



POLYMORPHOLOGY

Change for the Sake of Change

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Polymorph transmutation remains one of the most versatile types of arcane magic, for the possibilities are limited only by the number of different forms you can achieve. With the vastness of the animal kingdom to choose from, many acts are possible through the use of polymorphing magic. Thus, you can choose from countless strategies when using four specific spells: polymorph self, polymorph other, shapechange, and polymorph any object.

When using *polymorph self*, the spellcaster assumes creature forms ranging in size between 6 inches and one size category larger than her normal form. (For Medium-size spellcasters, this means an upper limit of 16 feet.) The spellcaster gains only the physical and natural abilities of the new form, preventing brilliant schemes like polymorphing into a winter wolf and trying to breathe a blast of frost upon his enemies. *Polymorph self* has the advantage of allowing the spellcaster to switch forms as a full-round action; as an added bonus, the spellcaster regains some lost hit points after the initial transformation.

Polymorph other has the same size restrictions as *polymorph self* and is limited in that the spell recipient transforms only once. In addition, if the recipient is an unwilling participant to the polymorphing process, she receives a Fortitude save to avoid the transformation.

The *shapechange* spell allows the

caster to almost fully become any creature—including having access to all of the new form's extraordinary (but not supernatural or spell-like) abilities. The size limit bar is also raised to 200 feet.

Finally, while the 8th-level spell *polymorph any object* can be used simply as a more powerful version of *polymorph other*, it can also change objects into animals (or vice versa) for a limited time.

POLYMORPH SELF Flexibility

One of the main advantages of polymorph-related magic is its usefulness in a wide variety of situations. Need to scale a cliff? *Spider climb* would do the trick, but so would *polymorph self* if you took the form of a giant ant or spider. Need to cross a raging river? The form of a seal ought to do the trick. With the whole of the animal kingdom to choose from, there's a useful form for just about any situation.

Deception

By taking the form of an animal, you can hide the fact that the party contains someone capable of casting arcane spells. There are several ways to employ this strategy.

Hide in plain sight. The easiest way to blend into the background is to take the form of an animal that one would normally expect to find in the company of an adventuring party. A horse, mule, or another draft animal would be a good choice. If the party is going to be attacked by a band of orcs, it could be helpful to have a "hidden" wizard in the party who can attack when the enemy doesn't expect it. Imagine the look on the orcs' faces when the pack mule suddenly reverts to humanoid form and starts hurling spells at them!

Another useful type of animal is one that fits in with another character's skills or class. If one of the party's members trains falcons, taking the form

of a falcon is unlikely to cause suspicion. Assuming the form of a familiar or a ranger's or druid's animal companion is similarly innocuous. On the other hand, most adventurers don't go around accompanied by a troll or a beholder.

Divert suspicion to others in the party. If your party wants to keep its wizard or sorcerer hidden, make it look like another party member is the wizard. A rogue carrying a wizard's spellbook and accompanied by a familiar is likely to be mistaken for a wizard. While the enemy cleric is busy throwing *silence* spells at the bogus spellcaster, the "familiar" can get in a good surprise attack well out of range of the *silence* spell's area of effect.

Just plain hide. Of course, the easiest thing to do is remain out of sight. By polymorphing into a rat, you might hide under a companion's hat, in an open backpack, or in a variety of places where you can still see what's going on without making your presence known. As a snake, you can wind around another character's arm, hidden for the most part by a sleeve with just your head poking out. Giant centipedes are relatively flat; if you polymorphed into that form, you might ride unnoticed on someone's back.

Scare Tactics

Sometimes, it's in your best interest to get the enemy to flee rather than fight. There are several varieties of scare tactics, each useful in its own way:

The tailor-made scare. This type of scare tactic works best when you're up against a well-known adversary and you can play off of his fears. If you're battling an arachnophobe, there's no better form to take than a giant spider. If you're harassed by bandits in a land inhabited by werewolves, taking the form of a dire wolf (preferably in full view of the bandits) is a good idea. Many people are frightened of bats or snakes. Be sure that you've taken an appropriate shape, since becoming a giant toad does little good if your enemy isn't daunted by them.

The generic scare. Playing against an enemy's specific fear is always a good strategy, but sometimes his specific fear isn't known; worse yet, he might not have one. In that case, there are several generic forms that, while they might not scare an enemy, will at least give him pause.

