

# THE MAGUS

A CLASS OF MARTIAL PROWESS AND MAGICAL TALENTS







## MAGUS

A human confronted by two orcs draws his rapier and, as he does, violet runes illuminate in the air around the weapon. He dodges one of the orc's impatient attacks and punishes it with a thrust of his own that causes the air around the orc to burst into green flames and sends the orc sprawling to the ground. The second orc becomes noticeably less enthusiastic about the fight.

A dwarf looks down from the mountain peak she calls home and sees the rampant destruction of the woods she has sworn to protect. As she approaches the hunting encampment responsible for the fire she calls woodland creatures to be her allies and her skin hardens to bark.

Looking over the ancient hieroglyphs, a saurian searches frantically for details of a ritual that will uphold the mystic seal over his ancestral home. When the impossibly heavy doors swing open behind him, he turns to face the temple's guardians as his sword erupts into flames.

Magi are mystical warriors who blend martial prowess with esoteric knowledge and spellcasting. Magi balance the pursuit of personal goals and relationships with their obligations to pursue the goals and ideals of the eldritch societies that initiated them into the magical arts. Although their backgrounds may sometimes set them at odds against one another, magi are united by their commitment to a cause greater than themselves and a drive to master their magical abilities.

## MARTIAL MAGICIANS

Every magus is a warrior. Magi train with arms and armor to protect what they hold dear, fight for what they believe in, and get themselves into or out of trouble. For a magus, violence may not be the preferable answer but it's always a valid back up plan.

Every magus is a magician. Magi use their hard earned skill with spellcasting to explore the multiverse, empower their companions, and decimate their enemies. For a magus, magic is a tool that expands their horizons and their options.

## WARRIORS WITH A PURPOSE

Every magus learns their abilities as part of a relationship to an eldritch society. On a mystical level, every magus' spellcasting style is shaped by their eldritch society. On a personal level, every magus must deal with the demands and ideology of their eldritch society in their own way. Regardless of whether a magus embraces their eldritch society's traditions and politics, no magus can deny the influence it has on their magic and outlook.



## THE MAGUS

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level —				
					1st	2nd	3rd	4th	5th
1st	+2	Eldritch Society, Esoteric Eye	2	—	—	—	—	—	—
2nd	+2	Mystic Mark, Spellcasting	2	3	2	—	—	—	—
3rd	+2	Eldritch Armament, Eldritch Society feature	2	3	3	—	—	—	—
4th	+2	Ability Score Increase	3	4	3	—	—	—	—
5th	+3	—	3	5	4	2	—	—	—
6th	+3	Mystic Meditation	3	5	4	2	—	—	—
7th	+3	Eldritch Society feature, War Magic	3	6	4	3	—	—	—
8th	+3	Ability Score improvement	3	7	4	3	—	—	—
9th	+4	Aegis and Enspell improvements	3	8	4	3	2	—	—
10th	+4	Spell Surge	4	8	4	3	2	—	—
11th	+4	Improved War Magic	4	9	4	3	3	—	—
12th	+4	Ability Score Improvement	4	10	4	3	3	—	—
13th	+5	Aegis and Enspell improvements	4	11	4	3	3	1	—
14th	+5	Eldritch Society feature	4	11	4	3	3	1	—
15th	+5	Spell Ward	4	12	4	3	3	2	—
16th	+5	Ability Score Improvement	4	13	4	3	3	2	—
17th	+6	—	4	14	4	3	3	3	1
18th	+6	Greater Spell Surge	4	14	4	3	3	3	1
19th	+6	Ability Score Improvement	4	15	4	3	3	3	2
20th	+6	Spell Surge and Greater Spell Surge improvements	4	16	4	3	3	3	2

An eldritch society is not a monolithic entity but they do have beliefs and goals that the majority of the magi in that society believe in and fight for. Magi in the Arcane Order observe a tradition of honoring the requests and wisdom of their mentors and striving to train an apprentice that will be an even greater magus than they are. Members of the Primordial Seal believes that the material planes are constantly under threat of incursion from elemental planes and they must remain on guard to ensure its ongoing safety. Magi in the Sylvan Circle seek to protect the wilderness of the world from destruction and defiling although what exactly that means varies from magus to magus.

