

Drawmij's Merciful Metamorphosis



Alteration

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

Drawmij developed this spell as a merciful way to get rid of an adversary. The spell polymorphs an opponent into another creature as does the polymorph other spell, but the target's saving throw vs. polymorph is made at a -2 penalty. The target can be polymorphed only into a natural animal no larger than a typical herd beast. The polymorphed creature does not need to make a system shock roll to survive the spell. The polymorphed creature immediately assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appears to be now.

If returned to its original form by a dispel magic, limited wish, or wish, the creature will be quite bewildered, suffering the effect of a 4th level confusion spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days.

The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 gp, and powdered emerald worth 700 gp, all of which vanish with the casting of the spell.

Notes: Uncommon spell.