

THE MAGUS

A CLASS OF MARTIAL PROWESS AND MAGICAL TALENTS



CREDITS

Product Lead: [Benjamin Huffman](#)
[Sterling Vermin Adventuring Co.](#)

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Writing & Game Design: Benjamin Huffman

Editing: Reed Dorsey

Layout & Graphic Design: [Nathanaël Roux](#)

Cover Illustrator: Devin Hoyt

Interior Illustrators: Nathanaël Roux, Devin Hoyt,
Junkestar and “WotC-RacesofStone_archer” Provided by
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MAGUS

A human confronted by two orcs draws his rapier and, as he does, violet runes illuminate the air around the weapon. One of the orcs rushes towards the man, swinging its weapon wildly. As the man parries the orc's reckless attacks, he delivers a riposte that causes the air around the orc to burst into green flames. Seeing its ally sent sprawling to the ground, the second orc becomes decidedly 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 her woodland allies to her side and her skin hardens to resemble bark.

Looking over ancient hieroglyphs, a saurian frantically searches for details of a ritual that will fortify the mystic seal that protects his ancestral home. The impossibly heavy doors swing open behind him and he turns to face the temple's guardians as his sword erupts with 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 they belong to. 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 magi, though violence may not be their preferred solution to a given problem, it is always a valid backup plan.

Every magus is a magician. Magi use their hard-earned spellcasting abilities 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

All magi learn their abilities in order to fulfill their obligations to their 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		Cantrips Known	Spells Known	— Spell Slots per Spell Level —				
	Bonus	Features			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

Eldritch societies are not monolithic entities, but they do have beliefs and goals that the majority of the magi within them believe in and fight for. Magi in the Arcane Order observe a tradition of honoring the requests and wisdom of their mentors and, subsequently, striving to train an apprentice to become an even greater magus than they are. Members of the Primordial Seal believe that the material planes are constantly under threat of incursion from the elemental planes and they must remain on guard to ensure the world's safety. Magi in the Sylvan Circle seek to protect the wilderness of the world from destruction and defilement, although what exactly that entails varies from magus to magus.

CREATING A MAGUS

As you create your magus character, consider the relationship your character has to their eldritch society. Does your character feel indebted to the society for the lessons it taught them? Does your character actively pursue the goals of their society? Has your character had a falling out with their society and, if so, why? While training to be a magus did you make any rivals? 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 a talent for combat. You might have spent years in training with a mentor before being left to your own devices or you may have only met your mentor informally on a handful of momentous occasions. You might report back to your society contacts regularly or keep a safe 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, Shadow Court, Sidereal Cabal), Wisdom (Sylvan

Circle), or Charisma (Knights Stygian, 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 Knights Stygian, the Primordial Seal, the Shadow Court, Sidereal Cabal, 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 can detect the arcane abilities of others. As an action, your eyes visibly flash with magic 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 creatures' spellcasting ability, if they have one.

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

MYSTIC MARK

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

AEGIS

As a bonus action you can project your mystic mark onto a creature you can see within 30 feet of you. For the next minute the target is under the protection of your aegis and receives a bonus to its armor class. This bonus increases their AC by +1. If the target is wearing armor that grants a magical bonus to AC, use whichever bonus is higher. The aegis ends if you or your target 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

As a bonus action, you surround a weapon you're holding 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 already grants a magical bonus to attack and damage, use whichever bonus 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 spells of 1st level 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 magus 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 the attack would normally cause to all creatures within 10 feet of the target. When you do so, expend 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 expend a spell slot to deal additional damage to the target. The extra damage is $2d6$ for a 1st-level spell slot. The damage increases by $1d6$ for each slot level above 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 to expend a spell slot and strengthen the target's defenses. The target gains a bonus to AC equivalent to the spell slot expended. This bonus is only applied against the triggering attack. Additionally, the target gains temporary hit points equal to your spellcasting modifier + 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 expend 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. The damage increases by 1d4 for each slot level above 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

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

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

Starting at 10th level, you can cast any magus spell you know without expending a spell slot. The spell is cast as if you had used a spell slot equal to the highest spell slot you have.

Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

IMPROVED WAR MAGIC

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

SPELL WARD

Starting 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.

Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

ELDRITCH SOCIETY

Eldritch societies are organizations that train initiates in unique styles of magic. Each of these institutions has its own ideals, interests and goals. When a magus pledges themselves to an eldritch society they may be motivated primarily by an 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, each member tends to operate alone or with only their mentor or apprentice—though in times of extreme circumstance, members will come together to face grave, large scale threats. Each magus of the Arcane Order takes a unique philosophical approach to their teachings, often adopting or adapting the ideals of their mentor. All scholars of the Arcane Order, however, emphasize exceptional technique and approach 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.

Cantrips. You learn two cantrips of your choice from the Arcane Order's spell list. You learn an additional Arcane Order cantrip of your choice 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 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

BONUS PROFICIENCIES

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



AMETHYST MARK

Starting at 3rd level, the effects of your mystic marks are enhanced by your greater understanding of the Arcane Order's esoteric knowledge. When you place your mystic mark on an object or 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 its normal damage type.

When you deal damage to a creature with your enspelled weapon, you can choose to remove your enspell from the weapon to unleash a wave of magical energy. When you do so, the target 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 target protected by your aegis takes damage from a creature you can use your reaction to remove the aegis from that ally. When you do, you may teleport up to 30 feet and make a weapon attack against the attacking creature.

OCCULT SAVANT

By 7th level, through diplomacy, espionage, or occult experimentation you have gleaned how to use spells normally used by other eldritch societies. Alternatively, you've spent time further deciphering the obscure teachings of the Arcane Order. You learn two spells of your choice from any eldritch society's spell list. These spells must be of a level you can cast, as shown on the Magus table, or cantrips. The chosen spells count as Arcane Order magus spells for you and do not count towards 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 formulae. Once per day when you finish a short rest, you can choose to recover some of your expended spell slots. 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 KNIGHTS STYGIAN

The Knights Stygian take it upon themselves to seek out and cleanse the world of its corruption. These magi seek to protect the innocent, defend the weak, and ensure justice is done. They do this by wielding necromantic magic that simultaneously terrifies their living foes and turns their defeated foes into foot soldiers in the magi's service.

KNIGHTS STYGIAN INITIATE

When you choose this eldritch society at 1st level, you augment your martial prowess with the ability to cast cantrips.

