

ISSUE
11

FILES FOR EVERYBODY

POLYMORPH SPELLS



BY THILO GRAF

PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY POLYMORPH SPELLS

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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with

Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas

Publisher & Crunchmaster of Everybody Games



SPELLS FOR WHO?

This product includes 3 all-new polymorph spells that allow spellcasters to assume radical new forms or adjust objects in new and exciting ways. These spells are both listed as Common spells, but GMs are encouraged to adjust their rarity as appropriate for their campaign setting.

BACKGROUND

Some individuals are born with innate, but ultimately limited polymorphic abilities.

FACESHIFTER BACKGROUND

You have an innate ability to adjust your physical appearance and size.

Choose two ability boosts. One must be Charisma and the other is a free ability boost.

You're an expert in Deception skill. You gain the benefits of the chameleon gnome heritage, even if you aren't a gnome. If you're already a gnome with the chameleon gnome heritage, you gain the Quick Disguise feat instead.

POLYMORPH

Polymorph spells allow spellcasters to warp their bodies (or the bodies of their allies) into new forms for a variety of purposes. A spellcaster might use a polymorph spell to increase the raw power of an otherwise feeble ally, provide new movement speeds or tactics to a canny foe, or literally cow an opponent into submission. The following new conjuration spells are Common by default, so they're generally assumed to be available unless the GM decides to restrict their rarity for the sake of the campaign.

AQUATIC FORM

SPELL 3

POLYMORPH | TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You reshape your body into a Medium aquatic animal battle form. When you cast this spell, choose amoeboid, aquatic mammal, cephalopod, or fish. You decide the specific type of animal (such as dolphin or orca for aquatic mammal), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait if you choose aquatic mammal, cephalopod or fish. If you choose amoeboid, you instead gain the ooze trait. If you choose amoeboid, cephalopod or fish, you also gain the aquatic trait. If you choose aquatic mammal, you instead gain the amphibious trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- » AC = 17 + your level. Ignore your armor's check penalty and Speed reduction.
- » 5 temporary Hit Points.
- » Low-light vision.
- » One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +14, and your damage bonus is +5. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- » Athletics modifier of +14, unless your own modifier is higher.

You also gain specific abilities based on the type of creature you choose.

- » **Amoeboid** Speed 10 feet, climb Speed 10 feet, swim Speed 15 feet; motion sense 60 feet, no vision; an amoeboid can sense nearby movement through vibrations and air or water movement; **Melee** ♦ pseudopod, **Damage** 1d6 bludgeoning plus 1d4 acid; breathe underwater, but not in air.
- » **Aquatic Mammal** swim Speed 35 feet; wavesense 30

feet; **Melee** ♦ pummel, **Damage** 2d8 bludgeoning.

» **Cephalopod** Speed 5 feet, swim Speed 20 feet; wavesense 30 feet; **Melee** ♦ arm (agile, reach 10 feet), **Damage** 2d4 bludgeoning; Jet ♦♦ (move) You move up to 120 feet in a straight line through the water without triggering reactions.

» **Fish** swim Speed 35 feet; wavesense 30 feet; **Melee** ♦ jaws, **Damage** 2d8 piercing; breathe underwater, but not in air.

Heightened (4th) Your battle form is Large, your swim Speed gains a +10-foot status bonus, and your attacks have a 10-foot reach, unless you choose cephalopod, in which case they have a 15-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 10 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +9, and Athletics +16.

Heightened (5th) Your battle form is Huge, your swim Speed gains a +15-foot status bonus, and your attacks have a 15-foot reach, unless you choose cephalopod, in which case they have a 20-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice, and Athletics +20.

Ooze FORM

SPELL 3

POLYMORPH | TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You reshape your body into a Medium ooze battle form. When you cast this spell, choose sewer ooze, gelatinous cube, ochre jelly or black pudding. While in this form, you gain the ooze trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- » AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- » 10 temporary Hit Points.

- » Precise motion sense 60 feet and no vision.

Motion sense You can sense nearby motion through vibration and air movement.

- » One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +14, and your damage bonus is +5. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- » **Mindless Mode** **Trigger** You fail a Will save against a mental effect. **Effect** You gain the mindless trait for the spell's duration, granting you immunity to mental effects (including the triggering effect). Your Charisma and Intelligence modifiers are reduced to -5 and you cannot use concentrate actions.

