

On the Magus as a Class Archetype

Admittedly, the magus as presented in the **Adventures in Mythic Europe** guidebook is a little over-the-top (okay, way over-the-top) and some DMs may prefer a magus that fits in better with established D&D character conventions. This tractatus details using the six normal spellcasting character classes along with new class archetypes to represent the Hermetic magus. The Hermetic Magus background is also changed to reflect the class-based nature of the magus. These class archetypes are definitely more powerful than others and that is precisely the point.

CLASS ARCHETYPES

BARD: COLLEGE OF THE MAGUS

Some bards are born with a gift for magic and take an academic approach in seeking to understand the commonality behind their respective gifts. These bards devote much time and effort to unlocking the secrets of magic, much like wizards. Armed with a unified theory of magic, these bards can surpass the inherent limitations of their idiosyncratic lineages to tap into almost unlimited magical potential as a magus.

BARD - 2ND LEVEL

Academic Approach: Unlike most bards, you are proficient in Intelligence and Wisdom saving throws (instead of Dexterity and Charisma). Intelligence is your spellcasting ability for your bard spells (not Charisma).

Unified Magic Theory: All spells on every class spell list are bard spells for you. Furthermore, when you find a spell, either in a spellbook or on a spell scroll, you may conduct magical research to learn the spell if

it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the written form of the spell for the entire research time and if a spell scroll is used, it crumbles to dust at the end of the research. Once successfully researched, you know the spell as you would any other bard spell.

Spell Points: You use the Variant: Spell Points system found in the *Dungeon Master's Guide*.

Spontaneous Casting: You may cast a bard spell you do not know by using a spell slot that is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

BARD - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the following 120 years (i.e., you only age 60 years during the next 120 years).

BARD - 14TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your bard spells and you have advantage on your bard spell attack rolls.

Spellmaster: You gain all cantrips from every class spell list. All 1st level spells you know are now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

CLERIC: MAGUS DOMAIN

Some clerics take an academic approach and seek to understand the commonality behind their respective gifts. These clerics devote much time and effort to unlocking the secrets of magic, much like a wizard. Armed with a unified theory of magic, these clerics can surpass the inherent limitations of their idiosyncratic lineages to tap into almost unlimited magical potential as a magus.

CLERIC - 1ST LEVEL

Academic Approach: Unlike most clerics, you are proficient in Intelligence saving throws (instead of Charisma). Intelligence is your spellcasting ability for your cleric spells (not Wisdom).

Unified Magic Theory: When you find a spell, either in a spellbook or on a spell scroll, you may conduct magical research to add the spell to your cleric spell list if it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the written form of the spell for the entire research time and if a spell scroll is used, it crumbles to dust at the end of the research. Once successfully researched, you can prepare the spell as you would any other cleric spell.

Spell Points: You use the Variant: Spell Points system found in the Dungeon Master's Guide.

CLERIC - 2ND LEVEL

Spontaneous Casting: You may cast a cleric spell you do not know by using a spell slot that is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

CLERIC - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the following 120 years (i.e., you only age 60 years during the next 120 years).

CLERIC - 8TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your cleric spells and you have advantage on your cleric spell attack rolls.

CLERIC - 17TH LEVEL

Spellmaster: You gain all cantrips from every class spell list. All 1st level spells you prepare are now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

DRUID: CIRCLE OF THE MAGUS

Some druids are born with a gift for magic and take an academic approach in seeking to understand the commonality behind their respective gifts. These druids devote much time and effort to unlocking the secrets of magic, much like wizards. Armed with a

unified theory of magic, these druids can surpass the inherent limitations of their idiosyncratic lineages to tap into almost unlimited magical potential as a magus.

DRUID - 2ND LEVEL

Academic Approach: Unlike most druids, Intelligence is your spellcasting ability for your druid spells (not Wisdom).

Unified Magic Theory: When you find a spell, either in a spellbook or on a spell scroll, you may conduct magical research to add the spell to your druid spell list if it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the written form of the spell for the entire research time and if a spell scroll is used, it crumbles to dust at the end of the research. Once successfully researched, you can prepare the spell as you would any other druid spell.

Spell Points: You use the Variant: Spell Points system found in the Dungeon Master's Guide.

Spontaneous Casting: You may cast a druid spell you do not know by using a spell slot that is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

DRUID - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the

following 120 years (i.e., you only age 60 years during the next 120 years).

DRUID - 10TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your druid spells and you have advantage on your druid spell attack rolls.

DRUID - 14TH LEVEL

Spellmaster: You gain all cantrips from every class spell list. All 1st level spells you prepare are now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

SORCERER: HERMETIC TRAINING

Some sorcerers take an academic approach and seek to understand the commonality behind their respective gifts. These sorcerers devote much time and effort to unlocking the secrets of magic, much like a wizard. Armed with a unified theory of magic, these sorcerers can surpass the inherent idiosyncratic limitations of their various lineages to tap into almost unlimited magical potential as a magus.

