


Polymorph spell 5e

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Spell out Xanathar Guide to The Entire Transmutation Level: 9 Casting Time: 1 Action Range: 120 Feet Components: V, S, M (Cocoon Caterpillar) Duration: Concentration, up to 1 hour You convert up to ten creatures of your choice that you can see within range. A reluctant goal must succeed on the cast of Saving Wisdom to resist transformation. The reluctant shapechanger automatically succeeds on the other. Each target takes the form of the beast of your choice and you can choose the same shape or different for each purpose. The new form can be any beast you've seen whose call rating is equal to or less than the target (or half of the target level if the target doesn't have a call rating). The game's goal stats, including mental assessments, are replaced by the stats of the chosen beast, but the goal retains its points of hit, alignment and individuality. Each target receives a number of time points of hit, equal to hit points in its new form. These time points cannot be replaced by temporary hit points from another source. The target returns to normal form when it no longer has time points or she dies. If the spell ends before then, the creature loses all its time points of impact and returns to its normal form. The creature is limited in the activities it can perform by nature of its new form. He can't talk, spell, or do anything else that requires hands or speech. The gear of the target merges into a new shape. The goal cannot activate, use, own or otherwise benefit from any of its equipment. Page: 160 of Xanathar's Guide to Everything is a sorcerer, wizard, bard, spell to create and save your own book of spells, sign up now! Looking for another spell? Visit the list of spells of the 21st, this spell transforms the creature with at least 1 punch point, which you can see within the range into a new form. A reluctant being must make a saving throw of Wisdom to avoid the Effect. Shapechanger automatically succeeds on this saving throw. The conversion lasts for a duration, or until the target drops to 0 punch points or dies. The new form can be any beast whose Challenge rating is equal to or less than the target (or goal level if he does not have a Challenge rating). The stats of the goal game, including the assessment of mental abilities, are replaced by the Statistics of the chosen beast. It retains its alignment and individuality. The target takes the point of hitting its new form. When a creature returns to normal form, it returns to the number of hit points it had before it was transformed. If it returns as a result of falling to 0 strike points, any excess damage is transferred to its normal shape. As long as excess damage does not reduce the normal shape of the creature to 0 points it is not knocked down by Unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it cannot speak, spell, or take any other actions that require hands or Speech. The gears of the target merge in new form. A creature cannot activate, use, own or otherwise benefit from any of its equipment. Classes Bard, Druid, Sorcerer, Wizard Duration Concentration, Up to 1 Hour Material Target Creature that you can see within reach of select one creature with at least 1 point of impact or non-magical object that you can see within range. You turn a creature into another being, a creature, an object or an object (the object should not be worn or carried by another being). The conversion lasts for a duration, or until the target drops to 0 punch points or dies. If you concentrate on this spell for the duration, the transformation becomes permanent. Shapechangers do not affect this spell. An involuntary being can make a saving throw of Wisdom, and if it succeeds, it will not be affected by this spell. Creature in Creature: If you turn a creature into a different kind of creature, the new form can be any kind you choose whose Call rating is equal or less than the goal (or its level if the target doesn't have a Call rating). The game's goal stats, including mental assessments, are replaced by new form statistics. It retains its alignment and individuality. The target takes the point of impact of its new form, and when it returns to its normal form, the creature returns to the number of strike points it had before it was transformed. If it returns as a result of falling to 0 strike points, any excess damage is transferred to its normal shape. As long as excess damage does not reduce the normal shape of the creature to 0 point of impact, it is not knocked down by Unconscious. The creature is limited in the Actions it can perform by the nature of its new form, and it cannot speak, spell, or take any other actions that require hard or speech if its new form is not capable of such actions. The gear targets merge into new form. The creature cannot activate, use, own or otherwise benefit from any of its Equipment. Object into a creature: You can turn an object into any kind of creature, as long as the size of a creature is no larger than the size of an object and the task rating of the creature is 9 or below. The creature is friendly to you and your comrades. It acts on each of your queues. You decide what actions he takes and how he moves. DM has creature stats and allows all your actions and Movement. If the spell becomes permanent, you no longer control the creature. It can remain friendly to you, depending on how you treated it. Creature into an object: If you turn a creature into an object, it is transformed along with what it carries and carries in that form. Creature statistics become the statistics of an object, and the creature does not remember the time spent in this form after the end of the spell and to normal form. Classes Material drop of mercury, dollop gum Arabic, and a bundle of smoke Target One creature or non-magical object that you see within the range RPGBOT uses uses A coding scheme that has