

MAGUS ANNIVERSARY

UPDATE: SPELLS PREVIEW

The Magus class turned 2 in December but due to the whole becoming-a-father-for-the-first-time thing, I had to put its anniversary update off for a bit. I'm hoping to have that update out by the end of January and to ensure it's the highest quality I can, I want to preview some of the updates to existing spells and new spells I've been working on. If you don't see a spell here it could be that the anniversary update doesn't change it or it might be that I've cut the spell from the class altogether. You'll have to wait and see!

Before I get into the spells, here are some design notes on the changes I've made:

Arcing Arrow has had the damage dealt on the second attack, which triggers if you miss with the first attack, slightly reduced.

Aspir is now a bonus action, rather than an action, to cast. The design reason for this is that gambling a spell slot to maybe take another spell slot of equal or lesser value seemed like a big enough risk without adding the possibility of losing an entire turn.

Bloodletting Bite had its wording clarified to ensure it is interpreted as it was intended.

Corrupted Ki Kata was completely rewritten because the old version was truly awful.

Death Shroud had its wording clarified to ensure it is interpreted as it was intended.

Find Vessel is a new spell for the new Magus archetype.

Misfortune's Mark is a new spell for the new Magus archetype.

Nerve Pinching Kata was completely rewritten because the old version was truly awful.

Spore Cloud was revamped to more closely resemble the thematically similar but mechanically better implemented, *elemental bane* spell.

ANNIVERSARY UPDATED SPELLS

ARCING ARROW

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a weapon)

Duration: Instantaneous

Class: Magus (Arcane Order & Primordial Seal)

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

Class: Magus (Knights Stygian), Warlock

You drain the mystical energy of a spellcasting creature. Choose one creature within range that you can see. That creature must succeed at 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 its highest level spell slot it has up to the level of spell slot you used to cast this spell and you regain an expended spell slot of the level that creature lost.

BLOODLETTING BITE

Necromancy cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a weapon)

Duration: Instantaneous

Class: Magus (Knights Stygian)

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 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).

CORRUPTED KI KATA

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

Class: Magus (Shadow Court)

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 the creature has corrupted ki 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 attack deals an extra 1d8 poison damage and the additional damage to creature's with corrupted ki increases to 2d8. Both of these damages increases by 1d8 again at 11th level and 17th level.

DEATH SHROUD
Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Magus (Knights Stygian, Shadow Court)

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).

FIND VESSEL
3rd-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous
Class: Magus (Sidereal Cabal)

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 *Player's Handbook* for the chosen form. Additionally, the vessel has resistance to all nonmagical damage it isn't immune to.

You have advantage on all ability checks you make to steer the vessel. While you have the vessel summoned, you can cast this spell again to restore its hit points to its maximum.

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

MISFORTUNE'S MARK
Divination cantrip

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

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 creature'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 that 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
Class: Magus (Shadow Court)

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 the creature has a pinched nerve until the end of your next turn. If the creature 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).

SPORE CLOUD
1st-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: S, M (a poison mushroom)
Duration: Concentration, up to 1 minute
Class: Magus (Sylvan Circle)

You exhale a faint cloud of spores towards a creature within range. As the spores land on the target they bloom and blossom forming a fungal or floral parasite that weakens the creature to poison and disease. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes poison damage, the target 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.

Magus Anniversary Update: Spells Preview by
[Benjamin Huffman](http://sterlingvermin.com/) for <http://sterlingvermin.com/>

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