

# Fiendform



## Alteration

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4+1 turns/2 levels

Area of Effect: The caster

Saving Throw: None

Only wizards of evil alignment can learn this spell, which grants its caster the form and abilities of a randomly selected creature from the Lower Planes. When cast, roll d100 on the following table to determine the form that the wizard takes. (If the DM does not have access to the PLANESCAPE MONSTROUS COMPENDIUM, Appendix I, roll randomly for a fiend listed in the MONSTROUS MANUAL Tome.)

Die Roll	Fiend
01-15	Tanar'ri, alu-fiend
16-30	Tanar'ri, bar-lgura
31-40	Tanar'ri, carnbion
41-45	Tanar'ri, succubus
46-50	Tanar'ri, cbasme
51-55	Tanar'ri, nabassu
56-60	Tanar'ri, balor
61-65	Tanar'ri, vrock
66-75	Yugoloth, dergholoth
76-85	Yugoloth, mezzoloth
86-90	Yugoloth, yagnoloth
91-95	Yugoloth, an:analoth
96-00	Yugoloth, nycaloth

Unlike polymorph or similar spells, fiendform grants its caster many abilities of the creature rolled, including special attacks and defenses, immunities, Armor Class, and hit points. Fiendform does not grant abilities based on intelligence, innate magical abilities, magic resistance, or the ability to gate in other extraplanar entities. The caster also gains the vulnerabilities of the form, as determined by the type of fiend rolled.

After the spell expires, the caster returns to his or her original form. Any damage suffered while in fiendform remains when the caster takes his original form. A caster slain in fiendform must save vs. death magic or be slain in normal form as well. In that event, the caster reforms as a manes in the Abyss and is not restorable by any means. Even if the saving throw is successful, the caster immediately reverts to normal form with 0 hit points and lies in a coma for 3d10 hours.

The material component of the fiendform spell is a crystal statuette of a fiend (of any type) worth at least 3,000 gp. The statuette shatters when the spell ends; it is left behind when the spell is cast to focus energy required for the spell. (If it is prematurely shattered the spell ends immediately.)

Notes: Rare; usually found in the hands of evil NPC spellcasters.