

# Fell's Fabulous Magical Transformations



15/8 - 10/10/10

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## Questions

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# Foreword

This list is meant to add a set of transformations that can be applied randomly to Players or NPC's. They are meant to give PC's strange and unique challenges to deal with and add interesting side effects to the PC's actions.

What will the dashing rouge do when they grow a pigs snout? How will the barbarian react to growing wings? What does a wizard do with bear arms? Now you can find out.

These changes can also be used during character creation to make characters with two possible variant races (pg. 20) if they are so inclined. Or, players may choose to play the mad doctor themselves (pg.21) with the bio-chemist wizard sub-class.

## How to use

The transformation table (pg. 4) is meant to be selected from randomly with the selected effect being applied to a character.

This can be done via rolling a D4 to select the hundreds place as seen below.

D4 Roll	Num. Range
1	0-99
2	100-199
3	200-299
4	Re-Roll

The tens place and lower can then be found with a set of percentile die (a 0,0 roll being 0 for this usage.) If you are only using the transformation table, without any other tables, then re-roll any numbers that fall too high. (Random number generators work too.)

These changes are not meant to change the basic build of a character but are intended to act as bonuses or disadvantages with various effects and limitations.

A character may not use these transformations to become another playable race. A character whose skin is turned red and who gains goat horns and a spaded tail would not become a tiefling, though they may be perceived as such by other characters.

There may be times when a feature is removed by a transformation if the character is

changed in a way that would remove or change the appendage or orifice enabling the feature. If an elves eyes changed to those of a goat they would lose dark vision, and so on. The features would not be lost and would return if the character was able to revert the transformation. To that end all transformations should be noted by the player when they are applied as well as their original form.

A character is considered its original size rating unless a transformation explicitly states otherwise.

A new transformation to the same area will remove the effects of the previous transformations to that area, unless they have the same set tag (excluding misc.). This includes any transformations that give an extra point to any stat. Gaining a new stat point from a change will cause the character to lose the previous stat point.

The transformations, while they are applied, are considered the characters natural state and damage to a transformed area will cause it to grow back if it normally would be able to heal.

Unless stated otherwise all listed transformation take a single combat round to occur.

And no, triple handing is not a thing... Unless the DM really wants it to be.

## Transformation Sources

There are several sources that these transformations could arise from. Many of which can be used as minor plot hooks. As some examples:

- **A Potion or Poison:** Give the chaotic evil warlock a mystery potion and see what happens.
- **A Curse or Strange creatures bite:** Perhaps the group have angered a powerful hag or a PC's been bitten by a mysterious rabbit. The DM could take a set of transformations and slowly apply them to a character over time as the curse takes hold.
- **A Mad Scientific Exploit:** Perhaps the mad wizards penchant for human experimentation extends to transmuting the party as they climb his tower.
- **Wild Magic Surge:** Maybe the PC is a wild magic sorcerer and their magic is a bit more "wild" than others might expect.

# Removing Transformations

The transformations are intended to be permanent as written. Though with the disadvantages they can apply, a PC very well may want to remove or resist a transformation. This can also act as an easy plot hook for the DM. Some possible examples include:

- **Disenchanting:** If the changes are magical in nature the DM may allow a casting of dispel magic, with a DC16 medicine check, to remove a single change.
- **Resisting:** The DM may have the PC make a DC 12 CON save to resist or succumb to any changes.
- **Apothecary:** The DM may have a local wizard or doctor be able to remove changes for coin or favor.
- **A Wish:** A wish from what ever source can remove some or all changes to a character.

## Transformation Details

Many of the transformations in the list indicate that the transformation is 'canine' or 'vulpine'. There is no specific species, breed, or type indicated within this general category. The choice is meant to be up to the DM. The intention of this is to keep the player as much in the dark as possible on what change is going to occur.

The DM Should pick a fitting species for the change to the character when it is applied. The ravenous barbarian getting a 'Mer' transformation may gain shark like features. Whereas, the dark and mysterious warlock may gain features like a lantern fish from the same change. (This extends to any colors that changes may apply including fur or scale colors unless the DM would rather roll for it.)

A DM can also have any player(s) who will be rolling on the transformation table make a list of preferred animals using the Set Tag Index section for the DM to work with. They can also simply let the player pick during the

transformation.

The construct transformation set is slightly different as it gives a set of four aesthetic themes. The DM should roll to determine the transformation theme only the first time such a transformation is applied, using the same theme for any further construct transformations. The specific transformations are designated by the corresponding number in the transformation description.

## NPC Reactions

While in a world where all things are possible via the use of magic that does not mean that all things are accepted. A character who has been warped by any kind of magical means is likely to be viewed quite differently than they otherwise would by the average person.

The DM should keep in mind the transformations a player has incurred in their interactions with the player as NPC's not just reacting in horror but perhaps using the changes to introduce characters or plot developments. Maybe another who's been afflicted with a similar curse approaches the party, or the royal alchemist is interested in how they've been transmuted in such a manner. There's always a plot hook to be had.



# Transformation Tags

These tags change the nature of some transformations and indicate various details about them. They also identify transformations that belong to sets.

**Disabling**-Transformations with this tag take an entire combat round to occur and are disabling enough to stun the character while they are taking place. The character's current turn ends and the character is stunned until the end of their next turn.

**Obstructing**-This tag indicates that an article of clothing or piece of armor might be obstructing the change. If this is the case the character must use their item interaction, if it is available, to remove the article(s) or take 1d4 force damage and have any cloth, leather, or other supple material snap and be destroyed with the change. If the player is wearing metallic armor that cannot be removed quickly they instead take 1d6 force damage and the armor is rent apart. This effect stacks for each equipped item affected.

**Color**-This tag indicates that a transformation has a variable color and the DM can either choose it, let the player choose or use a D10 and the following list. The exact hue of the color is up to the DM or player.

Roll	Color
1	Red
2	Yellow
3	Blue
4	Green
5	Purple
6	Pink
7	Orange
8	Brown
9	White
10	Black (Grey)

**Nat Weapon**- This tag indicates that it grants the character a natural weapon. The nature of which should be apparent from the content of the transformation. All natural weapons are 1D6 unarmed strikes with no modifier that deal slashing or piercing damage as would be appropriate.

**Null**- This tag indicates that a transformation does not overlap with others.

# Set Tag Index

These tags indicate that a set of transformations go together thematically. These sets are in no particular order and, they do not necessarily have an accompanying set transformation (pg. 17).

- Slime\*
- Canine (Lupine)
- Feline
- Leporine (Rabbit)
- Porcine (Pig/Boar)
- Ovine (Sheep)
- Ursine
- Bovine
- Equine
- Rodent
- Amphibious
- Reptilian
- Snake
- Botanic
- Insectoid
- Arachnid\*
- Construct
- Avian
- Pteropine (Bat)
- Vampire
- Octopine
- Simian
- Vulpine\*
- Mer\*
- Satyr
- Demon\*
- Misc.

\* Change has a full set transformation.

# Transformation List

If this list is being used in conjunction with the original wild magic surge table, then the original list does not repeat and instead takes up the first 50 slots of the table bumping the start of the transformation list to slot 51.

0. DM chooses a transformation and applies it.
1. Character's full body reverts to it's original form before any transformations occurred.
2. Character's head reverts to it's original form.
3. Character's arms revert to their original form.
4. Character's legs revert to their original form.
5. Character's ears revert to their original form.
6. Character's torso reverts to it's original form.
7. Character's skin reverts to it's original form.
8. Character's eyes revert to their original form.
9. Character loses any wing's they currently have.
10. Character loses any tails they posses.
11. Character loses any antlers or horns they have.
12. Character loses any, extra, non-tail limbs they have.
13. Character reverts the last transformation they incurred from any source.
14. Character reverts a transformation of the players choice.
15. Character reverts a transformation of the DM's choice.
16. Character swaps gender.
17. Character gains the ability to fly if they posses wings from any other transformation and are currently unable to do so. This persists if wings are transformed but is lost if the character loses their wings entirely. (20 foot flying speed)
18. Character gains a random transformation based on the next animal or race they touch if that animal or race has an associated tag.
19. Character gains a random transformation based on the last animal or race they touched if that animal or race has an associated tag.
20. Character's skin changes to a random color. *[Null] [Color]*
21. Character's hair becomes a random color. *[Null] [Color]*
22. Character's eyes change to a random color. *[Null] [Color]*
23. Character's hair becomes viscous and slimy merging together into a single piece of slime with a random color that retains it's general shape and style. *[Color] [Slime]*
24. Character's skin turns a random color and gains a slick slimy texture. Any variation in tone (freckles, birthmarks, tattoos, etc.) disappear, the skin color becoming totally uniform. *[Color] [Slime]*
25. Character's bodily fluids become more viscous and congealed and are tinted a random color. This is very different but not uncomfortable to the character. *[Color] [Slime]*
26. Character's internal structure becomes more flexible, allowing for some feats of controtionism. The limits of which are up to the DM. *[Slime]*
27. Character is now able to gain all nutrients required to sustain them from the normal consumption of liquids. They are not aware of this. *[Slime]*
28. Character becomes 50 lbs. lighter with no outward changes and their motions become more springy. *[Slime]*
29. Character's flesh changes in a subtle way, causing their smell and impression to change slightly. People who know them well will detect something is off, but not know what. Ooze creatures recognize the character as a fellow Ooze and will not attack them unless attacked by them. *[Slime]*
30. Character's ears morph from the sides of their head to the top. They take on the shape of a dogs ears. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. *[Canine]*
31. Character sprouts a dogs tail. The tail displays the characters emotions, wagging when happy, sagging when sad and so on. *[Canine]*
32. Character's teeth become sharp and most of them morph into canines. The character now has cravings for meat over other types of food. *[Canine]*
33. Character's hands morph. The character drops any currently held items. Their finger nails grow into canine claws. Callouses form in their palms and go up their fingers becoming dark pads. Fine fur grows from the finger tips, over the hands and up to the middle of the forearms. The character suffers a -1 penalty to any checks involving manual dexterity. *[Obstructing] [Nat Weapon] [Canine]*
34. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become stronger, their feet completely warp and become large canine paws. Fur grows up from their new paws to the characters knees. The character can now travel for an extra three hours before risking exhaustion. *[Obstructing] [Canine]*
35. Character's nose morphs and juts slightly out of their face becoming that of a dogs; giving them the impression of having a muzzle. This transforma-

tion takes two rounds during which the character cannot smell. The character gains a +2 bonus to smell based Perception rolls. *[Canine]*

