

ARCANE MONSTROSITY

Horrific. That's what most called it. Never should have been allowed. Or maybe it hadn't been. An insane artificer or crazed wizard, laboring alone in a dilapidated workshop. Maybe they had permission, or maybe they didn't. In the end, it hardly matters. Whatever the circumstances, the experiment pushed the boundaries of discovery, ethics, and madness. Mortal knowledge has been advanced, but at what cost?

Whatever that price, all that is certain is that you, undoubtedly, are the one who had to pay it.

Use the table below to determine what physical marks or scars this experimentation left on you.

MAGICAL DEFORMITY

d4 Deformity

- 1 You have a tail, or a second mismatched one if you already had one. It moves like it has a mind of its own.
- 2 Your eyes have an odd quality, and don't match one another in color, pupil shape, or anything else.
- 3 You have horns, or an abnormal number of horns if you had some already. The tips glisten as if covered in oil.
- 4 The scars on your face move slowly about it, shifting ever so slightly. Sometimes they itch, sometimes not.

MONSTROUS WEAPON

At 1st level, you gain a natural weapon that stems from your arcane mutations. Choose a damage-dealing sorcerer cantrip that requires an attack roll. You learn that cantrip, which counts against the maximum you can know.

Additionally, you gain a special attack based on your chosen cantrip. You have proficiency in this natural weapon, which has a damage die equal to that of the cantrip, deals the same type of damage, and adds your Charisma modifier. On a hit, the attack also applies any normal effects of the cantrip as well.

If the range of the original cantrip is 10ft or less, your natural weapon is a melee weapon with a range of 5ft. If the original cantrip has a range of more than 10ft, you can choose when you get this feature to have it be either a ranged weapon, with a range equal to that of the cantrip, or for it to be a melee weapon with a 5ft range.

HARSH GENESIS

Also at 1st level, bearing the strain of your mutations has given you a greater deal of resilience in all things. Your base AC equals 13 + your Dexterity modifier when not wearing armor.

Additionally, you gain 1 hit point, and an additional hit point each time you gain a level in this class.

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BODY HORROR

Work with your DM to determine the specifics of how your Monstrous Weapon feature functions. You might have claws edged with magical rot, to reflect the necrotic damage of *chill touch*.

Your Instinctive Arcana might work similarly, causing your skin to visibly crawl, or the veins on your hands to squirm.

COMBAT MONSTROSITY

Starting at 6th level, your familiarity with your own magic has allowed you greater control over it. You can now make a single attack as a bonus action after casting a spell, but only using the natural weapon granted by this class.

INSTINCTIVE ARCANA

Also at 6th level, the intrinsic magic in your blood gives you heightened senses when it comes to the arcane. You can sense if an object you touch or that comes within 1 foot of your flesh is magical, and what school of magic it is, as in the *detect magic* spell. You can also cast both *detect magic* and *identify* as rituals, enhancing your special sense even more.

SORCEROUS MUTATION

Beginning at 14th level, your sorcerous power warps your body, granting additional power. Whenever you expend a sorcery point on your turn, you can either gain +2 to your AC until the beginning of your next turn or advantage on your next Monstrous Weapon attack this turn.

HORRIFIC TRANSFORMATION

At 18th level, your mastery of your inherent magic allows you to loosen the constraints placed on it by your mortal, mundane body. As an action, you can expend 4 sorcery points and transform into a true monstrosity, gaining the following benefits for 1 minute.

- Your AC is equal to 13 + your Charisma modifier and you increase your speed to 40ft.
- You gain the monstrosity type, replacing your normal type.
- Whenever you cast a spell, you can now make two attacks with your Monstrous Weapon as a bonus action, rather than one. If you expended sorcery points on the spell, only the first attack has advantage.

If you choose, when you transform you can force all creatures within five feet who can see you to make a Wisdom saving throw against your spell save DC. On a failure, a creature is frightened of you until your transformation ends, or until it makes a successful save at the end of its turn.

You may only transform in this way once per short rest. The transformation ends after 1 minute, when you end it as a bonus action, or when you fall unconscious.