SORCERER - 1ST LEVEL

Academic Approach: Unlike most sorcerers, you are proficient in Intelligence and Wisdom saving throws (instead of Constitution and Charisma) and your sorcerer class skills are Arcana, History, Investigation, Nature, and Religion. Intelligence is your spellcasting ability for your sorcerer spells (not Charisma).

Unified Magic Theory: All spells on every class spell list are sorcerer spells for you. Furthermore, when you find a spell, either in a spellbook or on a spell scroll, you may conduct magical research to learn the spell if

it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the written form of the spell for the entire research time and if a spell scroll is used, it crumbles to dust at the end of the research. Once successfully researched, you know the spell as you would any other sorcerer spell.

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

Spell Points: You use the Variant: Spell Points system found in the Dungeon Master's Guide.

Spontaneous Casting: You may cast a sorcerer spell you do not know by using a spell slot that is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

SORCERER - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the following 120 years (i.e., you only age 60 years during the next 120 years).

SORCERER - 14TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your sorcerer spells and you have advantage on your sorcerer spell attack rolls.

Spellmaster: You gain all cantrips from every class spell list. Also, all 1st level spells you know are now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

SORCERER - 18TH LEVEL

Immortality Ritual: Upon reaching 18th level, or at any time after, you may perform an Immortality Ritual that transforms you into a being of pure magic. After completing the ritual, you cease to age. You are immune to any effect that would age you and you cannot die from old age. However, you also lose the ability to earn experience points and can no longer advance in level in any class.

WARLOCK: THE MAGUS

Some warlocks take an academic approach and seek to understand the commonality behind their respective gifts. These warlocks devote much time and effort to unlocking the secrets of magic, much like a wizard. Armed with a unified theory of magic, these warlocks can surpass the inherent limitations of their idiosyncratic lineages to tap into almost unlimited magical potential as a magus. The otherworldly patron of a magus is his or her master.

WARLOCK - 1ST LEVEL

Academic Approach: Unlike most warlocks, you are proficient in Intelligence saving throws (instead of Charisma). Intelligence is your spellcasting ability for your warlock spells (not Charisma).

Unified Magic Theory: All spells on every class spell list are warlock spells for you. Furthermore, when you find a spell, either in a spellbook or on a spell scroll, you may conduct magical research to learn the spell if

it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the written form of the spell for the entire research time and if a spell scroll is used, it crumbles to dust at the end of the research. Once successfully researched, you know the spell as you would any other warlock spell.

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

Spontaneous Casting: You may cast a warlock spell you do not know as long as your slot level is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

WARLOCK - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the following 120 years (i.e., you only age 60 years during the next 120 years).

WARLOCK - 10TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your warlock spells and you have advantage on your warlock spell attack rolls.

WARLOCK - 14TH LEVEL

Spellmaster: You gain all cantrips from every class spell list. All 1st level spells you know are

now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

WIZARD: HERMETIC TRADITION

Some wizards are born with a gift for magic and take an academic approach in seeking to understand the commonality behind their respective gifts. These wizards devote much time and effort to unlocking the secrets of magic, much like other wizards. Armed with a unified theory of magic, these wizards can surpass the inherent limitations of their idiosyncratic lineages to tap into almost unlimited magical potential as a magus.

WIZARD - 2ND LEVEL

Unified Magic Theory: All spells on every class spell list are wizard spells for you. Furthermore, when you find a spell on a spell scroll, you may conduct magical research to learn the spell if it is of a spell level you can know. This research takes one month and 1,000 gp per spell level. You must have the spell scroll for the entire research time and it crumbles to dust at the end of the research. Once successfully researched, you record the spell in your spellbook and can prepare the spell as you would any other wizard spell.

Spell Points: You use the Variant: Spell Points system found in the Dungeon Master's Guide.

Spontaneous Casting: You may cast a wizard spell you do not know by using a spell slot that is at least double the level of the spell. Cantrips count as half-level spells for the purpose of this feature.

WIZARD - 6TH LEVEL

Magic Shield: You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Longevity Ritual: Upon reaching 6th level, or at any time after, you may perform a Longevity Ritual that slows your aging. After performing this ritual, you become permanently sterile but for every two years that pass your body ages only one year for the following 120 years (i.e., you only age 60 years during the next 120 years).

WIZARD - 10TH LEVEL

Spell Penetration: Targets have disadvantage on their saving throws against your wizard spells and you have advantage on your wizard spell attack rolls.