36. Character's ears morph from the sides of their head to the top. They take on the shape of a cats. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. *[Feline]*
37. Character sprouts a cats tail. The tail moves according to the characters emotions standing stiff when they are startled and so on. *[Feline]*
38. Character's teeth become sharp and most of them morph into canines. The character now has cravings for meat and fish above other types of food. Rodents now instinctively fear the character. *[Feline]*
39. Character's hands morph. The character drops any currently held items. Their finger nails grow into retractable feline claws. Callouses form in their palms and go up their fingers becoming light pads. Fine fur grows from the finger tips over the hands and up to the middle of the forearms. *[Obstructing] [Nat Weapon] [Feline]*
40. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and their knees shift backwards, their feet completely change and become large feline paws. Fur grows up from their new paws to the characters knees. The character can fall an extra ten feet without taking fall damage. *[Obstructing] [Feline]*
41. Character's nose morphs and juts slightly out of their face becoming a small cats nose giving them the slight impression of having a muzzle. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to smell based Perception rolls. *[Feline]*
42. Character becomes much more flexible and dexterous. They gain an extra point in dexterity. This feature cannot cause dexterity to exceed twenty points. *[Feline]*
43. Character's eyes become feline. This transformation takes two rounds during which the character is blinded. The character gains a +1 bonus to sight based Perception rolls to spot moving objects and a night vision of 30 ft. *[Feline]*
44. Character's ears morph from the sides of their head to the top. They take on the shape of long Rabbits ears. This transformation takes two rounds during which the character is deafened. The character gains a +2 bonus to sound based Perception rolls. *[Leporine]*
45. Character sprouts a small tufted tail. The tail can be wiggled with concentration. *[Leporine]*
46. Character's teeth become more flat and the front two on top and bottom become slightly longer. The character now has cravings for vegetation above other types of food. *[Leporine]*
47. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and lengthen their knees snap backwards. Their feet completely warp and become large rabbits feet. Fur grows up from their new paws to the characters knees. The character can now jump five feet higher or farther. *[Obstructing] [Leporine]*
48. Character's nose morphs and juts slightly out of their face becoming that of a small rabbits nose with whiskers that twitches when the character is nervous. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to smell based Perception rolls. *[Leporine]*
49. Character's ears morph from the sides of their head to the top. They take on the shape of a pigs. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. *[Porcine]*
50. Character sprouts a curled pigs tail. *[Porcine]*
51. Character's teeth become dull and they grow small tusks like a half-orc's. The character is now always slightly hungry. *[Porcine]*
52. Character is now always hungry and generally becomes gluttonous, requiring a DC10 Will (Wis) check to resist these urges. *[Porcine]*
53. Character's hands morph. Character drops any currently held items. Their fingers merge together becoming hove like and stiff. The character suffers a -2 penalty to any checks involving manual dexterity. *[Obstructing] [Porcine]*
54. Character's nose morphs and juts slightly out of their face becoming a pig's snout. This transformation takes two rounds during which the character cannot smell. The character now snorts when they laugh. The character gains a +2 bonus to smell based Perception rolls and a -1 to charisma checks. *[Porcine]*
55. Character's ears morph from the sides of their head upwards. They become leathery sheep's ears This transformation takes two rounds during which the character is deafened. *[Ovine]*
56. Character is momentarily stunned as rams horns sprout from the sides of their head. The characters turn ends regardless of any other factors. *[Obstructing] [Ovine]*
57. Character's entire torso is covered by a thin layer of woolly fur. The character must now be sheared monthly or suffer a -1 to armor class. The character gains advantage against cold based con saves unless freshly sheared. *[Ovine]*

58. Character now has cravings for vegetation above other types of food. *[Ovine]*
59. Character's nose morphs and juts slightly out of their face becoming similar to a sheep's. This transformation takes two rounds during which the character cannot smell. *[Ovine]*
60. Character's ears morph from the sides of their head to the top. They take on the shape of round bears ears. This transformation takes two rounds during which the character is deafened. *[Ursine]*
61. Character sprouts a small bear tail. *[Ursine]*
62. Character's teeth become large and sharp and most of them morph into canines. The character now has cravings for meat above other types of food and they gain acute cravings for sweet things. *[Ursine]*
63. Character's hands morph. The character drops any currently held items. Their fingers grow thicker. Their finger nails extend into long, thick claws. Callouses form in their palms and go up their fingers becoming dark pads. Shaggy fur grows from the finger tips over the hands and up to the middle of the forearms. The character suffers a -2 penalty to any checks involving manual dexterity. *[Obstructing] [Nat Weapon] [Ursine]*
64. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become stronger, their feet completely warp and become large ursine paws. Fur grows up from their new paws to the characters knees. The character gains a climbing speed of 10 ft. *[Obstructing] [Ursine]*
65. Character's nose morphs and juts slightly out of their face becoming that of a bear; giving them the impression of having a muzzle. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to smell based Perception rolls. They get a -1 if something sweet smelling is around as it drowns other smells out for the character *[Ursine]*
66. Character becomes much more stout and strong. They gain an extra point in strength. This feature cannot cause strength to exceed twenty points. *[Ursine]*
67. Character's ears morph. They take on the shape of drooping cows ears. This transformation takes two rounds during which the character is deafened. *[Bovine]*
68. Character is momentarily stunned as cows horns sprout from the sides of their head. The characters turn ends regardless of any other factors. *[Obstructing] [Bovine]*
69. Character sprouts a tufted cow tail. The tail can be swished. *[Bovine]*
70. Character's teeth become squared and flat. The character now has cravings for vegetation and they gain strange cravings for milk. *[Bovine]*
71. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become stronger, their feet completely warp and become large hooves. Fur grows up from their new hooves to the characters knees. The character now has advantage on lifting based strength checks. *[Obstructing] [Bovine]*
72. Character's nose morphs and juts slightly out of the face becoming a flat cow's nose. This transformation takes two rounds during which the character cannot smell. *[Bovine]*
73. Character becomes much more stout and strong visibly gaining muscle tone and general size. The character becomes broader in build and possibly bustier. They get an extra point in strength. This feature cannot cause strength to exceed twenty points. *[Bovine]*
74. Character's ears morph from the sides of their head to the top. They take on the shape of horses ears. This transformation takes two rounds during which the character is deafened. *[Equine]*
75. Character sprouts a long horses tail. The tail can be swished. *[Equine]*
76. Character's teeth become squared and flat. Character now has cravings for vegetation and gains the nervous habit of chewing on things (tooth picks and grass stalks, etc.) *[Equine]*
77. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become stronger, their feet completely warp and become large hooves. Fur grows up from their new hooves to the characters knees. The characters carrying capacity increases by 10%. *[Obstructing] [Equine]*
78. Character's nose morphs and juts slightly out of the face becoming a rounded horse nose. This transformation takes two rounds during which the character cannot smell. *[Equine]*
79. Character becomes much more stout and strong visibly gaining muscle tone and general size, though remaining lean. They get an extra point in strength. This feature cannot cause strength to exceed twenty points. *[Equine]*
80. Character's ears morph from the sides of their head to the top. They take on the large mouse ears. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. *[Rodent]*
81. Character sprouts hairless rodents tail. The tail moves according to the characters emotions standing stiff when they are startled and so on. *[Rodent]*