## CREATING A MAGUS

As you create your magus character, consider that relationship your character has to their eldritch society. Does your character feel indebted to the lessons the society has taught them? Does your character actively pursue the goals of their society? Has your character had a falling out with the society and, if so, why? While training to be a magus did you make any rivals and who are they?

Fighting may have come naturally to you and your mentor struggled to impart you with the basics of spellcasting. Or maybe the spellcasting came easily but you lacked an innate aptitude for combat. You might have spent years in training with a mentor before being left to your own devices or you may have met your mentor only informally on a handful of momentous occasions. You might regularly report back to your contacts within your eldritch society or keep a wary distance from other magi.

## QUICK BUILD

You can make a magus quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Intelligence (Arcane Order), Wisdom (Sylvan Circle), or Charisma (Primordial Seal) based on your Eldritch Society. Second, choose the Sage or Soldier background.

## CLASS FEATURES

As a magus, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per magus level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + 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 one from Acrobatics, Arcana, Athletics, History, Insight, Investigation, and Perception.

### EQUIPMENT

You start with the following equipment in addition to the equipment gained by your background.

- (a) a simple weapon and a shield or (b) a martial weapon or (c) a longbow and 20 arrows
- (a) leather armor or (b) scale mail
- (a) an arcane focus or (b) a druidic focus or (c) a component pouch
- An explorer's pack



## ELDRITCH SOCIETY

---

At 1st level, you choose an Eldritch Society that trained you in the ways of the magus: the Arcane Order, the Primordial Seal, or the Sylvan Circle. Your choice grants you features at 1st level and again at 3rd, 7th, and 14th level. Your choice also determines your spell list.

### ESOTERIC EYE

---

At 1st level, you have the ability to detect the ability for spellcasting in others. As an action, your eyes flash with obvious magical energy as your senses wake to the mystical energies of the multiverse. Until the end of your next turn, you know if each creature you can see within 60 feet of you has the Spellcasting or Innate Spellcasting feature or trait. Additionally, you learn each of those creature's spellcasting ability, if they have one.

You can use this feature a number of times equal to 1 + your magus spellcasting modifier. When you finish a long rest, you regain all expended uses.

### MYSTIC MARK

---

Starting at 2nd level, you learn to place a mystic mark to enspell a weapon or to give a creature an aegis. You can use your mystic mark a number of times equal to your magus spellcasting ability modifier. You regain any expended uses when you finish a long rest.

#### AEGIS

You can use a bonus action to project your mystic mark onto a creature you can see within 30 feet of you. For the next minute that creature is under your aegis and receives a bonus to their armor class. This bonus increases their AC by +1. If that creature is wearing magical armor use this bonus or the bonus provided by the armor, whichever is higher. The aegis ends if you or the creature end a turn more than 120 feet away from one another. A creature can only benefit from one aegis at a time.

This bonus to AC increases to +2 when you reach 9th level and increases to +3 when you reach 13th level.

#### ENSPELL

You can use a bonus action to surround a weapon in your hand with your mystic mark. This weapon is enspelled and counts as a spellcasting focus for you for the next minute. While enspelled the weapon is considered magical and adds a +1 bonus to attack rolls and damage rolls. If the weapon is already magical, use the bonus provided by enspell or by the magic weapon, whichever is higher. The enspell ends if you lose possession of the weapon. A weapon can only benefit from one enspell at a time.

These bonuses to hit and damage increase to +2 when you reach 9th level and +3 when you reach 13th.

### SPELLCASTING

---

Starting at 2nd level, you gain the ability to cast 1st level spells and higher. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting.

