

TRANSMUTER

The transmuter is a sub-class of magic-user who specializes in the manipulation and transformation of themselves and their surroundings. In much the same way as an illusionists have access to phantasmal spells beyond those of an ordinary mage, so too can transmuters cast alterations unique to their craft. In most respects, however, transmuters conform to the same characteristics of their parent class, the magic-user. The differences between the two classes are detailed below.

To become a transmuter, a character must have a minimum intelligence and dexterity of 15. A transmuter never gains an experience bonus for exceptional ability scores. Only those with human blood in their lineage may master the secrets of transmutation. Thus only humans and half elves may be transmuters as this form of specialization is beyond the capabilities of all other spell casting races. Humans are not limited in their advancement as a transmuter, although half elves are restricted to the 9th level and may only multi-class as fighter/transmuters or transmuter/thieves.

Transmuters are restricted to the same weapons, combat and saving throw tables as magic users and, like their parent class, transmuters cannot wear armor or employ a shield. Transmuters are limited in what magic items they can use, in much the same way as illusionists. Transmuters may only use: those items open to all classes, scrolls which contain spells useable by transmuters, magic items useable by all magic-using classes (illusionist, 10th level rangers, etc) such as crystal balls and robes of scintillating colors, magic books and magical weapons open to mages.

Transmuters are able to create magic items which cause or maintain transformations or polymorphs. Beginning at 12th level (Transmuter), transmuters can manufacture these items in a manner similar to regular magic users.

TRANSMUTER (MAGIC-USER) TABLE I

Experience Points	Level	d4 for Hit Points	Level Titles
0 2,250	1	1	Prestidigitator
2,251 4,500	2	2	Skin Changer
4,501 10,000	3	3	Changeling
10,001 22,000	4	4	Metamorph
22,001 45,000	5	5	Shape Changer
45,001 70,000	6	6	Form Twister
70,001 100,000	7	7	Transformer
100,001 150,000	8	8	Flesh Warper
150,001 275,000	9	9	Shapeshifter
275,001 550,000	10	10	Transmuter
550,001 825,000	11	10+1	Transmuter (11th level)
825,001 1,100,000	12	10+2	Transmuter (12th level)

+275,000 experience points per level of experience beyond 12th.

Transmuters gain 1 h.p. per level after 10th.

SPELLS USABLE BY CLASS AND LEVEL -- TRANSMUTER (MAGIC-USER)

Transmuter

Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	4	3	1				
7	4	3	2	1			
8	4	3	2	2			
9	4	4	3	2			
10	5	4	3	2	1		
11	5	4	3	3	2		
12	5	4	4	3	2	1	
13	5	5	4	3	2	2	
14	5	5	4	3	3	2	1
15	5	5	4	4	3	2	2
16	5	5	5	4	3	2	2
17	5	5	5	4	3	3	2
18	5	5	5	5	4	3	2
19	5	5	5	5	4	3	3
20	5	5	5	5	5	4	3
21	6	6	5	5	5	4	4
22	6	6	6	6	5	5	4
23	7	7	6	6	5	5	5
24	7	7	7	6	6	5	5
25	7	7	7	7	6	6	6

SPELLS:

1st

- 1) Affect Normal Fires
- 2) Affect Normal Winds (M-1)
- 3) Alter
- 4) Alter Self (I-2)
- 5) Barkskin
- 6) Body Weapons
- 7) Chameleon
- 8) Chromatic Orb (I-1)
- 9) Detect Alteration
- 10) *Enlarge* (M-1)
- 11) Feather Fall (M-1)
- 12) Fist of Stone (M-1)
- 13) Jump (M-1)
- 14) *Light* (M-1)
- 15) Melt (M-1)
- 16) Quick Change
- 17) Read Transmuter Magic
- 18) Repair
- 19) Transmute Liquid
- 20) *Warp Wood* (D-2)

2nd

- 1) Affect Normal Waters
- 2) Beast Parts
- 3) *Beauty*
- 4) Change Object
- 5) *Continual Light* (M-2)
- 6) Detect Magic (I-2)
- 7) Fool's Gold (M-2)
- 8) Gaseous Form
- 9) *Heat Metal* (D-2)
- 10) Levitate (M-2)
- 11) Lizardskin
- 12) MacRobert's Knot of Steel
- 13) *Rocks to Rats*
- 14) Strength (M-2)
- 15) Transform Other
- 16) Transform Self
- 17) Transmute Gas
- 18) *Warp Stone*
- 19) *Water Breathing* (M-3)
- 20) Wood Shape

3rd

- 1) Beast Form
- 2) Dispel Alteration
- 3) Fabricate (M-5)
- 4) Fist of Diamond
- 5) Haste (M-3)
- 6) Invisibility (M-2)
- 7) Impersonate
- 8) Item (M-3)
- 9) Massmorph (M-4)
- 10) Momentum Theft
- 11) Polymorph Self (M-4)
- 12) Rockskin
- 13) Slow (M-3)
- 14) Statue (M-7)
- 15) Stone Shape (M-5)
- 16) Transmute Rock
- 17) *Turn Pebble to Boulder* (M-4)
- 18) *Warp Metal*
- 19) *Wereform*
- 20) Wraithform (I-3)

5th

- 1) Change Many Objects
- 2) Crystalskin
- 3) Fist of Steel
- 4) Flesh Shape
- 5) Force Shapechange (M-5)
- 6) Kineticity
- 7) Metamorph Self
- 8) Monster Parts
- 9) Move Earth (M-6)
- 10) Polymorph Other As Self
- 11) Passwall (M-5)
- 12) Rust
- 13) Telekinesis (M-5)
- 14) Transmogrify
- 15) Transmute Crystal
- 16) Transmute Flesh

7th

- 1) Elemental Composition
- 2) Energy Control
- 3) *Evolve*
- 4) Instant Alchemy
- 5) Master Transformation
- 6) Phase Door (M-7)
- 7) Reverse Gravity (M-7)
- 8) Shape Change (M-9)
- 9) Simulacrum (M-7)
- 10) Time Stop (M-9)
- 11) Warp Reality
- 12) First level MU spells

4th

- 1) Delude (I-3)
- 2) Dispel Magic (I-4)
- 3) *Growth*
- 4) Immutability
- 5) Improved Polymorph
- 6) Improved Strength
- 7) Manipulate Energy
- 8) Mass (M-5)
- 9) Mass Quick Change
- 10) Metal Shape
- 11) Metalskin
- 12) *Neutralize Poison* (D-3)
- 13) Polymorph Object
- 14) Polymorph Other (M-4)
- 15) *Sticks to Snakes* (C-4)
- 16) Tenser's Transformation (M-6)
- 17) Transmute Metal
- 18) Transmute Self
- 19) Transmute Wood
- 20) *Warp Flesh*

6th

- 1) Animate Object (C-6)
- 2) Control Weather (M-6)
- 3) Disintegration (M-6)
- 4) Dispel Transmutation
- 5) Dragonskin
- 6) Duo Dimension (M-7)
- 7) Glassteel (M-8)
- 8) Immutability 10'r
- 9) *Improved Wereform*
- 10) Lesser Shape Change
- 11) Liquefy
- 12) Mass Polymorph
- 13) Metamorphosis
- 14) Polymorph Any Object (M-8)
- 15) Replay
- 16) Transmute Blood

Transmuter spells in *italics* are reversible. Unless otherwise noted, all spells have a casting time equal to their level in segments.