82. Character's teeth become sharp but hard and the front two becoming slightly longer than the rest. Character now eats largely by nibbling. **[Rodent]**
83. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and their knees shift backwards, their feet completely change and become large mousy paws. Fur grows up from their new paws to the characters knees. The character gains +1 to stealth checks. **[Obstructing] [Rodent]**
84. Character's nose morphs and juts slightly out of their face becoming a small mousy nose with whiskers giving them the slight impression of having a muzzle. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to smell based Perception rolls. **[Rodent]**
85. Character's body seizes up. Over a the course of three turns the character drop's a size class. (Unless character is already small, in which case they gain a different random **[Rodent]** transformation) **[Disabling] [Rodent]**
86. Character's cheeks now function as hamsters cheeks would, puffing out to store food. **[Rodent]**
87. Character's skin becomes smooth and shiny. It is slick to the touch and moist. The color of the skin is random. The character must now moisten their skin every eight hours or suffer a point of exhaustion. **[Color] [Amphibious]**
88. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and lengthen. Their feet completely warp and become larger webbed amphibious feet. The skin up to the characters knees becomes slick and moist and becomes a random color. Character can now jump five feet higher or farther. **[Obstructing] [Amphibious] [Color]**
89. Character's hands and feet become webbed **[Amphibious]**
90. Character's eyes become frogs eyes. This transformation takes two turns during which the character is blinded. The character loses night vision if they had it. **[Amphibious]**
91. Character is now poikilothermic (cold blooded) and will slowly become sleepier and sleepier in cold environments, suffering disadvantage to all checks after four hours in the cold and becoming unconscious after eight hours. Can be remedied by a 5 minute warm up period in a warm area. **[Reptilian] [Snake] [Amphibious]**
92. Character's mouth changes. They are able to croak loudly and now have a 5 foot long tongue, which they can extend and retract rapidly from their mouth. They also have the strangest urge to do so to any passing insects. **[Amphibious]**
93. Character's ears morph into frilled high elf like ears with scales growing down the sides of their head. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. **[Reptilian] [Snake]**
94. Character sprouts a long reptilian tail, scales run up their back to their shoulder blades and grow half way around their sides this tail drags behind the character but can be swung from side to side. **[Obstructing] [Reptilian] [Null: only removes other tails, doesn't affect back based changes.]**
95. Character's teeth become sharp and most of them morph into canines. Character now has cravings for meat above other types of food and they gain acute cravings for insects. **[Reptilian]**
96. Character's hands morph. The character drops any currently held items. Their finger nails extend into small sharp claws. Scales grow from the finger tips over the hands and up to the middle of the forearms, going from very fine to larger and forming a ridge along their forearms coming to a point at the elbow. **[Obstructing] [Nat Weapon] [Reptilian] [Snake]**
97. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become stronger, their feet completely warp and gain sharp claws on each toe. Scales grow from the toes up the feet and to the knees, going from very fine to larger and forming a ridge along the sides of their legs ending at the knee. Character gets an extra 5 feet to their movement speed. **[Obstructing] [Reptilian]**
98. Character's nose morphs and juts slightly out of the face becoming a slitted reptilian nose. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to Perception checks seeking out warm blooded targets. **[Reptilian]**
99. Character's eyes become reptilian. This transformation takes two turns during which the character is blinded. They get a second set of eyelids that periodically blink instead of their main eyes. Their eyebrows are replaced by a scaled ridge. The character loses night vision if they had it. The character gets a +1 to intimidation checks when staring down an enemy. **[Reptilian] [Snake]**
100. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp as the bones melt and change. The character's lower half becomes that of a snake. This "tail" is 8 feet long. The character must make strength checks to do any sort of climbing, if a strength check was already required to climb they get disadvantage on it instead. Character gets a +2 to grapple checks utilizing the tail. Grappled targets get a -1 to escape the grapple. **[Obstructing] [Disabling] [Snake]**

101. Character's mouth changes, gaining a set of long thin fangs and a forked tongue. Character now slurs S's *[Snake]* *[Nat Weapon]*
102. Character grows one or more flowers from their head in the most ascetically pleasing or comedic location and style. If picked it does 1D4 psychic damage to the character and will regrow over 1D4 days. *[Botanic]*
103. Character's skin becomes green in hue and now allows them to photosynthesize enough to cut their daily food intake to half. Two thirds of the characters skin must be open to sunlight for four hours during the day for this effect to take place. Getting this effect twice or getting three *[Botanic]* transformations allows this effect to remove a characters need to eat entirely. *[Botanic]*
104. Character now periodically sprouts small stems that after 1D4 days will grow leaves and appear to be twig like branches. (Can be Ivy like vines or other kinds of foliage.) *[Botanic]*
105. Character's feet change in color becoming rough and brownish. This change goes mid way up the characters shins. The character now feels uncomfortable if they are wearing anything on their feet. If they remain stationary with their feet touching loose earth for 3 or more hours they will begin to grow roots. The roots start thin and hair like. After remaining still for 7 hours, the roots become thick enough to require a DC 12 STR check to let the character pull away. After 12 hours, a bladed weapon is required to dislodge them with a DC 15 DEX check. If this check is failed the failing character rolls for damage against the rooted character with the weapon used. Once dislodged roots can be trimmed away. After 14 hours of being rooted the character no longer needs to drink water if the environment is lush enough to support coniferous trees. *[Botanic]*
106. Characters hair becomes wholly or partially made up of foliage. *[Botanic]*
107. Character is momentarily stunned as insect antenna sprout from the characters forehead. The characters turn ends regardless of any other factors. Antenna occasionally move especially when character is looking for something. *[Obstructing]* *[Insectoid]*
108. Character feels a wrenching pain in their gut as two new chitinous arms sprout from either side of their torso. Each arm has two fingers and a thumb and is as dexterous as the characters normal hands. They are only capable of lifting five pounds each and are too weak to be used to swing any kind of traditional weapon. The arms are two thirds as long as the characters normal arms and merge with the characters sides 6 to 8 inches below the arm pit. Characters sides and back are now covered by plated chitin. These limbs cannot be used to activate magical objects except in cases where it is simply a physical interaction such as pulling something from a bag of holding. *[Obstructing]* *[Disabling]* *[Insectoid]* *[Null: does not overlap with any tail or wing transformations]*
109. Characters hands morph becoming chitinous and segmented losing a finger some where along the way. They drop any currently held items. The chitin covers the arms up to the elbow. The character's hands are now always considered armored. *[Obstructing]* *[Insectoid]*
110. Characters feet morph becoming chitinous and segmented. Their toes morph into two sharp, motile, talons with another talon growing out of the characters heels. The chitin covers the shins up to the knee. (The DM flips a coin and the player calls the outcome if they lose the change goes to the upper thigh instead.) The character is now considered to always be wearing boots and grieves for the purpose of armor. The character gets a +1 to all checks related to climbing or keeping their feet planted while bare foot. *[Obstructing]* *[Insectoid]* *[Arachnid]*
111. Characters back muscles seize violently as their back warps and sprouts a pair of insectoid wings. The wings are as long as the characters arms and can be moved as would be expected. The character dose not gain a flight speed unless they have three *[insectoid]* transformations (20 feet fly speed). The characters back and sides are now covered in chitinous plates (variant wings can be gained such as moth wings or wings with multiple pieces such as a dragon flies.) *[Obstructing]* *[Disabling]* *[Insectoid]*
112. Characters back muscles seize violently and their gut wrenches as an insectoid abdomen sprouts from their back. The abdomen is a foot to two feet in length and or width depending on insect species. The abdomen juts from the characters lower back and now contains some of the characters internal organs. Any forceful impact to the abdomen feels like a gut punch. The characters stomach becomes thin and flat. Chitinous plating covers their stomach and sides down over their hips and up their back to their shoulder blades (Abdomen should be insectoid and not a spiders, if the transformation would give a stinger the character gains it as a natural weapon) (The Disabling effects of this transformation lasts two turns.) *[Obstructing]* *[Disabling]* *[Insectoid]*
113. Character's eyes become Compound. This transformation takes two rounds during which the character is blinded. The character loses night vision if they possessed it. The character gets a +1 to perception checks involving color differences (such as between a wall and a hidden door). *[Insectoid]*
114. Character's eyes become mono color the way a Tieflings are, and a secondary, smaller pair grows on their temples or above their normal eyes on

their forehead. This transformation takes two rounds during which the character is blinded. The character gains night vision of 60 feet. The character gets a +1 to intimidation checks. *[Arachnid]*

115. Character grows two, black, chitinous fangs that jut from their mouth over their lower lip. *[Arachnid] [Nat Weapon]*
116. Characters hands morph becoming chitinous and segmented with sharp nail like tips. They drop any currently held items. The chitin covers the arms up to the elbow. The character is now considered to always be wearing gauntlets for the purpose of armor. *[Obstructing] [Arachnid]*
117. Characters back muscles seize violently as four spiders legs grow from either their back or sides, spaced evenly with two per side of their body. Spider legs can be moved at will and are as long as the characters arms. The characters back and sides are now covered in chitinous plates. The character can use these legs to get up from prone as a bonus action without losing any movement. *[Obstructing] [Disabling] [Arachnid]*
118. Characters back muscles seize violently and their gut wrenches as an Arachnid abdomen sprouts from their back. The abdomen is a foot to two feet in length and or width depending on spider species. The abdomen juts from the characters lower back and now contains some of the characters internal organs. Any forceful impact to the abdomen feels like a gut punch. The characters stomach becomes thin and flat. Chitinous plating covers the character's stomach, their sides down over their hips and over their back up to their shoulder blades. The character becomes able to produce 25 feet of spider silk rope per day. (The Disabling effects of this transformation lasts two turns.) *[Obstructing] [Disabling] [Arachnid]*
119. Character's hair becomes a black, white, gray, silver, or brown and has the texture of fine silk. *[Arachnid]*
120. Character's hair no longer grows naturally and retains current style and length indefinitely. (Can be grown if the character consciously wills it over time, while consuming extra food.) (Hair may gain texture or change material based any other construct Transformations currently possessed or may transform when such transformations occur in the future.) *[Construct]*
121. Character's heart is replaced by a mechanical or magical analogue. Blood pumps as normal. The DM rolls a D4 to determine the construct type 1: Living doll, 2: Metallic or Wooden golem, 3: Clockwork automaton 4: Robotic (magical equivalent) The effects of the transformation are found in the following table and are based on the roll. *[Disabling] [Construct]*

Roll	Transformation
1 or 3	The character's heart becomes clockwork and their pulse is heard as ticking.
2 or 4	The character's heart becomes a magical analogue. The magical analogue glows through the flesh showing if the characters chest isn't covered.

