

The

MORPH

AN ELF SILENTLY MAKES HER WAY through a dark corridor barricaded by steel bars, and so as not to leave a mark, she dissolves into slime to slip through the obstacle and slides, as a puddle, under an adjoining door.

AN EAGLE SOARS OVER THE BRIDGE guards, and as it passes the sun its shadow grows immensely, and a rampaging gorilla crashes to the earth to make short work of the obstacles.

A HALFLING, SQUEEZED AT THE WAIST and lifted off his feet by a burly half-orc, giggles and assumes the shape of a dragon, readying a breath weapon attack so as to lick his captor's face with flames.

SHAPESHIFTING SPECIALISTS

Morphs are the embodiment of transformation. Whereas a druid looks at the power of beasts as just one weapon in their arsenal, the forms a morph takes are the core of their being. Each morph has an exceptional degree of versatility in adventuring, because they could as easily become a rat, wolf, or monkey to resolve the situation at hand. Furthermore, each morph has forms (and problem-solving strategies) they prefer.

Why hide when you can become a rat?

Why cast *spider climb* when you can become a spider?

Why don a disguise when you can simply assume a new identity?



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CREATING A MORPH

Morphs universally originate from an incredible experience which bestows them with the power to change form.

For example, shapeshifting is a specialty of the fey, and many morphs obtain their shapechanger essence from the “blessing” of a faerie or a confluence of sylvan magic.

Other morphs began training as a druid but determined to pursue their own exploration of that power before full initiation.

In rare cases, morphs may even originate from horrifying events, such as an arcane experiment gone wrong, the shattering of one’s identity, or the touch of an aberration.

CLASS FEATURES

As a morph, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per morph level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per morph level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** None
- ▶ **Saving Throws:** Dexterity, Constitution
- ▶ **Skills:** Choose three from Acrobatics, Athletics, Arcana, Animal Handling, Deception, Insight, Investigation, Nature, Perception, Stealth, and Survival.

Equipment

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

- ▶ (a) a quarterstaff or (b) a rapier (if proficient)
- ▶ (a) two javelins or (b) a hand crossbow and 20 bolts (if proficient)
- ▶ (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- ▶ (a) a game set of your choice, (b) a spell component pouch, or (c) a set of thieves’ tools (if proficient)
- ▶ Leather armor, a dagger, a sling, and a pouch with 20 sling bullets.

Shapeshift

You slide between forms as easily as average mortals change clothes. This feature is identical to the druid’s Wild Shape aside from the differences listed below.

You gain the shapechanger creature subtype.

As a bonus action, you can assume the shape of a beast you have seen before. You can stay in this form for a number of hours equal to your morph level (rounded down).

SHAPESHIFTING TABLE

Level	Max. CR	Limitations	Example
1st	¼	No swimming or flying speed	wolf
2nd	1	No swimming or flying speed	brown bear
4th	1	No flying speed	giant octopus
6th	2	No flying speed	giant boar
8th	2	—	giant eagle
9th	3	—	giant scorpion
12th	4	—	elephant
15th	5	—	giant crocodile
18th	6	—	mammoth

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THE MORPH

Level	Proficiency		Shapeshift Uses	Talents Known
	Bonus	Features		
1st	2	Shapeshift, Shapechanger Essence	2	—
2nd	2	Morph Talents	2	2
3rd	2	Refreshed Shifting, Identity Coherence	2	2
4th	2	Shapeshift Improvement, Ability Score Improvement	2	2
5th	3	—	2	3
6th	3	Shapeshift Improvement, Enchanted Strike	2	3
7th	3	—	2	4
8th	3	Shapeshift Improvement, Ability Score Improvement	3	4
9th	4	Shapeshift Improvement	3	5
10th	4	—	3	5
11th	4	Reactive Shifting	3	5
12th	4	Shapeshift Improvement, Ability Score Improvement	3	6
13th	5	Reiteration	3	6
14th	5	—	3	6
15th	5	Shapeshift Improvement, Shapechanger's Youth	4	7
16th	5	Ability Score Improvement	4	7
17th	6	Essence Feature	4	7
18th	6	Shapeshift Improvement	4	8
19th	6	Ability Score Improvement	4	8
20th	6	Supernal Vitality	Unlimited	8

You begin with two uses of this feature, which are restored when you take a short rest or a long rest. You gain additional uses of this feature at higher levels, as per the Shapeshift Uses column on the Morph table. At 20th level, you can use your Shapeshift an unlimited number of times.

