

MAGUS



teel flashes from the human's right hand, striking down one foe as she prepares to unleash lightning from her left hand at the next. Across the battlefield, she sees her target slashing at an ally. In a magic step, she teleports across the battlefield, bringing the fight to her foe.

The half elf stares at his sword as arcane energy begins to fill its blade. Glowing with mana, the half elf strikes an unwitting orc with the ensorcelled weapon. He smiles as the magic frost pulses forth, freezing the orc to the bone.

An arrow flies across the battlefield, striking earth amongst a cluster of goblins. Their mirth at seeing the arrow miss them all fades when it explodes in fiery blast.

SPELL AND STEEL

A good warrior always know to trust in his weapons, but a magus knows that it's always good to have a spell up your sleeve. A magus keeps the balance between spell and steel, ensuring that he always has a solution to any situation. Comfortable in the front lines of battle or supporting from the rear, a warmage has the flexibility to take down the most armored of foes, but also the security in his own strength that he can survive even after his spells are spent.

SOLITARY QUESTING

The life of a magus is one of continual personal progression. The development of their abilities does not lend itself to laziness, so a magus always seeks a chance to use their arts. Many magi find themselves engaged serving as a champion to a lord or earning a living as a mercenary, combating foes that need fighting and monsters that need slaying.

The studies of martial and arcane art do not often overlap and most magi find themselves on an unending journey to better themselves. Some magi come from schools where they are taught to wield weapon and magic in tandem, but this education is just a starting point. The call of adventure lures magi with new relics to find, new foes to fight, and new techniques to learn.



CREATING A MAGUS

In building a magus, the first consideration is what style of warrior and what sort of weapon does your magus have bonded. Did you receive your training in a formal academy and learn to fight in regulated duels? Perhaps your magus was recruited at a young age into an army that had a magic company? Or maybe you were an orphan taken in by a retired master magus living as recluse in a desert?

The second consideration in why and how you left to start your adventuring life. Did you strike out after your training to seek your destiny? Were you outcast in disgrace after being the sole survivor of some military operation? Do you delve ancient ruins seeking lost spells or combat techniques?

QUICK BUILD

You can make a magus quickly by following these suggestions. First, make Intelligence your highest ability score. Your next highest score should be Dexterity if you want to use a finesse or ranged weapon, or Strength if you do not. Secondly, choose the Soldier Background.

THE MAGUS

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Weapon Bond, Arcane Warrior	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Magus Path	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Mettle	4	4	2	—	—	—
7th	+3	Magus Path Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Arcane Channeling	6	4	3	2	—	—
11th	+4	Improved Arcane Warrior	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Battle Magic	8	4	3	3	1	—
15th	+5	Magus Path Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Bonded Concentration	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Magus Path Feature	11	4	3	3	3	2

CLASS FEATURES

As a magus, you gain the following 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: Intelligence, Constitution

Skills: Choose two from Arcana, Athletics, History, Insight, Intimidate, Perception, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a longsword and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- a longbow and a quiver of 20 arrows

WEAPON BOND

As part of your initial magus training, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual; at the conclusion of the ritual you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is within 50 feet of you, you can summon that weapon as a bonus action on your turn, causing it to fly to your hand. If the weapon is restrained or held by a creature, you must make an opposed Intelligence ability check versus the strength of the restraining object or creature.

If your bonded weapon is broken or damaged, you can perform the bonding ritual to recreate the weapon from a fragment. This process destroys any other fragments of the weapon in existence.

You can have up to two bonded weapons, but you can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

ARCANE WARRIOR

At 1st level, you can infuse your weapons with magic to add effects to your attacks. When you gain this feature, choose one of the following damage types: acid, cold, fire, poison, or lightning. As a bonus action, you can imbue a weapon that you are holding with the chosen damage type. All damage dealt with that weapon is of the chosen type and counts as magical for the purposes of overcoming resistance.

This effect lasts for 1 minute, until you use this feature again, or until you dismiss it as a free action. The effect ends early if the weapon leaves your hand or you become incapacitated.