- **Poisonous creatures.** Even though the *polymorph self* spell does not allow the spellcaster to become poisonous after adopting a poisonous form, this won't stop adversaries from worrying about the possibility when confronted by a giant cobra or giant scorpion. This is especially true if the enemy doesn't see you change form—then she'll have no idea it's you or some creature you summoned. This ploy works best if it's common knowledge that the animal is poisonous.
- **Rabid creatures.** While the *polymorph self* spell does not let you become a rabid creature, it's not difficult to appear rabid. You need only take the form of a mammal, twitch an awful lot, and drool heavily. Working up a good foam at the mouth is also suggested. Most people give rabid-looking creatures a wide berth, especially in a world where rabies is sure to be untreatable except by divine magic.
- **Obviously tough creatures.** Often, an enemy will back off if it seems he's about to face an opponent he's obviously unable to defeat. A red dragon of great wyrm status would make a good choice, but unfortunately that's outside the size range of the *polymorph self* spell. Several powerful creatures within the size restrictions of the *polymorph self* spell are good choices: beholders, mind flayers, vampires, medusae, and trolls to name a few. Armor-clad opponents have been known to flee at the sight of a rust monster. As always, it's important to ensure that the enemy is familiar with the form adopted, as a rust monster is not likely to scare off an enemy who's never seen one before.

Another important thing to bear in mind is that the *polymorph self* spell only allows you to adopt the non-magical, physical means of movement of any new form. Thus, while you could polymorph into a blink dog, you could not use its abilities unless you had cast *blink* on yourself prior to assuming the form of the blink dog. Note that it's important to read the descriptions for monsters in the *Monster Manual* carefully. The beholder, for example, is naturally buoyant, meaning that if you polymorphed yourself into a beholder, you would float and move like a beholder because the creature can do that as a natural function of its body.

You would not need to cast *levitate* on yourself to maintain the charade.

Escape

Sometimes, the best you can hope for is to escape with your hide—that is, your real skin. Perhaps you're down to a few hit points, you've depleted your offensive spells, and now you need to run away and live to fight another day. The ability to polymorph can be invaluable in these instances.

Traveling without being followed.

One of the easiest ways to escape is to adopt a shape that allows you a movement form not possessed by your enemies. Taking flight as a bird or flying insect can be helpful if your enemy is incapable of flight. Similarly, taking the form of a marine animal can aid escape from an opponent who can't swim. Often, a more subtle movement ability is enough to get away. Becoming a squirrel can allow you to escape among the upper canopy of a forest's trees; taking the form of a snake might permit escape down a narrow burrow or even allow cover in tall grass. A form allowing vertical movement, like a spider or beetle, can permit escape up a cliff, wall, or the side of a building.

Blending into a crowd. One way to lose an enemy is to take the form of a creature already present in great numbers. When chased on a beach, become a sea gull and blend in with the flock flying along the shoreline. When pursued through a pasture, become a sheep, horse, or cow (as appropriate), and lose yourself in the herd. When underwater, join a school of fish. "Safety in numbers" doesn't always mean that the greater number of creatures can overcome a single foe; sometimes the safety lies in the enemy's not knowing who to attack.

This tactic can be carried over to the enemy's form, especially when dealing with creatures of limited intelligence. When trapped in a pit with dozens of hungry dire rats, polymorphing into a dire rat might confuse the others and prevent them from attacking.

Money-Making Schemes

For those without scruples, or those truly desperate for quick currency, polymorphing spells can offer a means of income. Most of these schemes require the assistance of at least one partner, as you remain in the form of



Easy Money—Loose Ethics

If you aren't above performing scams on your fellow citizen, the ability to polymorph can be very profitable.

an animal for the duration of the ploy.

The “trained animal” ploy. This scheme requires a partner, preferably someone practiced in the fine art of smooth-talking (the Bluff skill comes in handy here). The partner assumes the role of an animal trainer, while you assume the form of an appropriate animal and put on a street-side performance. There are numerous variations on the ploy: You might become a dancing bear or a super-intelligent horse able to tap out the answer to mathematical problems with a hoof. Perhaps the onlookers are challenged to place a bet against the amazing chess-playing monkey.

The “exotic animal from afar” ploy. This scam requires a partner, a cage, and a tent. You polymorph into an exotic beast from afar (good choices include unicorns, ropers, dragonnes, or sahuagin), climb into a cage, and the partner charges admission to see the marvelous creature. Obviously, this works better on peasant villages than in areas where the knowledge of magnificent creatures is common.

The “animal for sale” ploy. One of the easiest ways to make a quick bit of cash is to sell yourself in animal form.