Your morph level determines the nature of the creatures you can transform into, as shown on the Shapeshifting Table above. Starting at 6th level, you can transform into a creature with a CR as high as your morph level divided by 3, rounded down.

Shapechanger Essence

At 1st level, you are imbued with the essence of a shapeshifting archetype of your choice: the Doppelganger, the Primordial Beast, or the Trickster. Each is detailed at the end of the class description. Your choice grants you features at 1st level and then again at 17th level.

Morph Talents

No two morphs look or act the same. This is reflected in your repertoire of special talents.

At 2nd level, you gain two morph talents of your choice. Your talent options are detailed at the end of the class description. When you gain certain morph levels, you gain additional talents of your choice, as shown in the Talents Known column of the Morph table.

Additionally, when you gain a level in this class, you can choose one of the talents you know and replace it with another talent that you could learn at that level.

Refreshed Shifting

Starting at 3rd level, you gain an extra use of your Shapeshift feature whenever you end your Shapeshift at that form's hit point maximum.

Identity Coherence

Starting at 3rd level, you carry over some additional portions of your persona into your shapeshifted form. While shapeshifted, you can speak any languages you know. Your shapeshifted form gains your race's creature subtype, and you retain all of your racial traits in your new form, except for Size and Speed.

Additionally, when you Shapeshift you can alter your new form's superficial appearance to more closely reflect your true nature. For example, if you have a signature hairstyle, pointy ears, wear an eye patch, etc., your shapeshifted forms can take on similar traits.

Enchanted Strike

Starting at 6th level, your attacks in shapeshifted form or with your Natural Weapons feature count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Reactive Shifting

Starting at 11th level, you learn to alter your form defensively. When you are subjected to an effect that requires a Strength, Dexterity, or Constitution saving throw, you can Shapeshift as a reaction. You make the saving throw in your new form.

Reiteration

Starting at 13th level, you learn to recoil into another form instead of reverting to your true shape. If you drop to 0 hit points while you're shapeshifted, the attack didn't kill you, and you have a Shapeshift use available, you can make a DC 10 Constitution saving throw. If you succeed, you Shapeshift instead of reverting to your normal form. Your new form takes any damage past that which reduced you to 0.

Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

Shapechanger's Youth

At 15th level, your amorphous nature restores your body so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, when you complete a long rest, you can alter your appearance to that of any age.

Supernal Vitality

Starting at 20th level, when you use Shapeshift with less than half your hit point maximum, you gain that number of hit points as temporary hit points in your new form. These temporary hit points disappear when you change forms.

MORPH TALENTS

If a morph talent has prerequisites, you must meet them to learn it. You can learn the talent at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class, unless character level is specified.

All-Terrain Physiology

Prerequisite: 15th level

You can cast *alter self* at will, without expending a spell slot.

Ancestral Beast

Prerequisite: Primordial Beast essence

You can use your Natural Weapons feature while shapeshifted. There is no limit to how many Natural Weapons you can manifest at once, and you can use an action to manifest them all at once.

Bestial Senses

Both in and out of shapeshifted form, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Changeling Charge

You can use Shapeshift as part of your movement. When you do so, you benefit from both form's sizes, skills, saves, movement speeds, and moment-related features until the end of your turn. If there is a conflict, you choose which

creature's statistics you use (you can change this choice for other conflicts in the same turn). Multiple instances of the same movement-related feature do not stack.

Deceptive After-Image

Prerequisite: Trickster essence

As an action, you can use this talent to cast *mirror image* on yourself, without expending material components. Once you use this talent, you cannot use it again until you complete a long rest.

Door Scratcher

While you have claws, such as when shapeshifted or using Natural Weapons, you gain proficiency with thieves' tools, and you can treat your claws as though they were thieves' tools.

Doppelganger's Mask

Prerequisite: Doppelganger essence

You can cast *disguise self* at will, without expending a spell slot.

Draconic Ascension

Prerequisite: 9th level

You can expend two uses of Shapeshift at the same time to transform into a dragon of an appropriate challenge rating.