122. Character's teeth become perfectly formed, cleaned, and uniform. They now seem to be made of enamel. *[Construct]*
123. Character's hands morph. The character drops any currently held items. The DM rolls a D4 to determine construct type 1: Living doll, 2: Either a Metallic or Wooden Golem, 3: Clockwork automaton 4: Robotic (magical equivalent). The DM also flips a coin and the player calls, if the player loses the call the transformation extends to their shoulders, possibly joining over their back. This extension also happens if player already possesses this transformation. The effects of the transformation are found in the following table and are based on the roll. *[Construct]*

Roll	Transformation
1	The character's hands up to the elbow become ball jointed and gain very a light porcelain color that matches the characters skin color. The changed flesh appears to be made of lacquered wood. The character retains all mobility.
2	The chosen golem material type swirls at the character's finger tips growing up their arm to their elbows. The arms become entirely made of that substance and are textured accordingly. The character retains all mobility.
3	The character's skin up to the elbow is replaced by segmented brass plates held to joints and an internal structure with rivets. Peeking between the plates reveals a complex clockwork mechanics. The character retains all mobility.
4	The character's skeletal system, in their hands, up to their elbow is replaced by a system of refined joined metal. This is covered by layered synthetic cord bundles that make up the meat of the arm. The outer layer of the arm is now made up of polymer plates as to the DM or Player aesthetic sensibilities.

124. Character's feet morph. The character loses half of their move speed for the turn. The DM rolls a D4 to determine the construct type 1: Living doll, 2: Either a Metallic or Wooden Golem, 3: Clockwork automaton 4: Robotic (magical equivalent). The DM also flips a coin and the player calls, if

the player loses the call the transformation extends to their upper thigh and possibly going over the characters lower back joining both legs. This extension also happens if player already possesses this transformation. The effects of the transformation are found in the following table and are based on the roll.

**[Construct]**

Roll	Transformation
1	The characters feet become singular seamless pieces and their legs, up to the knees, become ball jointed and gain a very light porcelain color that matches the characters skin color. The changed flesh appears to be made of lacquered wood. The character retains all mobility.
2	The chosen golem material type swirls at the character's toes growing up their shins to their knees. The legs become entirely made of that substance and are textured accordingly. The character retains all mobility.
3	The character's toes merge into a single plate and their skin up to the knee is replaced by segmented brass plates held to joints and an internal structure with rivets. Peeking between the plates reveals a complex clockwork mechanic. The character retains all mobility.
4	The character's skeletal system, in their legs, up to their knees is replaced by refined joined metal. This is covered by layered synthetic cord bundles that make up the meat of the leg. The outer layer of the arm is now made up of polymer plates as to the DM or Player aesthetic sensibilities.

125. Character's eyes morph. This transformation takes two rounds during which the character is blinded. The DM rolls a D4 to determine the construct type 1: Living doll, 2: Either a Metallic or Wooden Golem, 3: Clockwork automaton 4: Robotic (magical equivalent). The DM also flips a coin and the player calls, if the player loses the call the transformation extends to both eyes. This extension also happens if player already possesses this transformation. The effects of the transformation are found in the following table and are based on the roll. **[Construct]**

Roll	Transformation
1	One of the character's eyes morphs, appearing normal but is in fact now a magical glass simulacrum. Character no longer needs to blink that eye. The character gains dark vision of 30 feet in this eye.
2	One of the character's eyes fogs over and swirls into a polished orb of the chosen golem material, with a faintly glowing white dot acting as their pupil and a ring of magical runes forming their iris. The character gains dark vision of 30 feet in this eye.
3	One of the character's eyes clouds over becoming a beautifully carved silver simulacrum with a glass lens covering a mechanical iris, acting as the characters actual iris, surrounding a black pupil. The character gains dark vision of 30 feet in this eye.
4	One of the character's eyes has it's iris split into two rings. The inner ring glows and the outer ring is segmented and rotates expanding and contracting the pupil as it does. The character gains night vision of 60 feet and gets a +1 on visual perception checks (+2 if both eye's are transformed)

126. Character becomes unnaturally graceful. All unnecessary movement is removed and the character's maneuvers become like clockwork. They gain an extra point in Dexterity. This feature cannot cause Dexterity to exceed twenty points.

**[Construct]**

127. Character's back muscles seize violently as something bursts forth. The DM flips a coin, on a heads the character grows wings, on a tails the character grows a third arm. The arm functions as a fully functional arm growing from the characters upper or lower back. (See Roll #123 for arm descriptions) The DM roles a D4 to determine the construct type 1: Living doll, 2: Either a Metallic or Wooden Golem, 3: clockwork automaton 4: Robotic (magical equivalent). The effects of the transformation are found in the following table and are based on the roll. **[Obstructing] [Disabling] [Construct]**

Roll	Transformation
1	The wings feel fake and are made up of a modeled wooden skeleton covered in pristine white feathers. The arm/wings merge to the character's back with an inset ball joint.
2	The wings are artfully carved of the chosen golem material with swirls and accents. The arm/wings merge smoothly into the character's back.
3	The wings are based on a clockwork frame that controls their movements. From this frame long brass blades act as the main 'wing'. The arm/wings link to the characters back via inset metal slots.
4	The wings are composed of floating, flat, polymer pieces. These pieces may have glowing edges and can be folded up causing them to flatten into a small pack on the characters back. The wings link to the character by orienting to a pair of metal discs implanted over the characters shoulder blades that glow when wings are active. The arm fits into a socket that connects directly into their spine (it tickles). The arm can be removed.

128. Character no longer requires sleep [*Construct*]

129. Character's ears morph becoming fey like. They gain feathers and become tufted. The feathers trailing down the sides of the characters face. This transformation takes two rounds during which the character is deafened. [*Avian*]

130. Character sprouts a birds tail from their lower back. [*Avian*]

131. Character's mouth and nose merge into a beak with no change to the characters speech though they now eat by ripping parts off and swallowing them. [*Avian*]

132. Character's arms morph. Character drops any currently held items. Their fingers grow extremely long and thin. Their thumbs grow slightly and jut out gaining a sharp talon in place of their thumbnail, allowing them to grasp things with their thumb and 'palm'. Feathers grow to cover the characters arms and fingers transforming them into wings. The character suffers disadvantage to any checks involving manual dexterity. The character now also has disadvantage on attacking with any melee weapons. [*Disabling*] [*Obstructing*] [*Avian*]

133. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become thinner, their feet completely warp losing a toe and growing sharp talons. Scales grow up from their new talons

to the characters knees. The character gets a +1 to all checks related to climbing or keeping their feet planted while bare foot. [*Obstructing*] [*Nat weapon*] [*Avian*]

134. Character's eyes morph. This transformation takes two rounds during which the character is blinded. Character's eyes take on the appearance of a birds. The character loses night vision if they had it, unless their eyes become and owl's in which case they gain a night vision of 60 feet. The character also gets a +2 to visual perception checks. [*Avian*]

135. Character becomes much lighter. They lose body mass and their bones become hollow. The character gains weakness to bludgeoning damage. If the character possesses any sort of wings their flying speed becomes 30 feet. [*Avian*]

136. Character's ears morph. They shift to the top of the characters head and grow, becoming large, furry bat's ears. This transformation takes two rounds during which the character is deafened. The character gains a +2 to sound based perception checks. The character also gains weakness to thunder damage. [*Pteropine*]

137. Character sprouts a thin, black haired tail from their tail bone. The tail should have a thin membrane of skin staring from either hip and merging with the tail at its half way point. [*Pteropine*]

138. Character's nose juts out becoming a pointed, dog like, bats nose. It gives character the appearance of having a snout. [*Pteropine*]

139. Character's teeth become sharp and most of them morph into canines. The character gains two pronounced fangs and a taste for fruit. [*Pteropine*]

140. Character's arms morph. Character drops any currently held items. Black fur sprouts to cover their arms. Their fingers grow extremely long and thin. Their thumbs grow slightly and jut out gaining a sharp talon in place of their thumbnail, allowing them to grasp things with their thumb and 'palm'. silky, membranous skin grows over the fingers to form bats wings. The character suffers disadvantage to any checks involving manual dexterity. The character now also has disadvantage on attacking with any melee weapons. [*Disabling*] [*Obstructing*] [*Pteropine*]

141. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and become thinner, their toes grow long, gaining talons and becoming almost hand like. Black fur grows up from their new talons the characters knees. Character gets a +1 to all checks related to climbing or keeping their feet planted while bare foot. [*Obstructing*] [*Pteropine*]

