

MAGI

Wizards achieve heights of magic through study, sorcerers are born with it, and magi are blessed with it. A magi was born under a certain star or favored by events beyond mortal comprehension, and infused with magical power.

THIS IS PLAYTEST MATERIAL

The D&D material in this document is presented for playtesting and review purposes. The game mechanics are a draft, usable in your D&D campaign, but subject to design revision and editing.

Feedback. The best way to provide feedback is to post on <https://reddit.com/r/TherinCreative> or via one of the social media links from <https://therincreative.com>.

Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

CLASS FEATURES

As a magi, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per magi level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per magi level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Herbalism Kit or Fortune Telling Tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- Any two simple weapons of your choice
- Herbalism Kit or Fortune Telling Tools
- Leather armor, an explorer's pack, and an arcane or druidic focus

If you forgo this starting equipment, as well as the items offered by your background, you start with 2d4 x 10 gp to buy your equipment.

MAGIC BLAST

1st-level magi feature

You can muster magical energy into a deadly blast. As an action, you can strike one creature or object within 60 feet of you with magical energy that originates from you. Against a creature, you can choose to target its body,

mind, or soul, while you can only target an object's body. The blast deals 1d6 + your Wisdom modifier magical piercing (body), psychic (mind), or radiant (soul) damage. A creature must make a Dexterity (body), Wisdom (mind), or Charisma (soul) saving throw against your spell save DC, taking only half of the damage on a successful save. If you can't see the creature, it has advantage on its saving throw.

The amount of damage the blast deals increases as you gain levels in this class, as shown in the Magic Blast column of the Magi table.

PROVIDENT MAGIC

2nd-level magi feature

You are graced with the ability to wield magic, summoned and shaped by your will. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting.

CANTRIPS

You know two cantrips of your choice from the magi spell list. You learn additional magi cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Magi table.

When you gain a level in this class, you can replace one of these cantrips with a different one from the Magi spell list.

PREPARING AND CASTING SPELLS

You prepare the list of magi spells that are available for you to cast. To do so, choose a number of spells as shown in the Spells Prepared column of the Magi table. The spells must be of a level no higher than what's shown in the table's Spell Level column for your level. When you reach 6th level, for example, you can prepare four spells of 1st or 2nd level.

After casting a magi spell, unless you cast it as a ritual, you must finish a short or long rest to cast another. The Magi table shows you what level of the spell slot is; each of these spell slots are the same level.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of magi spells requires time spent in study and meditation; at least 1 minute per spell level for each spell on your list.

If you have the spellcasting feature from another class, you can use your spell slots to cast your magi spells using the rules for the Spellcasting feature.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your magi spells, so 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 magi 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

RITUAL CASTING

You can cast a magi spell as a ritual spell if that spell has the ritual tag and you have the spell prepared.

THE MAGI

Level	Proficiency		Magic Blast	Cantrips Known	Spells	
	Bonus	Class Features			Prepared	Spell Level
1st	+2	Magic Blast, Provident Magic	1d6	2	1	1st
2nd	+2	Channel Magic	1d6	2	2	1st
3rd	+2	Rites (1st), Star Sign	2d6	2	3	1st
4th	+2	Ability Score Improvement	2d6	3	3	1st
5th	+3	Sculpt Blast	3d6	3	4	2nd
6th	+3	Star Sign Feature	3d6	3	4	2nd
7th	+3	Rites (2nd)	4d6	3	5	2nd
8th	+3	Ability Score Improvement	4d6	3	5	2nd
9th	+4	Advanced Channeling	5d6	3	6	3rd
10th	+4	Star Sign Feature	5d6	4	6	3rd
11th	+4	Dispel, Rites (3rd)	6d6	4	7	3rd
12th	+4	Ability Score Improvement	6d6	4	7	3rd
13th	+5	—	7d6	4	8	4th
14th	+5	Star Sign Feature	7d6	4	8	4th
15th	+5	Rites (4th)	8d6	4	9	4th
16th	+5	Ability Score Improvement	8d6	4	9	4th
17th	+6	—	9d6	4	10	5th
18th	+6	Rites (5th)	9d6	4	10	5th
19th	+6	Ability Score Improvement	10d6	4	11	5th
20th	+6	Timeworn	10d6	4	11	5th

SPELLCASTING FOCUS

You can use an arcane or druidic focus (see chapter 5 of the Player's Handbook) as a spellcasting focus for your magi spells.

MAGI SPELLS

Here's the list of spells you consult when you prepare your magi spells. The list is organized by spell level, not character level. Each spell is in the *Player's Handbook*, unless it has one asterisk (a spell in appendix A), two asterisks (a spell in *Xanathar's Guide to Everything*), three asterisks (a spell in *Tasha's Cauldron of Everything*), or a dagger (a spell in the *Psychic and Spiritual Handbook*).