Elemental Ascension

Prerequisite: 9th level

You can expend two uses of Shapeshift at the same time to transform into an elemental of an appropriate challenge rating

Embody the Elements

When you Shapeshift into a beast, you can choose to enter that creature's form with the composition of one of the elements. If you do, choose one of the following options. The creature's type becomes elemental and you add the characteristics of the element you chose to your new form.

- ▶ **Earth:** Resistance to non-magical piercing and slashing damage. Vulnerability to acid and thunder damage.
- ▶ **Fire:** Resistance to fire damage. Vulnerability to cold damage.
- ▶ **Ice:** Resistance to cold damage. Vulnerability to fire damage.
- ▶ **Lightning:** Resistance to lightning damage. You take necrotic damage equal to this creature's hit die's highest value when you begins your turn in or enter a square filled by at least 6 inches of water.

Form of Artifice

Prerequisite: 5th level

You can use your Shapeshift to turn into a construct, or into a seemingly inanimate object up to one size larger or smaller than you. Once you do so, you can't do so again until you complete a long rest.

As an object, you retain your normal statistics and cannot attack or cast spells. As long as you remain still and take no actions, you cannot be distinguished from a normal object of your type. Any time you become unconscious or incapacitated due to a construct's nature, such as with an animated objects' Antimagic Susceptibility, you instead end your Shapeshift.

Hybrid Brawler

Prerequisite: Primordial Beast essence

Increase the damage dice of your Natural Weapons attacks by one step. The bonus action claw attack now adds the better of your Strength or Dexterity modifiers to its damage roll. The tail attack now deals 1d4 damage and uses the better of your Strength or Dexterity modifiers on damage rolls.

Liquid Form

Prerequisite: 5th level

You can use your Shapeshift to turn into an ooze of an appropriate challenge rating. Once you do so, you can't do so again until you complete a long rest.

Any time you would activate an ooze form's Split reaction, you control each ooze formed. Your Shapeshift ends when the last ooze you control is reduced to 0 hit points. Any other ooze you control that reaches 0 or fewer hit points or becomes separated from any other by more than 50 feet dissipates into inert fluid.

Natural Armor

Prerequisite: Primordial Beast essence

When you Shapeshift into creature, you can replace its AC value with 13 + its Dexterity modifier.

Morphed Spells

Prerequisite: Character level 18

You can now cast many of your spells in any shape you assume using Shapeshift. You can perform the somatic and verbal components of a spell while in an alternate shape, but any material components melded into your form cannot be provided for the spell.

Mutable Identity

Prerequisite: Doppelganger essence

When you complete a long rest, you can change your race or subrace. Once you do, you cannot use this talent again until you complete two more long rests.

Mutual Transformation

Prerequisite: 5th level

You can use this talent to cast *polymorph* on another creature, without expending material components. Your spellcasting ability for this spell is your choice of Intelligence, Wisdom, or Charisma.

If you are 17th level or higher, you instead cast *true polymorph*.

Once you use this talent, you cannot use it again until you complete a long rest.

Perpetual Mischief

Prerequisite: Trickster essence

You can cast spells obtained through your Trickster essence features or various morph talents even while shapeshifted. You can perform the somatic and verbal components of a spell while in an alternate shape, but any material components melded into your form cannot be provided for the spell.

You can also use this talent to cast *silent image*. Once you do so, you cannot do so again until you complete a long rest.

Tiny Changeling

You can use your Shapeshift to turn into a creature of any creature type with a CR less than 1. If that creature is humanoid, you do not gain its equipment; instead your equipment re-sizes to fit your new form.

Thin as Air

Prerequisite: 5th level

As a bonus action, you can use this talent to cast *gaseous form* on yourself, without expending material components. Once you use this feature, you can't use it again until you complete a long rest.

Secrete Venom

As an action while shapeshifted, you can secrete a poison to coat one of your natural weapons or your fur. The poison may be any injury or contact poison that costs 200 gp or less, such as drow poison or serpent venom. The poison's DC is equal to 8 + your Intelligence modifier + your proficiency bonus. The poison loses potency after 1 hour; it dissipates into nothing if you Shapeshift or return to your true form.

