

# Polymorph Other



30'



permanent



Allows the caster to change one target into another form of living creature (save vs. Polymorph). The new form can't have more HD than the caster's level, or be incorporeal or gaseous. The target gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. The target retains its HP, regardless of the HD of the new form. A creature with shape changing abilities can revert to its natural form in one round.



BF 27