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

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

**Spells Known of 1st-Level and Higher.** You know three 1st-level magus spells of your choice from your Eldritch Society's spell list. You learn additional spells chosen from your Eldritch Society's spell list as indicated in the spells known column of the magus table.

Additionally, when you gain a level in this class, you can choose one of the spells from your Eldritch Society spells you know and replace it with another spell from your Eldritch Society's spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability.** Your spellcasting ability is determined by your Eldritch Society. See the Initiate feature of your Eldritch Society for your spellcasting ability.

**Ritual Casting.** You can cast a magus spell as a ritual if that spell has the ritual tag and you know the spell.

**Spellcasting Focus.** Your spellcasting focus, if any, is determined by your Eldritch Society. See the Initiate feature of your Eldritch Society to see what, if any, spellcasting focus you may use for your magus spells.

## ELDRITCH ARMAMENT

---

Starting at 3rd level, you learn to infuse your preferred weapon or shield with magical power. Choose one of the following options.

#### ELDRITCH ARCHER

When you hit a creature with a ranged weapon under the effect of your Enspell feature you can cause the ammunition to explode with mystical energy dealing the same damage type to all creatures nearby. When you do so, spend a spell slot and the creature and each other creature within 10 feet must succeed on a Dexterity saving throw or take 2d4 + 1d4 damage for each spell level higher than 1st, to a maximum of 6d4. On a success, they take half damage.

#### MYSTIC MARAUDER

When you hit a creature with a melee weapon attack with a weapon you are wielding with two hands that is under the effect of your Enspell feature, you can spend one spell slot to deal additional damage to the target. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 6d6. The weapon must have the two-handed or versatile property for you to use this feature.

#### SORCEROUS SENTINEL

While you are wielding a shield when a creature under the effect of your Aegis feature is attacked you can use your reaction and spend a spell slot to strengthen their defenses. The creature gains a bonus to AC equivalent to the spell slot expended against the triggering attack. Additionally, the creature gains temporary hit points equal to your spellcasting modifier plus twice the level of the spell slot expended.



### SPELL SWORD

When you hit a creature with a one-handed melee weapon under the effect of your Enspell feature you may spend a spell slot to deal additional damage and render the creature vulnerable to magical attacks. The extra damage is 1d4 for a 1st-level spell slot, plus 1d4 for each spell level higher than 1st, to a maximum of 5d4. Additionally, the creature has disadvantage on saving throws against spells you cast until the end of your next turn.

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

### MYSTIC MEDITATION

At 6th level, when you take a short rest you can choose to recover all expended uses of your Mystic Mark. You can use this feature again when you complete a long rest.

### WAR MAGIC

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

### SPELL SURGE

At 10th level, you can cast any magus spell you know without spending a spell slot. The spell is cast as if you had used a spell slot equal to the highest spell slot you have. You can use this feature again after you complete a long rest.

Starting at 20th level, you can use this feature twice before regaining its use by completing a long rest.

### IMPROVED WAR MAGIC

Beginning at 11th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.



### SPELL WARD

At 15th level, the magical attacks of your enemies unravel around you. You and friendly creatures within 15 feet of you have advantage on saving throws against spells.

### GREATER SPELL SURGE

At 18th level, choose one 6th-level spell from your Eldritch Society's spell list. You can cast this spell once without expending a spell slot. You must finish a long rest before you can do so again.

At 20th level, you can use this feature twice before regaining its use by completing a long rest.

### ELDRITCH SOCIETY

Eldritch societies are organizations that train initiates in unique styles of magic and institutions with ideals, interests and goals. When a young magus pledges themselves to an eldritch society they may be motivated primarily by attraction to that society's magical style, ideals, or goals but must embrace all that the society stands for to be admitted and advance.

### THE ARCANE ORDER

The Arcane Order is an Eldritch Society built on mentor-student relationships. While the Order is unified in name, outside of gravely dangerous large scale threats each member tends to operate alone or with only their mentor or student. A magus in the Arcane Order's exact philosophy will vary based on their mentor but all members of this Eldritch Society emphasize perfection in their own skill and approaching magic as an art to be mastered.

