

CLASSIC CLASSES: MAGUS

v. 1.0

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INTRODUCTION

The magus joins spell and sword to produce an all-new art. Spell-swords are a common fantasy archetype, but magi were first introduced by this name in Pathfinder's *Ultimate Magic* and are presented here ready for Fifth Edition.

The magus presented here has features that are reminiscent to its Pathfinder incarnation but designed to fit in the new system environment. These renovations are not merely conversions; this article also explores the story of magi—clever sages who incorporate dissonant disciplines into a single harmonious style, and secret-seekers who unleash sealed power.

MAGUS

Eyes sparkling with wonder, a human wearing solid knight's armor touches the glyphs adorning an ancient ruin's wall, and he sheathes his longsword to record them into his spellbook.

Singing the ancient warsong of her people, an elf lunges forward with her lightning-wreathed rapier to dispatch a looming hobgoblin with a strike as singular and definitive as thunder.

Flipping up her hood with casual ease, a half-elf disappears behind a veil of magic, and conjuring a bow to her hands she pincushions a horde of dumbfounded bandits.

Magi are the quintessential blend of arcane spellcasters and combat specialists. These clever sages seek perfection of body and mind through mastery of martial and mystic arts. They see no irony or juxtaposition in this combination; to them, supremacy in combat through magic is a single, unified pursuit.

Scholars of Sword and Spell

Many imagine that swords belong to dumb brutes, and that magic belongs to flimsy cowards, but there is philosophy hidden within the blade, and honor within the pursuit of the arcane. What warrior would deny himself a timely peal of thunder? What assassin would deny herself the timely cover of fog? Surely no ruin-exploring mage would deny himself a little extra fortitude and athleticism! Once one realizes that the difference between warrior and wizard is a mere convention, to merge these dissonant disciplines is a simple matter of practicality.

As a warrior-mage, a magus inherits the wisdom both wizards and fighters share—control the battle. Magi train to be proactive, not reactive, and to plan for multiple scenarios of success. With just a handful of reliable stratagems, a magus will know whether it is time to lull her foes into mystical sleep, or to lay rest to an adversary with a decisive elemental strike.

Seekers of the True Way

The tradition of magi began in a meeting of East and West, a desert land of perpetual war and deep mysteries. The natives of the land, as a means of restoring peace, combined the martial and mystic traditions of the East and West. In remembrance, to this day magi across the world pursue the True Way—the mystical ideal of embodying all that is best in life, especially those aspects that seem opposite of one another.

Magi seek the True Way as a means and an end of pushing themselves to the peak of perfection. This is to say that magi challenge themselves to grow, and they grow in order to face even greater challenges. In pursuit of the True Way, magi seek out challenges with worthy rewards and tests of caliber. For the ambitious and cunning magus, opportunities to discover hidden truths, forbidden secrets, and lost treasure sound like such worthy challenges.

The True Way embodies more than the unity of East & West, sword & spell, risk & reward, and body & mind. Even with all of these factors, many aspects of mortal life remain unincorporated into this grand philosophy. As magi gain confidence in the True Way, they look toward other adventurers to learn the distinctive tricks of their trade. By learning these tricks, a magus advances his or her understanding of the True Way, and may share it with generations of magi to come.

Creating a Magus

As you create your magus character, consider his or her intellectual life. Besides pursuit of the True Way, perfection in all things, what ideals or schools of thought influence his or her outlook? Did your instructor of sword, magic, or philosophy instill in you the rigor required to achieve your dreams? Perhaps your obsession with perfection is almost religious in nature, and you wish to honor your tradition in your adventures? Or maybe, in spite of your incredible intellect, you do not think very deeply about such things, and the path of the magus is simply the clear choice for surviving and getting ahead in life.

Quick Build

You can build a magus very quickly using these instructions. Intelligence should be your highest ability score, followed second by either Strength or Dexterity. Choose Strength if you want to focus on melee weapons and armor, or Dexterity if you want to focus on ranged or finesse weapons. Next, choose a background. For your spells, choose the *ray of frost* and *true strike* cantrips, and for your spellbook choose *burning hands*, *shield*, and *sleep*.