FIRST LEVEL SPELLS:

Affect Normal Fires -- Ran: 1"/lvl, Dur: 2 rnds/lvl, Area: 10' diameter fire. Same as the mage version of the spell, except as noted here. When cast by a transmuter, the shape of flames can also be changed, although in such cases the size or brightness of the fire can't be altered. Shaping is limited to general forms only, for example, a humanoid, a bull, a winged lizard, etc. For example a bonfire could be *affected* to appear as a bright, blue burning figure or the flames could dim to coals, but not both.

Affect Normal Winds -- Ran: 1"/lvl, Dur: 1 hr/lvl, Area: sphere 10' diameter/lvl. This spell enables the caster to harness a non-magical wind and change its force by one rank, as shown on Table 79, "Weather Conditions," in the DMG. For example, "becalmed" conditions (those found on a still day) can become a light breeze. And a light breeze either can be diminished to becalmed conditions or increased to a favorable wind. The spell works equally well in an enclosed area, such as a dungeon, where "wind conditions" are considered becalmed.

Wizards who are levels 9 and under can modify only natural winds of storm force or less. They can increase a storm-force wind to gale-force, but cannot affect an existing gale-force wind. At 10th level, a wizard can alter gale-force winds, and at 15th level, he can reduce hurricane-force winds.

The change caused by this spell is immediate, with the area of effect centered on the caster. He can alter the wind only once (which means by one level only). As long as a wind is shaped by this spell, subsequent *affect normal winds* spells cannot affect the same area. Other magics that change wind or weather can affect an altered wind, however. When the *affect normal winds* spell ends, the air returns to its original state.

Affect normal winds has no effect on creatures of elemental air. Nor does it affect creatures that use air in their attacks. The wind cannot deflect an enemy's breath weapon and send it back toward the attacker, for example. However, *alter wind* does enable the caster to move non-magical fog, dust, or poisonous gas out of his way, negating its effects for 1d6 rounds.

The material component of this spell is a small silver tube, through which the caster blows to attract the wind's attention.

Alter -- Ran: 1", Dur: perm, Area: 1 cubic-foot/lvl. This spell allows the caster to alter one minor characteristic of a non-magical object, along the lines of the cantrips *change*, *color*, *mute*, or even *dry*, *damp*, *flavor*, *freshen*, *gather*, *salt*, *sweeten*, etc. The effects, however, are always minor with negligible value in combat or commerce (no lead to gold) although otherwise similar to what can be achievable via a cantrip. Thus a stale lump of bread could be changed into a sweet roll, a stein of ale recolored pink, a dinner fork reshaped into a bracelet, dead withered flowers restored to bloom, a basket of laundry dried, a burnt cake "uncooked", or spilt milk cleanly gathered back into a bottle. Similarly, an ally's hairdo could be transformed, a friend's eyes change color, or a shaved dwarf regain his beard. When used against a living target, unwilling recipients gain a save vs polymorph at +2.

Barkskin -- Ran: touch, Dur: 6 turns/lvl, Area: 1 target. The recipient's flesh changes into a brown, wood-like substance which gives AC 8 (or +1 to AC) and a +1 on saves. Recipient can "float", has -1 on saves vs fire & +1 vs cold and water. Note -- the various "skin" spells are not cumulative; only the latest one applies while previous applications are negated. The various "skin" spells do allow for the use of armor.

The material component is a bit of bark.

Beauty -- Ran: touch, Dur: 6 turns/lvl, Area: 1 target. This spell enhances the physical beauty of the target, but not necessarily the target's charisma. The target gains 1d4 point of physical charisma +/- one per three levels of the caster, up to racial maximum. This charisma only applies in those cases where physical beauty is the issue (initial reaction with similar humanoids, flirting, beauty pageant, etc). In all other case as well as cases where it's a question of physical beauty, if the target begins communicating, his true charisma becomes evident and those modifiers then apply.

The reverse, *ugly*, causes the target to lose 2d4 +/- one per three levels of the caster, down to racial minimum. As with *beauty* the target's true charisma is evident if he is allowed to communicate, proving that beauty is skin deep, but charisma goes all the way down to the soul.

The material component of other version is a small mirror and the casting time is one turn. There is no saving throw.

Body Weapons -- Ran: 0, Dur: 3 rnds + rnd/lvl, Area: caster. Functions as the psionic discipline of the same name but using the transmuter's level of experience on the fighter's column to determine what weapon the caster's hand transforms into. The transmuter may choose a "lesser" (lower level) weapon and is considered proficient and capable of using whatever the result. No changes to armor class are made by this spell. While in effect, the caster's hand is useless for spell casting, but the transmuter may end dweomer instantly by silent act of will.

Chameleon -- Ran: touch, Dur: 2 rnds/lvl, Area: 1 target. Alters coloration of target to match background. Invisible at 10+", 20% to hide if closer and moving, +20% and roll if hiding, -4 to be hit by missile weapons.

Detect Alteration -- Ran: touch, Dur: 3 rnd + 2 rnd/lvl, Area: LoS w/ 1"/lvl. Reveals all items/creatures that have been transformed or are shape shifters.

Enlarge -- as the mage version, except the transmuter may select either option (*enlarge* or *reduce*) at casting time.

Fist of Stone -- Ran: 0, Dur: 2 rnds/lvl, Area: caster's hand. Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Quick Change -- Ran: ½"/lv, Dur: 1 rnd + 1 rnd/lv, Area: one target. Target (which must be a living creature between the size of a wren and a rhino) must save vs polymorph every round. Once the save is made, the target has shaken the effect. Until then, the target changes shape every round (no system shock needed). Roll percentile dice and consult the following table:

ROLL	FORM
01 - 05	lobster, crab, octopus, squid, abalone or starfish
06 - 10	goldfish, carp, salmon, tuna, trout or angelfish
11 - 20	gecko, garter snake, newt, iguana, frog or turtle
21 - 40	wren, robin, crow, sea gull, penguin or pigeon
41 - 60	mouse, hamster, gerbil, mole, lemming or squirrel
61 - 80	sheep, goat, pig, rabbit, rat or milk cow
81 - 90	cat, dog, mule, weasel, skunk or hawk
91 - 95	wolf, lynx, black bear, cougar, ostrich or moose
96 - 00	rhino, tiger, brown bear, lion, eagle or ape

Victims of *quick change* gain the movement abilities of their new shape, but retain their hit points, AC (including due to magical items and equipment), intelligence, innate abilities, psionics, and the like as their body is only reshaped, not fundamentally altered. As a result, the target may still act, although generally spell casting is impossible and combat is difficult as the target's weapons are also transformed, yet the use of innate abilities (a paladin's lay on hands or drow's *faerie fire*) work normally as do psionics and even magical items (the item is reshaped but retains its abilities). If the target has not regained control by the end of the spell duration then they must make a final save or be confused and unable to act for 1 round.

Read Transmuter Magic -- Ran: 0, Dur: 2 rnds/lv, Area: special. Allows the caster to read the Transmuter spells.

Repair -- Ran: 3", Dur: perm, Area: 1 obj. Totally repairs any device up to the complexity of a crossbow or simple clock, as long as all parts are all present. This spell does not counter rust, acid, *disintegration*, etc.