Cantrips. You learn two cantrips of your choice from the Knights Stygian's spell list. You learn an additional Knights Stygian cantrip of your choice 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. Charisma is your spellcasting ability for your Knights Stygian spells, since you learn your spells through an intuitive connection with death. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma 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 Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Intimidation skill and embalmer's tools.

EMBALMER'S TOOLS

Embalmer's tools include all the instruments, chemicals, and perfumes necessary to embalm the dead. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to embalm or preserve a body. Embalmer's tools cost 10 gold pieces and weigh 4 lb.

OBSIDIAN SEAL

Starting at 3rd level, the effects of your mystic marks are enhanced by the fell magic of the Knights Stygian. When you place your mystic mark on an object or creature, it is surrounded by an aura that emits drifting motes of black ash and the acrid smell of decay.

Stygian Enspell. When you deal damage with your enspelled weapon you can choose to deal necrotic damage instead of its normal damage type.

When you hit with an attack with an enspelled weapon you can choose to remove the enspell, unleashing an unholy wave of pure terror. When you do, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened by you until the end of their next turn.

Stygian Aegis. When a creature protected by your aegis takes damage from an attack you can use your reaction to remove the aegis from that creature, releasing necrotic energy upon the attacker. When you do, the attacker must succeed on a Constitution saving throw against your spell save DC or take necrotic damage equal to the damage dealt by the triggering attack.

FACE OF FEAR

Starting at 7th level, you have advantage on saving throws against being frightened. When a creature within 30 feet of you makes a saving throw against being frightened, you can use your reaction to give that roll disadvantage.

NECROMANTIC SURGE

At 14th level, you can cast the spell *animate dead* without expending a spell slot as if you had used a spell slot equal to the highest spell slot available to you. Once you cast *animate dead* in this way, you can't do so again until you finish a long rest.

Whenever you create an undead creature using a necromancy spell, it has additional benefits:

- The creature's hit points maximum is increased by an amount equal to your magus level.
- The creature adds your proficiency bonus to its weapon damage rolls.

THE PRIMORDIAL SEAL

The Primordial Seal claims to be an ancient order responsible for the ongoing safety of the material realms. According to their own lore, the material realms were—in ancient times—constantly besieged by the elemental realms until a seal was placed, forever separating them from one another. Today the magi of 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.

Cantrips. You learn two cantrips of your choice from the Primordial Seal's spell list. You learn an additional Primordial Seal cantrip of your choice 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 a 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 DC 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 in 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 mystic mark on an object or creature, an intense aura of vacillating colors surrounds 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, unleashing a surge of elemental energy. When you do, the target 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 protected by your aegis takes damage you can use your reaction to remove the aegis, fortifying the creature's body with primeval power. 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 knowledge of elemental magic has imbued you with abilities related to your element of choice. You gain your choice of one of the following features:

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

Earth. You gain 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 gain darkvision out to a distance of 120 feet and proficiency in Dexterity saving throws.

Water. You gain the ability to breathe underwater 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, listed below, without expending a spell slot. You cannot lose concentration on the spell by taking damage. You must complete a long rest before you can use this feature again.

Air. *Investiture of Wind* ^{XGE}

Earth. *Investiture of Stone* ^{XGE}

Fire. *Investiture of Flame* ^{XGE}

Water. *Investiture of Ice* ^{XGE}

THE SHADOW COURT

Magi of the Shadow Court conspire to shape local and regional politics with a blend of stealth, fighting prowess, and magical ability. Although those outside this eldritch society understand it to be a singular group, the Shadow Court is in fact composed of multiple clans that often wage clandestine wars on one another to obtain secrets and objects of power. Magi of the Shadow Court are secretive by nature and are forbidden from revealing their clan's goals and activities to all but their most trusted companions.

SHADOW COURT INITIATE

When you choose this eldritch society at 1st level, you augment your martial prowess with the ability to cast cantrips.

Cantrips. You learn two cantrips of your choice from the Shadow Court's spell list. You learn an additional Shadow Court cantrip of your choice 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 Shadow Court 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 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

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Deception and Stealth skills.

JADE SEAL

Starting at 3rd level, the effects of your mystic marks are enhanced by the Shadow Court's deadly techniques. When you place your mystic mark on an object or creature, it is engulfed in an aura of faint smoke.

Shadow Enspell. In addition to weapons, you can also empower your unarmed strikes with your enspell. While your unarmed strikes are enspelled, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll 1d6 instead of the normal damage of your unarmed strike.

When you hit with an attack with an enspelled weapon or unarmed strike you can choose to remove the enspell, unleashing an intense flash of light. When you do, the target must succeed on a Constitution saving throw against your spell save DC or be blinded until the start of their next turn.

Shadow Aegis. When a creature protected by your aegis takes damage from an attack, you can use your reaction to remove the aegis from that creature, engulfing it in illusory mages. When you do, the target becomes invisible until the end of its next turn or when it casts a spell or makes an attack, whichever happens first.

BROKEN MIRROR JUTSU

Starting at 7th level, you can take a special action on your turn to summon duplicates of yourself. When you do, you expend a spell slot and choose a number of unoccupied spaces within 60 feet equal to the level of the spell slot expended. A duplicate of yourself appears in each chosen space. You and each duplicate then make a melee spell attack against a creature within 5 feet, dealing 1d10 + your Intelligence modifier in force damage on a hit. If you and all your duplicates attack the same creature, and at least one of you deals damage to the creature, it must succeed on a Constitution saving throw or be stunned until the end of your next turn.

FALSE BODY JUTSU

At 14th level, you gain the ability to replace yourself with an unlikely body double in the instant before you take a blow. When you are hit by an attack, you can use your reaction to reduce the damage from that attack to 1. When you do, you become invisible for 1 minute and teleport to an unoccupied space of your choice within 300 feet. You leave a block of wood or another harmless, mundane object in the space you teleported away from. You must complete a long rest before you can use this feature again.

THE SIDEREAL CABAL

Magi in the Sidereal Cabal consult the stars to foresee the future and intercede at moments of particular import. Once, long ago, the cabal followed a philosophy of balance, believing that destiny and free will should be given equal weight. Today the cabal is largely split into two camps, kismetists and volitionists. Kismetists prefer indirect or discrete methods when possible, believing that active and obvious interference in the world's affairs might cause a disruption in the natural order of fate. They work to ensure that fate isn't thwarted by powers outside its reach. Volitionists find pivotal moments where the road of destiny forks and interject themselves to force the outcome they prefer.