The Magus

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	Spellcasting, Spell Combatant	2	2								
2nd	2	Spellstrike, Fighting Style	2	3								
3rd	2	Magus Path, Deflect Energy	2	4	2							
4th	2	Ability Score Improvement	3	4	3							
5th	3	Arcane Flourish	3	4	3	2						
6th	3	Extra Attack, Path Feature	3	4	3	3						
7th	3		3	4	3	3	1					
8th	3	Ability Score Improvement	3	4	3	3	2					
9th	4	Improved Arcane Flourish	3	4	3	3	3	1				
10th	4	Arcane Syncretism	4	4	3	3	3	2				
11th	4		4	4	3	3	3	2	1			
12th	4	Ability Score Improvement	4	4	3	3	3	2	1			
13th	5		4	4	3	3	3	2	1	1		
14th	5	Arcane Syncretism, Path Feature	4	4	3	3	3	2	1	1		
15th	5		4	4	3	3	3	2	1	1	1	
16th	5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	
17th	6		4	4	3	3	3	2	1	1	1	1
18th	6	Arcane Syncretism	4	4	3	3	3	3	1	1	1	1
19th	6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	6	Infinite Spellstrike	4	4	3	3	3	3	2	2	1	1

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

Weapons: Simple weapons, martial melee weapons

Tools: None

Saving Throws: Strength, Intelligence

Skills: Choose two from Acrobatics, Athletics, Arcana, History, Insight, Intimidation, Investigation, Medicine, and Religion

Equipment

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) leather armor or (b) scale mail
- (a) a short bow and a quiver with 20 arrows, (b) two hand axes, or (c) a long bow and a quiver with 20 arrows (if proficient)
- (a) a scholar's pack or (b) an explorer's pack
- A dagger, a component pouch, and a spellbook

Spellcasting

You have learned to strike with a blade in one hand, and reshape mana in its wake with the other.

Just as your sword accompanies you in pursuit of knowledge, so too are your spells an indivisible aspect of your fighting style.

Cantrips

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

Spellbook

At 1st level, you have a spellbook containing four 1st-level magus spells of your choice. Your spellbook is the repository of the magus spells you know, except your cantrips, which are fixed in your mind

Preparing and Casting Spells

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.

You prepare the list of magus spells that are available for you to cast. To do so, choose a number of magus spells from your spellbook equal to your Intelligence modifier + your magus level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level magus, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.



Spellcasting Ability

Intelligence is your spellcasting ability for your magus spells, since you learn your spells through dedicated study and apply them with cunning. You use your Intelligence whenever a spell references 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

Ritual Casting

You can cast a magus spell you know as a ritual if that spell has the ritual tag and you have that spell in your spellbook.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your magus spells.

Spellbook

Each time you gain a magus level, you can add one magus spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Magus table. On your adventures, you might find other spells that you can add to your spellbook (see the wizard's "Your Spellbook" sidebar).

Spell Combatant

Your spellcraft is customized to fit the realities of the battlefield. You can perform the somatic components of spells even if you have a weapon or shield in one or both hands.

Furthermore, you can mystically bond with a weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. Dropping or dismissing the weapon (no action required) shunts it into an extradimensional space, and you can use bonus action to draw it from this extradimensional space. You can't affect an artifact or a sentient weapon in this way. The mystical bond breaks if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break the bond voluntarily. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Spellstrike

Starting at 2nd level, when you hit a creature with a weapon attack, you can expend one spell slot to deal extra damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Its damage type is your choice from acid, cold, fire, or lightning.

You can use this feature a number of times equal to your Intelligence modifier + half your Magus level (minimum of 1). You regain all your uses when you complete a long rest.



Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. The GM may offer you more Fighting Style options at his or her discretion. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Fisticuffs

You can find this fighting style in EN5ider's [Speaking With Fists](#).

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Magus Path

At 3rd level, you delve into the advanced techniques of other disciplines and harmonize them with your own, which sets you on a distinct path toward the True Way. Choose a magus Path of your choice: the Path of Arcane Balance, Arcane Rage, the Celestial Herald, the Rune Knight, the Sand Dancer, or the Shadow Assassin. Each are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Deflect Energy

At 3rd level, you can use your reaction to deflect or reflect magical energy when you take damage from a spell. When you do so, the damage you take is reduced by 1d10 + your Intelligence modifier + your magus level.

If you reduce this damage to 0, choose to bounce the energy at an enemy. If you do, expend a spell slot and one creature you choose that you can see within 30 feet to make a Dexterity saving throw. On a failed saving throw it takes 2d8 damage for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st; it takes half as much on a successful saving throw. This damage is the same type as the damage you deflected.

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.

Arcane Flourish

Beginning when you reach 5th level, when you take the Cast a Spell action to cast a cantrip, you can make a weapon attack as a bonus action.