become common among Pathfinder Build Guides, which is easy to understand and easy to read at first sight. Red: Bad, useless options, or options that are extremely situational. Orange: OK options, or useful options that only apply in rare cases. Green: Good options. Blue: Fantastic options are often needed to feature your character. I won't include 3-party content, including content from the DMs Guild, even if it's my own, because I can't assume that your game will allow 3-way content or homegrown. I also won't cover the unearthed Arcana content because it's not complete and I can't guarantee that it will be available to you in your games. Polymorph is an extremely versatile and powerful tool. It can cripple enemies, turn an ally into a ferocious beast, or provide you with utility options that are difficult to access without relying on numerous other spells at once. How does the polymorph work? Before you read this guide, read the description of the Polymorph spell on 5e SRD. You can also read descriptions of Shapechange and True Polymorph spells, but understand that Polymorph is more important because it's more limited, and once you understand Polymorph, you'll be able to apply that knowledge to other spells. What do you get when you're a polymorph? The game's goal statistics, including mental assessments, are replaced by statistics of the chosen beast. He retains his positioning and personality. You are actually losing everything except your personality. You lose your cool abilities, exploits, racial traits, etc. you can effectively tuck your character sheet and replace it with a stat block from the Monster Guide. Polymorph Forms CR Once you understand how the spell works the most important decision you make is that form to choose from. While True Polymorph allows any creature, Polymorph only allows beasts, so this section will analyze the available animal shapes. Unfortunately, the highest beast CR is now Tyrannosaurus Rex on CR 8. There is no best form; each problem requires a different tool. However, it may be helpful to select a few basic forms that you use repeatedly. When every problem is a nail, it's nice to have a good hammer. I propose to choose a form for disabling enemies, a uniform for reconnaissance and general combat form. Your scouting and combat forms may change as new options become available as far as possible, but since your disconnection form should normally be CR 0, it probably won't change much. Keep in mind that the lowest level you'll be able to throw Polymorph is level 7, so you usually won't look for combat forms below THE CR 7. Note that this guide currently only covers the beasts presented in the guide Expect updates periodically as additional original books are published. CR 0 Do not consider combat forms from CR 0; There are better options available the moment you get Polymorph. However, the CR 0 provides the best mute shapes and many of the best scout shapes. BaboonMM: Too mobile to use as a quality form, but not mobile enough to use as a scouting form. BadgerMM: By the time you get access to the polymorph, you can use a giant badger that is strictly better. BatMM: Fantastic Scout form. Decent flight speed and blindness allow you to explore dark areas (including magical darkness). However, echolocation is usually a bit noisy. CatMM: Too mobile to use as a disabled form, but not mobile enough to be used as a scout form. CrabMM: If you need to move quickly both underwater and into a dry environment quickly, crab is a useful choice for scout. Blindsight is also useful. DeerMM: A tempting form of disconnection, as the deer is limited to movement on the ground, and their only attack is pathetic. However, high speed is a problem. EagleMM: Excellent scout form. With very good flight speed and sharp vision, the eagle is a good scout when outdoors, but the owl is strictly better. FrogMM: The rat is better to disable the shape, and there are other scout forms that work better. GoatMM: Like deer and a little slower, making it a potential form to disable. However, the charge of attack does enough harm to be a potential problem and you will feel very stupid if your target manages to knock someone in your party prone. HawkMM: Functionally identical to the eagle for exploration purposes. HyenaMM: Probably the closest you get to fighting form in this CR. JackalMM: Keen hearing and smell is tempting, but without special feelings or modes of movement it's not a go-to option for scouting form. LizardMM: The speed of the ascent and dark vision are tempting for the scout, and with such slow speed it is an opportunity to turn off the shape despite the speed of the ascent. Octopus: Underwater octopus is a great scout. Darkvision and camouflage make it easy to sneak around, and the ink cloud provides a fantastic escape mechanism. Don't be tempted to use this disabling mold, as it allows the target to intentionally strangle itself from the polymorphic while out of the water. OwlMM: Probably the best scout option. With an astounding 120 feet of darkvision, great flight speed, and like sharp hearing and vision, it can handle everything but magical darkness and water. KiepperMM: Faster than an octopus and with the best darkvision, but not as sneaky. Don't be tempted to use this disabling mold, as it allows the target to intentionally strangle itself from the polymorphic while out of the water. RatMM: The perfect turn-off form. Bat speed, lack of special movement and a pathetic weak attack. It is also a passable scout form, if only because rats are commonplace, which many creatures will ignore. RavenMM: Useful only for miki, if you need it for some reason. ScorpionMM: Blindness is tempting, but on such a short range it won't help much sea horseMM: form of disconnection under water because it has terrible speed and no attacks. SpiderMM: Darkvision and Spider Climb are tempting, but flying works better than climbing and other options are