#### ARCANE ORDER INITIATE

When you choose this Eldritch Society at 1st level, you augment your martial prowess with the ability to cast cantrips. This initiation will later influence your magus spellcasting feature.

**Cantrips.** You learn two cantrips of your choice from the Arcane Order's spell list. You learn an additional cantrip of your choice from the Arcane Order's spell list at 4th level and again at 10th. These cantrips count as magus spells for you.

**Spellcasting Focus.** You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your magus spells.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your Arcane Order spells, since you learn your spells through rote study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw for a magus spell you cast and when making an attack roll with one.

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

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

#### BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Arcana skill and one type of artisan's tools of your choice.



### AMETHYST MARK

Starting at 3rd level, the effects of your mystic marks are enhanced by the Arcane Order's secret lessons. When you place your enspell on an object or aegis on a creature a faint purple crystalline aura surrounds it.

**Arcane Enspell.** When you deal damage with your enspelled weapon you can choose to deal force damage instead of the normal damage type.

When you deal damage to a creature with your enspelled weapon you can choose to remove your enspell from the weapon. When you do, the creature must succeed on a Strength saving throw against your spell save DC or be pushed up to 15 feet away and knocked prone.

**Arcane Aegis.** When a creature deals damage to an ally under the effect of your aegis you can use your reaction to remove the aegis from your ally. When you do, you teleport up to 30 feet and may make a weapon attack against the creature.

### OCCULT SAVANT

By 7th level, through diplomacy, espionage, or occult experimentation you have learned spells belonging to other Eldritch Societies. Choose two spells from any Eldritch Society, including this one. The spells you choose must be of a level you can cast, as shown on the Magus table, or a cantrip. The chosen spells count as Arcane Order magus spells for you and are not included in the Spells Known column of the Magus table.

### ARCANE RECOVERY

Starting at 14th level, you have learned to regain some of your magical energy by reflecting on esoteric truths and formulas. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your magus level (rounded up), and none of the slots can be 6th level or higher.



## THE PRIMORDIAL SEAL

The Primordial Seal is an ancient Eldritch Society that claims to be responsible for the ongoing safety of the material realms. According to their own lore, long ago the material realms were constantly besieged by the elemental realms until a seal was placed, forever separating them from one another. Today magi in the Primordial Seal travel the land to ensure the old magics hold up and to gather power for the dreaded day the seal fails.

### PRIMORDIAL SEAL INITIATE

When you choose this Eldritch Society at 1st level, you augment your martial prowess with the ability to cast cantrips. This initiation will later influence your magus spellcasting feature.

**Cantrips.** You learn two cantrips of your choice from the Primordial Seal's spell list. You learn an additional cantrip of your choice from the Primordial Seal's spell list at 4th level and again at 10th. These cantrips count as magus spells for you.

**Spellcasting Ability.** Charisma is your spellcasting ability for your Primordial Seal spells, since you learn your spells through raw connection to the natural elements. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw for a magus spell you cast and when making an attack roll with one.

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

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

### BONUS PROFICIENCY & LANGUAGE

At 1st level, you gain proficiency with the Survival skill. Additionally, you can speak, read, and write Primordial.

### TOURMALINE MARK

Starting at 3rd level, the effects of your mystic marks are enhanced by the Primordial Seal's elemental power. When you place your enspell on an object or aegis on a creature an intense aura of vacillating colors surround it.

**Primordial Enspell.** When you enspell your weapon it roars with primordial strength and you may choose one of the following damage types: acid, cold, fire, lightning, or thunder. While your weapon remains enspelled it deals that damage type instead of its normal damage type.

When you hit with an attack with this weapon you can choose to remove the enspell from the weapon. When you do, the creature you hit must succeed on a Constitution saving throw against your spell save DC or it loses any resistance or immunity it had to the damage type you had chosen. This effect persists until the end of your next turn.