At 9th level, this also applies to casting spells of 1st-level or higher.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Arcane Syncretism

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Magus table, or a cantrip. You learn any cantrips you select, and any spells of 1st-level or higher are added to your spellbook.

You learn two additional spells from any class at 14th level and again at 18th level.

Infinite Spellstrike

At 20th level, there is no limit to how many times you can use Spellstrike. Furthermore, you regain all your 1st-level and 2nd-level spell slots whenever you roll initiative.



PATH OF ARCANE BALANCE

By combining the academic magecraft of wizards and the philosophical kinesthetics of monks, certain magi embark on the Path of Arcane Balance. With perfection of thought and body, the swings of their quarterstaff are a controlled storm of wind and fire.

Unarmored Defense

Starting when you take this path at 3rd level, while you are wearing no armor and wielding no shield, your Armor Class equals 10 + your Intelligence modifier + your Dexterity modifier.

Martial Arts

Also at 3rd level, you gain the Martial Arts class feature as per the monk. Your Martial Arts damage is that of a monk of your magus level; if you have levels in monk, add your monk and magus levels to determine your Martial Arts damage.

Agile Spellcraft

At 6th level, when you cast a spell of 1st-level or higher on your turn, you can take the Disengage or Dodge action as a bonus action.

Destabilizing Spellstrike

Starting at 14th level, your mastery of balancing mystical and physical forces allow you to tumble enemies with relative ease. Whenever you use your Spellstrike, the creature you hit must make a Dexterity saving throw. If it fails, the creature falls prone.



PATH OF ARCANE RAGE

Like barbarians and sorcerers, anger and chaos are the ally of magi on the Path of Arcane Rage. By tapping into their anger and loosing control, they unleash a wellspring of arcane power.

Spellrage

Starting when you take this path at 3rd level, you can enter a rage state where your mana flows more freely. You can enter your spellrage as a bonus action. While spellraging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- You have resistance to bludgeoning, piercing, and slashing damage.
- When you make a melee weapon attack using Strength or cast a spell that deals damage, you gain a bonus to that damage roll. This bonus is equal to the Rage damage bonus of a barbarian of your magus level. If you have levels in barbarian, add your barbarian and magus levels together to determine your Rage and Spellrage damage.

Your spellrage lasts for 1 minute. It ends early if you are knocked unconscious. It also ends early if your turn ends and you haven't attacked a hostile creature, casted a spell against a hostile creature, or taken damage since the end of your previous turn.

You have one use of this feature, which you regain when you complete a long rest. At 10th level you have two uses, and at 17th level you have three uses.

Arcane Resilience

Starting at 6th level, your spellrage opens a wellspring of mana which you channel into physical resilience. While in your spellrage, you can use a bonus action to expend a spell slot. You gain temporary hit points equal to 5 + the total of the spell slot level × 5.

Reckless Spellstrike

Starting at 14th level, you can overcharge your Spellstrike to a volatile degree. While you spellrage, if use your Spellstrike you can decide do so recklessly. Doing so allows your Spellstrike to consume a spell slot of any level and ignore its 5d8 damage cap. Furthermore, until your next turn attack rolls have advantage against you and you have disadvantage on saving throws made to resist spell effects.

PATH OF THE CELESTIAL HERALD

Magi on the Path of the Celestial herald look to clerics and other divinely inspired folk to learn about realities beyond. While most Celestial Heralds eventually learn to mimic the angels for which they are named, individuals may cleave closer to fiends or nature spirits depending on their chosen philosophy.

Sacred Initiate

Starting when you take this path at 3rd level, you can use a holy symbol as a spellcasting focus for your magus spells.

Furthermore, choose one of the cleric's Divine Domains. You can use that domain's Channel Divinity feature, and you must complete a short rest or a long rest before you can use it again.

Beginning at 6th level, you can use this Channel Divinity feature twice between rests.

Luminous Wings

At 14th level, you gain the ability to sprout a pair of luminous wings (made from holy light, hellfire, or primal energy) from your back, gaining a flying speed equal to your current speed. You can create these wings as an action on your turn. They last for 1 minute, or until you dismiss them as a part of any other action on your turn.

Your luminous wings are ephemeral, and physical materials pass through them harmlessly. Your wings emit bright light in a 20-foot radius and dim light 20 feet beyond that.

Once you use this feature, you cannot use it again until you complete a short rest or a long rest.

PATH OF THE RUNE KNIGHT

Magi who combine their own mystic swordplay with that of paladins and blackguards follow the Path of the Rune Knight. They eschew speed and flashiness for the sheer power of runic weapon enchantments and the unadulterated defense of armor. Of all the Magus Paths, the Rune Knight is the most widely recognized (and the most similar to the *Pathfinder* incarnation).