Warhorses can bring in a couple of hundred gold pieces; pegasi, hatchling dragons, pseudodragons, and owlbear chicks can be sold for even more. Of course, after the sale is complete and the victim walks off with his new purchase, you wait until your new “owner” is distracted and quickly assume a new shape. One minute, the poor sap is leading his fine new warhorse through the marketplace; the next, his horse is nowhere to be seen . . . but there's a rat scampering down a nearby alley.

The “rampaging monster” ploy. In the form of a powerful monster (devil, wyvern, or so on), you make your presence known to a nearby village. Along comes a heroic knight (your accomplice), willing to rid the village of the threat—for a price. Once the villagers agree, the knight “battles” the monster, “slaying” it and taking the reward. This ploy works best if the schemers can work out a way to “slay” the rampaging monster without giving the villagers access to its dead body. Perhaps the knight's “magic sword” has a special “disintegration” power; you can easily polymorph from rampaging monster to harmless snake and slither out of view.

The “magic lamp” ploy. If you can

create a puff of smoke and become invisible, your accomplice might be able to sell a rusty old lamp for an exorbitant fee if you temporarily appear as a genie, efreet, or similar creature. You need only appear once (after the accomplice rubs the lamp to “summon” the wish-granting creature) to demonstrate the lamp's ability, then “disappear” back into the lamp until after the sale is made. For extra cruelty, you can leave a *magic mouth* on the lamp that says, “Go away! Leave me alone, mortal!” in your genie-voice, activated whenever anyone rubs the lamp.

General Utility

One great advantage of the *polymorph self* spell is that it allows for more than one form. Thus, as new situations arise, you can adopt a new form best suited for that particular situation. The following are just a few useful creature forms, showcasing the spell's overall diversity.

Black pudding, ochre jelly, gray ooze: These forms are great for sliding underneath locked doors and crawling along walls and ceilings. With its dark coloration, the black pudding also blends easily into shadows, while the

SWARM FORM

Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

The *swarm form* spell allows you to transform your body and all worn and carried possessions into a swarm like that created by the *summon swarm* spell. Casting the spell initially restores lost hit points as if you had rested for a full day.

You can transform yourself into any of the animals or vermin listed in the *summon swarm* spell. You can also choose any other Tiny or smaller animal or vermin to compose the swarm instead. The swarm must be composed of the same type of creature. Even though you inhabit a large number of bodies at the same time, the swarm acts as a single entity; you cannot direct different individual creatures from the swarm to perform different acts, and you roll once for saving throws. As a single entity, the swarm has the same hit point total and saving throw modifiers as the caster. The size of the swarm is equal to the size of the caster. You have the speed and movement type of the creature chosen.

The swarm must move as a unit (the caster could not have each member in the swarm all go in different directions, for example). If a portion (up to 49%) of the swarm is separated from the main body by some means, the smaller portion of the swarm dies (though you do not suffer any hit point loss because of it). If the swarm is separated into two equal halves, the DM should determine randomly which half of the swarm dies. The remaining portion expands to the caster's size no matter how much of the swarm was lost.

You can pour over enemies (enter their square), doing damage as per the *summon swarm* spell. Regardless of what creature you chose to compose the swarm, your *swarm form* deals *summon swarm* damage. Creatures immune to poison do not take damage from your *swarm form* if the creature you chose is poisonous. Targets of your *swarm form* get no save. Spell resistance does not apply. The *swarm form* damage is a spell effect so damage reduction does not apply. Spellcasting and concentrating on spells is impossible within the swarm.

While in *swarm form*, you are subject to magic that affects the creature type comprising the swarm. (Thus, as a swarm of bees the *repel vermin* spell would keep you at bay.) Spells that target one creature or total Hit Dice less than your character level have no effect. (*Charm person* or *animal* would fail. *Mass charm* might work.) Note that you cannot be dispersed by a *gust of wind* or *stinking cloud* as outlined in the spell *summon swarm*.

As a swarm, you cannot be fought effectively with weapons, but fire and damaging area effect spells cause normal damage. You cannot cast spells with verbal, somatic, material, or focus components while in swarm form. (Note that this does not rule out certain spells prepared using the metamagic feats Silent Spell and Still Spell.)

At the end of the spell's duration, or when you voluntarily return to normal form, the swarm merges back together, reforming your body.



gray ooze is easily mistaken for a patch of wet stone.

Centaur, lamia: Each of these forms allows you to retain a pair of humanoid arms and a voice to allow spellcasting. They also have the advantage of good speed.