SIDEREAL CABAL INITIATE

When you choose this eldritch society at 1st level, you augment your martial prowess with the ability to cast cantrips.

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

Spellcasting Focus. You can use an astrolabe or 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 Sidereal Cabal spells, since you learn your spells through sacred geometry and detailed observation of stellar movements. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting DC 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

ASTROLABE

An astrolabe is an inclinometer used to measure a celestial body's distance above the horizon. It costs 10 gold pieces and weighs 1 pound.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Perception skill, navigator's tools, and water vehicles.

SELENITE SEAL

Starting at 3rd level, the effects of your mystic marks are enhanced by the Sidereal Cabal's celestial radiance. When you place your mystic mark on an object or creature, it gives off a soft, indistinct light and hums with unseen energy.

Sidereal Enspell. When you deal damage with your enspelled weapon you can choose to deal force damage instead of its normal damage type.

When you miss with an attack with this weapon you can choose to remove the enspell from the weapon, twisting fate in your favor. When you do, you can reroll the attack with advantage.

Sidereal Aegis. When an attack hits a creature protected by aegis you can use your reaction to remove the aegis, turning fortune against your foe. When you do, the attacker must reroll the attack with disadvantage.

CELESTIAL CLOCKWORK CONTROL

At 7th level, your extensive study of the stars has taught you to twist the heavenly mechanics of fate in your favor. When a creature you can see within 60 feet makes an ability check, attack roll, or saving throw you can use your reaction and expend a spell slot to modify the result of the roll. When you do, you can choose to either increase or decrease the result of the roll by the level of the spell slot expended. This change modifies the die result directly, not the total of the roll, which means it can turn a roll into a natural 1 or 20.

SEAL FATE

At 14th level, when a creature that you can see within 60 feet makes a roll with advantage or disadvantage, you can use your reaction to seal their fate. The creature rolls three d20s, rather than two, using the highest result if it had advantage or the lowest result if it had disadvantage.

THE SYLVAN CIRCLE

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

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

Spellcasting Focus. You can use a 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 an 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 DC 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

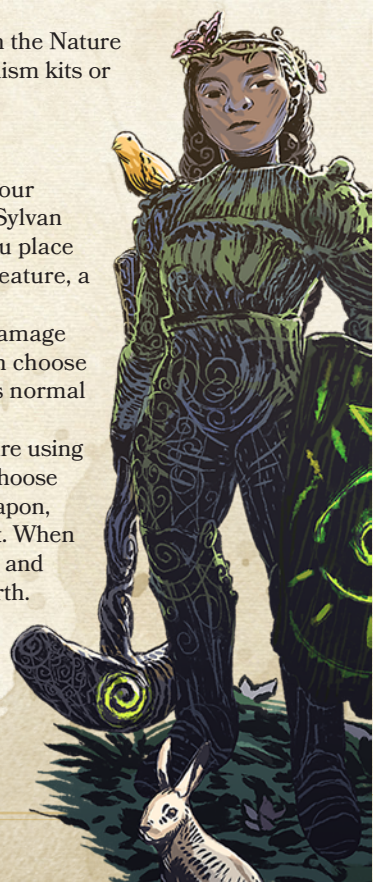
At 1st level, you gain proficiency with the Nature skill and your choice of either herbalism kits or poisoner's kits.

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 mystic mark on an object or 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 its 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, causing the earth to join your assault. When you do, roots spring from the ground and attempt to tether the target to the earth. The target must succeed on a Strength saving throw against your spell save DC or it is restrained until the end of its next turn.



Sylvan Aegis. When a creature protected by your aegis fails a saving throw you can use your reaction to remove your aegis from that creature. When you do the aegis transmutes into vital energy and washes over the target. The target may reroll its saving throw with advantage.

NATURE'S MASK

At 7th level, you can cast the spell *polymorph* on yourself without expending a spell slot. You must complete a long rest before you can use this feature again.

FONT OF LIFE

Starting at 14th level, you can use a bonus action to expend a spell slot and create a font of life. When you do, you regain your magus level + 1d12 hit points per level of the expended spell slot and creatures of your choice within 30 feet of you regain half that amount. Once you use this feature, you must finish a short or long rest before you can use it again.

MAGUS SPELL LISTS

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 to denote where they are featured. Spells marked with **SCAG** can be found in the *Sword Coast Adventurer's Guide* while spells marked with **XGE** can be found in *Xanathar's Guide to Everything*. Spells marked with **SV** can be found at the end of this document.

THE ARCANE ORDER

CANTRIPS (0 LEVEL)

Arcing Arrow^{SV}
Blade Ward
Dancing Lights
Green-Flame Blade^{SCAG}
Mage Hand
Message
Minor Illusion
Prestidigitation
Spell-Shattering Strike^{SV}
Sword Burst^{SCAG}
True Strike
Vortex Dart^{SV}

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

3RD LEVEL

Blink
Clairvoyance
Counterspell
Dispel Magic
Fireball
Fly
Haste
Hypnotic Pattern
Leomund's Tiny Hut
Magic Circle
Slow
Tiny Servant^{XGE}
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
Far Step^{XGE}
Hold Monster
Passwall

Scrying
Teleportation Circle

6TH LEVEL

Arcane Gate
Contingency
Create Homunculus^{XGE}
Disintegrate
Drawmij's Instant Summons
Magic Jar
Scatter^{XGE}
True Seeing

THE KNIGHTS STYGIAN

CANTRIPS (0 LEVEL)

Blade Ward
Bloodletting Bite^{SV}
Chill Touch
Death Shroud^{SV}
Mending
Resistance
Spare the Dying
Thaumaturgy
True Strike

1ST LEVEL

Arms of Hadar
Aspir^{SV}
Bane
Cause Fear^{XGE}
Corpse Mask^{SV}
Detect Poison and Disease
Dissonant Whispers
Drain^{SV}
False Life
Hex
Inflict Wounds
Ray of Sickness
Sleep
Tasha's Hideous Laughter

2ND LEVEL

Blindness/Deafness
Darkness
Darkvision
Crown of Madness
Gentle Repose
Phantasmal Force
Ray of Enfeeblement
See Invisibility
Shatter
Silence
Spider Climb
Web