You gain additional options at certain levels in this class: 5th, 9th, 13th, and 17th.

SPELLCASTING

By the time you reach 2nd level, you develop an understanding of magic and the ability to cast basic magic spells. You know all of your spells by rote and can cast them without preparation. Refer to 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 *burning hands* and have a 1st-level and 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

The Spells Known column of the Magus table shows when you learn more spells of your choice. Each of the 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.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for magus spells, since your spells are learned through 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 DC 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

SPELLCASTING FOCUS

You can use an arcane focus as your spellcasting focus for magus spells.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

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

DUELING

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

PROTECTION

When a creature you see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MAGUS PATH

At 3rd level, you choose a path of steel and sorcery that guides the development and practice of your abilities. Choose Aegis Warden, Blade Conjurer, Felblade, Juggernaut, or Warmage. The Magus Path you choose grants you features at 3rd, 7th, 15th, and 20th level.



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.

EXTRA ATTACK

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

METTLE

Beginning at 6th level, you can use magic to bolster your body against magical and unusual effects. When you are subjected to an effect that allows you to make a Constitution saving throw that normally would have a lesser effect on a successful save, you instead completely negate the effect if you succeed, or take the lesser effect if you fail.

ARCANE CHANNELING

Once you reach 10th level, you are able to channel your arcane energies through your martial implements. Choose one of the following options.

CHANNEL SPELL

As an action, you may channel one of your spells into a melee weapon, expending the spell slot. The channeled spell must require an attack roll or saving throw and have a casting time of one action or one bonus action. You can channel your spells into only one weapon at a time. If you channel another spell into a weapon, the first spell is lost. Spells channeled into a weapon are lost if not used before the end of the next long rest.

The next time you attack a creature or object with the weapon containing the channeled spell, the spell is released using the weapon attack roll in place of the spell's attack roll or saving throw.

DAGGERCAST

While you are wielding a light weapon in one hand, you may cast spells that require somatic components as if you had a free hand. Additionally, the effects of your Arcane Warrior class feature no longer end when the weapon leaves your hand.

IMBUE ARROW

When you spend an action on your turn to cast a spell while holding a ranged weapon, you can channel a spell through a piece of fired ammunition. When you do so, you substitute the range of the spell with the range of the ranged weapon.

The spell must have a casting time of one action or one bonus action. The ammunition is consumed and does not deal damage.

SHIELD BOND

Your Weapon Bond feature now applies to one shield in addition to your two weapons. Additionally, when wielding your bonded shield in one hand, you may cast spells that require somatic components as if you had a free hand.

IMPROVED ARCANE WARRIOR

Beginning at 11th level, your ability to infuse your weapons with magic becomes so great that when you strike a foe, excess energy lashes out at them. When you make a weapon attack with your Arcane Warrior class feature active, you deal an additional 1d8 damage of the chosen type.



BATTLE MAGIC

Starting at 14th level, when you use your action to cast a Magus spell, you can make one weapon attack as a bonus action.

BONDED CONCENTRATION

When you reach 18th level, you gain the ability to hang enchantments on your bonded weapons. While holding one of your bonded weapons, you may maintain concentration on a second spell that requires concentration. When you take damage, you still make concentration checks to maintain concentration on both spells and the second spell's concentration is lost immediately if your weapon leaves your hand.

Once you use this feature, you must take a long rest before you can use it again.

MAGUS PATHS

While all Magi blend martial and magical prowess, the path they take to do so varies greatly. The Magus Paths are Aegis Warden, Blade Conjurer, Felblade, Juggernaut, and Warmage.



AEGIS WARDEN

The Path of the Aegis Warden focuses on using magic to defend oneself and others. By placing abjurations on their allies, Aegis Wardens can control the battlefield by limiting the enemies' options and offensive abilities.

WARDING STRIKE

Beginning at 3rd level, when you activate your Arcane Warrior class feature, you gain resistance to bludgeoning, piercing, and slashing damage for the next attack that hits you until the start of your next turn.