Weapon Rune

As an action, you can imbue one weapon you hold with an energy rune. For 1 minute, you add your Intelligence modifier to attack rolls made with that weapon (a minimum bonus of +1). Also for the duration the damage type changes to one of your choice from acid, cold, fire, force, lighting, necrotic, or radiant. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Once you use this feature, you cannot use it again until you complete a short rest or a long rest.

Shield Training

Also at 3rd level, you gain proficiency with shields.

Heavy Armor Training

At 6th level, you gain proficiency with heavy armor.

Runic Discharge

Starting at 14th level, you can unleash the energy bound in your rune to gain the upper hand. When you hit a creature with a weapon affected by your Weapon Rune and you end the effect early as part of that action, the attack has an additional effect based on the damage type you chose for Weapon Rune:

- **Acid.** Until the end of your next turn, whenever the creature you hit takes bludgeoning, slashing, or piercing damage, it takes additional damage of that type equal to your Intelligence modifier.
- **Cold.** Until the end of your next turn, the creature's movement speeds are reduced by half.
- **Fire.** Until the end of your next turn, whenever the creature you hit takes cold, fire, or radiant damage, it takes additional damage of that type equal to your Intelligence modifier.
- **Force.** If the target is Medium-sized or smaller, you push it a distance equal to your Intelligence modifier × 5 feet. If it is Large-sized, you push it half that distance.
- **Lightning.** The creature you hit drops what it's holding, and it cannot make opportunity attacks until the end of your next turn.
- **Necrotic.** You gain temporary hit points equal to half the amount of damage dealt by this weapon attack.
- **Radiant.** The creature you hit is blinded until the end of your next turn.

PATH OF THE SAND DANCER

At first glance, the Path of the Sand Dancer may appear to embody the ranger's wilderness acumen, or the bard's capacity to mix magic and culture. While these observations aren't false, this discipline was also the first developed by magi—for they were among the peoples of the desert.

Desert Wanderer

Starting when you take this path at 3rd level, you become more adapted to hazards of the desert. Your vision is not impaired by wind, sand, dust, or light debris. You ignore obscurity, light obscurity, and similar effects caused by these hazards.

Whirling Sands

Also starting at 3rd level, your master a dance that whispers to the wind. If you are in a sandy or dusty environment or one filled with light debris, you can use your action to dance, which kicks up a small whirlwind in a 20-foot-radius sphere centered on you. This whirlwind creates a dust storm from sand or light debris, and lightly obscures all creatures within. This lasts for one minute or until you end the effect as a bonus action.

Bonus Proficiency

At 3rd level, you gain proficiency with one musical instrument of your choice.

Adroit Traveler

Starting at 6 level, moving through nonmagical difficult terrain costs you no extra movement. While traveling, you only need half the food and water rations normally required, even in hot desert conditions.

Desert Storm

Starting at 14th level, as an action you can expend a spell slot to magically produce sand in a sphere originating from a point you can see within 30 feet. The radius of this sphere is the spell slot's level × 10 feet. Creatures other than you caught within that area must succeed on a Constitution saving throw against your spell save DC or become blinded until the end of your next turn. The sand produced is permanent and cannot be dispelled.

Furthermore, while your Whirling Sands is active and while you are not wearing heavy armor, your speed increases by 10 feet.

PATH OF THE SHADOW ASSASSIN

Prerequisite: Proficiency with Stealth

Unbeknownst to most, the Path of the Shadow Assassin is one of the oldest magus disciplines. In the ancient days of the first assassins' guild, magi within the guild learned the best techniques they could from their warlock and rogue compatriots.

Shadow Strike

Starting when you choose this path at 3rd level, your stealthy attacks with finesse and ranged weapons deal extra damage. You gain the rogue's Sneak Attack feature, but you only deal Sneak Attack damage equal to that of a rogue of half your magus level.

If you have levels in rogue, add half your magus levels to your rogue levels to determine your total Sneak Attack damage.

Shadowforge

Starting at 3rd level, you can shape weapons and ammunition from the stuff of shadow. You can use your action to create a shadow weapon in your empty hand. You can choose the form that this weapon takes from any weapon with which you are proficient. Alternatively you can create onto your person a quiver or satchel containing 20 pieces of ammunition, such as arrows, bolts, or pellets. This weapon or ammunition counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your shadow weapon disappears if you drop or dismiss the weapon (no action required), use this feature again, or die. Your shadow ammunition and container also disappear under these conditions, and the remains of fired ammunition disappear one minute after use.