Transmute Fluid -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of water (and other fluids) to another substance as a function of level of experience:

1	Mundane Fluids	changes one common, harmless fluid into such as water, wine, blood, beer, oil, milk, cider, chicken soup, sea water, ink, paint, vinegar, urine, etc
3	Pure Fluids	changes any fluid (even holy water or potions) into normal water, <i>dispels</i> a water weird (q.v.)
5	Unhealthy Fluids	makes water or other fluid unhealthy, save vs poison or -1 on STR, CON, DEX and combat rolls due to general sickness and nausea.
7	Airy Fluids	makes the fluid breathable (c.f. <i>airy water</i>) or transforms it into normal air
9	Poison	create toxin, save at +1 or take 1d6/round from poison
11	Snow/Ice/Jello	transforms fluid into solid ice. Those within must save vs petrification or be trapped in the ice. Ice has double the number of hit points as the caster has levels. Non-blunt attacks only do half normal damage. An alternative is to change the water into a squishy jello-like substance or snow (fluffy, ice, powdery, or any other type the transmuter wishes)
13	Acid/Base	fluid becomes acid or base (caster's choice) causing 1d6/rnd of damage
15	Dust/Sand/Mud	fluid transforms into light, earthy material
17	Rock	fluid solidifies into solid stone. Those within must save vs petrification or be trapped in the rock. Rock has ten times the number of hit points as the caster has levels. Only magical attacks which affect stone and blows from magical blunt weapons do fully damage to the stone. Non-magical blunt attacks and other magical weapons do half damage. Everything else is useless.

Multiple effects are possible by combining levels (poison ice at 20th [9+11] or acidic rock at 30th [13+17], for instance).

Note on all *transmute* spells -- these spells are designed to be used on inanimate, non-organic matter unless otherwise specified. Thus, even if someone had an exposed, bleeding wound, only the small amount of visible liquid blood outside their body could be *transmuted*, not the victim's circulatory system! That said, *transmute* CAN be cast on animate entities wholly composed of the elemental material (water elemental, invisible stalker, sandling, etc), who then gain a save at -2 to avoid the effect.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as *transmute water to dust* either as written (turning water into dust), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus *blood to ice* if 15th level, in the case of *water to dust*).

SECOND LEVEL SPELLS:

Affect Normal Waters -- Ran: 1"/lv, Dur: 1 hr/lv, Area: sphere 10' diameter/lv. This spell enables the caster to harness the flow of non-magical water, changing the water's speed to anything from double normal to still. For instance, *affect normal waters* could be used to backup all the sewers in the area of effect (flow of zero) or cause of ship to sail more swiftly (double the speed of a tide or current).

Wizards who are levels 9 and under can modify only waters in accordance with the natural bodies in which they flow. At 10th level, a wizard can cause water to actually flow backward at its normal rate, and at 15th level, she can cause the water to flow in ways liquid would not (in the air around a dungeon, over sand without being absorbed, etc).

The change caused by this spell is immediate, with the area of effect centered on the caster. She can alter the water only once. As long as water is shaped by this spell, subsequent *affect normal waters* spells cannot affect the same area. Other magics that change water or weather can affect altered water, however. When the *affect normal water* spell ends, the water returns to its original state.

Affect normal water has no effect on creatures of elemental water. Nor does it affect creatures that use water in their attacks. The water cannot deflect an enemy's acid breath and send it back toward the attacker, for example. However, *affect normal waters* does enable the caster to move non-magical liquids (including acid) out of his way, negating its effects for 1d6 rounds.

The material component of this spell is a small silver tube, through which the caster sucks to attract the water's attention.

Beast Parts -- Ran: ½"/lv, Dur: day/lv, Area: 1 creature. This spell allows the caster to partially polymorph the target (which may be herself). Thus, the target could gain the claws (and forelimbs) of a tiger, allowing for d4+1 attacks with each paw (but no weapons allowed) or the target could sprout eagle's wings and fly at 30" per turn (but wearing nothing on the back) or the target's throat could change to include shark's gills so he could breathe underwater (but not on land). Some other examples include a leopard's legs (to run and jump), a bear's arms (to claw and hug), a snake's fangs (to bite and poison), a dolphin's tail (to swim and slap), or a goat's head (to prevent speech and spell casting). All parts must result in an obvious, physical change to the body; the caster could not add a pigeon's pineal gland to gain its sense of direction nor a dolphin's brain and auditory system to gain sonar. No system shock roll is needed, although unwilling targets may save vs polymorph to avoid the change.

The material component is a small bit of the animal partially polymorphed into, such as tiger fur, eagle feathers, etc.

Change Object -- Ran: ½"/lv, Dur: 5 + 1rnd/lv, Area: 1 obj. Temporarily polymorphs one non-magical object. A change of size and mass of up to 50% each is allowed. Thus an enemy's non-magical sword could be changed into a long sausage, a large & heavy pillow, or two-dozen long-stem roses. There is no save against this spell. Impacts with cold iron will reduce the duration by 1 rnd per impact.

Gaseous Form -- Ran: 1", Dur: 3 rnds/lv, Area: 1 target. Target comes under the effect of a potion of gaseous form (q.v.). Unwilling targets gain a save vs polymorph at +2.

Lizardskin -- Ran: touch, Dur: 6 turns/lv, Area: 1 target. The recipient's skin changes into a scaly, green coat of armor granting AC 6 (or +2 to AC) and a +2 on saves. Creatures, such as stirges or mosquitoes, which attack only warm-blooded targets ignore the recipient of this spell.

The material component is a few reptile scales.

MacRobert's Knot of Steel -- Ran: 2", Dur: perm, Area: 1 object/lv. This spell causes any hand-held, metal weapon, tool, or similar implement to twist itself into a knot, rendering it totally useless. The longer and more thread-like the implement, the more detailed the knot. *Knot of Steel* has no effect upon shields, armor, or other similarly shaped items. A saving throw versus disintegration is allowed against this dweomer, but only for magical items. Targets of this spell can be returned to normal with a successful *dispel magic*.

The material component for this spell is either a piece of string or cord which must be knotted or a piece of Celtic knot-work (worth at least 100gp) which must be blown on while invoking the spell. If the latter is used, it is not consumed in the casting. Casting time is a single segment.

Rocks to Rats -- Ran: 3", Dur: 2 rnds/lv, Area: 2 rats/lv in 10' cube. Similar to *stick to snakes*, *rocks to rats* transforms stones temporarily into giant rats (q.v.). Unfortunately, the rats and will act according to whatever basic personality (aggressive, lazy, hungry, curious, etc) the transmuter had in mind when he transformed them. Rocks cannot be larger than the caster's (unmodified) head and any stones in the possession of another being are allowed a saving throw vs polymorph equal to that of the entity holding them to avoid the spell.

Rats can be of various sorts but a typical specimen has 1/2 hit dice, AC 7, 12" move, and bite for d3 damage with a 5% chance of transmitting an infectious disease.

The spell is reversible and the material component of either version is a rock or pebble and some rat fur.