AEGIS

At 3rd level, you gain the ability to place a protective ward, called an aegis, on an ally. As a bonus action, you can place an aegis on an allied creature that you can see within 60 feet of you. The aegis grants the allied creature +1 AC for the next minute, until you use this ability again, or until you are incapacitated.

When you gain this feature, choose one of the following abilities to gain: *Lesser Aegis of Assault*, *Lesser Aegis of Ensnares*, or *Lesser Aegis of Pursuit*. When the target of your aegis is hit with an attack that did not include you and is within 60 feet of you, you may use your reaction to end the aegis effect and use your chosen ability.

Lesser Aegis of Assault. You may teleport to an unoccupied space within 5 feet of the target of your aegis and make an attack against the attacking creature.

If there is no valid destination for your teleport, you may not use this ability.

Lesser Aegis of Ensnares. You force the attacking creature to make a Constitution saving throw versus your Spellcasting DC. On a failed save, the creature is teleported to an unoccupied space within 5 feet of you and the next attack against the creature before the end of your next turn has advantage.

If there is no valid destination for your teleport, you may not use this ability.

Lesser Aegis of Shielding. Your may reduce the damage dealt to the target of your aegis by half your magus level, rounded down.

ARCANE STEP

At 7th level, you can siphon magic from your spells to warp space and reposition yourself. When you use an action to cast a spell, you may teleport to an unoccupied space within 10 feet that you can see.

IMPROVED AEGIS

Starting at 15th level, your aegis ability is more effective. Replace your lesser aegis with its greater form listed below.

Greater Aegis of Assault. You may teleport to an unoccupied space within 5 feet of the target of your aegis and make an attack against the attacking creature. If this attack hits, it deals an additional 3d8 force damage.

If there is no valid destination for your teleport, you may not use this ability.

Greater Aegis of Ensaring. You force the attacking creature to make a constitution saving throw versus your spellcasting DC. On a successful save, the creature is knocked prone. On a failed save, the creature is teleported to an unoccupied space within 5 feet of you and is restrained by tendrils of magic force. The creature may spend an action to break free with a strength check versus your spellcasting DC.

If there is no valid destination for your teleport, you may not use this ability.

Greater Aegis of Shielding. The damage of the attack is reduced by half.

MASS AEGIS

At 20th level, you have mastered the art of magically protecting your allies. When you use your aegis ability, instead of choosing a single ally to receive your aegis, you may choose to place your aegis on any number of allied creatures within 30 feet of you.

Using this ability does not cause your aegis to fall off any previous targets of your aegis and any further uses of your aegis ability does not cause the aegis effect to end on the targets of your mass aegis.

You may use this ability once and regain that use after the completion of a long rest.

BLADE CONJUROR

A magus without a weapon is a magus that cannot do their job. Therefore the blade conjuror has mastered techniques to always have a weapon at hand and the ability to make the most out of it.

CONJURE WEAPON

Beginning at 3rd level, you gain the ability to conjure weapons at will. With a bonus action, you can create two simple melee weapons that deal up to 1d4 damage each, a martial melee weapon that deals up to 1d8 damage, a shortbow, or up to six arrows.

These weapons appear in your hand, in an empty container on your person, or at your feet. The conjured weapons are visibly magical, radiating out dim light up to 5 feet. They last for up to 10 minutes, until you dismiss them as a free action, or until they take damage.

ARCANE OVERLOAD

At 3rd level, when you hit a creature with an attack with your conjured weapon, you can destroy the conjured weapon to deal an additional 1d6 force damage to the creature.

The force damage increases to 2d6 when you reach 11th level in this class.

PHANTASMAL ARROWS

Starting at 7th level, you increase the versatility of your conjured weapons and can fire them from a bow as if they were arrows. If you use an action to make an attack with a ranged weapon, you may use one of your conjured weapons as the ammunition. This adds the damage die from your conjured weapon to that of your ranged weapon. Any conjured weapon used as ammunition is destroyed after the attack.

IMPROVED CONJURE WEAPON

At 15th level, you are able to conjure larger weapons than you previously could. In addition to the normal conjure weapon options, you can also choose to create two martial melee weapons that deal up to 1d6 damage each, a martial melee weapon that deals up to 1d12 damage, or a longbow.