Giraffe: This is a good form to adopt at the bottom of a pit trap to provide an easy way out for your companions.

Harpy: This form lets you cast spells while granting flight ability. Even though no song-based powers are granted by the *polymorph self* spell, your enemies might still waste time covering their ears.

Monkey: The monkey form allows some manipulation, not only with hands but feet as well. In fact, with adequate practice, you might be able to hang from your tail and bring all four manipulative appendages to bear on the task at hand.

Parrot: A parrot form offers several advantages. Not only can a parrot fly and talk, but its four-toed claws are capable of some manipulation. These last two abilities permit you to grasp and activate relatively lightweight magical items (such as wands and rings). Parrots come in many colors,

including those with nondescript black or gray plumage, so you can be stealthy if need be. The parrot's vocal abilities permit further spellcasting, with the exception of those spells requiring somatic gestures.

Pegasus: The pegasus is an excellent riding mount, providing flight ability not only to you but also to one or two companions. A pegasus can carry up to 900 pounds while airborne—a useful ability in getting a large party across a wide river or over a mountain range, even if it means making several trips.

POLYMORPH OTHER

Attacking Enemies

The *polymorph other* spell's obvious use is as a means of attack, turning a powerful enemy into something inoffensive, like a butterfly, snail, or toad. Of course, turning a trusted companion into a powerful creature (like an aachairai, with a claw attack that does 2d6+2 points of damage or a bite that deals 4d6+2 points of damage) and turning her loose on your enemies is also possible.

A spellcaster can return a polymorphed creature to its natural form with another *polymorph other* spell, but most people aren't willing to take the chance of being stuck in another form for the rest of their lives. *Polymorph other* does have a duration of permanent.

Combined with Dominate

One way to safely use the "power boosting" effects of the *polymorph other* spell is to use it on an enemy. If your foe gets stuck in a monster's body for the rest of his life, it's no great loss. Of course, no one in his right

mind would willingly give an enemy that much power unless he was sure he could control that power.

The surest way to control a powerful polymorphed enemy is to hit her with a *dominate person* spell before changing her form. Once the domination is in effect, then it's safe to polymorph her into something fearsome and dangerous. If *dominate person* isn't available, you can always polymorph her first and then try your luck with a *dominate monster*, but if she shrugs off the *dominate* spell, all you've done is make her more powerful than she was to begin with.

Keep in mind that the *polymorph other* spell allows you to transform someone only into a creature ranging from Diminutive to one size larger than her original form. Thus, a Medium-size humanoid cannot be polymorphed into a Gargantuan purple worm or a Colossal red dragon.

Third-Party Monsters

Sometimes it's worth taking a chance if the odds are against you. Suppose your party is hopelessly outnumbered by a tribe of orc barbarians in a forest. Rather than polymorph a party member into a powerful form and risk sticking him that way, or polymorph an orc into something powerful and run the risk that you won't be able to control him afterward, use that *polymorph other* on a third-party creature and take advantage of the ensuing chaos. If the orcs are riding horses, change one of them into an owlbear and see what happens. This works best when the target creature is closer to your enemies than to you, and when there's more enemies than heroes. After all, if the suddenly polymorphed creature is going to strike out randomly, isn't it best to stack the deck in your favor?

All of the "scare tactic" ploys from the *polymorph self* section above work well here. Imagine what an arachnophobia will do when you change his horse into a large spider! How about the snake-fearing sorceress whose owl familiar suddenly becomes a boa constrictor?

The Indirect Attack

Sometimes you need not use your *polymorph other* spell directly against your enemy to cause him harm. What about when your foe is riding his flying

steed in aerial battle against you, and you polymorph the steed into an animal incapable of flight?

Naturally, this works in reverse. You might wish to upgrade your warhorse to a pegasus when your enemies are chasing you off a cliff.

Your enemies' earthborn riding mounts also make good targets. Many creatures inflict damage upon others that merely come into contact with them. What would happen if you turned a halfling's riding dog into a porcupine or a quill-covered howler?

Frightening Off Foes

Just seeing a fate worse than death occur to one of their compatriots might be enough to convince others to flee. For instance, you might polymorph an orc chieftain into an elf, then call out, "Okay, who's next?" What right-minded orc wants to take the chance of spending the rest of his days as an elf? Polymorphing an elf into a slobbering orc is likely to have the same effect on other elves in the vicinity.