Transform Other -- Ran: ½"/lv, Dur: turn/lv, Area: 1 creature. This spell allows the caster to change a living target into a form with the same body plan (human to elf or pixie or troll) or related ancestry (human to centaur or cat-man to wemic but NOT an elf to either), with a size range from a wren to a rhino. Thus a transmuter could change a werewolf to a regular wolf or even a werebear, but not a regular bear. Similarly, the caster could *transform* a dove into an eagle or roc but not into a fish. Unwilling targets get a save although no roll against system shock is needed. The caster has no control over the target which still retains its personality, intellect, hit points, etc as per *polymorph other* (q.v.). Any weapons, armor, or other equipment on the target will change with him, becoming analogous items in the new form.

Transform Self -- Ran: 0, Dur: turn/lvl, Area: caster. Caster may change shape, similar to *alter self*, but the form need not be fully bipedal (thus allowing for a centaur, salamander, or even shedu, but not a griffon or dog). Furthermore, the caster gains the full movement abilities (including flight speed and maneuverability) of the new form as well as any inherent AC or attacks (a minotaur's horns or lizard man's claws). The size constraints of the new shape are from 1/10th to triple height. When original form is resumed, a d3 hit points are regained.

Transmute Gas -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of the air (or other gaseous substances) as a function of level of experience:

- | | | |
|----|-----------------|--|
| 3 | Smoke/Vapor | creates fog, smoke, clouds, or clear air, neutralizing all non-magical gases |
| 5 | Fresh/Pure Air | neutralizes all gases including magical spells & dragon breath, <i>dispels gaseous form</i> |
| 7 | Water/Rain/Snow | precipitates 1" per cubic foot of rain or 2" per cubic foot of snow in area of effect (water- or cold-vulnerable creatures take 1pt/lvl of caster) |
| 9 | Unbreathable | save at +2 or take 1d6/rnd due to lack of oxygen |
| 11 | Dust/Sand/Soil | 1" of sand/earth/soil per cubic feet precipitate, no vision for 1 rnd |
| 13 | Fire | the air explodes doing 1pt/lvl of caster |
| 15 | Poison Air | save at +1 or take 1d6/segment due to poison vapors |
| 17 | Ice/Jello | air transforms into solid ice. Those within must save vs petrification or be trapped in the ice. Ice has double the number of hit points as the caster has levels. Non-blunt attacks only do half normal damage. An alternative is to change the air into a squishy jello-like substance (save still applies but a new save is allowed each round) |
| 19 | Rock | fluid solidifies into solid stone. Those within must save vs petrification or be trapped in the rock. Rock has ten times the number of hit points as the caster has levels. Only magical attacks which affect stone and blows from magical blunt weapons do fully damage to the stone. Non-magical blunt attacks and other magical weapons do half damage. Everything else is useless. |

Multiple effects are possible by combining levels (unbreathable rain at 16th [9+7] or burning sand at 24th [13+11]).

Note on all *transmute* spells -- these spells are designed to be used on inanimate, non-organic matter unless otherwise specified. Thus, even if looking down a target's throat, only a small amount of air outside the body could be *transmuted*, not the air in the victim's respiratory system! That said, *transmute* CAN be cast on animate entities wholly composed of the elemental material (water elemental, invisible stalker, sandling, etc), who then gain a save at -2 to avoid the effect.

Warp Stone -- Ran: 1"/lvl, Dur: perm, Area: 1/2 cubic foot/lvl. This spell causes the stone to ripple and bend, similar to *warp wood* (q.v.). In general, this spell causes at least the caster's level in points of structural damage. If used on magical items or enchanted objects, it only succeeds if the caster is a higher level than the individual who placed the spell on the object and then with only a 20% chance of success per level of difference. Inflicts 3d12 damage on stone golems with no saving throw allowed.

The reverse, *straighten stone*, can be used to repair damage caused by a *warp stone* or earthquake (magical or mundane).

Wood Shape -- Ran: 1", Dur: perm, Area: 1 cubic foot/lvl. Allows the caster to reshape wooden objects of any non-magical sort. For instance, a door can be made in a wooden wall or a chest from a living tree trunk.

THIRD LEVEL SPELLS:

Beast Form -- Ran: 1/2"/lvl, Dur: day/lvl, Area: 1 creature. Similar to *polymorph other*, *beast form* allows the caster to change the shape of a living target. The limitation on *beast form* is that only the shape of real-world animals from the size of a blue jay to a black bear are possible. As with *polymorph other*, a victim of this spell could forget her true nature over time. Unwilling targets may save vs polymorph and all targets must make a system shock roll. The caster can target either herself or another with this spell.

Dispel Alteration -- Ran: 1"/lvl, Dur: perm, Area: special. Dispel transformations of all sorts in a 3" cube, with a base 50% with -2%/level below or +5%/level above, as per *dispel magic*. This spell will undo a *shapechange* even by druidic innate ability, but not a *transmute stone to flesh* or other transmutation spells.

Fist of Diamond -- Ran: 0, Dur: 2 rnds/lvl, Area: caster's hand. Similar to *fist of stone*, this spell turns one of the caster's hands (his choice) to diamond. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 20 for at least d4 damage plus bonuses. Furthermore, the *fist of diamond* can inflict damage on creatures vulnerability to weapons made of specific non-magical materials, such as silver for lycanthropes or cold-wrought iron for demons. Combat bonuses for strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Impersonate -- Ran: 0, Dur: day/lvl, Area: caster. By means of this spell the caster may assume a single, given form for days on end. The spell ends when the time is up although the caster may resume his normal form in a single segment by silent act of will. Furthermore, if used to mimic someone of a similar race and the nail, hair, or skin clippings from a specific individual are used, the caster will become like that individual in all ways save the mind (singing voice, accent, scars, inherent abilities, even vague memories of pivotal people and life events, but not class abilities, learned skills, knowledge, magical items, or the like). Otherwise, this spell conforms to *alter self* (q.v.).

Momentum Theft -- Ran: 0, Dur: rnd/lvl, Area: 1"/lvl from the caster. By means of this spell, the caster can invoke a limited form of *telekinesis* (q.v). Instead of creating momentum, it must be transferred from one object to another in the area of effect, subject to a combined mass limitation of all objects of 50lbs per level. Thus, the momentum of a single arrow could be negating and imparted into an enemy combatant (similar to the effects of a *push* spell) or a sword blow's momentum could be returned to the attacker's helmet (doing perhaps a point of damage), but stopping a charging giant would be impossible (too massive). A transmuter could use this spell to transfer the momentum of two objects (either donors or recipients) at 8th level, adding another object (either donor or recipient) every three levels. Thus a 14th level caster could stop four arrows at a time or halt two charging goblins and put their momentum into the shields of three goblin allies (throwing the whole lot off-balance and probably causing them all to fall to the ground, if the save is failed).

Rockskin -- Ran: touch, Dur: 6 turns/lvl, Area: 1 target. The skin of the recipient of this spell transforms into a hard, granite-like substance. This "skin" gives protection equivalent to AC 4 (or +3) and +3 on saving throws. In addition, the target becomes immune to all contact poisons and diseases, although weight doubles making swimming nearly impossible.

The material component is a rough-hewn rock or natural stone.

