

DISFIGURED MAGE

Amidst a battle which seemed more akin to one-sided torture than any epic that a Bard would find worth writing about, the evil wizard that had been dominating a seemingly defenseless opponent launched one more fireball with a cackle of maniacal laughter.

The evil wizard's glee soured instantly upon hearing his prey mutter an incantation which he knew was far beyond his own powers. His opponent's eyes flared with magical power as meteors began to rain down from the sky. As he stood with no means of survival, the evil wizard's last thoughts were a quizzical "Why did he allow me to mutilate him to that extent if he had that kind of power?"

DISFIGURED MAGIC

The term "Disfigured Mage" is a misnomer because although many of these mages do bear several disfigurements due to the injuries they have sustained during their lives, such physical disfigurements are not a requirement for their existence. The Disfigured Mage is named as such because they are internally deformed. Their magic has been tainted by years of suffering, into something that most other casters would consider entirely alien.

SORCEROUS POTENTIAL

Disfigured Mages are made, not born. Their origins may vary but they all share one thing in common: they possessed a sorcerous taint in their blood but great physical suffering during their adolescence has perverted, or perhaps evolved that taint into something quite different. As a result, the Disfigured Mage can never develop untainted sorcerous powers and a Sorcerer that has already unlocked their natural magics will never become a Disfigured Mage - no matter how much suffering they endure.

CREATING A DISFIGURED MAGE

The biggest question to consider when making a Disfigured Mage is why was their sorcerous taint perverted? Was it just a random twist of fate that occurred due to an unfair upbringing, or was your childhood suffering a necessary consequence of an insane mage's desire to intentionally transform you into a magical anomaly?

Of course, equal to the question of how you became a Disfigured Mage is why exactly your blood was tainted with sorcerous power in the first place. Some ideas and probable consequences of that nature can be found within the Sorcerer class description.

QUICK BUILD

You can make a disfigured mage quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the urchin background. Third, choose the light, prestidigitation, ray of frost, and shocking grasp cantrips, along with the 1st-level spells false life and ray of sickness.



THE DEFORMED MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Max Spell Level	Max Spell Points
1st	+2	Spellcasting, Pain Conversion	4	2	1	Charisma Mod + 2
2nd	+2	Taint Grounding	4	3	1	Charisma Mod + 3
3rd	+2	—	4	4	2	Charisma Mod + 7
4th	+2	Ability Score Improvement	5	5	2	Charisma Mod + 9
5th	+3	—	5	6	3	Charisma Mod + 14
6th	+3	Grim Harvest	5	7	3	Charisma Mod + 16
7th	+3	—	5	8	4	Charisma Mod + 19
8th	+3	Ability Score Improvement	5	9	4	Charisma Mod + 22
9th	+4	—	5	10	5	Charisma Mod + 29
10th	+4	Spell Nullification	6	11	5	Charisma Mod + 32
11th	+4	—	6	12	6	Charisma Mod + 37
12th	+4	Ability Score Improvement	6	12	6	Charisma Mod + 37
13th	+5	—	6	13	7	Charisma Mod + 42
14th	+5	Taint Grounding feature	6	13	7	Charisma Mod + 42
15th	+5	—	6	14	8	Charisma Mod + 47
16th	+5	Ability Score Improvement	5	14	8	Charisma Mod + 47
17th	+6	—	6	15	9	Charisma Mod + 54
18th	+6	Taint Grounding feature	6	15	9	Charisma Mod + 57
19th	+6	Ability Score Improvement	6	15	9	Charisma Mod + 62
20th	+6	Through Pain I Gain Power, Through Power I Gain Freedom	6	15	9	Charisma Mod + 67

CLASS FEATURES

As a Deformed Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Deformed Mage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Deformed Mage level after 1st

PROFICIENCIES

Armor: Light

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Arcana, Deception, History, Investigation, Nature, Persuasion, Religion, and Survival.

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor, any simple weapon, and two daggers

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. Since then, that font of magic has been twisted into a new force that fuels your spells. You use the Sorcerer's spell list. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the deformed mage table.

SPELL POINTS

The Deformed Mage table shows the maximum number of spell points you can hold to cast your spells of 1st level and higher. To cast one of these spells, you must expend spell points of the spell's level or higher, as shown in the table below. Spell points never recover naturally and are only generated by your Pain Conversion ability. For example, if you know the 1st-level spell burning hands and have 3 spell points available, you can cast burning hands as either a 1st or 2nd level spell depending on how many points you wish to expend. If cast as a 2nd level spell, treat the spell as if it were cast through a level 2 spell slot and apply the "At Higher Levels" bonuses appropriately.

SPELL POINT COSTS

Spell Level	Point Cost
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Deformed Mage table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level equal to or below what is shown in the Max Spell Level column of the Deformed Mage table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since your tainted magic relies on your force of will to convert your suffering into tangible force. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer 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

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the Player's Handbook) as a spellcasting focus for your sorcerer spells.



PAIN CONVERSION

On taking damage, half of the damage dealt (Rounded down) is added to your spell points. Spell points can not exceed your Max Spell Points as shown in your class table. Spell points decay by half on a short rest and decay fully on a long rest.