UNLIMITED BLADE STORM

At 20th level, you can spend an action to surround yourself in a spinning vortex of conjured weapons. Any creature that starts its turn or moves within 5 feet of you takes 3d6 force damage from the whirling weapons. While this effect is active, your conjure weapon ability requires no action to use.

This effect lasts for 1 minute, until you end it as a free action, or until you are incapacitated. Once you use this feature, you must complete a long rest before you can use it again.



FELBLADE

Dark energies resonate within you, manifesting as malevolent maledictions. As you travel the Path of the Felblade, you augment your spells with curses, seeking to first weaken, then destroy, your foes.

EXPANDED SPELL LIST

At 3rd level, the following spells are added to the Magus Spell List. You may learn these spells at any level in which you can learn a spell of that level.

FELBLADE ADDITIONAL SPELLS

Spell Level	Spell
1st	<i>Hex</i>
2nd	<i>Ray of Enfeeblement</i>
3rd	<i>Bestow Curse</i>
4th	<i>Evard's Black Tentacles</i>
5th	<i>Greas</i>

CURSED BLADE

Beginning at 3rd level, whenever you hit a creature with your Arcane Warrior class feature, the creature cannot regain HP until the start of your next turn.

FELBLADE'S CURSE

At 3rd level, as an action you can curse a creature that you can see within 60 feet of you. The target makes a Wisdom saving throw with a DC equal to $8 + \text{your proficiency modifier} + \text{your Charisma modifier}$. On a failed saving throw, the target has disadvantage on attack and ability rolls while the felblade is in sight and isn't incapacitated.

The Felblade's Curse lasts for an hour and can be ended early by the *Remove Curse* spell. Only one Felblade's curse can affect a creature at a time.

You have one use of this ability and gain additional uses at 7th and 15th levels. You regain all uses after completing a short or long rest.

MALEFICENT MOUNT

At 7th level, you gain the ability to summon a dreadful steed using the *Find Steed* spell. In addition to the steed's abilities listed in the spell, while you are mounted on it, you gain advantage of Charisma (Intimidation) checks.

Once you use this feature, you must complete a long rest before you can use it again.

DIRE FELBLADE'S CURSE

Starting at 15th level, when you use your Felblade's Curse, instead of the normal effect, you can use one of the effects of the *Bestow Curse* spell. You must finish a short or long rest before you can use this feature again.

CONDEMNATION

At 20th level, your Felblade's Curse has no duration and is permanent until removed by the *Remove Curse* spell.

JUGGERNAUT

The Path of the Juggernaut follows the tenet that the best offense is a good defense. You have an enchanted suit of armor that protects you while being the focus for your martial abilities.

ARMOR BOND

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one suit of armor. You perform the ritual over the course of 1 hour, which can be done during a short rest. The armor must be within your reach throughout the ritual; at the conclusion of the ritual you touch the armor and forge the bond.

Once you have bonded the armor to yourself, it cannot be forcefully removed unless you are incapacitated. If it is within 50 feet of you, you can summon and equip the armor as an action on your turn, causing it to fly instantly onto your body. You can also magically remove the armor as an action on your turn, causing it to fall at your feet.

You can have only one set of bonded armor. If you attempt to bond with a second set of armor, you must break the bond with your current armor.



WARPATH

As a bonus action on your turn, you can animate your armor while you wear it and use your magical ability to go on a Warpath. While on your Warpath, you gain the following abilities:

- when you make an unarmed attack, you use your Intelligence modifier to determine your bonus to attacks and damage instead of Strength
- your unarmed attacks deal 1d8 bludgeoning damage and count as magic weapon for the purposes of overcoming resistance
- when you would make a Dexterity ability check or saving throw, you make an Intelligence ability check or saving throw instead

Your Warpath lasts for 1 minute and ends early if you are incapacitated or remove your armor. You can use of this feature twice and regain all uses after a short or long rest.