3RD LEVEL

Animate Dead
Bestow Curse
Dispel Magic
Fear
Feign Death
Gaseous Form
Hunger of Hadar
Phantom Steed
Revivify
Slow
Speak with Dead
Vampiric Touch

4TH LEVEL

Banishment
Blight
Death Ward
Dominate Beast
Evard's Black Tentacles
Phantasmal Killer

5TH LEVEL

Cloudkill
Contagion
Danse Macabre^{XGE}
Elevation^{XGE}
Hallow
Insect Plague
Negative Energy Flood^{XGE}
Passwall
Raise Dead

6TH LEVEL

Circle of Death
Create Undead
Disintegrate
Eyebite
Harm
Magic Jar
Soul Cage^{XGE}

THE PRIMORDIAL SEAL

CANTRIPS (0 LEVEL)

Acid Splash
Arcing Arrow^{SV}
Booming Blade^{SCAG}
Create Bonfire^{XGE}
Control Flames^{XGE}
Green-Flame Blade^{SCAG}
Gust^{XGE}
Mold Earth^{XGE}
Rime Strike^{SV}
Shape Water^{XGE}

1ST LEVEL

Absorb Elements^{XGE}
Alarm
Burning Hands
Catapult^{XGE}
Chromatic Orb
Detect Magic
Earth Tremor^{XGE}
Feather Fall
Ice Knife^{XGE}
Storm Step^{SV}
Thunderwave
Witchbolt

2ND LEVEL

Aganazzar's Scorcher^{XGE}
Arcane Lock
Dust Devil^{XGE}
Earthbind^{XGE}
Flaming Sphere
Gust of Wind
Knock
Maximilian's Earthen Grasp^{XGE}
Melf's Acid Arrow
Pyrotechnics
Scorching Ray
Shatter
Snilloc's Snowball Swarm^{XGE}
Warding Wind^{XGE}

3RD LEVEL

Call Lightning
Erupting Earth^{XGE}

THE SHADOW COURT

CANTRIPS (0 LEVEL)

Corrupted Ki Kata^{SV}
Dancing Lights
Death Shroud^{SV}
Mage Hand
Message
Minor Illusion
Nerve Pinching Kata^{SV}
Ten Thousand Masks^{SV}

1ST LEVEL

Alarm
Disguise Self
Expeditious Retreat
Feather Fall
Fog Cloud
Grease

Fireball
Flame Arrows^{XGE}
Gaseous Form
Lightning Bolt
Meld into Stone
Sleet Storm
Tidal Wave^{XGE}
Wall of Sand^{XGE}
Wall of Water^{XGE}
Water Walk
Wind Wall

4TH LEVEL

Conjure Minor Elementals
Control Water
Elemental Bane^{XGE}
Fire Shield
Ice Storm
Stone Shape
Storm Sphere^{XGE}
Watery Sphere^{XGE}
Wall of Fire

5TH LEVEL

Cone of Cold
Conjure Elemental
Control Winds^{XGE}
Immolation^{XGE}
Transmute Rock^{XGE}
Wall of Stone

6TH LEVEL

Chain Lightning
Flesh to Stone
Investiture of Flame^{XGE}
Investiture of Ice^{XGE}
Investiture of Stone^{XGE}
Investiture of Wind^{XGE}
Move Earth
Otiluke's Freezing Sphere
Primordial Ward^{XGE}
Wall of Ice
Wind Walk

Illusory Script
Jump
Longstrider
Silent Image
Sleep
Snare^{XGE}
Unseen Servant

2ND LEVEL

Blur
Darkness
Darkvision
Find Traps
Hold Person
Invisibility
Knock
Locate Object

Mirror Image
Misty Step
Pass Without Trace
Protection from Poison
Rope Trick
See Invisibility
Silence

3RD LEVEL

Blink
Clairvoyance
Dispel Magic
Enemies Abound^{XGE}
Fear
Feign Death
Gaseous Form
Major Image
Nondetection
Sending
Vampiric Touch
Water Breathing

4TH LEVEL

Confusion
Dimension Door
Freedom of Movement

THE SIDEREAL CABAL

CANTRIPS (0 LEVEL)

Blade Ward
Dancing Lights
Guidance
Mage Hand
Message
Minor Illusion
Misfortune's Mark^{SV}
Shillelagh
True Strike
Vortex Dart^{SV}

1ST LEVEL

Bane
Bless
Charm Person
Command
Comprehend Languages
Detect Evil and Good
Detect Magic
Faerie Fire
Feather Fall
Guiding Bolt
Identify
Illusory Script
Jump
Longstrider
Magic Missile
Protection from Evil and Good
Sanctuary
Silent Image
Sleep

2ND LEVEL

Augury
Blur
Calm Emotions
Darkness
Darkvision

Greater Invisibility
Hallucinatory Terrain
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Polymorph

5TH LEVEL

Dominate Person
Dream
Hold Monster
Mental Prison^{XGE}
Mislead
Modify Memory
Passwall
Scrying
Seeming

6TH LEVEL

Eyebite
Find the Path
Guards and Wards
Programmed Illusion
True Seeing
Wind Walk

Detect Thoughts
Find Traps
Hold Person
Levitate
Lesser Restoration
Locate Object
Mind Spike^{XGE}
Misty Step
Moonbeam
See Invisibility

3RD LEVEL

Bestow Curse
Blinding Smite
Catnap^{XGE}
Clairvoyance
Counterspell
Daylight
Enemies Abound^{XGE}
Find Vessel^{SV}
Fly
Haste
Melf's Minute Meteors^{XGE}
Nondetection
Remove Curse
Slow

4TH LEVEL

Arcane Eye
Banishment
Dimension Door
Divination
Locate Creature
Otiluke's Resilient Sphere

5TH LEVEL

Dawn^{XGE}
Dispel Evil and Good

Dream
 Far Step ^{XGE}
 Geas
 Greater Restoration
 Hold Monster
 Legend Lore
 Scrying
 Skill Empowerment ^{XGE}
 Synaptic Static ^{XGE}
 Telekinesis
 Wall of Light ^{XGE}

6TH LEVEL
 Arcane Gate
 Find the Path
 Forbiddance
 Scatter ^{XGE}
 Sunbeam
 True Seeing

THE SYLVAN CIRCLE

CANTRIPS (0 LEVEL)