**Primordial Aegis.** When a creature deals damage to an ally under your aegis you can use your reaction to remove the aegis. When you do, choose acid, cold, fire, lightning, or thunder. That ally has resistance to that damage type for the next minute.



### ELEMENTAL ALIGNMENT

At 7th level, your intimate working of elemental magic has imbued you with abilities related to one specific element. You gain one of the following features of your choice.

**Air.** Your base movement speed increases by 10 ft. and you have advantage on initiative rolls.

**Earth.** You have 2 additional hit points per magus level. Each time you gain a level in this class you gain an additional 2 hit points.

**Fire.** You have darkvision out to a distance of 120 feet and have proficiency with Dexterity saving throws.

**Water.** You can breathe air and water and have a swim speed equivalent to your walking speed. Additionally, you have advantage on saving throws against being restrained or grappled and ability checks made to resist or escape a grapple.

### ELEMENTAL ATTUNEMENT

At 14th level, you learn to harmonize with the element you chose when you took the Elemental Alignment feature. You can cast a spell associated with your chosen element and listed below without expending a spell slot. You cannot lose concentration on the spell by taking damage. You can use this feature again when you complete a long rest.

**Air.** *Investiture of Wind.*

**Earth.** *Investiture of Stone.*

**Fire.** *Investiture of Flame.*

**Water.** *Investiture of Ice.*

## THE SYLVAN CIRCLE

Magi in the Sylvan Circle are drawn together by their reverence for the natural world. Members of this Eldritch Society become a magus to protect sacred lands and creatures. Although this society is more informal compared to others, magi in the Sylvan Circle meet with one another regularly in small groups they call covens to discuss matters of local and regional concern as well as to share information.

### SYLVAN CIRCLE INITIATE

When you choose this Eldritch Society at 1st level, you augment your martial prowess with the ability to cast cantrips. This initiation will later influence your magus spellcasting feature.

**Cantrips.** You learn two cantrips of your choice from the Sylvan Circle's spell list. You learn an additional cantrip of your choice from the Sylvan Circle's spell list at 4th level and again at 10th. These cantrips count as magus spells for you.

**Spellcasting Focus.** You can use an druidic focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your magus spells.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your Sylvan Circle spells, since you learn your spells through intuitive connection with the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw for a magus spell you cast and when making an attack roll with one.

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

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

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Nature skill and your choice of poisoner's kit or herbalism kit.

### EMERALD MARK

Starting at 3rd level, the effects of your mystic marks are enhanced by the Sylvan Circle's esoteric practices. When you place your enspell on an object or aegis on a creature a verdant green aura surrounds it.

**Sylvan Enspell.** When you deal damage with your enspelled weapon you can choose to deal poison damage instead of the normal damage type.

When you deal damage to a creature using a weapon you've enspelled you can choose to remove your enspell from that weapon. When you do, roots spring from the ground and tether the creature to the earth. The creature must succeed on a Strength saving throw against your spell save DC or the creature is restrained until the end of their next turn.

**Sylvan Aegis.** When an ally under the effect of your aegis fails a saving throw you can use your reaction to remove your aegis from that ally. When you do the aegis transmutes to vital energy and washes over the ally. The ally may reroll the saving throw with advantage.

### NATURE'S MASK

At 7th level, you can cast the spell *polymorph* targeting yourself only without spending a spell slot. Once you use this feature, you must finish a long rest before you can use it again.

### FONT OF LIFE

At 14th level, you can use a bonus action and spend a spell slot to create an aura of regeneration. When you do, you regain your magus level + 1d12 hit points per level of spell slot you spent and each creature you choose within 30 feet of you regains half that amount. You can use this feature again after you complete a short or long rest.