At every odd morph level, the value of the poison you secrete increases by 200 gp. For example, at 5th level you can secrete a poison worth 600 gp or less.

Once you use this feature, you can't use it again until you complete a long rest.

Size Appropriate

Prerequisite: 3rd level

As a bonus action, you can use this talent to cast *enlarge/reduce* on yourself, without expending material components. Once you use this feature, you cannot use it again until you complete a long rest.

SHAPESHIFTER ESSENCE

When the mysterious events converge to create a morph, he or she is imbued with the essence of a significant shapeshifting entity. These entities vary from monsters to deities, and a morph under their influence extend their mythic tradition. To the untrained eye, there is little difference between the original being and a morph that carries its essence.

THE DOPPELGANGER

Doppelgangers are monsters notorious for stalking, impersonating, and baby-snatching. While many morphs are drawn to the power and utility of beasts, those who embody this essence use their forms to deceive, infiltrate, and assassinate. Their victims should be much more wary of household pests and friendly strangers.

Friends of Iron

Starting when you take this essence at 1st level, you gain proficiency with hand crossbows, longswords, rapiers, shortswords.

You also gain proficiency with thieves' tools.

Shifter's Surprise

At 17th level, you can Shapeshift as part of an attack against a surprised creature.



When you attack and hit a surprised creature, it must make a Constitution saving throw (DC 8 + your new form's Dexterity modifier + your proficiency bonus). On a failed save, that attack deals double damage against that creature.

THE PRIMORDIAL BEAST

The Primordial Beast is the mythical ancestor of life and all its forms. Its presence is felt in the dominance of the wolf, the eminence of the elephant, and the sovereignty of the sequoia. Morphs who inherit this essence obtain even more flexibility of their form, and can contort into beast amalgamations never seen before.

Natural Weapons

Starting when you take this essence at 1st level, you don't need steel to be dangerous. As a bonus action, you can reshape a portion of your body to mimic an animal's natural weapons. When you do so, choose one of the below attacks to manifest. For 10 minutes or until you Shapeshift, you can emulate that attack with your Unarmed Strike.

- ▶ **Bite:** 1d6 piercing damage, or 1d8 damage if you and the target are in the same space.
- ▶ **Claws:** 1d4 slashing damage. Your attack and damage rolls are based on Dexterity instead of Strength. If you hit with this attack, you can use your bonus action to attack with it again, but you do not add your Dexterity bonus to that attack's damage roll. This counts as Two-Weapon Fighting.
- ▶ **Hooves:** 1d6 bludgeoning damage, or 1d8 damage if the target is prone.
- ▶ **Horns:** 1d6 bludgeoning or piercing damage, or 1d8 damage when you charge.
- ▶ **Tail:** Reach 10 feet. You can use the better of your Strength or Dexterity modifiers for this attack. This attack deals no damage; instead, if the target is Large-sized or smaller it must succeed on a Strength or Dexterity

saving throw, or fall prone. The DC is equal to 8 + your proficiency bonus + either your Strength or Dexterity modifier.

You can use this feature as many times as you like; however, each attack you manifest after the second replaces your oldest one. When you have more than one attack manifested at once, you choose which one you perform with your Unarmed Strike.

Roar of Life

At 17th level, your voice resonates with the ancestral forces of creation. You can use this feature to cast either *power word kill* or *power word heal*, even if you are shapeshifted. Your spellcasting ability for these spells is Wisdom. Once you use this feature, you cannot use it again until you complete a long rest.

THE TRICKSTER

Tricksters from folktales break all the rules; they are not even bound by rules of species or gender, and often change their appearance to suit their whims. Their antics—clever or base—defy conventions and create new possibilities for everyone. Particularly jovial, clever, or foolish morphs tend to extend the trickster legacy—even if unwittingly so.

Scoundrel's Cantrips

Starting when you take this essence at 1st level, you learn two bard cantrips of your choice. Your spellcasting ability for these spells is Charisma.

It Wasn't Me

At 17th level, with so many antics up your sleeve, causing several more deceptions is like waving your fingers. You can use this feature to cast *major image* as a 3rd-level spell. Once you do, you can't do so again until you complete a short rest or a long rest.

You can also use this feature to cast *project image*. Once you do, you can't do so again until you complete a long rest.