You also gain specific abilities based on the type of creature you choose.

- » **Black Pudding** Speed 15 feet, climb Speed 15 feet; **Melee** **Damage** 1d4 bludgeoning plus 1d6 acid.
- » **Gelatinous Cube** Speed 15 feet; **Melee** **Damage** 2d4 bludgeoning
- » **Ochre Jelly** Speed 15 feet; **Melee** **Damage** 1d6 bludgeoning plus 1d4 acid.
- » **Sewer Ooze** Speed 10 feet; **Melee** **Damage** 1d4 bludgeoning plus 1d4 acid.

Heightened (4th) Your battle form is Large, and your attacks have a 10-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 15 temporary HP, AC = 17 + your level, attack modifier +16, damage bonus +9. You also gain specific abilities based on the type of creature you choose.

- » **Black Pudding** When a foe hits you with a metal or wooden weapon, the foe must succeed at a Reflex save or the weapon takes 2d6 acid damage (after dealing damage to you normally). Thrown weapons and ammunition automatically take this damage with no save.
- » **Gelatinous Cube** You gain Engulf, Transparent, and a Stealth modifier of +14, unless your own modifier is higher.
 - Engulf** **DC** = your Spell DC, 2d6 acid, Escape DC = your Spell DC, Rupture 7.
 - Transparent** You become so clear that you are difficult to spot. While you are stationary, other creatures cannot notice you unless they succeed at a Perception check (DC = your Spell DC), and a creature must be Searching to attempt this check. A creature that walks into you is Engulfed.
- » **Ochre Jelly** Your pseudopod gains Lesser Grab.
 - Lesser Grab** As Grab, except after using the action you must succeed at an Athletics check

against the target's Reflex DC to grab them.

- » **Sewer Ooze** You gain Filth Wave.

Filth Wave **Frequency** once per spell; **Effect** You unleash a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical fail, the creature also falls prone). A creature can spend an Interact action to reduce the Speed penalty by 5 feet with each action.

Heightened (5th) Your battle form is Huge, and your attacks have a 15-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice. You also gain resistance 5 to precision damage and resistance 5 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.

- » **Black Pudding** Increase the acid damage you deal to weapons that hit you to 2d8 acid damage.
- » **Gelatinous Cube** You gain Paralysis.
 - Paralysis** (incapacitation) A creature that you Engulf or hit with a pseudopod is paralyzed unless it succeeds at a Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.
- » **Ochre Jelly** You gain the Constrict ability. Your Constrict damage is equal to your pseudopod damage and the DC is equal to your Spell DC.
- » **Sewer Ooze** The frequency of your Filth Wave improves to three times per spell.

POLYMORPH TOOLS

CANTRIP 1

CANTRIP POLYMORPH TRANSMUTATION

Traditions arcane, occult, primal

Cast 10 minutes (somatic, verbal, material)

Range touch; **Targets** 1 non-magical kit, instrument or set of tools of up to 2 Bulk

Duration 1 day

You transmute the target, adjusting its form or properties in one of the following ways. You can Dismiss the spell.

- » **Compact** You optimize the target's form, reducing its Bulk by half. Targets with 1 Bulk are reduced to light Bulk, and targets with light Bulk are reduced to negligible Bulk.
- » **Reshape** You reshape the target into a different type of kit, instrument, or set of tools. The type of gear that you reshape the target into must be non-magical and non-consumable and have an item level equal to twice the spell's level or less. The target gains all the properties of its new shape and functions as a typical of its type would.

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NEXT TIME!

In Issue 12 of Everybody Games's *Files for Everybody*, author Alexander Augunas is updating another one of Everybody Games's fan-favorite races into a Pathfinder 2E ancestry! The mephians (sometimes disparagingly called skunkfolk) are an insular people with strong communal traditions and an infamous ability to secrete a foul-smelling, sweat-like liquid from special glands on their tails. *Files for Everybody: Mephian* will include full rules for playing a mephian character, as well as all-new class options, gear, and other player options.

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MEPHIAN

BY ALEXANDER AUGUNAS

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GAMES