# MAGUS SPELL LISTS

## THE ARCANE ORDER

### CANTRIPS (0 LEVEL)

Arcing Arrow<sup>SV</sup>  
Blade Ward  
Dancing Lights  
Green-Flame Blade<sup>SCAG</sup>  
Mage Hand  
Message  
Minor Illusion  
Prestidigitation  
Spell Shattering Strike<sup>SV</sup>  
Sword Burst<sup>SCAG</sup>  
True Strike  
Vortex Dart<sup>SV</sup>

### 1ST LEVEL

Alarm  
Color Spray  
Comprehend Languages  
Detect Magic  
False Life  
Feather Fall  
Find Familiar  
Grease  
Identify  
Magic Missile  
Shield  
Sleep  
Tenser's Floating Disk

### 2ND LEVEL

Blur  
Cloud of Daggers  
Crown of Madness  
Darkness  
Darkvision  
Enlarge/Reduce  
Hold Person  
Invisibility  
Levitate  
Misty Step  
Nystul's Magic Aura  
Phantasmal Force  
Rope Trick  
See Invisibility

## THE PRIMORDIAL SEAL

### CANTRIPS (0 LEVEL)

Acid Splash  
Arcing Arrow<sup>SV</sup>  
Booming Blade<sup>SCAG</sup>  
Create Bonfire<sup>EE</sup>  
Control Flames<sup>EE</sup>  
Green-Flame Blade<sup>SCAG</sup>  
Gust<sup>EE</sup>  
Mold Earth<sup>EE</sup>  
Rime Strike<sup>SV</sup>  
Shape Water<sup>EE</sup>

### 1ST LEVEL

Absorb Elements<sup>EE</sup>  
Alarm  
Burning Hands  
Catapult<sup>EE</sup>  
Chromatic Orb  
Detect Magic  
Earth Tremor<sup>EE</sup>

### 3RD LEVEL

Blink  
Clairvoyance  
Counterspell  
Dispel Magic  
Fireball  
Fly  
Haste  
Hypnotic Pattern  
Leomund's Tiny Hut  
Magic Circle  
Slow  
Tongues

### 4TH LEVEL

Arcane Eye  
Banishment  
Confusion  
Dimension Door  
Evard's Black Tentacles  
Fabricate  
Hallucinatory Terrain  
Leomund's Secret Chest  
Locate Creature

### 5TH LEVEL

Animate Objects  
Bigby's Hand  
Contact Other Plane  
Creation  
Hold Monster  
Passwall  
Scrying  
Teleportation Circle

### 6TH LEVEL

Arcane Gate  
Contingency  
Disintegrate  
Drawmij's Instant  
Summons  
Magic Jar  
True Seeing

### Feather Fall

Ice Knife<sup>EE</sup>  
Ring of Fire<sup>SV</sup>  
Stormy Step<sup>SV</sup>  
Thunderwave  
Witchbolt

### 2ND LEVEL

Aganazzar's Scorcher<sup>EE</sup>  
Arcane Lock  
Dust Devil  
Earthbind  
Flaming Sphere  
Gust of Wind  
Knock  
Maximilian's Earthen  
Grasp<sup>EE</sup>  
Melf's Acid Arrow  
Pyrotechnics  
Scorching Ray

Shatter  
Snillloc's Snowball  
Swarm<sup>EE</sup>  
Warding Wind<sup>EE</sup>

### 3RD LEVEL

Call Lightning  
Erupting Earth<sup>EE</sup>  
Fireball  
Flame Arrows<sup>EE</sup>  
Gaseous Form  
Lightning Bolt  
Meld into Stone  
Sleet Storm  
Tidal Wave<sup>EE</sup>  
Wall of Sand<sup>EE</sup>  
Wall of Water<sup>EE</sup>  
Water Walk  
Wind Wall

### 4TH LEVEL

Conjure Minor  
Elementals  
Control Water  
Elemental Bane<sup>EE</sup>  
Fire Shield

## THE SYLVAN CIRCLE

### CANTRIPS (0 LEVEL)

Booming Blade<sup>SCAG</sup>  
Druidcraft  
Fungal Bloom<sup>SV</sup>  
Give Life<sup>SV</sup>  
Light  
Magic Stone<sup>EE</sup>  
Resistance  
Rime Strike<sup>SV</sup>  
Spare the Dying  
Thornwhip  
Warden's Rebuke<sup>SV</sup>

