DUALINK

Master Morpher

Magic Item



Power Rangers Edition

Master Morpher

Artifact (wondrous item), requires attunement

The Master Morpher is not a source of power.

It is a conduit of recognition.

It allows a creature deemed worthy to temporarily wield disciplines they do not possess, not through training, but through capacity.

You do not become another class. You briefly act with its authority.

Attunement Requirements

To attune to the Master Morpher, a creature must meet all of the following:

- Be 11th level or higher
- Have proficiency in at least one saving throw
- Have demonstrated leadership, resolve, or sacrifice (DM adjudication)
- Must not be attuned to another artifact

If attunement fails, it can't be attempted again for 30 days.

Morph Invocation. As a bonus action, you invoke one Borrowed Discipline you qualify for.

- The discipline lasts 1 minute
- You can invoke one discipline per short or long rest
- You can never have more than one active discipline at a time

Borrowed Disciplines

To invoke a Borrowed Discipline, you must meet all of its listed prerequisites at the moment of activation.

Temporary bonuses (spells, items,

features) do count, but if the bonus ends while the discipline is active, you immediately suffer Morph Backlash.

Rage Discipline. Prerequisites: Strength 16+, Constitution 16+

You enter a rage for 1 minute, using the Barbarian's Rage rules as written. You cannot cast spells or concentrate on spells during this rage. This rage does not grant additional uses, scaling bonuses, or subclass features.

Action Surge Discipline.
Prerequisites: Strength 15+ or Dexterity 15+, Constitution 14+

Once during the duration, you can use Action Surge, gaining one additional action on your turn, following the Fighter's Action Surge rules. You cannot use this action to cast a spell of 4th level or higher.

Divine Smite Discipline.
Prerequisites: Strength 15+, Charisma 16+

Once per turn for the duration, when you hit with a melee weapon attack, you can apply Divine Smite, dealing radiant damage as if expending a 3rd-level spell slot, without actually expending a spell slot. This does not grant spellcasting or other Paladin features.

Sneak Discipline. Prerequisites: Dexterity 16+, Intelligence 13+ or Wisdom 13+

Once per turn for the duration, you can apply Sneak Attack, dealing extra damage as a 7th-level Rogue, provided the normal Sneak Attack

conditions are met.

Stunning Discipline. Prerequisites: Dexterity 15+, Wisdom 15+

Once during the duration, when you hit with a melee weapon attack, you can attempt Stunning Strike, following the Monk's Stunning Strike rules. The saving throw DC is 15, and this use does not expend ki or grant additional ki features.

Invocation Discipline. Prerequisites: Charisma 16+

Choose one Eldritch Invocation you qualify for (such as Devil's Sight, Eldritch Mind, or Agonizing Blast if you know eldritch blast). You gain the benefits of that invocation for the duration. This does not grant spellcasting or pact features.

Inspiration Discipline. Prerequisites: Charisma 16+, Wisdom 13+

For the duration, you gain three uses of Bardic Inspiration, using the Bardic Inspiration rules as written. Your Bardic Inspiration die is a d8. You can grant inspiration to a creature within range as a bonus action, but you gain no Bard class features beyond this discipline.

Metamagic Discipline. Prerequisites: Charisma 17+, Constitution 14+

Once during the duration, when you cast a spell of 5th level or lower, you can apply one Metamagic option you choose from the Sorcerer list, following the normal Metamagic rules.