142. Character's eyes morph. This transformation takes two rounds during which the character is blinded. The character's eyes take on a flat black

appearance. The character's vision range drops to 5 feet. The character gains a 30 foot Blind sight range (60 feet if character also has bat ears). The character also gets a -3 to vision based perception checks. *[Pteropine]*

143. Character grows a fluffy tuft of dark fur around their neck similar in appearance to a bats scruff. *[Pteropine]*
144. Character grows two long canine fangs. Character gains two pronounced fangs that can be oriented to appear more prominent in the characters mouth. The character now becomes thirsty and or hungry at the sight of blood. *[Vampire] [Nat Weapon]*
145. Characters back muscles seize violently as their back warps and sprouts a pair of bat wings. The wings are as long as the characters arms and can be moved at the characters will. The character grows a furry patch where the wings meet their back. *[Obstructing] [Disabling] [Vampire]*
146. Characters skin tone slowly pails to gray over the course of two weeks. The character regains a healthy skin tone if they drink at least a pint of human blood. The character now becomes thirsty / hungry at the sight of blood. *[Vampire]*
147. Character's eyes morph. The characters eyes become blood red and glow slightly in the dark. The character also gets a +1 to charisma checks while staring the target in the eye. Any character immune to being charmed is unaffected by this bonus. *[Vampire]*
148. Character must now consume one pint of human blood a month or experience the effects of starvation. The character becomes able to detect anything with a heart beat within 5 feet of them, extending to 10 feet when they have gone more than two weeks without drinking blood. *[Vampire]*
149. Character's ears morph, becoming finned. *[Octopine] [Mer]*
150. Character's hair begins to writhe and clump together, transforming into an octopuses tentacles. The tentacles retain the general shape and style of the character's hair. The characters new 'hair' is prehensile and can be controlled by the character. The limitations of which are up to the DM's discretion. The DM rolls a D4 to determine tentacle color with the following table.

Roll	Color
1	Purple
2	Red
3	Yellow
4	Changes to the players will

151. Character's skin becomes rubbery and pliable, changing color. The DM rolls a D4 to determine the color with the following table. *[Octopine]*

Roll	Color
1	Purple
2	Red
3	Yellow
4	Changes to the players will

152. Character's hands morph. Their hands tingle as tiny suction cups grow across the characters fingers and palms. The character loses their finger nails as they merge into their flesh becoming seamless surfaces. Their hands become a random color that gradates to their normal flesh color by the elbow. The character gets a +2 to any check related to keeping their grip, including resisting being disarmed and grappling, while they are bare handed. *[Obstructing] [Color] [Octopine]*
153. Character's eyes morph. They gain the appearance of an octopuses and glow slightly yellow under water. They gain a dark vision of 60 feet. *[Octopine]*
154. Character's movements become sinuous and smooth. The character gains an extra point in Dexterity. This feature cannot cause Dexterity to exceed twenty points. *[Octopine]*
155. Character's ears jut out from the character's head becoming more defined. *[Simian]*
156. Character sprouts a prehensile monkeys tail. If the character has a 13 STR or higher they are able to lift their body weight with it. *[Simian]*
157. Character's lips jut out a bit gaining musculature and becoming more under the character's control. *[Simian]*
158. Character's hands morph. The character's hands become more masculine and the character gains light fur growing from the back of their hands and extending to their elbow's. *[Simian]*
159. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters feet warp and their toes separate, their feet completely changing and becoming hands. Fur grows up from their new hands to the characters knees. The character can use these hands as they would their actual hands and are still able to walk on them as normal. *[Obstructing] [Simian]*
160. Character's ears morph from the sides of their head to the top. They take on the shape of a Foxes. This transformation takes two rounds during which the character is deafened. The character gains a +1 bonus to sound based Perception rolls. *[Vulpine]*
161. Character sprouts a Foxes tail. The tail moves according to the characters emotions. Getting this

transformation when the character already has a foxes tail immediately applies the Kitsune set transformation. *[Vulpine]*

162. Character's teeth become sharp and most of them morph into canines. Character now has cravings for meat above other types of food. *[Vulpine]*
163. Character's face gains a mysterious set of red tattoos. The tattoos circle the eyes and trace along the characters face subtly accenting it and making it's form appear more fox like. *[Vulpine]*
164. Character's hands morph. Character drops any currently held items. Their finger nails grow into vulpine claws. Callouses form in their palms and go up their fingers becoming light pads. Fine fur grows from the finger tips over the hands and up to the middle of the forearms. *[Obstructing] [Nat Weapon] [Vulpine]*
165. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and their knees shift backwards, their feet completely change and become large vulpine paws. Fur grows up from their new paws to the characters knees. Character gains a +1 bonus to stealth checks involving moving silently. *[Obstructing] [Vulpine]*
166. Character's nose morphs and juts slightly out of the face becoming a foxes nose giving them the slight impression of having a muzzle. This transformation takes two rounds during which the character cannot smell. The character gains a +1 bonus to smell based Perception rolls. *[Vulpine]*
167. Character's eyes become Vulpine. This transformation takes two rounds during which the character is blinded. The character gains a +1 bonus to sight based Perception rolls to spot moving objects and a night vision of 30 ft. *[Vulpine]*
168. Character sprouts an aquatic themed tail. This tail is 5 feet long and well muscled. It is covered appropriately themed skin or scales. The tail moves according to the characters will and allows mobility in water. Character gains 10 feet to their normal swim speed. *[Obstructing] [Mer]*
169. Character's neck or sides morph growing a functional set of gills. The character gains water breathing and disadvantage on breathe based con saves against poison or smoke. *[Mer]*
170. Character's teeth morph to become similar to the type possessed by the DM's chosen Mer type for this character. The characters lips simply turn a fitting color if the chosen creature wouldn't have teeth. *[Mer]*
171. Character's hands morph. The character drops any currently held items. Their finger nails grow into claws. Their flesh becomes clammy and hard and their fingers become webbed. An according skin type extends from the finger tips over the
- hands and up to the middle of the forearms. The character gains an extra 5 feet to their swim speed. *[Obstructing] [Mer] [Nat Weapon]*
172. Character's Feet morph. The character falls backwards and becomes prone. Their toes nails grow into claws. Their flesh becomes clammy and hard and their toes elongate and become webbed. An according skin type extends from their toes over their feet and up to their knees. The character gains an extra 5 feet to their swim speed. *[Obstructing] [Mer]*
173. Character's eyes gain an appearance according to their Mer type. This transformation takes two rounds during which the character is blinded. The character gains a night vision of 30 ft. *[Mer]*
174. Characters back muscles seize violently as their back warps and sprouts a dorsal fin with an appearance according to their Mer type. *[Obstructing] [Disabling] [Mer]*
175. Character's ears morph. They take on the shape of a goats. This transformation takes two rounds during which the character is deafened. *[Satyr]*
176. Character sprouts a goats tail. This tail can be swished. *[Satyr]*
177. Character is momentarily stunned as goats horns sprout from the top of their head. The characters turn ends regardless of any other factors. *[Obstructing] [Satyr]*
178. Character's Feet morph. The character falls backwards and becomes prone. The muscles in the characters legs warp and their knees shift backwards, their feet become cloven hooves. Shaggy fur grows up from their new hooves to the characters knees. Character gets an extra 10 feet to their movement speed. *[Obstructing] [Satyr]*
179. Character gains a charismatic air. They gain an extra point in Charisma. This feature cannot cause Charisma to exceed twenty points. *[Satyr]*
180. Character's eyes become goat like. This transformation takes two rounds during which the character is blinded. The character loses night vision if they possessed it. *[Satyr]*
181. Character's ears morph. They grow long and sharp like an elves but are slightly wider and tinted a random color. *[Color] [Demon]*
182. Character sprouts a thin Demonic tail, much like a tiefling's. It's tip is a random color gradating to their over all flesh color at the base. The DM chooses the tip by rolling a D4 on the following table. The tail moves according to the characters will. It is not prehensile an cannot be used to grab or lift things. *[Color] [Obstructing] [Demon]*

Roll	Tip
1	Spaded
2	Tufted Hair
3	Triangle
4	Random colored flame. The flame being ethereal and incapable of igniting anything.