Transmute Rock -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of rock, stone, mud, soil, sand, etc as a function of level of experience:

5	Alteration	allows rock, stone, mud, sand or earth to be transformed into one of the other four so that sandstone becomes granite or mud changes to fine silt. This also can change barren ground to fine soil.
7	Metal/Crystal	changes rock into some base metal or crystal, such as lead, iron, copper, quartz, glass, etc
9	Flesh	restores medusa victims or makes non-living skin
11	Lava	transforms rock into super-heated lava, 1d6/segment from contact, 1d6/rnd in 10'
13	Precious Metal	transforms rock into a valuable metal, such as silver, gold, fine steel, etc with a value of roughly 100gp per level of the caster (due to imperfections, impurities, etc)
15	Liquid	changes rock to water (muddy or not)
17	Vapor	transforms rock into a gas (cloudy or not)
19	Gems	changes rock into a valuable gem, such as diamond, sapphire, emerald, ruby, etc with a value of roughly 500gp per level of the caster (due to faults, imperfections, etc)

Multiple effects are possible by combining levels (golden sand at 18th [13+5] or liquid metal at 22nd [7+15]).

Note on all *transmute* spells -- these spells are designed to be used on inanimate, non-organic matter unless otherwise specified. That said, *transmute* CAN be cast on animate entities wholly composed of the elemental material (water elemental, invisible stalker, sandling, etc), who then gain a save at -2 to avoid the effect.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as *transmute rock to mud* either as written (turning rock into mud), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus *rock to flesh* if 9th level, in the case of *rock to mud*).

Turn Pebble to Boulder -- Ran: touch, Dur: special, Area: special. At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. The caster's THAC0 is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

Warp Metal -- Ran: 1"/lvl, Dur: perm, Area: 1/2 cubic foot/lvl. This spell causes metals of all sorts to ripple and bend, similar to *warp wood* and *warp stone*. *Warp metal* inflicts 3d12 damage on an iron golem, no saving throw.

The reverse, *straighten metal*, repairs the damage of a *warp metal* and if used on an iron golem, *slows* it for 1 turn.

Wereform -- Ran: 1/2"/lvl, Dur: 1 day, Area: 1 creature. This spell lets the caster transform the target into the shape of a werecreature. The target does not gain a resistance to non-silver weapons, cannot change form, is not infectious, and cannot use any summoning or other magical powers, but otherwise has all of the lycanthrope's abilities. There are two dangers with this spell, in addition to any cultural stigma associated with lycanthropy. The first is that the target may forget her true nature (10% chance per hit die of the werecreature minus 10% per alignment place difference to a minimum of 10%), thereby becoming a REAL lycanthrope. Second, immediately after the spell is cast, the target will behave as a werecreature until she makes a successful save vs polymorph. Unwilling targets may save vs polymorph to completely ignore the effects of this spell. The caster may transform herself.

The material component is a bit of fur from the type of werecreature into which the caster is transforming the target.

The reverse of this spell, *humanform*, temporarily forces a werecreature to resume their human shape. The duration of the reverse is only until the werecreature chooses to resume wereform. Thus, *humanform* could be helpful in treating an ally newly-infected with lycanthropy but otherwise merely a momentary inconvenience for most wercreatures.

FOURTH LEVEL SPELLS:

Growth -- Ran: 1"/lvl, Dur: 2 rnds/lvl, Area: 1 target/3 levels. This spell doubles the target in size, with commensurable increase in damage of attacks for all creatures plus double hit dice/hit point for monsters. When cast on character types, the effect is a +1 to hit & dmg and +2 hit points per foot gained. Weapons that are twice as big do double damage!

The reverse of *growth*, *shrink*, halves the size of the targets, similarly halving their damage, hit dice, hit points, etc.

Unwilling targets gain a saving throw versus magic against either version of this spells.

Immutability -- Ran: ½"/lvl, Dur: 2 turns/lvl, Area: 1 target. This spell renders the target resistant to any sort of transmutation or polymorph, granting +5 bonus on all such saves while a save at par is granted if not one is not normally allowed. Even if transformed, a hostile spell-caster's level is treated as halved for purposes of duration, magic resistance, or subsequent *dispel magic* or *dispel alteration*. Alternately, a transmuter could *polymorph* himself and then use this spell to make attempts to *dispel* his *polymorph* less likely.

Improved Polymorph -- Ran: ½"/lvl, Dur: perm, Area: 1 target. This spell is identical in all ways to the spell *polymorph other*, save the target need not make a saving throw vs system shock and the save vs spell is at -2. Optionally, the caster may choose to halve the chance of the target losing her identity.

Improved Strength -- Ran: touch, Dur: 2 rnds/lvl, Area: 1 target. By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd-level *strength* spell, *improved strength* allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class	Strength Gain*
Warrior	1d8+4 (max 25)
Priest	1d6+4 (max 23)
Rogue	1d6+4 (max 23)
Wizard	1d4+4 (max 21)

* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.

Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.

Manipulate Energy -- Ran: 0, Dur: 2 rnds/lvl, Area: 1" radius/lvl. This spell allows the caster to manipulate the properties of any source of radiant energy she can perceive, such a *light*, a flame, lightning, a *magnetism* spell, etc. Brightness, color, direction, and shape may be altered although neither damage nor total area of effect can be changed. Brightness can be altered from nearly-dark to blindingly bright, direction can be altered by 90 degrees, areas of effect can be morphed to other regular shapes (complex ellipses, polyhedrons, etc) so as to exclude allies. Thus *lightning bolts* can be redirected, *fireballs* shaped into rings, lava flows shifted, *light* spells turned into strobes. Note that cold-based attack cannot be directly affected, but their effectiveness can be reduced by up to 50% through redistributing energy in the area of effect.

Mass -- Ran: 1"/lvl, Dur: 2 rnds/lvl, Area: special. This spell allows the caster to control the weight of one or more items of up to a total of 1 cubic foot volume per level within a 10' cube. The transmuter can render the object so heavy as to be immovable or as light as a feather, altering the weight repeatedly throughout the duration of the spell. The maximum weight change is 5% per level of the caster, thus 50% at 10th level and 100% at 20th level. The change in mass has no adverse effect on the other properties of the item. Missiles can be increased to double mass (causing double damage) although ranges are then halved. Bulk is still an issue, even if an item is light -- a burly warrior still has volume!

The material components of this spell are a hummingbird feather and an elephant toenail.

Mass Quick Change -- Ran: ½"/lvl, Dur: 1 rnd + rnd/lvl, Area: special. This spell is similar to the first level spell except the caster may effect one target per level of experience within range. A 7th level transmuter could change 7 different targets within 35'. Each target gains a separate saving throw and form, thus a whole barnyard may appear!

Metal Shape -- Ran: 1", Dur: perm, Area: 1 cubic foot/lvl. Allows the caster to reshape metal or metallic objects of any non-magical sort. Ore can be removed with this spell and if the caster has any skill, weapons and armor of fine quality can be crafted.

Metalskin -- Ran: touch, Dur: 6 turns/lvl, Area: 1 target. The skin of the recipient of this spell transforms into a hard and shiny metal coating. The protection this affords the target is AC 2 (or +4 to AC) and a +4 on saving throws. Additionally, the target's metabolism is effectively frozen, so poisons and diseases are useless and breathing is not necessary. A side effect, however, is that the target can be easily magnetized (10% per die of electrical damage) and attracts lightning as a lightning rod.

The material component is a thin sheet of durable metal, such as iron, steel, or bronze.