Depending on your campaign world, there might be enough animosity between the humanoid races that elves and orcs aren't the only races with which this ploy works; it can be used with equal success against dwarves and goblins or kobolds and gnomes. Sometimes it might work only one way: A kobold probably wouldn't object to becoming a troll, but no troll is going to want to experience the remainder of its life as a pathetic kobold.

General Utility

Some uses of *polymorph other* are strictly utilitarian. The spell can provide cheap transportation. Suppose you're lost in the desert and are attacked by a yuan-ti? One *polymorph other* spell later, the yuan-ti has become a camel perfectly suited for long-distance desert travel. (Of course, it's not likely to be a good-tempered camel, and convincing it to follow your orders might take some doing.) Suppose you're on a long sea voyage when your ship sinks in a storm. Polymorphing a crew member into a dolphin provides you with ocean-going transport that can keep you afloat and possibly get you to the nearest land. Of course, in situations where your life is dependent upon the polymorphed creature, it's always best to use a willing volunteer who knows

you'll be able to return her to her normal form once you're out of danger.

SHAPECHANGE Attacking Enemies

Shapechange is a much more powerful version of the *polymorph self* spell. The size limit expands to cover anything from the size of a flea to a creature up to 200 feet long, incorporeal forms can be assumed, and you gain the new shape's extraordinary abilities (like poison or acid), and keep your own.

This means that there are many creatures whose forms you can now adopt with powerful extraordinary abilities. For instance, the achaierai's physical combat abilities were discussed in the *polymorph other* section; using the *shapechange* spell, you also gain the achaierai's toxic black cloud attack that causes an additional 2d6 points of damage to non-achaierai and grants you the equivalent of a free *insanity* spell.

Many monsters have a powerful extraordinary attack that they can use only infrequently. As an example, the ankheg can spit a stream of acid that causes 4d4 points of damage, but it can do so only once every 6 hours. The manticore can loose a volley of six spikes from its tail each round, but it can only launch twenty-four spikes in a day. By using *shapechange*, you can use up the "numerically limited" attacks of a given form before moving on to the next form and taking advantage of its specialized attacks in turn.

Likewise, there are many different types of poisons: a quasit's venom affects Dexterity, an athach's poison affects Strength, and a giant bee's venom affects Constitution. By alternately *shapechanging* into creatures whose poison strikes at different attributes, you can diminish your opponent's combat abilities on several fronts. Furthermore, the venom of a pseudo-dragon or spider eater can make a victim helpless for days or weeks—plenty of time to finish them off at your leisure. Then there are the truly lethal poisons, like those of the pit fiend, which can cause death.

Camouflage

Since a mimic can adopt the shape of unliving items—chests, armor, and even a door frame—you can adopt the shape of a mimic disguised as a treasure chest or a mimic disguised as a barrel.

Even if this is not practical, a mimic's normal form resembles granite, and this might be enough camouflage to suit your purposes. This comes in handy when trying to avoid pursuit by someone who knows you can assume the forms of animal shapes; they'll be focused on looking for an animal and ignore any non-living forms.

Money-Making Schemes

Since *shapechange* allows you to take the forms of creatures up to 200 feet long, simple extortion becomes an easy matter. You need only become a 200-foot-long dragon of your favorite color, fly to the nearest village, and demand tribute to ensure the village's continued survival. Good-aligned spellcasters should probably not use this ploy.

Don't Mess With Me!

The legendary tarrasque is an excellent form to assume when you wish to convince others to let you be. After all, who wants to provoke a monster that can inflict such massive amounts of damage? If simply transforming into the tarrasque isn't enough, note that all of the tarrasque's combat abilities are extraordinary except its frightful presence. If your enemies don't flee immediately from your tarrasque form, they deserve what they get. Chances are, after a couple rounds of taking such massive damage, they'll change their minds with astounding rapidity.

General Utility

Regeneration is a useful extraordinary ability. By shapechanging into a troll, you merely suffer subdual damage from most attacks.

If you know you'll be going up against a venomous creature, it's handy to remember that all demons and devils have an immunity to poison. Devils also have resistances to cold and acid; demons have the same, plus fire resistance. As an added bonus, assuming one of these forms allows you to retain at least a humanoid torso and vocal abilities, so further spellcasting is possible.

If your enemy is *invisible*, shapechanging into a pseudodragon grants you the ability to see invisibility out to 60 feet.

