names throughout the multiverse, those who are able to wield both sword and spell are collectively known as magi. Rather than solely dedicate their life to the study of arcane magic or mastery of martial technique, these warriors choose a middle road. Though they may never wield 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 unique to 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 learn skill in 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 skill against those who only look to master one discipline? Or, have you been pressed into 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's what you need to know if you choose to take a 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 (1), 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 (2)	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 (3)	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 (4)	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 a magus. At the end of a long rest, you can touch a melee weapon and mark it as part of your Arcane Armory. As a bonus action, you can summon your Arcane Armory to you, instantly equipping it, so long as it is on the same plane of existence as you.

As you gain levels in this class, you can mark additional items as part of your Arcane Armory: at 5th level (2), 11th level (3), and 17th level (4). You can mark sets of armor and shields, but you must always have at least one weapon.

You can summon all, or some, of your Arcane Armory as part of the same bonus action. If you mark an object as part of your Arcane Armory while you are at your maximum, you must end the enchantment on one object of your choice.

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 your magic to memory. You use Intelligence when a spell refers to your spellcasting ability, when you set the 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 learn to combine arcane magic with martial skill in ways only a magus can. As a bonus action while you are holding a weapon that is part of your Arcane Armory, you can cast a magus spell and imbue 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 spell attack roll, force a saving throw, or effect a number of hit points worth of creatures.
- The spell cannot require concentration.

The next time you hit a creature with a weapon imbued with a spell, the target of the attack suffers the effects 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 would normally require a saving throw, the spell takes effect as if the creature had failed their saving throw.

A weapon in your Arcane Armory can bear a single imbued spell, imbuing another spell dispels the previous spell. Spells imbued in a weapon 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 Order of Arcanists, 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 are subjected to a spell effect, you can reduce the damage of the spell by an amount equal to 1d8 + your magus level. If you reduce the damage of the triggering spell to zero, the entire spell is dispelled and does not take effect on you, or any other creature that may have been the target of the spell.

As part of this reaction, you can expend a magus spell slot to empower your Aegis and further reduce the damage of the incoming spell by 1d8 per level of the spell slot you expend.

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 expend a magus spell slot to empower your Aegis and successfully reduce the damage of the incoming spell to zero, you regain an expended magus 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 Spellunder (such as a *resilient sphere* or *wall of force*), you dispel the spell automatically as if you had cast *disintegrate*.



MAGUS SPELL LIST

When you learn a magus spell, consult the list of spells below. They are organized by spell level, not character level. Spells listed here are part of the *5e System Reference Document*.

Spells compatible with Spellstrike are marked with an S.

1ST-LEVEL

burning hands^S
color spray^S
detect evil & good
detect magic
expeditious retreat
faerie fire^S
false life
feather fall
fog cloud
grease^S
hellish rebuke
identify
inflict wounds^S
jump
mage armor
magic missile^S
protection from good & evil
shield
sleep^S
thunderwave^S

2ND-LEVEL

acid arrow^S
blindness/deafness^S
blur
darkness
darkvision
enlarge/reduce^S
hold person^S
invisibility
knock
locate object
magic weapon
mirror image
misty step
protection from poison
ray of enfeeblement^S
scorching ray^S
see invisibility
shatter^S
spider climb

3RD-LEVEL

counterspell
dispel magic
fireball^S
fly
haste
lightning bolt^S
magic circle
protection from energy
sleet storm
tidal wave^S
tiny hut
vampiric touch^S
wind wall

4TH-LEVEL

banishment^S
death ward
dimension door
fire shield
freedom of movement
greater invisibility
ice storm^S
locate creature
polymorph^S
resilient sphere^S
stoneskin
wall of fire

5TH-LEVEL

animate objects
arcane hand
cone of cold^S
contact other plane
contagion^S
dispel evil & good^S
hold monster^S
legend lore
screying
teleportation circle
wall of force
wall of stone



ESOTERIC ORDERS

Magi are defined by the Order they choose to join. Here are the Esoteric Orders you can choose from at 3rd level: Order of Arcanists, Order of Guardians, or Order of Spellbreakers.

ORDER OF ARCANISTS

Magi who join the Order of Arcanists often serve wizards and other learned practitioners of arcane magic. 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>disguise self, find familiar</i>
5th	<i>arcanist's magic aura, rope trick</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>arcane eye, private sanctum</i>
17th	<i>passwall, seeming</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 cast any magus spell you know as a ritual so long as that spell has the ritual tag.

ADDING NON-SRD SPELLS

Unfortunately, I can only include official spells that are part of the the OGL on the Magus spell list. If you wish to add additional official (or homebrew) spells to the Magus spell list, the Magus can learn any wizard spells from the schools of abjuration, evocation, or conjuration (excluding summoning).





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 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>alarm, sanctuary</i>
5th	<i>aid, warding bond</i>
9th	<i>beacon of hope, glyph of warding</i>
13th	<i>faithful hound, guardian of faith</i>
17th	<i>antilife shell, telepathic bond</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 it 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. Starting at 7th level, when either you or your Ward begins their turn within 10 feet of the other, they gain temporary hit points equal to your Intelligence modifier.

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 both gain immunity 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 to their goals. This fraternity of warriors uses their arcane ability to hunt down any who abuse their knowledge of magic. While most are discerning as they dole out judgment, some look to destroy any who wield the weave.

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, hunter's mark</i>
5th	<i>moonbeam, silence</i>
9th	<i>bestow curse, nondetection</i>
13th	<i>blight, compulsion</i>
17th	<i>contagion, mislead</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 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 Baleful Mark last for 1 hour, and ends early if you choose to end it, or you place a mark on another creature.

EVER WATCHFUL

Your hunt for those the 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 d6 and add it to the result saving throw.

When your Mark forces you to make a saving throw to resist a spell or magical effect, this bonus becomes 1d10.

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. If you do so, the caster suffers the effects of the spell as if they had been the original target.

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:

- The duration of your Baleful Mark becomes indefinite.
- 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 2d6 (or 2d10 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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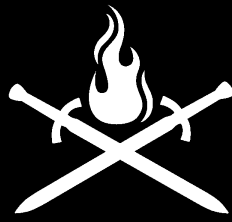
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