Polymorph Object -- Ran: 1"/lvl, Dur: perm, Area: special. This spell transforms any one, contiguous object (such as platemail, a cart, a crossbow, etc) within a volume less than or equal to 1'/level cube into any other such object. Magical items gain a save vs disintegration and even if changed retain their dweomer (thus you could have a +1 oxen cart of dancing...8-)

Sticks to Snakes -- as per the clerical spell, save that two snakes per level are created and the caster has no control of the snakes' actions once they are made (other than setting their general temperament, see *rocks to rats* (q.v.)).

Transmute Metal -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of any metal to another substance as a function of level of experience:

9	Base Metal	changes metal into a base metal, such as iron, lead, zinc, or copper
11	Rock/Crystal	changes metal into any sort of mundane rock (granite, sand, earth) or crystal (quartz, glass)
13	Precious Metal	transforms rock into a valuable metal, such as silver, gold, fine steel, etc with a value of roughly 100gp per level of the caster (due to imperfections, impurities, etc)
15	Wood or Flesh	changes metal into wood, with most dweomers being transferred
17	Air or Water	transforms metal into thin air or normal water
19	Gems/Rare Metal	changes rock into a valuable gem, such as diamond, sapphire, emerald, ruby, etc or rare metals such as mithril or adamantite, with a value of roughly 500gp per level of the caster (due to faults, imperfections, etc)

Note on all *transmute* spells -- these spells are designed to be used on inanimate, non-organic matter unless otherwise specified. That said, *transmute* CAN be cast on animate entities wholly composed of the elemental material (iron golem, copper automaton, etc), who then gain a save at -2 to avoid the effect.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as *transmute metal to wood* either as written (turning metal into wood), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus *lead to gold* if 15th level, in the case of *metal to wood*).

Transmute Self -- Ran: 0, Dur: 3d4 rnds + 2 rnds/lvl, Area: caster. Similar to *alter self* except, this spell allows for the caster to take on the inherent abilities of the target mimicked, such as infravision, ultravision, keen hearing or sense of smell, full movement and AC, inherent attacks and abilities (a lizard man's claws and ability to hold its breath, a drow's magic resistance and spell-abilities, an al karak elam's keen eye sight, a dwarf's resistance to spells, an elf's longevity, a hobbit's ability to eat, a gnome's ability to appreciate bad humor, etc), although some unusual abilities may require practice for the caster to master their usage (DM's discretion). At the same time, the caster also gains the target form's defects, such as a drow's vulnerability to bright light or a sahuaghin's need for salt water.

Transmute Wood -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of wood (living or not) to another substance as a function of level of experience:

9	Wood	changes one form of wood to another, birch to redwood, oak to willow, Ent to rosewood
11	Flesh	transforms target into a fleshy form, including living flesh in the case of living wood
13	Rock	transforms wood into earth or stone
15	Metal or Crystal	changes wood into base element, oak to zinc, ash to quartz, etc
17	Water or Air	changes the wood into simple water or air

Transmute wood does work against living creatures which get a save at par vs polymorph to avoid the effects.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as *transmute wood to metal* either as written (turning wood into metal), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus *ent to glass* if 15th level, in the case of *wood to metal*).

Warp Flesh -- Ran: 1"/lvl, Dur: perm, Area: 1/2 cubic foot/lvl. This spell causes the flesh and muscle of creatures to ripple and bend, similar to *warp wood*. When cast upon living tissues, this spell has a very agonizing effect, causing 3d12 damage. Only creatures hit only by magic weapons are allowed a saving throw vs polymorph.

Ironically, the reverse, *straighten flesh*, is also rather painful and inflicts 3d4 damage and automatically paralyzes affected targets until they can make a successful save vs polymorph, with a new save granted each round.

FIFTH LEVEL SPELLS:

Change Many Objects -- Ran: ½"/lv, Dur: 5 + 1 rnd/lv, Area: special. Similar to *change object* except 1 object per level of the caster may be changed. Each object may be turned into something different, although only 1 group of objects will change per segment. Thus if a pile of weapons were to be changed into a chess set, the first segment the caster may make 8 white pawns, the next segment both black bishops, the third segment the white queen, etc.

Crystalskin -- Ran: touch, Dur: 6 turns/lv, Area: 1 target. The recipient's flesh changes into a diamond-like crystal which gives AC 0 (or +5 to AC) and +5 to saving throws. Additionally, the target takes 1/2 damage from heat and cold attacks and is immune to poisons and diseases. While under the influence of this spell, however, the target gains no save against sound based attacks such as a harpies song, a *shout* spell, or a bard's charming ability.

The material component is a small shard of crystal.

Fist of Steel -- Ran: 0, Dur: 2 rnds/lv, Area: caster's hand. Similar to *fist of stone*, this spell turns one of the caster's hands (his choice) to living steel. It is remarkably flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 22 and doing at least a d8 dmg plus bonuses. *Fist of steel* can harm opponents requiring a magical weapon to hit. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

Unlike *fist of stone* and *fist of diamond*, *fist of steel* does allow the transmuter to cast spells requiring somatic components due to the added flexibility of the steel.

Flesh Shape -- Ran: 1", Dur: perm, Area: one target with less volume than 1 cubic foot/lv. Allows the caster to reshape the flesh of living creatures. Unwilling targets gain a saving throw. To experience this spell is very painful. For every cubic foot effected, 1d6 of damage is taken. By use of this spell, the caster can give an elf wings or a bumblebee the horns of a bull. Other applications include regrowing a lost leg, although this would not only be painful but require the use of *flesh shape* over a period of several weeks as flesh and bone from one part of the body is moved to another.

Force Shapechange -- Ran: 1"/lv, Dur: instant, Area: 3" radius. With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw vs spell or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

The material component for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered. This spell has a single segment casting time.

Kineticity -- Ran: 1"/lv, Dur: 2 rnds/lv, Area: 1'r/lv. This spell allows the transmuter to manipulate energy of all sorts, altering it from one form to another. Thus a *fireball* could be changed into a *lightning bolt* (actually a lightning ball) or even a brilliant flash of light (which wouldn't cause damage but would probably blind targets for 1 segment per hit point of damage, save to none). Once the *kineticity* spell is cast, the transmuter merely states what type of energy changes into what other forms within the area of effect. Only one energy type may be altered at a time, but the caster may change targets multiple times per round if there are sufficient energy sources. Thus, first a *shout* could be turned in "quiet light" then a *burning hands* could be turned into "noisy hands" in the same round. Just as easily, all radiant heat in the area could be turned into light (creating a cool, bright region) or light to sound (creating a noisy region of darkness), etc. This spell can also be used like the druid spell *control temperature 10'r* merely by changing all heat into light, sound, harmless radiation, etc or vice versa. It should be noted that heat, light, electricity, sound and harmless radiation are all possible end forms, although cold is not (since it is really a lack of heat).

Metamorph Self -- Ran: 0, Dur: 6 turns/lv, Area: caster. A more powerful form of *polymorph self*, this spell allows the caster to assume the form of any creature and use all the non-magical abilities of that form. Thus, if the caster became a cobra, then he would gain a poison bite. Similarly, if the form of hippopotamus was assumed the caster could hold his breath for 20 or more minutes, etc. But if a dragon's form was assumed no extra abilities would be available as the creature's breath weapon and saving throw bonuses are magical in nature.