POLYMORPH ANY OBJECT

Attacking Enemies

One real advantage to the *polymorph any object* spell is that an object polymorphed into an animal eventually reverts to its original form. This allows you to create various types of "polymorph time bombs." For instance, imagine transforming a vial of poison into a suckling pig and presenting it as tribute to a ravenous beholder. Shortly after the beholder consumes its meal, the pig turns to poison in its stomach.

For those who don't like using poison, the above ploy works equally well with other objects. Instead of a vial of poison, you could use an unstoppered vat of acid or a 250-pound boulder with equally satisfying results.

Of course, the *polymorph any object* spell can be used to attack your enemy directly or indirectly. You could transform your foe into a block of wood and throw it onto a bonfire, or a statue of glass and hurl it from the top of a cliff. You could transform his favorite magic sword into a rot grub or polymorph his full plate armor into a black pudding or green slime. The possibilities are bound only by your imagination.

If you covet a magic item that belongs to someone else, you need merely employ the "magic sword to rot grub" scheme mentioned above. By polymorphing the object into something deadly, you can probably get your opponent to drop the item. At the very least, you're preventing him from using the item against you. All you have to do is await the eventual return of the deadly creature to its original form. If you have a divine spellcaster companion with access to a *dominate animal* spell, so much the better; use the deadly creature as an ally in the meantime.

Camouflage

You can also use *polymorph any object* in a kind of Trojan horse gambit. Imagine transforming your trusty homunculus into a carved statuette and presenting it to your rival. You can also have it take the form of a powerful-looking item that you wish to have identified by your wizardly foe. In any case, there are a number of ways to get a spy into your enemy's camp; you need simply wait until the effects of the spell wear off. When your homunculus resumes normal form, you can see through its eyes again, perhaps gaining enough information to tele-

port directly into your rival's stronghold!

Naturally, spying isn't the only way to employ this gambit. You might polymorph some fearsome creature into something innocuous and smuggle it into your rival's home. When it reverts to its original form, your enemy must deal with the monster. This need not be some combat-crazed creature that will devastate your enemy's guards and servitors; it might be something much more insidious.

Hiding Things in Plain View

Polymorph any object excels as a sneaky way to hide powerful magic items where they're not likely to be found. Assume the following: Due to overwhelming odds, it looks as if there's not much you can do to avoid capture by enemies. Since your imprisonment is pretty much guaranteed, you can make plans for your subsequent escape. One way to do this is to polymorph an item that will help you escape—a *helm of teleportation*, perhaps, or even your spellbook—into a tiny leech, then hide it on your body where it's likely to be unnoticed. After you're captured and stripped of obvious weapons and items, the leech fastened to your armpit reverts to the means of your escape.

Variations on this theme are also possible; the ploy is a good way to smuggle a weapon or magic item into an area where such objects are not permitted (like the evil high priest's inner sanctum), or to smuggle something out of an area undetected (like the queen sneaking a diadem out of the castle).

General Utility

Polymorph any object lets you move objects that would normally be impossible to budge. On a small scale, you could build a stone wall in a rock quarry, polymorph it into a snail, and carry it to the desired location. When the spell's duration expires, your new wall is in place.

This is also handy for transporting valuable objects out of dungeon locales. You know that solid gold statue that the DM put in the adventure as a "teaser," knowing full well that you couldn't possibly budge it out of the Underdark temple? Try polymorphing it into a turtle, then return to town using a *teleport without error* spell. Once the *polymorph any object* spell expires, you'll be wealthy beyond belief!

Transmutation**Level:** Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Permanent**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

Polymorph other changes the subject into another form of creature. The new form can range in size from Diminutive to one size larger than the subject's normal form, and can have no more hit dice than you have, or that the subject has, (whichever is greater), and in any case the assumed form cannot have more than 15 hit dice. You cannot change a subject into a construct, elemental, outsider, or undead unless it is already that type.

Upon changing, the subject regains lost hit points as if it rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day; and changing back does not heal the creature further). If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include natural armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*. Extremely high speeds for certain creatures are the result of extraordinary or magical ability, so they are not granted by this spell. (In general, non-flying speeds greater than 60 and flying speeds greater than 120.) Other nonmagical abilities (such as an owl's low-light

vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed. You cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength. Likewise, you cannot change the subject into a bigger or more powerful version of a creature (or a smaller weaker version). Nor can you turn the subject into a variant form of the creature. For example, you can turn the subject into an ogre, but not a half-dragon ogre.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores might affect final attack and save bonuses.) The subject retains its own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the spell-like abilities of its new form.

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes



nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. The subject can be changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Material Component: An empty cocoon.