WIZARD - 14TH LEVEL

Spellmaster: You gain all cantrips from every class spell list. All 1st level spells you prepare are now cantrips for you. If you decide to cast a 1st level spell using a higher level spell slot, this spell is not a cantrip and uses the normal spell slot.

MULTICLASS MAGUS

If multiclass rules are in use, a magus will gain magus archetype features after reaching a total number of magus levels, regardless of their individual class levels with the magus archetype. The character must take the magus class archetype for each class for these levels to stack. For example, a character that has taken six levels of druid, six levels of warlock, and six levels of wizard and chosen the magus class archetype for each one would be considered an 18th level magus. If they decided to take another class archetype in one class, such as a

druid circle that is not magus, then they would be a 12th level magus.

At 6th level magus, the character gains the **Magic Shield** and **Longevity Ritual** magus class features (if they have not already gained them).

At 14th level magus, the character gains the **Spell Penetration** magus class feature (if they have not already gained them).

At 17th level magus, the character gains the **Spellmaster** magus class feature (if they have not already gained it).

A sorcerer with the Hermetic Training sorcerous origin gains the **Immortality Ritual** at 18th level. Other character classes do not gain this feature but the Immortality Ritual can be awarded by the DM as an Epic Boon (see the Dungeon Master's Guide, page 231).

For reference, the levels at which various magus archetype features are gained for each class are shown below.

Magus Archetype Features

Class	AA	UT	RC	SP	SC
Bard	2nd	2nd	Class	2nd	2nd
Cleric	1st	1st	Class	1st	2nd
Druid	2nd	2nd	Class	2nd	2nd
Sorcerer	1st	1st	1st	1st	1st
Warlock	1st	1st	1st	~	1st
Wizard	Class	2nd	Class	2nd	2nd

Class	MS	LR	SP	SM	IR
Bard	6th	6th	14th	14th	Boon
Cleric	6th	6th	8th	17th	Boon
Druid	6th	6th	10th	14th	Boon
Sorcerer	6th	6th	14th	14th	18th
Warlock	6th	6th	10th	14th	Boon
Wizard	6th	6th	10th	14th	Boon

AA: Academic Approach
UT: Unified Magic Theory
RC: Ritual Casting
SP: Spell Points Variant
SC: Spontaneous Casting

MS: Magic Shield
LR: Longevity Ritual
SP: Spell Penetration
SM: Spellmaster
IR: Immortality Ritual

BACKGROUNDS

HERMETIC MAGUS

Skill Proficiencies: Arcana, Investigation.

Tool Proficiencies: Alchemist's supplies.

Languages: Your native language and Latin.

Equipment: A set of clothes (your choice), alchemist's supplies, and a belt pouch containing 15 gp.

Note: You must have at least one level in the sorcerer class and have chosen the sorcerous origin: magus to take this background.

THE GIFT

You have The Gift which gives you the ability to work Hermetic Magic. However, you have disadvantage on all Charisma ability checks (but not attack rolls or saving throws based on Charisma). Taking the Gentle Gift feat eliminates this penalty.

HERMETIC HOUSE

You are a member of one of the twelve Houses of Hermes. You can roll on the following table to determine your House or choose one that best fits your character concept.

d12	House	Benefit
1	Bjornaer	Heartbeast
2	Bonisagus	Expertise (Arcana) or Expertise (Persuasion)
3	Criamon	The Enigma
4	Ex Miscellanea	Magic Tradition
5	Flambeau	Elemental Adept
6	Guernicus	Position of Privilege (as noble) or Expertise (Insight)
7	Jerbiton	Skilled
8	Mercere	Healer or Keen Mind
9	Merinita	Faerie Magic
10	Tremere	Certamen Expert
11	Tyталus	Actor or Lucky
12	Verditius	Verditius Magic

These benefits are described in the *Adventures in Mythic Europe* guidebook.

PARMA MAGICA

At 6th level, when the Hermetic Magus gains the Magic Shield class archetype feature, they are also protected from the effects of The Gift in others and can extend their Magic Shield to a number of other beings equal to their proficiency bonus minus two.

FEATS

GENTLE GIFT

Prerequisite: The Gift

You have The Gift but you do not suffer disadvantage on Charisma-based skill and ability checks because of it. You may have disadvantage on Charisma-based checks if another effect calls for it, but never from The Gift.

THE GIFT

Prerequisite: None

Special: This feat is free, but unless the character is a Hermetic Magus, this feat is almost certainly nothing but a nuisance for the character.

You have the ability to work magic. The Gift has a drawback, however. A character with The Gift has disadvantage on all Charisma-based skill and ability checks (but not Charisma-based attack rolls, saving throws, or any other rolls). To eliminate this penalty, take the Gentle Gift feat.