Monster Parts -- Ran: ½"/lv, Dur: day/lv, Area: 1 creature. Similar to *beast parts*, this spell allows the caster to partially polymorph the target (which may be herself). Thus, the target could gain the claws (and forelimbs) of an umber hulk tiger, allowing for 3d4 attacks with each paw and to burrow through stone (but no weapons allowed) or the target could sprout pegasus wings and fly at 48"b (but wearing nothing on the back), etc. Purely magical abilities, such as dragon breath, medusa's gaze, beholder's levitation, etc are not possible to confer. No system shock roll is needed, although unwilling targets may save vs polymorph to avoid the change.

The material component is a small bit of the animal partially polymorphed into, such as umber hulk flesh, pegasus feathers, etc.

Polymorph Other As Self -- Ran: touch, Dur: 2 turns/lv, Area: 1 creature. The caster effectively *polymorphs* the target of this spell without need for a system shock roll and then turns over control of the spell to the target. This allows the target to later change shape as their will, subject to the limitations of a *polymorph self* spell.

If the original caster is 12th level or higher, then he can reassert control of the spell later if the target fails a save vs polymorph at -3.

Rust -- Ran: 3", Dur: perm, Area: 1 object. When the caster points at the target and casts this spell, the object rusts instantly and completely. Only magical items gain a save (vs disintegration).

Transmogrify -- Ran: ½"/lvl, Dur: permanent, Area: 1 cubic yards/lvl. Similar to *fabricate*, this spell allows the caster to transform a bit of some material into a larger, finished product. Thus a bit of steel can be permanently transformed into platemail or a twig can be changed into a wooden bridge. Quality craftsmanship cannot be added to an item unless the caster has the appropriate skill, although common worked items such as armor, blown glass, etc are allowed.

A minimum of 1 cubic inch per cubic yard of final product is the material component. This spell will not function on items bearing a magical dweomer of any kind.

Transmute Crystal -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may change the composition of gems, jewels or crystals to another substance as a function of level of experience;

- | | | |
|----|----------------|--|
| 12 | Crystal/Stones | change one type of crystal into another (jasper, onyx, topaz, emerald, ruby, diamond, etc), potentially improving the stone's value by up to 100gp per level of the caster (due to faults, imperfections, etc) |
| 14 | Metal/Ice | change into a metal, such as iron, lead, copper, or gold or into ice |
| 16 | Wood/Flesh | transforms gems into wood, bone, or flesh |
| 18 | Liquid/Air | transmutes crystals into fluid or vapor |
| 20 | Jewels | improves the quality of the gems to a value of roughly 1,000gp per level of the caster (due to faults, imperfections, etc) |

Transmute Flesh -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. The caster may transform flesh, blood, bone and sinew into any of the choices given below as a function of level of experience:

- | | | |
|----|---------------|---|
| 10 | Flesh & Bone | change into another type (fur, scales, feather, cartilage) |
| 11 | Stone/Rock | the classic <i>flesh to stone</i> , although granite, marble, alabaster, soapstone are all options! |
| 12 | Wood | changes flesh & bone into construction materials |
| 13 | Metal/Crystal | transmute into durable solids such as steel, iron, quartz, glass, copper, gold, etc |
| 14 | Ice | transmute into temporary solid, often lethal |
| 15 | Sand/Mud/Salt | change into not-so-solid forms, usually lethal |
| 16 | Water | transmute into basic fluids such as water, beer, blood, milk, oil, etc |
| 17 | Air | basically a new form of <i>disintegration</i> |

Transmute flesh does work against living creatures which get a save at par vs polymorph to avoid the effects.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as *transmute flesh to stone* either as written (turning flesh into stone), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus *bone to ice* if 14th level, in the case of *flesh to stone*).

SIXTH LEVEL SPELLS:

Dispel Transmutation -- Ran: ½"/lvl, Dur: perm, Area: special. This spell instantly negates any alteration made on an object or person, including those which are normally permanent, such as the result of a transmutation *transmute stone to flesh*, *transmute rock to mud*, *polymorph other*, *wereform*, etc. This is the only spell which can negate some of the higher leveled transmutations (other than another transmutation). That said, if a target is transmuted to ice, then allowed to melt, and subsequently restored to flesh with *dispel transmutation*, the caster will have a blob of twisted, melted flesh, not a living being. In such cases, a *warp reality* is required.

Dragonskin -- Ran: touch, Dur: 6 turns/lvl, Area: 1 target. The recipient's flesh changes into dragon hide which gives AC 0 (or +5 to AC) and +5 to saving throws vs the dragon's breath weapon type. Additionally, the target gain the benefit of resistance (as per the ring) from that attack form and further grows claws capable of delivering 1d4 damage each. The recipient even gains dragon-like eyes with 120' infravision and ultravision. Unfortunately, dragons generally take a VERY dim view of this spell, which they view much as a human would a dragon parading around in a human-skin mask.

The material component for this spell is a scale from the type of dragon into which the recipient will transform.

Immutability 10'r -- Ran: ½"/lvl, Dur: 2 turns/lvl, Area: 1 target. Grants anyone within 10' of the target resistance to transmutation, as if each were benefiting from *immutability* (q.v.).

Improved Wereform -- Ran: ½"/lvl, Dur: 1 day, Area: 1 creature. This spell lets the caster transform the target into a fully-functional werecreature, complete with resistance to non-silver weapons, shape-shifting ability (the use of which negates the spell), other magical powers, and an infectious nature. Even if the lesser version of this spell were tolerable by some, most religions and philosophies forbid this version. Both dangers from the 3rd level spell remain with the *improved wereform* spell (permanent infection and initial loss of control, see *wereform*).

In all other ways, the two spells are identical, although the reverse of *improved wereform* will completely cure the physical manifestations of lycanthropy if the target fails a save vs polymorph.

Lesser Shape Change -- Ran: 0, Dur: turn/lvl, Area: caster. This spell is weaker version of *shape change*. The caster may assume only one form, but does gain all the abilities of that form, including racial abilities, magic resistance, demonic/diabolic immunities, dragon breath, trollish regeneration, and the like.

The material component is a jade circlet worth 500gp which is both reusable and not left behind the caster.

Liquefy – Ran: 3", Dur: rnd/lvl, Area: special. Similar to the 1st lvl spell *melt*, *liquefy* changes solid matter into liquid material. The difference is that *liquefy* affects solids that don't normally melt at survivable temperatures if at all. The area of effect is two cubic feet for materials that could conceivably melt (metal, stone, and some crystals) and one cubic feet for all other materials (wood, flesh, bone). Anything living struck by this spell takes 2 hps per cubic foot affected per round. Any living creature reduced below -10 hit point in this way has effectively been liquefied. The liquid state induced by this spell is not any warmer than the surrounding environment and resolidifies if the area of effect moves or spell ends.

Mass Polymorph -- Ran: ½"/lvl, Dur: special, Area: special. This spells is identical to *polymorph other*, save that one target per level of the caster may be transformed. All targets must assume the same form.

