

# Metamorph

Metamorphs are among the closest relatives of humans, closer even than demi-humans. They may resemble humans of any ethnicity, and are built similarly, but cannot easily pass for human due to possessing somewhat pointed ears and pure white eyes. They have, through centuries of discipline and practice, attained a non-magical ability to shapechange, allowing them to take on the form of animals (and, when of sufficiently high level, monsters and even plants). This often causes them to be mistaken for lycanthropes.

Metamorph communities resemble those of demi-humans, with which they typically have good relations. Most metamorphs shy away from human contact, and they build their settlements far from the villages and towns of men.

While not tied to the mountains, hills or forests like dwarves, halflings and elves, they are linked to the natural world around them perhaps more tightly than any demi-humans. Their natural shapechanging abilities are, initially, tightly tied to the fauna of their homes. Metamorphs typically spend much of their time living with and studying the animals of their home lands, and work tirelessly to protect them. They understand that predators need prey, and do not interfere with such matters, but they will ensure that outside influences are stopped from causing significant harm.

## Character Class, Class Abilities and Level Advancement

Metamorphs may pursue any character class available to humans, but most who adventure choose to be fighters, clerics or druids. They attack, cast spells and use all special abilities as per their class and level. Metamorphs are typically more resilient than humans, and gain +1hp per level of experience and have a natural armour class of 6 (plus or minus any dexterity modifier). However, they cannot polymorph in armour, and whatever class they choose they cannot wear armour. They can, if their class allows, use a shield. They gain skills, weapon mastery and saving throws according to character class.

Metamorphs advance more slowly than humans in any class, and require 30% more experience per level gained.

## Polymorphing

A metamorph can polymorph into a number of forms per day, determined by their level. This ability is natural and cannot be dispelled. Each transformation takes 1 round to complete. The total amount of time a metamorph can spend in changed forms is 1d6 turns + 1 turn per level of experience, per day, for all combined forms. For example, a fourth level metamorph can change form into 6 different kinds of creature per day, for a total combined amount of time of 1d6+4 turns. The forms available to a metamorph depend upon level of experience as shown below.

Metamorph Level	Forms/Transformations per Day	Abilities
1	3	(a)
2	4	
3	5	
4	6	(b)
5	7	
6	8	
7	9	
8	10	
9	11	(c)
10	11	
11	11	
12	11	(d)
13	11	
14	11	
15	12	(e)
16	12	
17	12	
18	13	(f)
19	13	
20	13	
21	14	(g)
22	14	
23	14	
24	15	(h)
25	15	
26	15	
27	16	(i)
28	16	
29	16	

30	16	(j)
31	16	
32	16	
33	17	(k)
34	17	
35	17	
36	18	(l)

## Abilities

- (a) A level 1 metamorph can shapeshift up to 3 times each day, but only into certain forms. The player must choose which 3 of the forms (listed below) known at first level, and the character learns another form at each level until level 9. Unlike the *polymorph self* spell effect, this non-magical shapeshift gives the metamorph all the abilities of the new form, even special attacks (such as a skunk's spray) are gained. No giant-sized or fantastic forms can be taken, but any normal non-magical form can be used. The forms a metamorph can learn to use each day are: worm, mollusc, spider, centipede, insect, crustacean, mammal, bird, reptile, amphibian, and fish. (The DM should be familiar with the differences between all these types; for example, spiders, centipedes, and insects are all different.) Once a type has been used, the metamorph cannot change into that type again that day. The total number of Hit Dice of the creature must be equal to or lower than characters level of experience. The metamorph can reassume normal form at any time.
- At level 1-3, every animal form chosen must be native to the metamorphs home area. For example, a metamorph from an arctic region may be able to transform into a polar bear, seal, arctic fox, salmon, *etc.* Whereas a metamorph from a subtropical savanna may be able to transform into a giraffe, lion, meerkat, vulture, *etc.* At each level of experience up to ninth, metamorphs gain the ability to change in to one more of the listed forms.
- (b) At level 4 a metamorph can, as well as choosing forms native to their own home area, transform into any animal form native to the area they are currently in. For example a metamorph native to an arctic tundra may, if traversing a tropical jungle, choose to turn in to a monkey, sloth, snake, *etc.* The metamorph must have seen a species before taking that form.
- (c) From level 9 a metamorph may in addition turn in to any animal form chosen, from any habitat, as long as they have seen that species. Metamorphs who are name level or above also receive a +2 bonus to saving throws against any polymorph effects.
- (d) From level 12 the metamorph gains the ability to communicate with other creatures of the type he has changed into. Only the specific type of creature can be communicated with. For example, a metamorph in the form of a tiger can communicate with other tigers, but not with other great cats. This applies to any of the metamorphs forms. While the metamorph can communicate with creatures of the same kind, those creatures are not necessarily friendly to the metamorph.
- (e) From level 15 a metamorph can, once per day, in addition to all other forms known, assume the form of any giant sized animal that exists in the campaign. For example, a giant rat, weasel, ferret, *etc.* Only established giant forms of animals can be chosen, for example if giant foxes do not exist in your campaign then the character may not transform into one, and gargantuan forms may not be assumed. The creature must have fewer HD than levels of experience of the character.
- (f) From level 18 a metamorph can, once per day turn in to any plant that they have seen. The form of a plant like monster cannot be chosen, and the plant should be able to survive in the location where the metamorph is. For example, a metamorph taking the form of seaweed in a desert may take damage from the terrain they are in.
- (g) From level 21 a metamorph can, in addition to other forms, once per day, take the form of any normal monster that they have seen of fewer hit dice than the characters level. The creature must not have any special abilities (as represented by asterisks following HD in their monster description). Note that any equipment or clothing associated with the creature is not produced – a metamorph becoming a bugbear will be unclothed and unarmed (except for items that the metamorph already possessed).
- (h) At level 24 and above metamorphs can, even if they fail a save vs. *polymorph* effects, simply turn back to their preferred (or native) form at will. Metamorphs of this level are also immune to lycanthropy, gain a +2 bonus to saving throws vs. *turn to stone*, and by changing form can cure themselves of any normal, non-magical disease.
- (i) At level 27 a metamorph can additionally transform into any creature with limited special abilities (with up to 2 stars after the HD figure in their monster description). The form taken must be a living creature, have fewer HD than the metamorphs level of experience, and cannot be undead or a construct.

- (j) At level 30 a metamorph can attempt to control a single creature of the type they have transformed in to. That creature may make a saving throw versus wands to avoid the effect, if they fail they are charmed as per *charm monster* until the metamorph relinquishes their current form.
- (k) At level 33 a metamorph can additionally transform in to any monster with 4 or fewer special abilities (denoted by asterisks after HD number in their description), for one hour per day. The form taken must be a living creature, have equal to or fewer than the metamorphs level of experience, and cannot be undead or a construct.
- (l) At level 36, a metamorph can, once per day, take on an additional form that combines abilities from creatures he can transform in to. For example 36<sup>th</sup> level metamorph may take the ability of red dragon to breathe fire and use it while in the body of a wolf. Only the abilities of two creatures can be combined, one of which must be the the form assumed.