### 1ST LEVEL

Animal Friendship  
Create or Destroy Water  
Cure Wounds  
Detect Poison and  
Disease  
Ensnaring Strike  
Entangle  
Fog Cloud  
Goodberry  
Hail of Thorns  
Jump  
Longstrider  
Purify Food and Drink  
Speak with Animals  
Spore Cloud<sup>SV</sup>

### 2ND LEVEL

Alter Self  
Animal Messenger  
Barkskin  
Beast Sense  
Darkvision  
Enhance Ability  
Gust of Wind  
Lesser Restoration  
Locate Animals or Plants  
Moonbeam

Ice Storm  
Stone Shape  
Storm Sphere<sup>EE</sup>  
Watery Sphere<sup>EE</sup>  
Wall of Fire

### 5TH LEVEL

Cone of Cold  
Conjure Elemental  
Control Winds<sup>EE</sup>  
Immolation<sup>EE</sup>  
Transmute Rock<sup>EE</sup>  
Wall of Stone

### 6TH LEVEL

Chain Lightning  
Flesh to Stone  
Investiture of Flame<sup>EE</sup>  
Investiture of Ice<sup>EE</sup>  
Investiture of Stone<sup>EE</sup>  
Investiture of Wind<sup>EE</sup>  
Move Earth  
Otiluke's Freezing  
sphere  
Wall of Ice  
Wind Walk

Pass without Trace  
Protection from Poison  
Skywrite<sup>EE</sup>  
Spike Growth  
Warding Wind<sup>EE</sup>

### 3RD LEVEL

Conjure Animals  
Daylight  
Dispel Magic  
Meld into Stone  
Plant Growth  
Protection from Energy  
Revivify  
Speak with Plants  
Stinking Cloud  
Water Breathing  
Water Walk

### 4TH LEVEL

Blight  
Conjure Woodland  
Beings  
Death Ward  
Dominate Beast  
Giant Insect  
Grasping Vine  
Locate Creature  
Polymorph  
Stone Shape

### 5TH LEVEL

Awaken  
Commune with Nature  
Contagion  
Greater Restoration  
Insect Plague  
Reincarnate  
Tree Stride



## 6TH LEVEL

Find the Path  
Heal  
Heroes' Feast  
Sunbeam

Transport via Plants  
Wall of Thorns

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice and the creature regains that many hit points.

## NEW SPELLS

### ARCING ARROW

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

**Class:** Magus (Arcane Order & Primordial Seal)

As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. On a miss, choose a second creature within range and make a ranged weapon attack with the same weapon against that creature. On a hit, the second creature suffers the attack's normal effects but the attack deals lightning damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d8 lightning damage whether it hits the original target or the second creature. This damage increases by 1d8 again at 11th level and 17th level.

### FUNGAL BLOOM

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (ranged weapon)

**Duration:** Instantaneous

**Class:** Magus (Sylvan Circle)

You send arrow towards an enemy in range and upon hitting its mark explodes into a shower of fungal spores. As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and a fungal bloom appears in three unoccupied spaces of your choice adjacent to the creature. These fungal blooms remain until the end of your next turn. When a creature moves through a fungal bloom the fungal bloom is destroyed and the creature takes 1d6 poison damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 poison damage to the target, and the fungal bloom deals an additional 1d6 poison damage when destroyed by a creature who moves through it. Both damage rolls increase by 1d6 at 11th level and 17th level.

### GIVE LIFE

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Class:** Cleric, Magus (Sylvan Circle), Shaman

### RIME STRIKE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

**Class:** Magus (Primordial Seal & Sylvan Circle)

As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the creature's movement speed is halved until the end of its turn as the air around it turns frigid.

At 5th level the ranged attack deals an extra 1d8 cold damage. This damage increases by 1d8 again at 11th level and 17th level.