Metamorphosis -- Ran: 1", Dur: perm, Area: 1 target. By means of this spell, the caster can permanently change the very nature of the target, slowly altering their current form into another form. Since the casting time is 1 turn and the spell takes at least one day to take effect, it is rarely cast in combat. The direct effects are to change the natural form of the target; thus a human reincarnated as a dryad or goblin may regain her former form by the use of this spell. Similarly, the caster may permanently change himself into a dwarf, cat, or anything else. The spell takes 3 days to reshape the form, plus 1 day for every 100% of size change. If the basic shape of the form is different, 3 more days are needed (man to lion or dragon to turtle). Three more days are required to change the class of the target (mammal, reptile, avian, etc). Thus to change a 3" mouse into a 9' ostrich would take more than two weeks (3 [base] + 3 [shape] + 3 [class] + 6 [36 times bigger] = 15). Note that intellect is not altered this way and once the transformation is complete, it cannot be reversed save by *limited wish*, *wish*, *warp reality*, *alter reality*, or another casting of this spell.

Replay -- Ran: 0, Dur: 1 melee, Area: special. When the transmuter casts this spell, time warps so the caster is allowed to replay the very last melee round. The transmuter can change which spell they cast last round since they know what the effect would be. No one else may change their action, unless the transmuter causes them to do so. No one but the caster will realize the outcome of the round or that it is being replayed. Casting time is one segment.

Transmute Blood -- Ran: 3", Dur: perm, Area: cube of 5 feet + 2 foot/level per side. Unlike the other transmute spells, transmute blood is far more subtle and potentially insidious. Rather than literally altering the target's blood, this spell permanently alters the target's nature (blood, flesh, and bone) from the inside out, changing one race into another or killing it entirely. It can also be seen as a more humane and painless form of *metamorphosis* (q.v.). What the caster may transform is given below as a function of level of experience:

- | | | |
|----|-----------|---|
| 12 | Ancestral | change a half-elf, half-orc, or half-ogre into fully human or fully non-human -OR- alter one kind of elf (dwarf, gnome, etc) into another |
| 15 | Related | change a human into an elf, orc, ogre, centaur, merman, ape, etc -OR- restore a mind flayer or yuan-ti to human form again |
| 18 | Analogous | change a human into lizard man, sahuaghin, goblin, tabaxi, etc |

Transmute blood allows for a save at +2 vs polymorph to avoid the effects. The transformation process is painful and takes one round per cubic foot altered, inflicting 1d3, 1d4, or 1d6 of subdual damage (respective of the type of change) per round (save vs death each round for half damage, round down). During the entire process the victim will be stunned and disoriented, unable to act.

SEVENTH LEVEL SPELLS:

Elemental Composition -- Ran: 0, Dur: 2 turns/lvl, Area: caster. Caster may assume the form of elemental material, such as earth, fire, mud, ice, ooze, etc. As a result the caster gains the power to move through such elemental matter (including movement on the appropriate elemental plane), AC, attacks, defenses including +2 or better weapons to hit, and even THAC0 of the representative elemental with equal or fewer hit dice. When resuming her normal form, the transmuter regains 1d12 hit points.

Energy Control -- Ran: 1"/lvl, Dur: 2 rnds/lvl, Area: 1'r/lvl. Allows the transformation of any energy (or lack thereof) into any other. Thus a *cone of cold* can be changed into harmless light, the touch of a wight (negative energy) can be made into a version of *shocking grasp*, *fireballs* transmuted into harmless noise, etc.

Evolve -- Ran: 1", Dur: perm, Area: special. Enables the caster to bring one or more creatures with fewer combined hit points than he has in a 1" square to their next stage of life. For instance, dozens of caterpillars could transform into butterflies or dozens of eggs could hatch new-born chicks (or lizards or even baby dragons). Similarly, immature plants, animals, monsters, or even sentient beings could be brought to adulthood, albeit without the intervening life-experience, allowing a transmuter to bring forth a grove of fruit trees from some freshly-planted seeds, change a handful of new-born calves into a mature herd of cows, or even replace an infant prince with a confused teen. Future racial evolution (in the modern sense, such as how felines diversified into house cats and great cats) cannot be imbued with an *evolve* spell.

The reverse, *devolve*, allows the caster to undo the natural or magical process an *evolve* spell creates. Paradoxically, however, a *devolve* does allow the caster to regress an individual a small step backward along its particular evolutionary path (it's always easier to look back than predict forward). In this way a human could be turned into a Neanderthal, a goblin turned into a norker, a chihuahua turned into a feral dog, a tame cow changed into a wild auroch (similar to bison), etc. A limit of a million years is suggested for each application of the spell, with a maximum of one application per five levels of the caster (round up). Certain races are liable to be immune to *devolve* such as elemental, titans, lammasu, shedu, unicorns, and perhaps elves. Similarly, hybrid races, such as centaur, griffon, or owlbears could be stripped of one side of their ancestry or split into two discrete individuals, at the DM's option.

Instant Alchemy -- Ran: touch, Dur: perm, Area: ingredients assembled. This spell allows the transmuter to instantly unleash the alchemical properties in a collection of ingredients, thereby quickly distilling a magical potion. All the ingredients normally needed by an alchemist are required and the chance of success is only 5% per level of the caster with any roll of 90% or higher resulting in an explosion or alchemical mishap.

Master Transformation -- Ran: caster, Dur: 2 rnd/lvl, Area: special. This is the ultimate expression of a transmuter's power; mastery of all beings and objects which have been changed. The transmuter can recognize such objects and creatures on sight and may alter them into any other form of his or her choice, up to one target per round, within the limits of the original changing spell. Thus a polymorphed ogre can be made into a newt, but not a grapefruit (unless it was originally transformed with a *polymorph any object* spell). There is no save allowed against the secondary change and the target must still roll system shock if applicable. Creatures who can naturally change form in 1 round or less are immune to this spell (lycanthropes, high-level druids, doppelgangers, etc).

Shape Change – as per the mage spell, except the material component is reusable and not left behind.

Warp Reality -- Ran: special, Dur: special, Area: special. Basically, this is the transmuter version of *limited wish*. It is slightly more powerful than the magic user version, although it can only make changes in that which already tangibly exists -- ephemeral things are beyond the scope of this spell. Thus a long dead character can be restored to life or a sword *transmuted* to ice and left to melt can be reconstituted, but a title of State cannot be transferred nor can someone's attitudes (intangibles in the extreme) be altered.

First level MU spells -- Gain four first level MU spells, as per illusionists

Author's note – unlike many other classes, even mid-level transmuters can easily produce large amounts of wealth by transmuting one material into another. While this may seem out-of-balance, given a transmuter's other limitations, a reasonable DM should be able to thwart a problem in the campaign – local markets could become flooded with gold, local economies could have difficulties resulting in local lords actively looking to put a stop to the problem...and the character, if need be!

It's also worth noting that transmuters will have a difficult time making magical items since most have intangible or non-visible effects. While a cloak of the bat or gauntlets of ogre power are quite handy, these are still no match for the kinds of magical items a true wizard can craft.

Culturally, at least in the belief system of real-world Earth's past, the art of transmutation was seen as the most ethically-pure type of magic and intimately related to alchemy. A campaign culture based on the philosophies of the Greeks, Arabs, Chinese, or even Western Europe should have a far more positive attitude toward transmutation than many other forms of wizardry, such as enchantment, summoning, or (especially) necromancy.