



## Animal Form

<b>Level:</b> Wizard 2	<b>Range:</b> Self or 20'	<b>Duration:</b> Varies	<b>Casting time:</b> 1 action	<b>Save:</b> N/A
<p><b>General:</b> Using powerful magics, the caster transforms into an animal. While in animal form the caster retains their mental faculties and has access to all of the natural abilities of the animal in question. Usually this renders them unable to cast spells due to the inability to speak or accomplish the required sigil gestures in this new form. While the caster's level limits the size of the form they can assume, the nature of the spell also limits its effects to naturally occurring creatures. When transforming into a mouse for example, the caster can only transform to a natural 1 HP rodent, regardless of their caster level. When reduced to 0 HP while transformed the caster reverts to their original shape, but remains at 0 HP.</p> <p>Note that the caster may replace any successful result with result 14-17. Judge's may want to limit viable transformation targets to creatures the caster has encountered, to limit additional negotiation at the table.</p>				
<p><b>Manifestation:</b> Roll 1d3: (1) the transformation causes a bang and a puff of acrid smoke, the new form is revealed as the smoke clears; (2) the caster's body is gradually transformed into its new shape, going through all the strange stages in between; (3) the caster's form seems to momentarily collapse in on itself, and folds out into the new form like a piece of origami.</p>				
<p><b>Corruption:</b> Roll 1d6: (1) minor; (2) one of the caster's limbs is permanently transformed into the limb of an animal; (3) the caster's body is permanently covered in scales, fur or feathers; (4) the caster's face and head takes on major bestial characteristics permanently; (5) major; (6) greater.</p>				
<p><b>Misfire:</b> Roll 1d4: (1) instead of the body, the caster's mind is affected: for 2d5 rounds they are entirely under the delusion that they are the animal they were trying to transform into; (2) determine a successful result by rolling 1d20+13, apply the effect to the nearest creature to the caster; (3) an appropriate animal appears out of thin air (in the case of tiny or small creatures a swarm may manifest) and attacks the caster; (4) determine a successful result by rolling 1d20+13, the effect on the caster is permanent.</p>				

Spell check result	Effect
1	Lost, failure and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-17	<p>The caster manages to grasp the animal form they desire but only partially. They may choose one feature of any mundane animal: gills, claws, or fur for example. This feature is transplanted upon their natural form and grants an appropriate benefit for the duration of the spell: gills allow the character to breathe underwater, claws provide a 1d6 unarmed attack, fur provides protection from the cold and a +1 AC boost, and so on. The effect lasts a number of turns equal to caster level or until the caster chooses to end it. The caster may replace any higher result with this one.</p> <p>Note that the nature of the transformation replaces existing body parts with functioning and proportionally sized bestial ones. It does not create additional limbs. Should the caster ask for wings, their arms are transformed into wings and if they ask for gills, their lungs are replaced by a functioning set of gills.</p>
18-21	The spell transforms the caster into any mundane mammal of HD up to their caster level. They retain their faculties, and gain any abilities of the animal in question, including senses and modes of locomotion. The effect lasts a number of turns equal to caster level or until the caster chooses to end it.
22-25	The caster is transformed into any mundane lizard or amphibian of HD up to their caster level. They retain their faculties, and gain any abilities of the animal in question, including senses and modes of locomotion. The effect lasts a number of turns equal to caster level or until the caster chooses to end it.
26-29	The spell transforms the caster into any mundane bird or insect of HD up to their caster level. They retain their faculties, and gain any abilities of the animal in question, including senses and modes of locomotion. The effect lasts a number of turns equal to caster level or until the caster chooses to end it.
30-31	The spell transforms the caster into any mundane animal of HD up to twice their caster level. They retain their faculties, and gain any abilities of the animal in question, including senses and modes of locomotion. The effect lasts a number of turns equal to CL x 2 or until the caster chooses to end it.
32-33	The caster is transformed into any magical beast* of HD up to twice their caster level. They retain their faculties, and gain any abilities of the animal in question, including magical abilities, senses and modes of locomotion. The effect lasts a number of turns equal to CL x 2 or until the caster chooses to end it.
34+	The caster taps into the transmogrifying powers of primal formlessness, and changes into any mundane or magical beast* of HD up to twice their caster level. Additionally, they can similarly transform a number of willing targets equal to the CL within 20' at the time of casting. All targets retain their faculties, and gain any abilities of the animal in question, including special abilities, senses and modes of locomotion. The effect lasts a number of turns equal to CL x 2 or until the transformed character chooses to end it.
<p>*: What constitutes a magical beast is left up to Judge's discretion, but generally things without greater sapience or the ability to speak are considered magical beasts for the intentions of this spell; this includes giant versions of mundane animals.</p>	