

# Dulark's Animerge



## Alteration, Reversible

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 2 creatures

Saving Throw: None

A highly specialized form of polymorph other, this spell allows the caster to fuse two creatures together into one unique, amalgamated form, allowing a number of traits from each creature to remain dominant in its new singular form. This spell will not work on any animals that have special magical adaptations such as plane shifting powers or fire breath. If the spell is used on such creatures, both animals must save vs. death magic or perish due to the spell conflicting with their innate magics.

The altered creature acquires the following basic traits from one or the other of the animals involved in the merge: Body shape, size, movement modes, speed, diet, intelligence, attack modes, defense modes, special attacks, special defenses, and Armor Class. If the caster is a transmuter (specialist wizard of alteration magics), the caster can request which traits are adopted in the new form; if not, the creature created is randomly determined by the DM.

When the spell is cast, both animals must be within twenty feet of each other. The final animerged creature will emerge in the former location of the larger animal. Both animals must make system shock rolls to survive the transformation (60% chance); if one fails, the spell fails and the other must save vs. death magic to survive. If a caster attempts to merge opposing blooded creatures (warmblooded birds and mammals vs. coldblooded reptiles and insects), the survival chance drops to 40%. Should either creature have an Intelligence greater than semi-intelligent (2-4), there is a 75% chance that the creature's mind will shatter, creating an uncontrollable mad animal. The creature will use every physical ability it has to escape and attack anything that moves, perceiving movement as something causing it pain. The creatures are 99% unlikely to breed true unless the magic has been sealed with a permanency spell.

Special Notes: Evil NPCs have used this spell to create the Broken Ones (see the MONSTROUS MANUAL Tome)

The reverse, Dulark's separation, reverses Dulark's animerge. It will not function on offspring of a magical merging that has bred true. The component animals must survive the same system shock as when originally merged those that survive are apparently normal in every way.

Notes: Restricted to Dulark and his apprentices; very rare.