Shadow-Arms Race

Starting at 6th level, you expedite your arcane preparations for silent assault. Your Spell Combatant and Shadowforge abilities receive the following upgrades:

- You can use Shadowforge to create a shadow weapon as a bonus action.
- You can use your action to call your Spell Combatant weapon and use Shadowforge simultaneously.

Shadow to Shadow

Starting at 14th level, when you use Spellstrike on your turn, you can use your bonus action to turn invisible until your next turn.

MAGUS SPELLS

Cantrips (0 Level)

- Acid Splash
- Chill Touch
- Dancing Lights
- Light
- Mage Hand
- Mending
- Prestidigitation
- Produce Flame
- Ray of Frost
- Shellelagh
- Shocking Grasp
- True Strike

1st Level

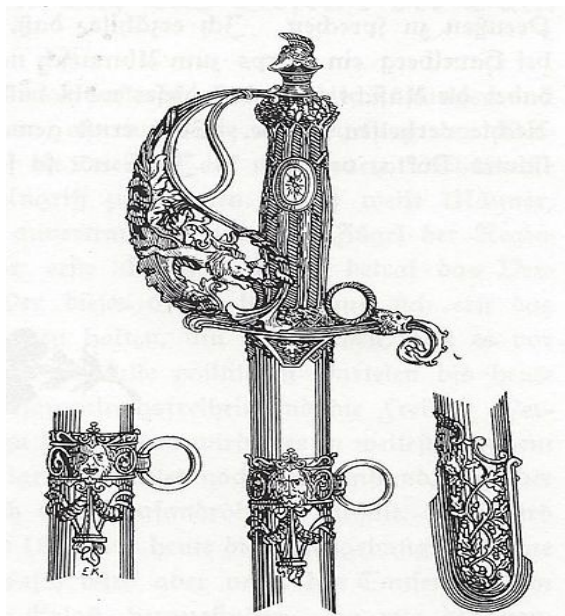
- Bee Sting*
- Burning Hands
- Color Spray
- Comprehend Languages
- Detect Magic
- Expeditious Retreat
- False Life
- Feather Fall
- Fog Cloud
- Magic Missile
- Shield
- Silent Image
- Sleep
- Thunderwave
- Winter's Bite*

2nd Level

- Barkskin
- Blindness/Deafness
- Blur
- Darkness
- Darkvision
- Detect Thoughts
- Enhance Ability
- Enlarge/Reduce
- Gust of Wind
- Hold Person
- Invisibility
- Knock
- Levitate
- Mirror Image
- Misty Step
- Scorching Ray
- See Invisibility
- Shatter
- Spider Climb
- Suggestion
- Web

3rd Level

- Blink
- Clairvoyance
- Daylight
- Dispel Magic
- Doffing Smite*
- Explosive Strength*
- Fear
- Fireball
- Fly
- Haste
- Herculean Force*
- Lightning Bolt
- Major Image
- Protection from Energy
- Sleet Storm
- Slow
- Tongues
- Water Breathing
- Water Walk



4th Level

- Accursed Smite*
- Banishment
- Confusion
- Dimension Door
- Dominate Beast
- Greater Invisibility
- Ice Storm
- Polymorph
- Stoneskin
- Wall of Fire

5th Level

- Animate Objects
- Celestial Armory*
- Cone of Cold
- Creation
- Dominate Person
- Hold Monster
- Insect Plague
- Seeming
- Telekinesis
- Teleportation Circle
- Wall of Stone

6th Level

- Chain Lightning
- Circle of Death
- Disintegrate
- Eyebite
- Globe of Invulnerability
- Heroes' Feast
- Mass Suggestion
- Move Earth
- Sunbeam
- True Seeing

7th Level

- Delayed Blast
- Fireball
- Etherealness
- Finger of Death
- Fire Storm
- Plane Shift
- Prismatic Spray
- Reverse Gravity
- Teleport

8th Level

- Dominate Monster
- Earthquake
- Incendiary Cloud
- Power Word Stun
- Sunburst

9th Level

- Gate
- Meteor Swarm
- Power Word Kill
- Time Stop
- Wish

*These spells appear in Arcane Warrior Spells

Magi & Arcane Warrior Spells

Spells indicated with * are on the magus spell list. If you use other supplements that add to an arcane warrior's spell list, the GM may add them to the magus spell list at his or her discretion.

SPECIAL THANKS

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