Booming Blade ^{SCAG}
 Druidcraft
 Fungal Bloom ^{SV}
 Give Life ^{SV}
 Light
 Magic Stone ^{XGE}
 Resistance
 Rime Strike ^{SV}
 Spare the Dying
 Thornwhip
 Warden's Rebuke ^{SV}

1ST LEVEL

Animal Friendship
 Beast Bond ^{XGE}
 Create or Destroy Water
 Cure Wounds
 Detect Poison and Disease
 Ensnaing Strike
 Entangle
 Fog Cloud
 Goodberry
 Hail of Thorns
 Jump
 Longstrider
 Purify Food and Drink
 Speak with Animals
 Spore Cloud ^{SV}

2ND LEVEL

Alter Self
 Animal Messenger
 Barkskin
 Beast Sense
 Darkvision
 Enhance Ability
 Gust of Wind
 Lesser Restoration
 Locate Animals or Plants
 Moonbeam
 Pass without Trace
 Protection from Poison
 Skywrite ^{XGE}
 Spike Growth
 Warding Wind ^{XGE}

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
 Guardian of Nature ^{XGE}
 Locate Creature
 Polymorph
 Stone Shape

5TH LEVEL

Awaken
 Commune with Nature
 Contagion
 Greater Restoration
 Insect Plague
 Reincarnate
 Tree Stride
 Wrath of Nature ^{XGE}

6TH LEVEL

Druid Grove ^{XGE}
 Find the Path
 Heal
 Heroes' Feast
 Sunbeam
 Transport via Plants
 Wall of Thorns

NEW SPELLS

ARCING ARROW

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

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 takes lightning damage equal to your spellcasting ability modifier.

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 extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

ASPIR

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a blue ribbon)

Duration: Instantaneous

You drain the mystical energy of a spellcasting creature. Choose one creature within range that you can see. That creature must succeed on an Intelligence saving throw or lose a 1st-level spell slot if it has any. If the creature loses a 1st-level spell slot, you regain an expended 1st-level spell slot.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the creature loses the highest level spell slot it has up to the level of spell slot you expended to cast this spell, and you regain an expended spell slot of the level that creature lost.

BLOODLETING BITE

Necromancy cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, if the creature's current hit points are more than half its maximum hit points, the target suffers the attack's normal effects. If the creature's current hit points are equal to or less than half of its maximum hit points, the target suffers the attack's normal effect and takes an additional 1d12 necrotic damage.

This spell's damage increases when you reach higher levels. At 5th level, the additional damage dealt by this attack becomes 2d12. This damage increases by 1d12 again at 11th level (3d12) and 17th level (4d12).

CORPSE MASK
1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You touch the corpse of a humanoid and transform your physical appearance—including your clothing, armor, weapons, and other belongings on your person—to look like the corpse did in the minutes preceding its death. You retain all of your own ability scores, features, traits, and other abilities.

While disguised as the dead you instinctively mimic its mannerisms. Creatures familiar with the deceased humanoid can attempt to ascertain if you are, in fact, the deceased by using its action to make an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 24 hours.

CORRUPTED KI KATA
Transmutation cantrip

Casting Time: 1 action
Range: 5 feet
Components: S
Duration: Instantaneous

You make the hand sign of corruption and strike at a creature within range. As part of the action used to cast this spell, you must make an unarmed strike attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and has its ki corrupted until the end of your next turn. If the creature has corrupted ki when you hit it with this cantrip, you deal an additional 1d8 poison damage. While a creature has corrupted ki, it has disadvantage on saving throws against being poisoned.

This spell's damage increases when you reach higher levels. At 5th level, the unarmed strike deals an extra 1d8 poison damage and the additional damage to creatures with corrupted ki increases to 2d8. Both of these damages increases by 1d8 again at 11th level (2d8/3d8) and 17th level (3d8/4d8).

DEATH SHROUD
Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You make the hand sign of endings and focus your will on a creature within range. That creature gains a death shroud. When you deal damage to that creature with an attack, you can discard the death shroud you placed on the creature to deal an additional 2d4 damage.

At 5th level, the damage from your death shroud increases to 4d4. It increases again at 11th level (6d4) and 17th level (8d4).

DRAIN
1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a red ribbon)
Duration: Instantaneous

Stretching out your hand and pointing your finger at a creature within range, a flash of negative energy briefly connects the two of you. The target must succeed on a Constitution saving throw or take 3d4 necrotic damage. If the target fails its saving throw, you gain a number of temporary hit points equivalent to the damage dealt. You lose any temporary hit points granted by this spell after one minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each level beyond the first adds 2d4 to the damage dealt by this spell.

FIND VESSEL
3rd-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous

You summon a spirit that assumes the form of a waterborne vessel. Appearing in an unoccupied space within range, the spirit takes on a form you choose: a galley, keelboat, longship, rowboat, sailing ship, or war ship. The vessel has the statistics provided in the *Dungeon Master's Guide* for the chosen form. Additionally, the vessel is immune to nonmagical bludgeoning, piercing, and slashing damage.

You have advantage on all ability checks you make to steer the vessel. While you are aboard the vessel it responds to your verbal commands, allowing you to ignore the minimum crew number required to operate the vehicle. The vessel's speed, cargo weight limit, and hit points are all doubled. While you have the vessel summoned, you can cast this spell again to restore it to its maximum hit points.

The vessel disappears when it drops to 0 hit points or when you dismiss it as an action. When the vessel disappears, it leaves behind any creatures or objects it was carrying. You cannot have more than one vessel summoned by this spell at a time.

FUNGAL BLOOM
Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous

You send an arrow towards a creature in range and, upon hitting its mark, the arrow 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, it 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 a creature moves through it. Both damage rolls increase by 1d6 at 11th level (2d6/3d6) and 17th level (3d6/4d6).

GIVE LIFE

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

By placing your hand on another creature, you transfer your life force to them. You spend and roll one of your hit die. The target regains an amount of hit points equivalent to the result of the roll.

MISFORTUNE'S MARK

Divination cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

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 you knot the threads of the target's fate with misfortune. When that creature makes an ability check, attack roll, or saving throw before the start of your next turn, you can use your reaction to roll 1d4 and subtract the result from the target's roll.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage. This damage increases by 1d8 again at 11th level (2d8) and 17th level (3d8).