183. Character is momentarily stunned as any type of horns a tiefling could grow sprout from the top of their head. The characters turn ends regardless of any other factors. *[Obstructing] [Demon]*

184. Character's feet morph. The character feels a tingling in their legs as their feet become slender and perfect. The toes grow fine black talons. The skin becomes a random color starting at the toes gradating to their normal skin tone by the knee. *[Color] [Demon]*

185. Character's hands morph. The character feels a tingling in their arms as they become slender and perfect. The finger nails grow to fine black talons. The skin becomes a random color starting at the finger tips gradating to their normal skin tone by the elbow. *[Color] [Demon] [Nat Weapon]*

186. Character gains a beguiling air. The character gains an extra point in Charisma. This feature cannot cause Charisma to exceed twenty points. *[Demon]*

187. Character's eyes become Demonic. The whites of the character's eyes turn black and their irises becoming a random vivid color. This transformation takes two rounds during which the character is blinded. The character gains a 90 foot night. *[Color] [Demon]*

188. Character's skin changes to a random color and becomes fine and soft, losing all blemishes and becoming supple. *[Color] [Demon]*

189. Characters back muscles seize violently as bat like wings erupt from their back. The wings are a random color unless the character has a non-natural skin color (non-natural to earth). If their skin is an odd color the wings instead become that color. *[Color] [Obstructing] [Disabling] [Demon]*

190. Character's teeth morph. Two top canines grow larger, jutting out of the characters mouth to either side, while the two bottom canines grow much larger and jut out to the sides. The characters mouth now resembles an Oni's. *[Misc]*

191. Character is momentarily stunned a pair for hard, horns sprout a few inches from their forehead colored the same as the characters flesh. (DM flips a coin to determine if the character instead grows a single horn from the center of their forehead.) The characters turn ends regardless of any other factors. *[Obstructing] [Misc]*

192. Character's eyes begin to glow with no other actual effect. *[Null] [Misc]*

193. Character feels a sharp pain across their neck as if a blade had been drawn across it. The characters head falls off dealing 1D6 psychic damage once it hits the ground unless they make a DC 16 DEX check to catch it. A ghostly flame begins to emanate from the neck of the characters body and the neck on the head appears seamless. The head functions as if it were attached normally but now must be carried. It can be an unlimited distance from the body. The character takes 1D4 days to adjust to this, suffering disadvantage to all physical checks during this period. The character must now carry their head or have it in the area and adjust it's field of view to allow them to see. The character gains advantage on any intimidations checks against humanoid creatures that can see the character. *[Disabling] [Misc]*

194. One of the Character's eyes changes to a random color gaining the sheen of a magical circle inside it's iris. The character has it impressed upon their mind by a godly whisper that if they appeal to the god's of darkness and chaos in the appropriate way their eye will unleash its power. It allows the player to cast Immolate, Dominate person, or Imprisonment (chains with a 10 minute duration.) all cast at their lowest level. To do so the character must make an appropriate appeal to the gods (which is a speech as chunibyo / edgy as is possible.) If the DM rules the speech suitable the players rolls a D100. On a 100 the spell is successfully cast. On all other roles nothing happens. The attempt costs the character an action (and their dignity). An attempt can only be made against any given target once per day. *[Color] [Misc] [Null]*

195. Character's skin hardens and becomes a dark Gray. The characters hair and other physical characteristics become cold and stony. This effect changes the outer appearance of the character to that of a statue. They retain all mobility and a quiet grinding sound can be heard when they move. The character gains weakness to bludgeoning damage. *[Misc]*

196. Character's flesh wounds no longer close naturally. (Burns, bruises, etc. all heal normally) The character must now sew their wounds shut after any encounter in which they take piercing or slashing damage. The character suffers -5 to their max hit points until such wounds are stitched shut. If a character loses a limb they are able to sew it back in place. They can also replace limbs with the limbs of another via this process. All sewing for the purpose of closing wounds or re-attaching limbs takes 10 minutes. *[Misc]*

197. Character's eyes become empty black holes with a tiny, randomly colored, flame floating in the center that acts as their pupil. The character gains a



night vision of 60 feet. *[Color] [Misc]*

198. Characters back muscles seize violently as angel wings erupt from their back. (Wings are white for good aligned characters , white tinted black for neutral characters and raven black for evil characters) These wings move at the characters will. *[Obstructing] [Disabling] [Misc]*

199. One of the Character's hands becomes skeletal up to the elbow, retaining mobility and all other features. Characters skeletal limb appears human if the arm was formerly coated in chitin. *[Null] [Misc]*

200. Character's eyes become prismatic gaining an appearance like that of light refracting through a crystal clear diamond. The character loses night vision if they had it. *[Misc]*

201. Character's blood becomes a random color with no other changes. *[Color] [Misc]*

202. Character's blood becomes a random color and glows vividly like a lightning bug. *[Misc]*

203. Character's blood now serves as excellent ink and can be used to inscribe spells. *[Misc]*

204. Character's blood is now sand. This does not hamper the character in any way. *[Misc]*

205. Character's youth returns to them and they cease outwardly aging. They will still die at the end of their life span. *[Misc]*

206. Character's entire body instantly loses all hair. (DM flips a coin and player calls; if the player wins the call they keep the hair on their head, their eye brows and any facial hair.) *[Misc]*

207. Character is momentarily stunned as various types of snakes burst from the characters head replacing their hair. *[Obstructing] [Misc]*

208. Character is momentarily stunned as a single white, black, silver, or golden spiral horn sprouts from their forehead. *[Obstructing] [Misc]*

209. Character's body seizes up. Over the course of three turns the character drop's a size class if they are medium size. They instead gain a size class if they are small size. *[Disabling] [Misc]*

210. Character grows facial hair in the style of the DM's choosing. *[Misc]*

211. Character changes in appearance gaining a randomly colored pattern. The DM rolls a D10 to pick from the bellow table. *[Color] [Misc] [Null]*

Roll	Pattern
1	Tiger stripes
2	Leopard spots
3	Polka dots
4	Plaid
5	Repeating isometric designs

Roll	Pattern
6	Fractal, stained glass pattern
7	Line maze
8	Alligator scales (not actually scaled)
9	Blotchy spotted pattern
10	Tree bark (the appearance, not actual bark)

212. Character feels a tingle as the gain a tattoo made up of artistically rendered arcane sigaldry. The DM chosers the location. Any future changes to the skin in that area remove this tattoo. A successful DC 15 Arcana check reveals this tattoo to be all the necessary formula for a randomly selected level 3 spell. The tattooed character, after level 5, can cast the spell once without components regaining this ability after a long rest. *[Misc]*

213. Character's eyes become heterochromatic, either eye becoming a random new color. *[Misc] [Null]*

214. Character's eyes become able to be removed from the characters head with no ill effects. The character can still see out of them as long as they are within 20 feet *[Misc]*

215. Character's back spasms as their spine extends a bony ridge from the characters back. *[Misc] [Null]*

216. Character's accent changes to another randomly chosen accent. *[Misc]*

217. Character's finger tips now glow a random color. The character can will the light trail to remain in the air for up to ten minutes. *[Misc]*

218. A glowing rune appears somewhere on the characters skin. *[Misc]*

219. Characters entire body feels strange for a brief period. The characters skeleton becomes laced with a randomly chosen metal with no other effects. *[Misc]*

220. Characters gains a glowing halo above their head that they can make appear and disappear at will. *[Misc]*

221. Character is overcome with dread as their soul is ripped from their body and is attached to a random object on their person ( this should not be a consumable item or a normal clothing item. The item must be something that the character would be able to carry with them normally in most situations, such as a necklace or dagger.) If this item is destroyed the character dies instantly. This item (or it's broken pieces) must be used as the target of any resurrection spell cast on the character. *[Misc]*

222. Characters skin becomes impervious to non magical flame. *[Misc]*

223. Character must now only tell the truth, as they perceive it. *[Misc]*

224. Character is now lightly affected by turn undead, becoming very uncomfortable when it's used. Holy water is now acidic to them and they gain a glowing red aura whenever they enter a good aligned holy site. *[Misc]*

225. A swirled black mark appears on the characters skin. The mark grows to cover a larger area whenever they commit an evil act. If the black covers the characters eye's they become a mat purple with a dull glow and gain a night vision of 30 feet. This transformation is unable to be overtaken by other transformations and cancels out any transformations that would do so. *[Misc]*

226. Character's hair now grows at a rate of one foot per week. *[Misc]*

227. Character gains a tattoo on their wrist displaying a circle that acts as a gauge displaying various statuses of the character determined by a D4 roll on the following table. The circle slowly depletes by degrees as the character loses what ever is displayed by the gauge. If this character gains this transformation more than once they gain a new gauge in a different position from the first with a new displayed stat. *[Misc]*

Roll	Displayed Stat.
1	Hunger
2	Thirst
3	Health
4	Spell slots

228. Character gains an extra toe or finger. The hand or foot it grows on is decided at random. *[Misc]*

229. One of the character's joints can now rotate 360 degree's. *[Misc]*

230. The character loses the knowledge of one of their known languages that isn't common or their racial language and gains knowledge of a random other language. If the character did not know any other languages they gain a new random language. *[Misc]*

231. Character can now expertly whistle with a perfect pitch and replicate any tune they've heard before. *[Misc]*

232. Character's fingers and thumbs each secrete a different color paint at will. The colors are those on the random color table with either thumb secreting black or white. *[Misc]*

233. Character grows a third eye on their forehead. The character gains resistance to psychic damage. *[Misc]*

234. Character is now burned by contact with a random metal determined by a D6 roll on the following table *[Misc]*

Roll	Metal
1	Silver
2	Gold
3	Brass/Bronze
4	Copper
5	Lead
6	Cold Iron (Iron not touched by fire in it's forging)

235. Character gets 1D6 temporary hit points while drunk. *[Misc]*

236. Character can now safely consume rotten food and things loosely termed as compost. *[Misc]*

237. Character's scent now puts animals at ease. The character gains a +2 to animal handling checks. Small animals will now view the character as a safe area to nest while the character is sleeping. *[Misc]*

238. Character now grows 4 course wirey hairs that function as single use lock picks on their person. They regrow these hairs 1D6 days after they're plucked. *[Misc]*

239. Character has arcane knowledge inscribed on their psyche, giving them the ability to cast a random cantrip. (If this transformation is applied again to the same character they lose the previous cantrip and gain the ability to cast another.) *[Misc]*