better than darkvision. VultureMM: The owl is strictly better. WeaselMM: Rat better better Form, and without special types of motion all that can fly is likely to be a better scout form. CR 1/8 Difficult CR. CR 0 has the best scouting and disabled forms, and nothing here is useful as a combat form. Blood Hawk: For your purposes, a bloody hawk is no more remarkable than an eagle or a hawk. Package tactics are neat, but don't make it combat form. CamelMM: Good speed and your allies can ride on you. Flying snakeMM: Amazingly good combat form, despite its flight speed and CR swimming, makes it extremely motile, it has blindness for some reason (albeit with a tiny range), and the combination of flying and damaging the poison without saving makes it an impact of a hit-and-run intruder. A fantastic option if you scout, and may need to kill something weak. Giant Crab: Crab is a better scout despite the lower speed simply because of the size difference. Blind vision is tempting, but not enough to make a giant crab useful. Giant rat: Not noticeably better than a rat like a scout. Giant weasel: Too big for a scout, and no special types of movement. MastiffMM: A good scout in populated environments. MuleMM: Allies can ride on you, but camels are faster than Poison SnakesMM: The flying snake is strictly better by a wide margin. PonyMM: Mules have the same speed and have some other sometimes useful abilities. SturgeonMM: The flying snake is strictly better. CR 1/4 Like lower CRs, the CR 1/4 is too weak for combat forms. However, it offers useful forms that your allies can ride. Axe beak: Weak combat form. BoarMM: Weak fighting form. Snake narrowing: Weak fighting form. Project horseMM: Slower than a camel, but allies can still ride on you. ElkMM: Faster than the hose project and your allies may not be able to ride on you. The assault charge is also worthy. Giant Badger: Darkvision, pungent smell, and speed burrows. While it's not a fight monster and other scout options are usually better, this is the best burrowing option available to you. Giant batMM: Better vision than a bat and better flying speed, but in larger sizes it will be easy to notice and it will have trouble flying in small areas where the bat will fit easily. Giant centipedes: Climbing speed and blindness, but bats will do better scouts. Giant frog: It's worthless. Giant lizards: Not so fast other options for getting rid of, but this is the only option of getting rid of the speed of ascent. Giant owl: All the advantages of an owl, but more. Personally, I would still stick to the owl for exploration purposes, but the extra durability can be helpful. Giant Venomous Snake MM: The flying snake is more mobile and makes the poisons more reliable. Giant Wolf SpiderMM: Fast with the spider to climb, but remember that the spider climb is even worse than flying. PantherMM: Weak fighting form. Weak fighting form. HorseMM: Riding: Very fast and rideable. The war horse is more durable, but otherwise identical, so stick to a military horse. WolfMM: Essentially a mastiff with a packet of tactics, but it will not be able to walk in most localities attracting attention. CR 1/2 Mostly skipped. ApeMM: Weak fighting form. Black Bear: Weak fighting form. CrocodileMM: Weak fighting form. Giant goat: weak fighting form. Giant Seahorse: May be rideable in the water, but that's the only reason I can think about using it. Giant osMM: Weak fighting form. The flying snake is likely to do more damage anyway. Reef Sharks: Blindsight is tempting, but there are still better options for water scouts, and it's too weak to serve as combat form. WarhorseMM: A more durable version of the horse. CR 1 is mostly skipped. Brown Bear: Weak fighting form. Dire wolfMM: Weak fighting form. Giant Eagle: Very quickly, which makes it an enticing scouting option. However, his feelings are not as good as the owl. Giant hyenaMM: Weak fighting form. Giant octopus: All the attractiveness of the octopus, but bigger and stronger. You may be able to get into small spaces like a normal octopus, but if you know anything about the real world of octopus you will know that they can fit into any space that can fit their beak because their bodies are very malleable. Giant SpiderMM: Weak fighting form. Giant wolf spider faster if you need something with the spider to climb. Giant Toad: Swallows is tempting, but probably still not enough to make it useful. Giant vulture: Weak fighting form. LionMM: Weak fighting form. TigerMM: Weak fighting form. CR 2 A bunch of weak fighting forms. AllosaurusMM: Weak combat form. Giant boar: Weak fighting form. Giant snakeMM narrower: weak fighting form. Giant elkMM: Weak fighting form, but also probably get rid of. In huge sizes you could carry the whole batch. Shark Hunter: Weak form of combat. PlesiosaurusMM: Weak fighting form. Polar Bear: Weak fighting form. RhinocerosMM: Weak fighting form. Saber-toothed tiger: Weak combat form. CR 3 Weaker fighting forms. AnkylosaurusMM: Weak fighting form. Killer whale: Weak fighting form. CR 4 One is a very lonely fighting form. ElephantMM: Weak fighting form. CR 5 Giant Crocodile MM: Weak fighting form. Giant Shark: The most powerful water fighting form available. TriceratopsMM: Weak fighting form. CR 6 is the lowest CR that you should really consider fighting uniforms. MammothMM: Trampling Charge is a big draw that may be enough to justify it over a giant monkey depending on your style of play. CR 7 is the highest CR you can access at the level you usually access to Polymorph. Giant Monkey: Not very interesting, but it's the best option when you first get access to polymorph. CR 8 The Highest Beasts of CR is currently published. Tyrannosaurus RexMM: the pinnacle of beasts. Absolute ton of damage, and the mechanics of grabbing on a t-rex bite can easily win fights single opponents. Enemies: Enemies: true polymorph spell 5e

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