CANTRIPS (0-LEVEL)

*control flames***
dancing lights
druidcraft
friends
guidance
*gust***
light
mage hand
message
minor illusion
*mold earth***
prestidigitation
*shape water***
thaumaturgy

1ST LEVEL

alarm
animal friendship
charm person
color spray
comprehend languages
conceal thoughts†
detect magic
detect poison and disease
detect psionics†
disguise self
expeditious retreat
faerie fire
fog cloud
identify
illusory script
jump

mage armor
protection from evil and good
purify food and drink
sanctuary
silent image
sleep
speak with animals
unseen servant

2ND LEVEL

alter self
animal messenger
augury
beast sense
blindness/deafness
calm emotions
darkness
detect thoughts
*earthbind***
find traps
gentle repose
hold person
invisibility
lesser restoration
levitate
locate animals or plants
locate object
magic mouth
magic weapon
phantasmal force
*pyrotechnics***

see invisibility
*skywrite***
silence
spider climb
view dream†
zone of truth

3RD LEVEL

clairvoyance
*deep slumber***
detect aura†
fear
fly
haste
hypnotic pattern
*intellect fortress****
*locate traps**
magic circle
*magic vestments**
major image
protection from energy
remove curse
sending
slow
speak with dead
speak with plants
tiny servant
tongues
warding charm†
water breathing
water walking

4TH LEVEL

arcane eye
banishment
charm monster**
control water
detect possession†
dimensional anchor*
dimension door
divination
elemental bane**
greater invisibility
hallucinatory terrain
locate creature
polymorph
sticks to snakes*

stone shape

5TH LEVEL

awaken
control winds**
far step**
greater restoration
hold monster
illusory double†
legend lore
mislead
Rary's telepathic bond
seeming
skill empowerment**
teleportation circle

CHANNEL MAGIC

2nd-level magi feature

Magic effortlessly courses through your being. You regain the ability to cast a magi spell when you roll initiative.

RITES

3rd-level magi feature

Your ritual spells no longer take an additional 10 minutes to cast.

In addition, choose one of your 1st-level magi spells without the ritual tag and a duration other than instantaneous; it becomes a ritual spell for you and is always prepared, but doesn't count against the number of magi spells you can prepare. If you cast the same spell as a ritual while the effects of a previous casting are still active, the prior spell ends.

As you reach certain levels in this class, the you can choose one additional magi spell with a higher spell level: at 7th (2nd-level spell), 11th (3rd-level spell), 15th (4th-level spell), and 18th level (5th-level spell).

You can replace one of the spells you choose with a different magi spell of the same level whenever you prepare your spells.

STAR SIGN

3rd-level magi feature

Each magi is marked by a certain sign that manifests as an unsightly birthmark or blemish that can never be concealed by magical means. You can choose from Blind Prophet, Eye of Flame, Forlorn Maiden, Hermit, Wayfarer, or Weeping Willow. You gain features at 3rd, 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

4th-level magi feature

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.

SCULPT BLAST

5th-level magi feature

Your mastery with channeling the magical energy for your Magic Blast feature improves, allowing you to enhance it in a number of ways. You can enhance your Magic Blast a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

You choose from the following options:

Artillery. The range of your Magic Blast increases by 30 feet times your magi level and originates at the space of your target.

Explosion. Your Magic Blast explodes and hits each target in a 20-foot radius sphere within 60 feet.

Shield. After dealing damage with your Magic Blast, choose one creature within 60 feet of the target. That creature gains a number of temporary hit points equal to the damage dealt.

Wave. Your Magic Blast transforms into a 60-foot cone originating from you, striking each target in the cone.

ADVANCED CHANNELING

9th-level magi feature

You can exert your will to refill the wellspring of your magical power. You can cast a second spell between rests without rolling initiative. After using this feature, you must finish a long rest to use it again.

DISPEL

11th-level magi feature

As an action, you can dispel any number of magical effects within 30 feet of you that you choose. Make a single Wisdom check. If the check equals or exceeds a DC equal to 10 + the effective spell level of the effect, or 15 if the effect has no effective spell level, the effect is dispelled.

You can use this feature twice and regain all expended uses when you finish a long rest. When you reach 17th level, you can use this feature three times between rests.

TIMEWORN

20th-level magi feature

Your attunement to your magic has expanded, granting you the following benefits:

- You can use your Advanced Channeling feature twice between rests.
- You can add your Wisdom modifier instead of Intelligence and Charisma when you make a saving throw.
- You can't be aged magically, and can choose to stop aging naturally. Moreover, you can choose to age in reverse, but can't age below adulthood.