240. Character has mundane knowledge inscribed upon their psyche. They gain proficiency in a randomly determined type of knowledge based skill check that they are not already proficient in. (If this transformation is applied again to the same character they lose the previous knowledge and gain it of another type of skill check.) *[Misc]*

241. Character gains death's sight and is now able to see the soul leaving the body of any who die in their presence. *[Misc]*

242. Character is touched by necromantic energy. The character's heart beat slows to be nearly imperceptible. The character will now be detected by any spell that detects undead. The character gains the ability to cast the spare the dying cantrip. *[Misc]*

243. Character's soul becomes closer to something that would be considered divine. A random god of the DM's choosing is affronted by this and demands an oath from the character of the DM's choice. This can be for the player to pledge allegiance to them over other god's, or to promise not to seek godhood. Breaking this oath can have consequences as the DM sees fit. The character gains the ability to cast a 1st level cleric spell of the characters choice without expending its resource cost (The spell uses the characters wisdom as their spell casting ability and casts at it's lowest level.) They regain this ability after a long rest. *[Misc]*

244. Character's skin rejects all foreign materials (tattoo's and peirceings) and becomes entirely whole, losing all scars and blemishes. *[Misc] [Null]*
245. Character's healing ability changes for the better. They gain the ability to regrown limbs after 1D20 days. *[Misc]*
246. Character can no longer get drunk no matter how much alcohol is imbibed. *[Misc]*
247. Character is momentarily stunned as antlers sprout from the top of their head. The characters turn ends regardless of any other factors. *[Obstructing] [Misc]*
248. A part of the characters body develops a strange mixture of chemicals. The next time the character is brought to 0 hit points they automatically fail a single death save and a fireball as if cast at 5th level explodes from their body. *[Misc]*
249. DM rolls twice more on the transformation table applying both transformations. *[Misc]*



# Transformation Sets

Some Transformations stack into larger effects. If three or more transformations from one of these tags have been acquired the character transforms further according to the set. Once gained a set transformation is locked onto the character unless removed by a wish or a transformation reverts the character entirely to their original form. When they gain such an all encompassing transformation their race is shifted to that indicated by the name of the transformation. Any transformations that aren't a part of the set transformation and aren't overlapped by it may remain at the DM's discretion.

Set transformations are *[Disabling]* for two turns while they take place.

*These set transformations are kind of overpowered; but, the likelihood of acquiring three transformations from a set should be rather low if they are being picked at random as intended.*

## Slime Transformation

A character gains this transformation immediately after completing their 3rd transformation with the *[Slime]* tag.

The character has become so entwined to the form of a slime that their internal structure has been forced to change. The character experiences an acute heat throughout their body as their internal structures melt. This feeling intensifies, growing smaller inside of the character until it's in an area the size of a golf ball. The sensation fades away leaving a small gem in the place it ceased. This gem now serves as the core of their being.

**Life Gem** The life gem is what allows the character cohesion after becoming a slime it is, in essence, their brain. If it were to be taken more than 20 feet away from the character or if the gem is out of their body for more than 8 hours, they lose cohesion and become inert. If they remain in this state for more than 24 hours their body loses it's link to the gem and becomes a gelatinous cube. They can then only be restored through the use of a wish. A character aware of the life gem can make a contested DEX check with disadvan-

tage to attempt to steal it after landing an unarmed melee attack against the character.

**Body** The body of the character is now a random color or the color of one of their previous slime transformations. Their flesh is now entirely translucent and slightly pliable. They do not gain the ability to shape their flesh and any hair is now made up of slimy masses.

**Eating** The character gains the ability to intake food that is touching any part of their body, dissolving it inside themselves. A character attempting to absorb any material that isn't classed as food for them, must make a DC 12 CON check against disgorging it and feeling very ill. This check automatically fails if the character attempts to take in a living creature. If the object taken in could harbor any sort of bacteria or other such nastiness the DM may also have the character role against being poisoned. An object held this way will slowly dissolve over the course of 24 hours depending on material. The effects of removing an object before it's completely dissolved is up to the DM based on how long it was inside.

**Damage** The character gains resistance to slashing, piercing, and bludgeoning damage and weakness to thunder damage.

The character now bleeds clear ooze that is the same color as their flesh and as they take on damage their form loses distinction to the point of becoming a puddle if they die leaving their cracked life gem behind.

After taking any bludgeoning or thunder damage that is over 20 the player must make a DC 15 save of either CON or DEX against their life gem being damaged. Failure of this save instantly knocks the character unconscious and puts them to zero hit points and requires them to begin making death saving throws.

## Living Doll Transformation

A character gains this transformation immediately after completing their 3rd transformation with the *[Construct]* tag.

What ever magical force has been giving life to the constructs assimilating into the characters body have grown to consume the

characters entire body.

**Mechanical Form** The character loses all signs of biological life and becomes a construct for all intents and purposes.

The character gains all construct transformations. Their entire body is then consumed by their unnatural 'flesh' determined by which of the four construct types their transformations were themed after. The characteristics of this construct type over takes the characters entire body. The extent and appearance of this is up to the DM / Player. They may have the character retain some of their biology and go for a more cyborg type aesthetic.

**Tune Up** The character can now use, or have used on them, smiths or tinkers tools as a medium healing potion if the character using them has proficiency with the tools. For this purpose each tool kit can be used up to 2D8 times. They can also expend 2 uses to use the tools the same way a med-kit would be used with a straight INT check instead of a medicine check.

**Attachable Parts** The character's limbs can be removed without any ill effects. They can then be replaced by any number of implements either crafted by the player or an npc who has sufficiently studied the characters physiology.

#### Attachment options

- **Weapon Arm;** acts as any single handed melee weapon using the according damage rolls and stats. The weapon gets a +1 to damage and hit and is considered a magical weapon for damage. This weapon cannot be disarmed.
- **10 fingered Arm;** gives the character advantage on any manual dexterity check.
- **Extend'o Arm;** gives character the ability to cast the thorn whip cantrip re-skinned as a rocket/grapple punch.
- **Shield Arm;** gives the character the effect of having a shield equipped (AC +2). This shield cannot be disarmed.

**Damage** The character gains immunity to poison damage, resistance to psychic damage, and weakness to thunder damage.

## Arachne Transformation

A character gains this transformation immediately after completing their 3rd transformation with the [Arachnid] tag.

Loth has taken notice of your thievery of her magic and finds it amusing. She decides to grant the character her blessing.

**Spider Form** The character gains all Arachnid transformations. The [Disabling] effect of which lasts for three turns as their lower body violently changes into that of a Drider.

While their body is in it's spider form the character gains the Spiders Climb and Web Walker abilities of the Drider. The character is also able to produce 120 feet of spider silk rope per day.

The character gains the ability to use their action to polymorph their legs into bipedal feet with the Arachnid feet transformation. They can also transform their legs back to their spider form for also costing an action.

**Webbing** The character also gains the ability to cast Web without spell components, consuming 15 feet of the web rope they can produce that day.

**Damage** The character gains weakness to radiant damage.

## Mermaid Transformation

A character gains this transformation immediately after completing their 3rd transformation with the [Mer] tag.

The magic of the sea has cemented an aquatic form onto the characters body. The mysterious depths of the ocean are now open before them.

**Merrow Form** The character gains all Mer transformations. After which their legs again morph, merging together and forming a single aquatic tail giving the character a 30 foot swim speed.

The character gains the ability to use their action to polymorph their legs into bipedal feet with the Mer feet transformation. They can transform their legs back to their tail form also costing an action.

**Water control** The character gains the shape water cantrip. The character also gains

the ability to cast Control water and Water breathing at their lowest level without spell components. They regain this ability after a long rest.

**Damage** The character gains resistance to ice damage and weakness to fire and lightning damage.

## Kitsune Transformation

A character gains this transformation immediately after completing their 3rd transformation with the [Vulpine] tag.

The characters mischievous nature and recent transformations have attracted the attention of a powerful fox spirit who has granted the character their blessing.

**Kitsune Embodiment** The character gains all Vulpine transformations. All of their fur and hair becomes stark white and their skin becomes pale.

If the character has a single fox tail they gain a second. The character will now gain a new tail every hundred years they live. They also gain a tail for each epic deed they complete (as determined by DM). Tails gained cap out at 9 at which point the character ceases aging naturally and gains immunity to fire damage.

**Spirit Fire** The character gains the sacred flame cantrip. When cast by the character with this feature a number of flames equal to the characters number of tails are created which can be cast at multiple targets each requiring their own saving throw. The spell loses it's scaling damage modifier when cast this way.

**Illusionist** The character gains the ability to cast Major Image at it's lowest level a number of times each day equal to the character's number of tails. They regain all uses each day at dawn. The character also gains advantage on checks to see through illusions.

**Trickster** The character gains the ability to polymorph into a large fox (Uses the Giant weasel stat block). They can transform to this form and back a number of times each day equal to their number of tails. When transforming back to human they are able to designate the gender their 'human' for is. They regain all expended uses each day at dawn

The character also becomes able to cast charm person spell at it's lowest level, regaining this ability after a long rest.

## Succubus or Incubus Transformation

A character gains this transformation immediately after completing their 3rd transformation with the [Demon] tag.

The characters essence has become so intertwined with infernal energy that they have become one with the dark powers they once trifled with.