NERVE PINCHING KATA

Transmutation cantrip

Casting Time: 1 action
Range: 5 feet
Components: S
Duration: Instantaneous

You make the hand sign of paralysis and strike at a creature within range. As part of the action used to cast this spell, you must make an unarmed strike attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and has a pinched nerve until the end of your next turn. If the target has a pinched nerve when you hit it with this cantrip, you deal an additional 1d6 psychic damage. While a creature has a pinched nerve, it takes 1d6 psychic damage when it takes the Dash, Disengage, or Dodge action.

This spell's damage increases when you reach higher levels. At 5th level, the additional psychic damage and the psychic damage for taking certain actions both increase to 2d6. Both of these damages increases by 1d6 again at 11th level (3d6) and 17th level (4d6).

RIME STRIKE

Evocation cantrip

Casting Time: 1 action
Range: 90 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous

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 air around it turns frigid, halving its movement speed until the end of its turn.

At 5th level the ranged attack deals an extra 1d8 cold damage. This damage increases by 1d8 again at 11th level (2d8) and 17th level (3d8).

SPELL-SHATTERING STRIKE

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

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 (2d8/3d8) and 17th level (3d8/4d8).

SPORE CLOUD

1st-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: S, M (a poisonous mushroom)
Duration: Concentration, up to 1 minute

You exhale a faint cloud of spores towards a creature within range. As the spores land on the target, they bloom to form a fungal or floral parasite that lowers the target's resilience to poison and disease. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the target takes poison damage it takes an additional 2d6 poison damage. Moreover, the target has disadvantage on saving throws against poison and disease until the 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.

STORM STEP

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small metal rod)

Duration: Instantaneous

You fly up to 15 feet in any direction 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 make a Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. Each creature adjacent to you at the end of this movement must succeed on a Constitution saving throw or take 2d6 thunder damage. 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 movement you can fly by casting this spell increases by 15 feet for each slot level above 1st.

TEN THOUSAND MASKS

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You make the hand sign of deception and focus your will on your presence. You can make a disguise kit ability check without having access to a disguise kit. If you are not proficient with disguise kits, you may add half your proficiency modifier.

VORTEX DART

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

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 (2d6) and 17th level (3d6).

WARDEN'S REBUKE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

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 quakes 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, ending the spell.

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 (2d6/3d6) and 17th level (3d6/4d6).

THE MAGUS AND MULTICLASSING

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

MULTICLASSING PREREQUISITES

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

MULTICLASSING PROFICIENCIES

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

NEW MAGIC ITEMS

DMs may wish to use the following new magic items in their campaigns. Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ADAMOVICH'S FLYING DAGGER

Weapon (dagger), uncommon

This dagger's normal and long thrown ranges are tripled. You have advantage on all ranged attack rolls against inanimate objects and disadvantage on all ranged attack rolls against creatures with this weapon.

ARMOR OF ARCANE ABSORPTION

Armor (light, medium, or heavy), rare

When you take damage from a spell while wearing this armor, you gain a number of temporary hit points equal to 1d8 + the level of the spell.

As an action on your turn, you spend all temporary hit points gained from this armor to create a shockwave that pushes enemies away from you. When you do, each creature within 10 feet of you must succeed on a Strength saving throw (DC 14) or be pushed 10 feet and take force damage equal to the temporary hit points spent.

ARMOR OF ELEMENTAL AURA

Armor (light, medium, or heavy), very rare

You have a +1 bonus to AC while wearing this armor.

In addition, you can use a bonus action on your turn to activate this armor's elemental aura for 1 minute. While the elemental aura is active, you gain its benefits. Once you activate the elemental aura, it can't be used again until the next dawn.

The DM chooses the elemental aura of this armor or determines it randomly from the options below.

d4 Elemental Aura

- 1 **Air.** Your movement speed increases by 15 feet, your jump distances are tripled, and ranged attack rolls against you have disadvantage.
- 2 **Earth.** You gain resistance to all damage.
- 3 **Fire.** Creature who start their turn within 15 feet of you must succeed on a Dexterity saving throw or take 1d10 fire damage. Creatures within 5 feet have disadvantage on the saving throw.
- 4 **Water.** When you take the Dash, Disengage, or Dodge action you gain the benefit of all three. You gain a swim speed equal to your base walking speed.

BETHRA'S BOOK OF SOUND STRATEGIES

Wondrous item, rare (requires attunement)

This book is full of notes written in Common authored by the famous grimalkin tactician, Bethra de Baltimore. To attune to this book you must read it, which takes a total of 48 hours. While attuned to this book, you can use a bonus action on each of your turns to shout relevant tactical advice at a creature who can hear you within 60 feet. That creature has advantage on the next attack roll it makes before the start of your next turn.

BONE OF THE WORLD-BUILDER

Weapon (greatclub), very rare (requires attunement)

This magical weapon is the finger bone of an ancient and long deceased god. You gain a +3 bonus to attack and damage rolls made with this greatclub. In addition, when you deal damage with this weapon you deal an additional 1d8 necrotic damage.

While you are attuned to this magic weapon and you cast a necromancy spell, it counts as if you had used a spell slot of 2 levels higher than the spell slot you expended, to a maximum of 10th level.

BOTTLE OF SHIP-KEEPING

Wondrous item, very rare

This large glass bottle contains an intricately detailed sailing vessel. When the bottle is tilted such that the mouth is pointed down, the ship lists inside the bottle. Over the course of one hour the ship squeezes out of the mouth of the bottle, growing into a full-sized ship as it does so.

Once empty, the bottle can be used to store any sailing vessel by placing the mouth against the ship. Over the course of one hour, the ship will shrink and squeeze into the mouth of the bottle until it fits entirely inside the bottle. Living creatures will be ejected from the ship, taking 2d10 force damage as they move to the nearest unoccupied space by the bottle. Inanimate objects aboard the ship shrink along with the vessel.

If the bottle is broken while a ship is inside, the ship immediately grows to full size.

When this bottle is first found, the DM chooses what type of vessel is in the bottle or determines it randomly from the options below.

d6 Ship

- 1 Rowboat
- 2 Longship
- 3 Sailing ship
- 4 Warship
- 5 Galley
- 6 Airship

CHELL'S CROSSBOW

Wondrous item, very rare

This magical heavy crossbow comes equipped with a pair of vials containing effervescent liquids, one orange and the other blue. Though a crossbow, this magical item cannot be used as a weapon.

Instead, when you fire the crossbow you can choose a space you can see within 400 feet and choose to use the orange vial or the blue vial. An aperture appears in the space you selected, as if you had cast the teleportation circle spell and created a permanent portal. Entering a portal created by the orange vial causes you to exit via the portal created by the blue vial and vice versa. If you have not created a portal with both vials, the portal does not teleport you anywhere. A portal created with this magical item remains until you use the same vial to create a different portal.