### RING OF FIRE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (flint and tinder)

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

**Class:** Magus (Primordial Seal)

A wall of flames erupts out of the ground in a ring around you with a radius of 15 feet and a height of 10 feet. Creatures who start their turn in the ring of fire or pass through it on their turn take 1d6 fire damage. Creatures within the ring of fire who willingly try to move through the fire to escape must succeed on a Wisdom saving throw to do so. Creatures who are immune to fear or fire automatically succeed on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage of the ring of fire increases by 1d6 for each slot level above 1st.

### SPELL SHATTERING STRIKE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

**Class:** Magus (Arcane Order)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell this attack deals an additional 1d8 force damage.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target and the additional damage if the target is concentrating on a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th and 17th level.



**SPORE CLOUD**  
*1st-level transmutation*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** S, M (a poison mushroom)  
**Duration:** Concentration, up to 1 minute  
**Class:** Magus (Sylvan Circle)

You exhale a faint cloud of spores towards a creature within range. As the spores land on the target they bloom and blossom forming a fungal or floral parasite that weakens the creature to poison and disease. Creatures targeted by this spell must make a Constitution saving throw. If the creature fails and does not have resistance or immunity to poison damage, the creature gains vulnerability to poison damage and disadvantage on saving throws against poison and disease until this spell ends. If the creature fails and has resistance or immunity to poison damage or the poisoned condition, the creature loses its resistance or immunity to poison damage and immunity to the poisoned condition until this spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

**STORMY STEP**  
*1st-level evocation*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a small metal rod)  
**Duration:** Instantaneous  
**Class:** Magus (Primordial Seal)

You fly up to 30 feet as lightning flashes around you striking out at creatures as you pass them. Each creature you move adjacent to as part of this action must succeed on a Dexterity saving throw or take 1d8 lightning damage. On a success, creatures take half damage instead. If you do not land on a surface at the end of this spell you immediately fall.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage of this spell increases by 1d8 for each slot level above 1st.

**VORTEX DART**  
*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, M (a weapon)  
**Duration:** Instantaneous  
**Class:** Magus (Arcane Order)

As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and each Large or smaller creature within 10 feet of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space adjacent to the target.

At 5th level, the ranged attack deals an extra 1d6 force damage to the target. This force damage increases by 1d6 again at 11th level and 17th level.

**WARDEN'S REBUKE**  
*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** 5 feet  
**Components:** V, M (a weapon)  
**Duration:** Instantaneous  
**Class:** Magus (Sylvan Circle)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the earth moves threateningly beneath its feet until the start of your next turn. If the target willingly attacks a creature other than you before then, it immediately takes 1d6 bludgeoning damage as the earth rises up to rebuke it, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 damage to the target, and the bludgeoning damage the target takes for attacking another creature increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

**SPELL CITATIONS**

For ease of reference spells that cannot be found in the Player's Handbook have abbreviations next to their entry on the spell lists denoting where they are featured. Spells marked with <sup>SCAG</sup> can be found in the Sword Coast Adventurer's Guide while spells marked with <sup>EE</sup> can be found in the Elemental Evil's Player Companion. Spells marked with <sup>SV</sup> can be found at the end of this document.

## MAGUS & MULTICLASSING

Magi follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

### MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Magus	Constitution 13 and Intelligence (Arcane Order), Wisdom (Sylvan Circle) or Charisma (Primordial Seal) 13

### MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Magus	Light armor, medium armor, shields, simple weapons, martial weapons



**The Magus Class by**  
*[Benjamin Huffman](http://sterlingvermin.com/)*  
<http://sterlingvermin.com/>

**Art Credits in Order of Appearance**

*“Volcano”* by Ners  
*“Mouse”* by Devin Hoyt  
*“Sunset”* by Ners  
*“Anony”* by Devin Hoyt  
*“Agni”* by Devin Hoyt  
*“Shepperd”* by Devin Hoyt

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Benjamin Huffman and published under the Community Content Agreement for Dungeon Masters Guild.