**Demonic Form** The character gains all Demonic transformations. On top of these augmentations the characters body molds into the most beautiful version of their form. They become slender and fit with an even muscle tone and sleek curves. Artful black tattoo's wring the characters wrists, ankles, neck and anywhere else of the players choice. The character is now considered a Fiend for all intents and purposes.

**Dream Walking** The character gains dominion over the realm of dreams allowing them to cast Dream and sleep without expending a spell slot. They regain these abilities after a long rest.

**Deceiver** The character gains the ability to use their action to polymorph into their original form before they gained any transformations. The tattoo's of their demon form persist to their normal form. While in this form they are unable to use any abilities gained from the Succubus (Incubus) transformation. They are able to return to their demonic form also costing an action.

**Deceiver** The character becomes able to enchant the mortal mind. They gain the ability to cast charm person at second level targeting only members of the opposite sex or, more generally, those who have a sexual preference for the characters apparent gender.

**Damage** The character gains resistance to fire and darkness damage and weakness to radiant damage.

## Variant Race's

Using this transformation table a player can create a character for two possible variant races. The chimera or Beast Man race.

### Chimera

*“Glorgog had finally done it! What was once a simple elf had been erased. The thing that stood on tentacles and Gnashed its pincers at him through the cage bars was so much more.”*

-Strange research notes

A DM could decide that a player who has undergone several transformations loses the cohesion provided by their original race and would become a Chimera. They may also lose some racial features at the DM's discretion. The details to create a chimera character from scratch are as follows.

### Chimera Traits

**Before the change** A Chimera character takes a basic race without a sub-race and takes one trait that does not effect stats. A Halfling for instance would be bale to take the Lucky, Brave, or Halfling Nimbleness features, but not their +2 to DEX. They gain a +2 to CON instead any stats from their original race.

All details such as age, alignment, and languages known are also derived from that original race

**Transmogrification** The player would then role 5 changes from the transformation table and apply them. They would ignore any rolls with extra circumstances (using the last animal touched, etc), that would revert a change, or would be meaningless to a starting character (meaningless in this case meaning something like a gender swap or eye color swap that doesn't actually change the eye's. Any change that alters the characters form should be kept.)

**Monstrosity** Chimera gets disadvantage on charisma checks, at DM's discretion, based on their transformed appearance. They also are no longer recognized as their original races by any spell, item, or individual, and may be recognized as a monstrosity instead.

## Beast Man

*“The last thing I expected when I finally managed to encounter the ‘were-bear’ the vil-lage had hired me to hunt down was a young women with bear claws breaking into the village apiaries and stealing off with honey.”*

-Hunting journal of sir Arthur Kiln

‘Beast Man’ is an overarching term for a strange subset of races that appear to be some amalgam of elf and beast. They come from those wild parts of nature where magic runs free. When a beast collects enough ambient magic or comes into contact with a concentrated source of power they may change into something more and gain sentience the results are a new beast man of that creature.

### Beast Man Traits

**Hybrid** You start by choosing a transformation tag (Cannot choose the Misc. tag.) and applying all transformations of that tag. Do not apply set transformations.

**Increase** You get a +1 to Wisdom and a +1 to a physical attribute score that most closely matches the type of creature you share traits with.

**Age** Beast Men reach adulthood at 20 and normally live to be 150.

**Alignment** Due to their natural connections, Beast Men tend to be neutral or chaotic good.

**Size** Beast Men range from 4 to 7 feet tall. Their size is medium unless otherwise stated.

**Speed** Your base walking speed is 30 feet.

**Languages** You can speak common and Sylvan.

**Embodiment** you are safely able to consume a diet similar to the creature you share traits with.

**Embodiment** At 12th level You gain any set transformations for the tag you chose.

# Arcane Tradition

There are wizards on the fringe of society that may try to understand such a strange magical force as these transformations. They might even succeed in controlling them. This archetype adds a unique play style to the wizard and also makes for a rather interesting antagonist.

## Biological Alchemy

Many wizards seek to understand the metaphysics and spiritual aspects of magic. They ignore the fundamental root of magic. The link between the arcane and the physical body that allows the casting of magic in the first place. Bio-Alchemists seek to understand and control this fundamental aspect of magic. The methods used by many such wizards tend to be frowned upon by less enlightened minds but who are they but sand before me.

## Fundamental Biological Understanding

At 2nd level a wizard of this school gains proficiency with Alchemist's supplies and the Herbalism kit if they lacked it. They also gain proficiency in medicine and survival checks.

## Magical Intention Transposition

At 2nd level you gain a basic understanding of the way spells bind onto their intended targets. You begin to pick apart the reason that some spells can only be cast on ones self and are able to subvert this limitation.

When using a wizard spell slot to cast a spell that is only able to target the caster. You can have it instead affect a willing creature you are in physical contact with.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

## Transmogrification

At 6th level your understanding of the physical root of magic has reached a new level. You begin to see that a creatures natural form

is flawed. They must be changed for them to attain a greater connection to the forces of magic.

You can now expend 100 golds worth of medical supplies and alchemical reagents to attempt to transform a willing or incapacitated humanoid creature. The process takes four hours at the end of which the player must roll a D100. Any roll below 26 results in the failure of the transmogrification. On a failure the target of the transmogrification take 5d6 damage that cannot be mitigated in any way. If successful you apply a randomly selected transformation to them. A character is only capable of going through 2 such transmogrifications.

Once you have managed to successfully transmogrify another creature you can start a new wizards book to act as your research notes. You can record observations about the most recent successful transmogrification you executed in the book. This takes up 2 pages in the book, takes 2 hours and costs 25 gold in fine ink. Using the book you can apply one of the previous transformations you achieved via transmogrification that is recorded in the notebook. This makes the process cost an extra 50 gold, spent on a reagent specific to that transformation.

## Experimentations in Artificial Life

At 10th level you gain the Create Homunculus spell if you did not already have it. When creating a homunculus you can expend 50 extra gold in reagents to alter it's form and apply any sensory based transformations in your research notes to it.

Your transmogrification attempts now only fail on a D100 roll below 16.

You can now use your transmogrification feature to remove a transformation at the same cost as a applying random transmogrification.

## Artificial Genesis

At 14th level you gain the ability to create a flesh golem. The process takes 30 days and requires 10,000 gold in supplies and two fresh humanoid corpses. You must be work-



ing on the creation every day and only resting for 8 hours each day. During it's creation you can expend an extra 50 gold in reagents to apply any transformation recorded in your research notes to the golem (limit three). You awaken the golem by linking your magical essence to it, allowing you to control it at will and give it nonverbal commands as if it were a familiar.

Your transmogrification attempts now only fail on a D100 roll below 6. You can also now apply three transmogrifications to a character, rather than just 2.





SET TRANSFORMATIONS



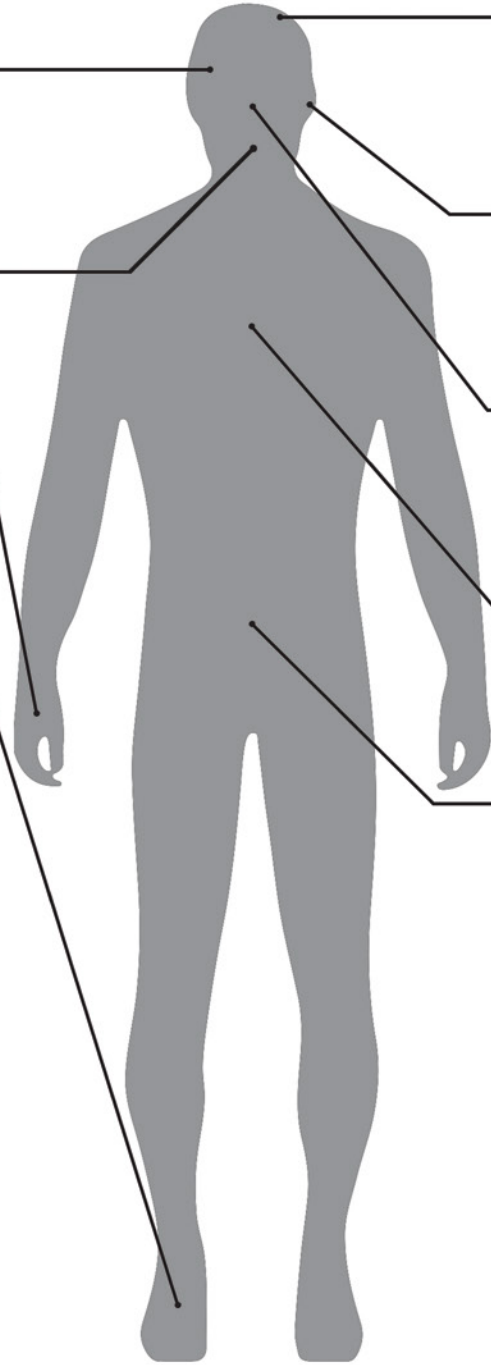
ORIGINAL RACE \_\_\_\_\_

TRANSMOGRIFICATIONS



OTHERS PERCEPTION \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_



TRANSFORMATION

TRANSFORMATION

EYES

HEAD

Notes:

Notes:

TRANSFORMATION

TRANSFORMATION

MOUTH

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FEATURES CURENTLY TRANSMUTED

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