EARTHEN BELL

Wondrous item, very rare (requires attunement)

This wondrous item appears as a weathered stone handbell. When rung, the bell awakens the slumbering magics of the land. The earthen bell has 12 charges. While holding it, you can use an action to ring the bell and expend 1, 3, or 5 charges to cast a spell. The spell cast is determined by the number of charges expended and the terrain you currently occupy (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. Constitution is your spellcasting ability for these spells.

Arctic. *Ice knife*^{XGE} (1 charge), *sleet storm* (3 charges), *cone of cold* (5 charges).

Coast. *Purify food and drink* (1 charge), *water breathing* (3 charges), *maelstrom*^{XGE} (5 charges).

Desert. *Create or destroy water* (1 charge), *wall of sand*^{XGE} (3 charges), *insect plague* (5 charges).

Forest. *Goodberry* (1 charge), *plant growth* (3 charges), *tree stride* (5 charges).

Grasslands. *Beast bond*^{XGE} (1 charge), *speak with plants* (3 charges), *wrath of nature*^{XGE} (5 charges).

Mountain. *Thunderwave* (1 charge), *meld into stone* (3 charges), *wall of stone* (5 charges).

Settlement. *Charm person* (1 charge), *sending* (3 charges), *animate objects* (5 charges).

Swamp. *Entangle* (1 charge), *stinking cloud* (3 charges), *contagion* (5 charges).

The Underdark. *Dissonant whispers* (1 charge), *enemies abound*^{XGE} (3 charges), *cloudkill* (5 charges).

The earthen bell regains 2d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bell cracks into many pieces and its magic is lost.

ECTOPLASMIC ARMOR

Armor (light or medium), rare

When placed upon a living creature's head, this sunbleached elk skull coats the creature's body in a thick layer of ectoplasm. You have resistance to non-magical bludgeoning, piercing, and slashing damage while wearing this armor.

You can use a bonus action to turn intangible until the end of your turn. While intangible you can move through creatures and solid objects. If you end the turn inside a creature or object, you move to the nearest unoccupied

space and take 1d10 force damage for every 5 feet you are forced to move.

While wearing this armor, undead creatures with an Intelligence score of 3 or lower treat you as an undead creature of their same type and will not attack you unless you attack them first.

ENSORCELLED WEAPON

Weapon (any), uncommon

When you make an attack with this magic weapon, you can choose to use your spellcasting ability modifier instead of your Strength or Dexterity modifier for your attack and damage rolls. You must use the same modifier for both rolls. Additionally, you can use this weapon as a spellcasting focus.

HOURL

Weapon (rapier), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this weapon and add your proficiency bonus to initiative rolls.

In addition, you gain limited control over the flow of time. On your turn, you can choose to take an extra action. When you do so, you can't take this extra action again until 1 hour has passed.

Hands of Time. While you are attuned to this weapon and Minute, the bonus to attack and damage rolls with this weapon increases to +2.

Additionally, you can use an action on your turn to gain all the benefits of completing a short rest. Once you use this ability, you cannot use it again until the next dawn.

LOVE'S BOW

Weapon (any bow), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As an action, you can fire a physical manifestation of love from this bow targeting a creature you can see within the bow's long range. When you do, that creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be charmed by a creature of your choice that they can see within 120 feet. This condition lasts for 24 hours, ending early if the charmed creature takes damage from the creature it is charmed by or one of that creature's allies. While charmed, the charmed creature considers the creature it is charmed by a close personal friend or a love interest (as determined by the player of the charmed creature or the DM for NPCs).

Once you have used this bow to fire a charmed arrow, you cannot do so again until the next dawn. One day a year, during a holiday celebrating a god or goddess of love, this ability can be used an unlimited number of times that day.

MINDKILLER

Weapon (greataxe), very rare

This menacing greataxe is made of a dark metal that reflects no light. When held up to a source of bright light it appears to flicker in and out of sight. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you deal damage with this weapon, you can choose to deal psychic damage instead of slashing damage as normal. If you do, the creature has disadvantage on Intelligence, Wisdom, and Charisma

saving throws until the start of your next turn. If you reduce a creature to 0 hit points with psychic damage caused by this weapon, that creature goes unconscious as normal but stabilizes and forgets their identity. This amnesia can only be reversed by a *remove curse* or *wish* spell.

MINUTE

Weapon (dagger), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this weapon and have advantage on initiative rolls.

In addition, you gain limited control over the flow of time. On your turn, you can choose to take an extra bonus action. When you do so, you use this ability again until 1 minute has passed.

Hands of Time. While you are attuned to this weapon and Hour, the bonus to attack and damage rolls with this weapon increases to +2.

Additionally, you can use your reaction at the end of any turn to take an action. Once you use this ability, you cannot use it again until you finish a short rest.

NET OF FAR-FLINGING

Weapon (net), rare

You gain a +2 bonus to attack rolls made with this net. In addition, its normal and long thrown ranges are multiplied by 5.

OAKEN ARMOR

Armor (medium or heavy), rare

This armor is made from strips of magically treated wood bound together with leather. You have a +2 bonus to AC while wearing this armor.

In addition, you can use an action on your turn to transform into a treant, using the statistics found in the *Monster Manual*. This transformation lasts for 1 hour or until you use an action to turn back to your normal form. Once this special action is used, it can't be used again until the next dawn.

SHINOBI SUIT

Armor (light), rare, very rare

You gain a +1 bonus to AC while wearing this armor. In addition, your movements make no sound and shadows darken around you. You have advantage on Dexterity (Stealth) ability checks.

If this armor is very rare, it also gains a special benefit depending on the Shadow Court clan that created it.

Koi Clan. You can breathe underwater and have a swim speed of 30 feet. While swimming, you can use a bonus action to take the Dash, Disengage, or Dodge actions.

Raven Clan. You do not take damage from falling. You can cast the fly spell on yourself. Once you do so, you cannot cast the spell with this magic item again until the next dawn.

Spider Clan. You have a climb speed of 30 feet. You can create 30 feet of silk rope as an action on your turn. This rope disintegrates after 24 hours.

