

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic.

Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF TRANSMOGRIFICATION

Perhaps none of the arcane spellcasters' mighty powers is as versatile, useful, or spectacular as the ability to change into something else entirely. The School of Transmogrification specializes in just that – altering one's own body as needed with *polymorph*, and other shapechanging transmutations.

NATURAL ADAPTATION

At 2nd level, you add the spell *alter self* to your spellbook, if it is not there already. You can cast this spell without expending a spell slot. After doing so, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

FAVORED SHAPES

At 6th level, choose three beasts as your favored shapes. A favored shape is a specific kind of creature whose form you can assume by means of the *polymorph* spell. Whenever you gain a level in this class, you can replace one of your favored shapes with another beast of your choice.

You have advantage on Constitution saving throws made to maintain concentration while in one of your favored shapes.

You choose an additional favored shape at 10th, 14th, and 20th level. Your favored shapes chosen or replaced at 17th level and beyond can be any creature, not just beasts.

NATURAL TRANSMOGRIFICATION

At 6th level, you add the spell *polymorph* to your spellbook, if it is not there already. You can cast this spell without expending a spell slot. When you do so, you can target only yourself and only to become one of your favored shapes. Once you cast *polymorph* in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

REFLEXIVE CHANGE

At 10th level, when you are attacked or a creature causes you to make a saving throw, you can use your reaction to cast *polymorph* (expending a spell slot for a prepared *polymorph* spell or using the Natural Transmogrification feature) targeting yourself and only into one of your favored shapes. Beginning at 17th level, you can instead cast *true polymorph* in this way.

After using this feature, you must finish a short or long rest before using it again.

INFINITE VARIETY

At 14th level, you gain the ability to create imaginary forms when casting *polymorph*, *true polymorph*, and *shapechange* on yourself. To create an imaginary form, choose one of your favored shapes as a base form. You then choose a single aspect of a second monster whose form you can assume with the spell being cast and add it to the first creature. Available options include the following.

- Replace the base form's Armor Class with that of the second form.
- Add the second form's movement modes (i.e. swim speed, climb speed, burrow speed, fly speed).
- Add one of the second form's natural attacks if the base form doesn't already have that attack.
- Add one of the second form's damage resistances, damage immunities, or senses.
- Add one of the second form's special qualities, besides Spellcasting or Shapechanger.
- Replace one of the base form's physical ability scores, if both forms are of the same size category.

For example, if the base form was a Tyrannosaurus Rex, and the second form was a Giant Owl, you could add the fly speed of 60 feet to the Tyrannosaurus Rex, making it a winged T-Rex. If the first form was a Giant Scorpion, and the second a Giant Octopus, you could add the Octopus's tentacle attack to the Giant Scorpion, grappling enemies from afar, then clawing and stinging them.