STAR SIGNS

Magi seek the blessing of the stars and the forces of fate and prophecy, binding their own fate to one of the signs of the stars or similar force that guides fate when they reach 3rd level. The path of each magi leads it to bear witness, guide, and manipulate various events across the cosmos. A magi can choose a guardian sign that it was born under or another that matches its will, fortune, or heart.

THE HERMIT

The Hermit is the sign of wisdom and patience. Those born under its blessing often find guidance throughout their lives. A magi that adopts the sign as its source of power serves as a guide or a seer, seeking to foster a certain prophecy or build toward a particular future by aiding individuals who can change fate. The Hermit grants greater control over turmoil, represented by the storm, as it is the storm that challenges the faith and fortitude of heroes.

THE HERMIT MAGIC

3rd-level the Hermit feature

You are able to cast a selection of spells from the blessing of your sign when you reach certain levels in this class as shown on the Hermit Spells table. You always have these spells prepared, and they count as magi spells for you, but don't count against the number of magi spells you can prepare.

THE HERMIT SPELLS

Magi Level	Spell
3rd	<i>heroism</i>
5th	<i>misty step</i>
9th	<i>sleet storm</i>
13th	<i>death ward</i>
17th	<i>scrying</i>

TWIST FATE

3rd-level the Hermit feature

When an ally within 60 feet of you makes an attack roll, ability check, or saving throw, you can take a reaction to roll a d6 and grant that ally a bonus on its roll equal to the number rolled.

The size of the die you roll increases as you gain levels in this class: at 6th (d8), 10th (d10), and 14th level (d12).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once) and regain all expended uses when you finish a long rest.

ICON OF PROPHECY

6th-level the Hermit feature

You can touch one creature and bestow a blessing of fate upon it toward achieving a particular goal. The goal must be achievable by the creature, such as delivering a message or occupying a keep. Until the blessed creature finishes a long rest, it has advantage on ability checks made to achieve the specified goal. A creature can only have one blessing of fate at a time, and attempts to bestow it another one fail.

After using this feature, you must finish a long rest to use it again unless you expend a use of your Twist Fate

feature to use it again.

BITING STORM

10th-level the Hermit feature

Whenever a target fails its saving throw against your Magic Blast feature, it takes cold, fire, or lightning damage equal to your proficiency bonus at the start of each of its next three turns or until dispelled as if from a 3rd-level spell. This effect doesn't stack with itself.

WEATHER MASTER

14th-level the Hermit feature

You can cast the control weather spell without needing a spell slot or spell components. After using this feature, you must finish a long rest to use it again.

APPENDIX A

NEW SPELLS

The spells are presented in alphabetical order. Other classes can use these spells if the DM chooses, as shown on the New Spells table.

{{table

NEW SPELLS

Level	Spell	Class
3rd	Deep Slumber	Sorcerer, Wizard
3rd	Locate Traps	Cleric, Ranger
3rd	Magic Vestments	Artificer, Cleric
4th	Dimensional Anchor	Sorcerer, Wizard
3rd	Sticks to Snakes	Cleric, Druid

DEEP SLUMBER

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 10 minutes

This spell sends one creature you can see within range into a magical slumber. The target must succeed on a Wisdom saving throw or fall unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

DIMENSIONAL ANCHOR

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature lead anchor)

Duration: Concentration, up to 10 minutes

A green beam strikes one creature or object. The target is bound to its current plane of existence and can't be teleported. A creature must make a Charisma saving throw, which it can choose to fail. On a failed save, the creature can't be transported to another plane, nor can it teleport through any means. Additionally, the target can't be the target of spells and powers which attempt to relocate the target, such as the *banishment*, *imprisonment*, and *maze* spells.

LOCATE TRAPS

3rd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You gain a preternatural awareness of the presence of traps. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would aid you in sensing an area affected by the *alarm* spell, a glyph of warding, or a mechanical pit trap, but would not aid you in finding a natural weakness in the floor or an unstable ceiling.

You know of the presence and the location of each trap within range.

MAGIC VESTMENTS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch one nonmagical shield, suit of armor, or piece of clothing. Until the spell ends, that armor becomes magic armor with a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus increases to +2. When you use a spell slot of 7th level or higher, the bonus increases to +3.

STICKS TO SNAKES

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of bark and a snake scale)

Duration: Concentration, up to 1 minute

You transform a number of sticks into a **swarm of poisonous snakes** (the DM has the swarm's statistics). The swarm is loyal to you and will follow your commands, no action required by you, and takes its turn immediately after your turn. Each turn, you can restore a swarm's hit points to its maximum as a bonus action, provided there are sticks within 5 feet of the swarm.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional swarm of poisonous snakes for each slot level above 4th.