SECOND SKIN

By 7th level, you have perfected the enchantments on your bonded armor and it fits you like a second set of skin. You are considered proficient with your bonded armor if you are not already proficient with that type of armor. You ignore any minimum Strength requirement for wearing it and your armor does not give you disadvantage on Stealth checks.

ARMOR RESTRAINT

Starting at 15th level, you can spend an action to trap a creature of your size or smaller in your armor. A creature within 30 feet makes a Dexterity saving throw against a DC of $8 + \text{your proficiency modifier} + \text{your Intelligence modifier}$. On a successful saving throw, your armor falls at the creature's feet. On a failed saving throw, the target is restrained.

While a creature is restrained by your armor, you may spend a bonus action on your turn to deal bludgeoning damage equal to your Intelligence modifier. On the creature's turn, it may attempt to break free with a Strength check. The DC to break out of the armor is equal to the armor's Armor Class.

CONJURE GREATER ARMOR

At 20th level, you may spend a bonus action to create a larger version of your armor around yourself. You gain all of the benefits of your Warpath feature and the following benefits:

- you gain temporary HP equal to 10 times the Armor Class of your Armor
- your size becomes huge, unless you were larger
- your unarmed attacks deal 3d8 bludgeoning damage
- you gain advantage on strength checks

These benefits last for 10 minutes or until your temporary HP are gone. Once you use this feature, you must complete a long rest before you can use it again.

WARMAGE

As a veteran of war, you know that sometimes the mightiest warrior is the greatest magician. On the Path of the Warmage, you wield more magic than other magi and use that magic to assist armies and turn the tide of battle.

SPELL INITIATION

At 3rd level, you learn two cantrips from the wizard spell list. These spells count as magus spells for you and do not count against your number of spells known.

ELEMENTARY ARCANUM

At 3rd level, you acquire a ritual spellbook and begin to keep spells that you can ritually cast within it. Choose two wizard spells of 1st level and add them to your spellbook. You can cast these spells as ritual spells, even if they do not have the ritual tag, but they can only be cast as rituals.

Additionally, if you come across a spell in written form, such as a magic scroll or wizard's spellbook, you may be able to add it to your spellbook. The spell must be a wizard spell, must be of a level that you can cast, and have the ritual tag. The process of copying a spell takes 2 hours per level of the spell and costs 50 gp per spell level. This cost represents the costs of material components necessary to experimentally learn the spell and fine inks to record it in your spellbook.

KNIGHTLY PROWESS

Starting at 7th level, your exposure to knights has granted you insight into their martial ways. You gain proficiency with heavy armor and the Animal Handling skill. Additionally, any mount that you ride gains the benefit of your Mettle class feature.

ADVANCED ARCANUM

By 15th level, you have expanded your education to learn spells that most magi do not know. You learn two spells of up to 4th level from the wizard spell list. These spells count as magus spells for you and do not count for against your spells known.

ARCANE THESIS

At 20th level, you have perfected your magical arts. You learn one 5th level spell and one 6th level spell from the wizard spell list. You may cast each of these spells once per long rest without expending a spell slot. These spells count as a magus spells for you.

MAGUS SPELL LIST

1ST LEVEL

Burning Hands
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Jump
Mage Armor
Magic Missile
Ray of Sickness
Shield
Silent Image
Sleep
Thunderwave
Witch Bolt

2ND LEVEL

Alter Self

Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Gust of Wind
Hold Person
Invisibility
Knock
Levitate
Mirror Image
Misty Step
Phantasmal Force
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3RD LEVEL

Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Haste
Hypnotic Pattern
Lightning Bolt
Major Image
Protection from Energy
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Breathing
Water Walk

4TH LEVEL

Banishment

Blight
Confusion
Dimension Door
Dominate Beast
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Cloudkill
Cone of Cold
Creation
Dominate Person
Hold Monster
Insect Plague
Seeming
Telekinesis
Teleportation Circle
Wall of Stone

EXPANDING THE SPELL LIST

All of the spells listed in the Magus spell list come from the Player's Handbook. Any spell from a Wizard's of the Coast D&D product that is added to the Sorcerer's spell list can be added to the Magus Spell list as well.

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