

TRANSFORMATION



FLOWING FORM

Duration 1 minute

For the duration, you can move through spaces occupied by other creatures regardless of their Size.

SHADOW 146

UTILITY 0

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TRANSFORMATION



METALLICUS

Duration 1 minute

Your body becomes like metal. For the duration, your Defense becomes 20, you gain a +10 bonus to Health, you are immune to the asleep, blinded, deafened, diseased, fatigued, and poisoned afflictions, and you cannot be moved against your will. You also take half damage from cold, fire, and weapons. However, you are also slowed, and you cannot drink, eat, or swim.

SHADOW 146

UTILITY 4

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TRANSFORMATION



MASK

Duration 1 hour; see the effect

You alter your body's appearance so that you look likesomeone else for the duration or until you become unconscious. You can increase or decrease your height by up to 12 inches, increase or decrease your weight by up to 25 percent, and make any other cosmetic changes you like. None of your attributes, characteristics, and other abilities change, and you cannot take on a different ancestry.

SHADOW 146

UTILITY 0

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ANIMAL FORM

Duration 1 minute

You assume the form of a **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

SHADOW 146

UTILITY 1

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TRANSFORMATION



BOUNGING STEP

Duration 1 minute

For the duration, you gain a +4 bonus to Speed and can use an action to jump 3d6 yards, landing safely.

SHADOW 147

UTILITY 1

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TRANSFORMATION



MURMURATION

You burst apart to become a cloud of starlings and fly up to twice your Speed without triggering free attacks; you can move through spaces occupied by other creatures regardless of their Size. At the end of this movement, you return to your normal form.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you take half the damage from the triggering attack and move up to half your Speed as above.

TRANSFORMATION



IMPROVED ANIMAL SHAPE

Duration 1 hour

You assume the form of a **large animal**, **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a small or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

SHADOW 147

UTILITY 2

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GREATER ANIMAL SHAPE

Duration 1 hour

You assume the form of a **huge animal**, **large animal**, **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a medium, small or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

SHADOW 147

UTILITY 5

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OBJECT FORM

Duration Concentration, up to 8 hours

You assume the form of an object of your Size or smaller for the duration, becoming physically indistinguishable from the object whose form you take. You make all decisions about what your new form looks like. Until the effect ends, you cannot talk and you can use actions only to concentrate on this spell. However, you perceive using your normal senses. The effect ends if you take any damage.

TRANSFORMATION



MIST FORM

Duration Concentration, up to 1 hour

You assume the form of a cloud of mist of your Size for the duration. Until the effect ends, you have all the following benefits and drawbacks:

- You are immune to damage.
- You ignore the effects of attack rolls against your Strength or that require a Strength challenge roll.
- You can fly and can move through openings wide enough to permit the passage of air, though you cannot move into spaces filled with liquid—they are solid objects to you.
- You cannot fall. You are immune to the grabbed, immobilized, prone, and slowed afflictions.
- You can't speak, use actions, spells, or objects.

At the end of each round, when you are in an area of wind, you are moved 2d6 yards in the direction the wind blows and take a cumulative -5 penalty to Health. The penalty remains until you return to your normal form.

SHADOW 147

UTILITY 3

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SPEED HEALING

You must concentrate for 1 minute while casting this spell. If your concentration is uninterrupted, at the end of that time, you heal damage equal to twice your healing rate and you remove any of the following afflictions from yourself: diseased, fatigued, and poisoned.