SPELL MIRROR SHIELD

Armor (shield), legendary (requires attunement)

The surface of this magical shield is a golden mirror. When a creature targets you with a spell that requires a spell attack roll, or magic missile, you can use your reaction to cause the creature to target itself instead.

TEMPUS FUGIT

Wondrous item, uncommon (2d12 hours), rare (3d12 days), or very rare (4d12 weeks) (requires attunement)

While you are attuned to this magic item, you can cast the fly and haste spells at will. Each time you do, roll a d20. On a 1, you are thrown forward in time by an amount determined by the magic item's rarity.

WEAVESABER

Wand, rare

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you can use a bonus action to cause a column of prismatic magical energy to extend approximately 4 feet from this wand, allowing it to be used as a melee weapon. This weapon deals 1d8 force damage on a hit and has the finesse, light, and versatile (1d10) properties. The column dissipates when you take a bonus action to cause it to or when you lose your hold on the weapon.

NEW NON-PLAYER CHARACTERS (NPCs)

Presented here are statistics for various humanoid magus nonplayer characters—either friend or foe—expanding on appendix B of the *Monster Manual*. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them. You can change the eldritch society of these NPCs by using the guidelines presented at the end of this section.

ELDRITCH ARCHER

Medium humanoid, any alignment

Armor Class 17 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+2)	10 (+0)	11 (+0)	18 (+4)

Saving Throws Con +4, Int +3

Skills Acrobatics +7, Perception +3, Persuasion +7

Senses passive Perception 13

Languages Common, Primordial

Challenge 3 (700 XP)

Mystic Mark. The eldritch archer has a magical +1 bonus to AC, weapon attack, and weapon damage rolls. These bonuses are already factored into its statistics.

Spellcasting. The eldritch archer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following Primordial Seal spells prepared:

Cantrips (at will): *acid splash*, *arcing arrow*, *rime strike*
1st level (4 slots): *chromatic orb*, *storm step*, *thunderwave*
2nd level (3 slots): *arcane lock*, *gust of wind*, *warding wind*

War Magic. When the eldritch archer uses its action to cast a cantrip it can use its bonus action to make an attack with its longbow.

ACTIONS

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing, acid, cold, fire, lightning, or thunder (eldritch archer's choice) damage.

SORCEROUS SENTINEL

Medium humanoid, any alignment

Armor Class 18 (breastplate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Con +5, Int +3

Skills Insight +6, Nature +3, Survival +6

Senses passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Mystic Mark. The sorcerous sentinel has a magical +1 bonus to AC, weapon attack, and weapon damage rolls. These bonuses are already factored into its statistics.

Spellcasting. The sorcerous sentinel is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following Sylvan Circle spells prepared:

Cantrips (at will): *druidcraft*, *thornwhip*, *warden's rebuke*

1st level (4 slots): *ensnaring strike*, *entangle*, *longstrider*

2nd level (3 slots): *enhance ability*, *spike growth*, *warding wind*

War Magic. When the sorcerous sentinel uses its action to cast a cantrip it can use its bonus action to make an attack with its mace.

ACTIONS

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) bludgeoning or poison (sorcerous sentinel's choice) damage.



SPELL SWORD

Medium humanoid, any alignment

Armor Class 19 (breastplate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	11 (+0)

Saving Throws Con +6, Int +8
Skills Arcana +7, Athletics +6, Perception +3
Senses passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP)

Mystic Mark. The spell sword has a magical +2 bonus to AC, weapon attack, and weapon damage rolls. These bonuses are already factored into its statistics.

Spellcasting. The spell sword is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following Arcane Order spells prepared:

Cantrips (at will): *greenflame blade, mage hand, message, spell shattering strike*
1st level (4 slots): *aspir, chromatic orb, find familiar, magic missile, shield*
2nd level (3 slots): *hold person, misty step, see invisibility*
3rd level (2 slots): *counterspell, fly*

War Magic. When the spell sword uses its action to cast a cantrip it can use its bonus action to make an attack with its long sword.

ACTIONS

Long Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing or force (spell sword's choice) damage.

MYSTIC MARAUDER

Medium humanoid, any alignment

Armor Class 17 (breastplate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Con +6, Int +4
Skills Deception +7, Embalmer's tools +4, Intimidation +7
Senses passive Perception 13
Languages Common
Challenge 8 (3,900 XP)

Mystic Mark. The mystic marauder has a magical +2 bonus to AC, weapon attack, and weapon damage rolls. These bonuses are already factored into its statistics.

Spellcasting. The mystic marauder is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following Knights Stygian spells prepared:

Cantrips (at will): *bloodletting bite, death shroud, spare the dying, thaumaturgy*
1st level (4 slots): *cause fear, drain, hex, sleep*
2nd level (3 slots): *shatter, web*
3rd level (2 slots): *bestow curse, slow*

War Magic. When the spell sword uses its action to cast a cantrip it can use its bonus action to make an attack with its scythe.

ACTIONS

Scythe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing or necrotic (mystic marauder's choice) damage.

CHANGING THE ELDRITCH SOCIETY OF NPCs

You can customize these NPCs to alternative eldritch societies by making the following changes.

Arcane Order. If the NPC's Intelligence score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Intelligence. Replace all spells known with spells from the Arcane Order spell list. Finally, the NPC can choose to deal force damage instead of the normal damage type when it makes a weapon attack.

Knights Stygian. If the NPC's Charisma score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Charisma. Replace all spells known with spells from the Knights Stygian spell list. Finally, the NPC can choose to deal necrotic damage instead of the normal damage type when it makes a weapon attack.

Primordial Seal. If the NPC's Charisma score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Charisma. Replace all spells known with spells from the Primordial Seal spell list. Finally, the NPC can choose to deal acid, cold, fire, lightning, or thunder damage instead of the normal damage type when it makes a weapon attack.

Shadow Court. If the NPC's Intelligence score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Intelligence. Replace all spells known with spells from the Shadow Court spell list.

Sidereal Cabal. If the NPC's Intelligence score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Intelligence. Replace all spells known with spells from the Sidereal Cabal spell list. Finally, the NPC can choose to deal force damage instead of the normal damage type when it makes a weapon attack.

Sylvan Circle. If the NPC's Wisdom score is not the highest of its Intelligence, Wisdom, and Charisma scores, swap the highest of those with Intelligence. Replace all spells known with spells from the Sylvan Circle spell list. Finally, the NPC can choose to deal poison damage instead of the normal damage type when it makes a weapon attack.