

## ESOTERIC ORDER

At 3rd level, the Magus gains the Esoteric Order feature. The following Patreon exclusive options are available in addition to the Esoteric Orders presented with the base [Magus Class](#):

Order of  
Crimson Knights

Order of  
the Aurora

### ORDER OF CRIMSON KNIGHTS

Vampires are very particular about their servants. Most are mindless thralls or feral beast. However, the most powerful vampires have been known to infect their most loyal warriors with a form of vampirism, improving their martial skill with dark magic. Known as Crimson Knights, these magi use the power of blood magic to enact the will of their masters.

#### Magus Level Feature

3rd	Crimson Spells, Blood Magic, Vital Sight
7th	Crimson Resilience
15th	Misty Escape
20th	Crimson Conqueror

### CRIMSON SPELLS

*3rd-level Order of Crimson Knights feature*

When you gain a Magus level you can replace one spell from this feature with a necromancy or enchantment spell of the same level from the Sorcerer, Warlock, or Wizard spell list.

#### Sorcerer Level Spell

1st	<i>command, inflict wounds</i>
3rd	<i>spider climb, suggestion</i>
5th	<i>gaseous form, vampiric touch</i>
7th	<i>blight, greater invisibility</i>
9th	<i>destructive wave (necrotic only), dominate person</i>

### BLOOD MAGIC

*3rd-level Order of Crimson Knights feature*

You have learned to utilize blood magic. When you expend a spell slot to cast a Magus spell or use a Magus feature, you can instead spend hit points as shown in the table below.

Your current and maximum hit points are reduced by the number of hit points you spend. This reduction to your hit points cannot be lessened in any way. This reduction to your hit point maximum lasts until the end of your next long rest.

Slot Level	Hit Points	Slot Level	Hit Points
1st-level	4	4th-level	12
2nd-level	6	5th-level	14
3rd-level	10	-	-

Also, if you reduce a creature to 0 hit points with a Magus spell of 1st-level or higher, you can gain temporary hit points equal to five times the level of spell slot you spent.

### VITAL SIGHT

*3rd-level Order of Crimson Knights feature*

Your Spellsight has been enhanced by blood magic. As an action, you can focus your Spellsight to sense any living creatures within 30 feet until the start of your next turn.

### CRIMSON RESILIENCE

*7th-level Order of Crimson Knights feature*

The dark magic that infects your soul has made you resilient. You gain resistance to both necrotic and poison damage, and you have advantage on saves to resist poisons.

Also, when you have temporary hit points from your Blood Magic feature, you are resistant to bludgeoning, piercing, and slashing damage from non-magical, non-silvered, attacks.

### MISTY ESCAPE

*15th-level Order of Crimson Knights feature*

Your sinister power allows you to cling to life. When you are reduced to 0 hit points, but not killed outright, you can use your reaction to turn into a cloud of red mist, and reappear with 1 hit point in an unoccupied space within 30 feet.

Once you use this reaction you must finish a short or long rest before you can use it again. If you have no uses left, you can spend a spell slot of 2nd-level or higher to use it again.

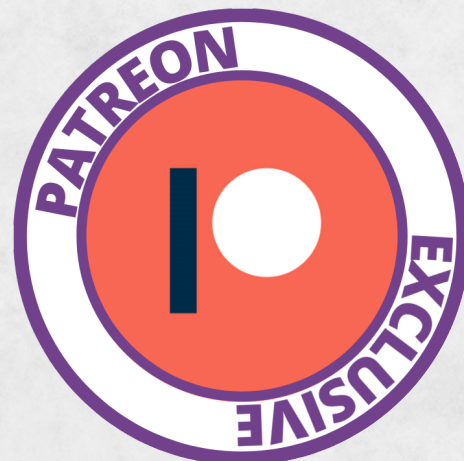
### CRIMSON CONQUEROR

*20th-level Order of Crimson Knights feature*

You have mastered the sinister blood magic within your soul. As an action, you can take on the form of a vampiric warlord, gaining the following benefits for 1 minute:

- When you deal necrotic damage to a creature with a spell of 1st-level or higher, you can gain yourself temporary hit points equal to half the necrotic damage you dealt.
- You gain a flying speed equal to your walking speed.
- You can move through other creatures and objects. If you end your movement inside an object or creature, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.

This feature ends early if you are incapacitated or if you end it as a bonus action. Once you use this feature, you must finish a long rest before you can use it again. If you have no uses left, you can spend a 5th-level spell slot to use it again.





## ORDER OF THE AURORA

Legends tell of an ancient Order of Magi that dwell in the icy northern region of the material plane. Known as Rimeguards, members of this Order draw their abilities from the mystical aurora, and are known for their defensive ice and light magic.

Magus Level	Feature
3rd	Aurora Spells, Aurora Knight, Rimeguard (15 feet)
7th	Glacial Defense
15th	Aegis of the Aurora, Rimeguard (30 feet)
20th	Paragon of Frost

### AURORA SPELLS

*3rd-level Order of the Aurora feature*

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of the same level from any spell list that deals cold damage or produces light.

Magus Level	Spell
3rd	<i>armor of agathys, shield of faith</i>
5th	<i>aura of frost</i> <sup>Magus</sup> , <i>moonbeam</i>
9th	<i>sleet storm, slow</i>
13th	<i>death ward, watery sphere</i> <sup>XGtE</sup>
17th	<i>cone of cold, wall of light</i> <sup>XGtE</sup>

### AURORA KNIGHT

*3rd-level Order of the Aurora feature*

You have been infused with the signature frigid magic of your Order. You gain proficiency with heavy armor, and while you are wearing heavy armor you are resistant to cold damage.

### RIMEGUARD

*3rd-level Order of the Aurora feature*

You exude an aura of wintry protective magic. When an allied creature within 15 feet of you takes damage, you gain 1 Frost.

When you hit a creature with a melee weapon attack, you can expend Frost to deal an additional 1d4 cold damage and reduce its speed by 5 feet until the start of your next turn.

You can have a maximum amount of Frost equal to your Intelligence modifier at one time, and you lose any Frost that you have not expended each time you finish a long rest.

### GLACIAL DEFENSE

*7th-level Order of the Aurora feature*

You can conjure mystical wards of frost and light to defend yourself and allies. As an action, you can touch a creature and expend 1 Frost to grant that creature temporary hit points equal to 1d4 + your Intelligence modifier (minimum of 1).

When a creature with these temporary hit points is within your Rimeguard and takes damage, you can use a reaction to spend 1 Frost and force the attacker to make a Constitution saving throw. On a failed save it is either blinded or its speed is reduced to 0 (your choice) until the start of your next turn.

### AEGIS OF THE AURORA

*15th-level Order of the Aurora feature*

Your mastery of light and frost extends the influence of your Aegis. You can use your Aegis reaction whenever a creature that you can see within the range of your Rimeguard feature takes damage from a spell or another magical effect.

In addition, the range of your Rimeguard becomes 30 feet.

### PARAGON OF FROST

*20th-level Order of the Aurora feature*

You have become an unquestioned master of the mystical magics of the frozen north. You gain the following benefits:

- When you spend Frost as part of an attack you roll a d6 in place of the normal d4 for any cold damage you do.
- If you reduce a creature's speed to 0 with Rimeguard or Glacial Defense it is also restrained while its speed is 0.
- A creature with temporary hit points from Glacial Defense is resistant to bludgeoning, piercing, and slashing damage.





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