TAINT GROUNDING

At level 2, choose a Taint Grounding which reflects how your character has reacted to his tainted magic and the upbringing that inspired it: Thaumaturge, Wildcat, and Cerberus, all detailed at the end of the class description.

Your choice grants you features when you choose it at 2nd level and again at 14th, and 18th level.

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.

GRIM HARVEST

At 6th level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

SPELL NULLIFICATION

Beginning at 10th level you can spend 5 spell points and a Reaction to attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make a Charisma check. The DC equals 8 + the spell's level. On a success, the creature's spell fails and has no effect.

By spending more spell points, you can increase the spell level that can be countered without being required to make a check as per the table below.

TOTAL SPELL POINTS SPENT

Spell Points	Level Nullified
5	3 or lower
6	4 or lower
7	5 or lower
9	6 or lower
10	7 or lower
11	8 or lower
13	9 or lower

THROUGH PAIN I GAIN POWER

Beginning at level 20, Pain Conversion spell Points equal to the damage received, instead of the usual half.

THROUGH POWER I GAIN FREEDOM

At level 20, instead of only activating when you kill a target, Grim Harvest will also activate when you beat an opponent's AC by 5 or more with an attack roll, score a critical hit, or if you cast a spell that results in a target failing a save by 5 or more points. You can only benefit from the effects of Grim Harvest once per turn as usual.

TAINT GROUNDINGS

How the disfigured mage has reacted to their deformed magics and the conditioning that inspired that perversion is usually a prominent trait that defines who they are today. They usually fall into three categories - the Thaumaturges that have embraced their past, the Wildcats that reject it, and the Cerberi that have learned from it.

THAUMATURGE

Thaumaturge have fully embraced the magical power contained within and have even found a measure of peace in their tortured past by treating their anomalous magic as a gift bestowed upon them rather than a cruelty forced upon them. Some have even been known to take it a step further and hunt down bloodlines known for the sorcerous taint, in order to take their young and bestow upon them their own gifts.

BONUS PROFICIENCIES

When you gain the bonuses of the Thaumaturge Taint Grounding at 2nd level, you gain proficiency with two skills of your choice.

EMPOWERED ARCANA

Also at 2nd level, you can add your Charisma modifier to the damage roll of any Sorcerer spell you cast.

SPELL REDIRECTION

Beginning at level 14, instead of nullifying a spell through your Spell Nullification ability, you can redirect spells provided that you either passed the nullification DC or used enough spell points to prevent the need for the difficulty check. Redirecting spells in this manner costs an additional 10 spell points and requires you to make a Charisma check of 10 + the spell's level.

SPELL ABSORPTION

At level 18, the Thaumaturge can gain the knowledge of a spell when they use their Spell Nullification ability and successfully nullify it. For an additional 15 spell points and a successful Charisma check of 10 + the spell's level, you can add the spell to your list of Spells Known, even if that spell is not found on the Sorcerer spell list. The absorbed spell does not count towards the Disfigured Mage's Spells Known column of their class table. The absorbed spell will remain in your list of Known spells until you next take a long rest.

WILDCAT

Wildcats have trained themselves in the martial ways despite having access to great magical power - or perhaps because of it. Although the events of their past may have left them reluctant to harness their magical power, the power itself is indifferent to their concerns and has developed in a manner to enhance their martial techniques.

BONUS PROFICIENCIES

When you gain the bonuses of the Wildcat Taint Grounding at 2nd level, you gain proficiency with medium armor and martial weapons.

ARCANE STRIKE

Also at 2nd level, when you hit a creature with a melee weapon attack, you can expend spell points to deal force damage to the target, in addition to the weapon's damage. Attacks made with Arcane Strike count as spell attacks for purposes of both Grim Harvest and their max spell limit on the class table. The equivalent spell level and damage inflicted depending on how many points were spent is found on the table below. The Wild Cat's Arcane Strike ability cannot be used on the same attack as the Paladin's Divine Smite ability.

ARCANE STRIKE

Spell Points	Damage	Equivalent Spell Level
2	1d8	1
3	2d8	2
5	3d8	3
6	4d8	4
7	5d8	5

EXTRA ATTACK

Beginning at 14th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SPELL IMBUE

At level 18, you have developed the means to unleashing your magical spells through melee weapon attacks.

Whenever you cast a spell that targets others, instead of having it activate immediately, you can delay the effect by storing it in your weapon. Storing a spell in your weapon requires concentration and can only be done so for an hour before the magic disperses harmlessly. If you make a successful melee weapon attack against a target before that hour has elapsed, the target will suffer the effects of both the weapon attack and the spell stored within the weapon.

CERBERUS

The philosophical views of the Cerberus have been shaped more by the suffering they have endured than the perverted magical power within. Due to their troubled past, they have focused their strengths into not only protecting themselves in order to prevent being abused once more, but protecting those that they care about from the same fate.

BONUS PROFICIENCIES

When you gain the bonuses of the Cerberus Taint Grounding at 2nd level, you gain proficiency with medium armor, heavy armor and shields.

MAGIC RESISTANCE

Also at 2nd level, you have resistance against the damage of spells.

UNCANNY DODGE

Starting at 14th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

RETRIBUTION

At level 18, when a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature.

