

THE HEART OF THE MISFIT

A SORCERER SUBCLASS FOR THOSE BORN AS SINGULARITIES, AND WHO WILL SUFFER NO YOKE BUT THAT OF THE HORIZON.

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SUBCLASS FEATURES

A Heart of the Misfit sorcerer is one who has wandered far and wide, only to find their soul beyond fitting. They thrive in the unknown but go their entire lives in search of the place where they truly belong. Their power comes from the latent magical potential they are born with.

This magical potential is based neither on lineage, nor on unholy bargains, but is simply the mark of a unique creature. No two Heart of the Misfit sorcerers are alike, and they will often come to blows should they meet. Some thrive in subtlety and deception, while others prefer to wear their differences proudly.

Many other wielders of magic spit upon the Misfit sorcerers, for they embody a lack of the training and study that is required of most wielders of the Weave. To carry the heart of the misfit is not to be fortunate, but to break fortune like a beast of burden. The shared mantra of the Misfits rings out beyond all other description: *"Weave of making, growing, breaking, you too shall know true discomfit, for I have never known fetters I could not shake, nor a rule I could not break."*

MASTERY OF HEDGES

At 1st level, your mastery over untaken paths has allowed you to acquire skills beyond your normal ability.

You learn the Druidcraft, Prestidigitation, Thaumaturgy, and Minor Illusion cantrips. You are able to cast all of these without their Verbal and Somatic components. You may also cast all other cantrips without one of their components.

CLOAK OF IDENTITY

At 1st level, your tenuous grasp on reality manifests itself as a stunning cloak that is completely unique, but for the number of pouches it contains. Should the cloak be destroyed, all things within its pockets will be destroyed as well. If the cloak is damaged, you may spend an hour during a long rest repairing it. If lost or destroyed, you may resummon the cloak using a ritual that takes 1 hour and requires 15gp. The cloak holds a number of pouches equal to your sorcerer level / 2. Each of the pouches can hold up to 13 cubic feet of materials that weigh no more than 100lbs collectively. While wearing your cloak, your AC becomes 13 + your Dexterity Modifier. The cloak itself weighs 1 pound, no matter what is inside the pockets.

At 11th level, the cloak gains a level of sentience and can be called upon to accomplish simple tasks. You may give it mental commands, and in combat it takes its turn immediately after yours.

EXPANDED CONTORTION

At 6th level, you gain two extra metamagic options:

Displaced Spell: Spend two sorcery points to make the starting location of the cast spell a point within 60ft of your character. This cannot be used on spells with a range of self or touch.

Delayed Spell: Spend one sorcery point to freeze a spell you cast in time, and release it within a minute of casting it. This can only be applied to one spell at a time. If it is applied to a second spell, the first immediately goes off.

At 16th level gain access to this metamagic option.

Redirected Spell: Spend a number of sorcery points equal to the level of the spell caught with the *Grasp of Magic* feature and release it back at the caster using your spellcasting modifier and ability score.

GRASP OF MAGIC

At 14th level, you gain the ability to pluck magic out of the air. You learn the *Counterspell* and *Dispel Magic* spells. They do not count against your known spells. You may use this ability before casting *Counterspell* or *Dispel Magic*. If you successfully counter or dispel a spell, you gain a number of sorcery points equal to half the level of the dispelled magic. You may only do this a number of times per day equal to your Charisma Modifier.

MOLD THE WEAWE

At 18th level, your cloak becomes a true reflection of yourself, and its existence makes the universe smile. You now have the *Nondetection* spell cast on you whenever you wear the cloak. Once per day you may reach into one of your cloak pockets and roll a d4.

1-3: You pull out an item of low value that is not useful in your immediate situation. 4: You pull out an item that is useful to you in your immediate situation.

For example, if you're low on health and roll a 4, you may draw a healing potion from your pocket.

Once per 7 days, you may also cast the *Teleport* spell without using a spell slot.

Note for Dungeon Masters:

If the "Mold the Weave" ability seems like too much work, feel free to replace it with the following:

Loom-Breaker: At 18th level, you learn to parse the very nature of the Weave and twist it to suit your purposes. You now have Truesight out for 5ft and once per day may cast the *Demiplane* spell as a bonus action without expending a spell slot.

CLOAK OF IDENTITY

Medium construct, true neutral

Armor Class 12

Hit Points 33

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 6

Languages None

Damage Transfer. While it is grappling a creature, the cloak takes only half the damage dealt to it, and the creature grappled by the cloak takes the other half.

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one medium or smaller creature. bludgeoning damage On Hit: The creature is grappled escape DC 13. Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.