



If you are a DM, chances are your players will want to build new characters when they see this book. Some, however, will want to transform their existing characters into monsters. This chapter provides information to use when that happens.

A DM never has to allow a character to transform from a standard race to a monster. Even in the case of monsters that transform victims into monsters of the same kind by killing them, the DM may decide that this type of transformation does not necessarily produce a monster that can be a character. In the case of lycanthropy or some form of transformation that takes place after a character's death, the DM may decide to simply take the character and make an NPC from it. As for voluntary ritual transformation (detailed in this chapter), the DM need never allow it, or she may determine that this method of transformation is unavailable until she is more comfortable with the idea.

EFFECTS OF TRANSFORMATION

Once a character transforms, she has a new effective character level. This ECL determines how many experience points she needs to gain her next class level, and how many experience points her party gets from each encounter. The DM must explain these effects to her players before allowing them to begin transforming their characters.

For example, a human rogue just gained 5th level and has 10,000 experience points. On her next adventure, a wererat bites her. The rogue decides she wants the abilities that lycanthropy brings; perhaps envisioning a gang of wererat thieves all working for her. She voluntarily fails her Fortitude save against the curse of lycanthropy (see Lycanthropes, below) and, after her first change, becomes a wererat. Now her ECL is 8. Instead of needing 5,000 experience points to go from 5th level to 6th, she needs 26,000 experience points (the difference between 5th and 9th level). The average level of her party increases, so everyone gets fewer experience points from the ensuing encounters (see Table 7-1: Experience Point Awards in the *DUNGEON MASTER'S Guide*) unless the DM tweaks those encounters to increase their Encounter Level. When she has 36,000 experience points, the rogue can add her 6th level as a rogue (or any other class level she chooses), and she will be an ECL 9 character. She needs 9,000 XP to reach her next level (the difference between 9th and 10th level).

After the character transforms, the character's ECL should be 15 or lower for reasons discussed in the Maximum Levels sidebar in Chapter 2: Building Monster Characters. While ritual transformation is possible for higher-

level characters, those who know the rituals generally do not undertake the transformation process for someone who may then usurp their authority or who is not likely to adventure long enough to pay them back.

ALIGNMENT CHANGE

If a character transforms to a kind of monster that always has a particular alignment, and the character did not originally have that alignment, the transforming character makes a Will save (DC 10 + 1/2 the goal monster's Hit Dice + the goal monster's Wis modifier) to avoid an involuntary alignment change. Modify the DC as follows:

Monster's alignment is one step removed from character's original alignment (for instance, character NG and monster LG)	-5
Monster's alignment is two steps removed from character's original alignment (for instance, character NG and monster LN, or character NG and monster NE)	+5
Monster's alignment is diametrically opposed to character's original alignment (for instance, character LG and monster CE)	+10

CLASSES AND SPELLS

Ways already exist to change a character's creature type from a standard-race humanoid to something else. Monks, for instance, become outsiders at 20th level. Several prestige classes presented in books such as *Tome and Blood* allow gradual changes to outsider, half-dragon, and other types. Appropriate rules appear in the class descriptions.

The *reincarnate* spell also provides an opportunity for a character to transform. Pixies and satyrs are on the table in the spell description (see Chapter 11 of the *Player's Handbook*), but so is "Other." Talk to your DM about your desire to alter your character; then, if your character dies, your DM may allow that character to be reincarnated as a creature type chosen by the two of you.

The effects of casting a *wish* spell to change a creature's type are discussed in Rituals, later in this chapter.

MONSTERS

Several monsters have the ability to transform their victims into creatures of their kind. However, no transformation that reduces a victim's Intelligence to lower than 3 can produce a player character. Transformations that wipe out memories of a character's previous life are not recommended, but the emancipated spawn prestige class (see Chapter 7 of this book) presents one way of dealing with a character who becomes a ghoul, shadow, or other type of spawn. Otherwise, use the rules in this book to alter ability scores, change Hit Dice to reflect the new creature type, and enforce any enslavement of characters, such as that caused by wights and vampires.

Several kinds of monsters that transform their victims are discussed below.

Bodak: A humanoid killed by a bodak's death gaze becomes a bodak one day later, its type changing to undead. The chief drawbacks to this type of transformation are that few humanoids want to be near the hideous visage of a bodak, the bodak's flashbacks may betray it into inaction, and it

becomes vulnerable to sunlight. (Primarily for these reasons, the bodak is not considered an appropriate choice for a monster PC; see Appendix 2 of this book for a complete list of all recommended monsters.) The new bodak has no obligation or tie to the bodak that killed the new bodak's previous form.

Drider: According to the *Monster Manual*, when a drow of above average ability (and all player characters are, in some way, above average) reaches 6th level, the deity Lolth may put him or her through a special test. Those who fail the test become driders (and their type changes to aberration). Unlike other sorts of monster transformations, this one requires that the base creature be of an unusual race (drow) to begin with. Further, that creature must be a cleric, wizard, or sorcerer. This sort of transformation also requires access to a temple of Lolth, so the base creature must be one that is accepted in drow society, meaning it is most likely neutral evil in alignment. You can create a drider by applying the tauric template found in Chapter 10 of this book.

Once transformed, the drider is an outcast from drow society. Drider clerics retain their spells, domains, domain spells, and granted powers. Drider wizards keep their spells and bonus feats, and may continue preparing those spells normally. Drider sorcerers keep their spells and may continue preparing those spells normally. Any additional cleric, sorcerer, or wizard levels earned as a drider add to the character's previous six levels. If a character meets the requirements, the DM should consider the impact of the drider's spells and spell-like abilities on the game before allowing this transformation.

Ghost: The DM may allow deceased characters to remain in contact with their former lives by becoming ghosts (see the template in the *Monster Manual*). Such a character changes its type to undead. Ghosts feature many of the same challenges as vampires: They can easily negotiate obstacles that would stop or delay a party of corporeal beings, they are exceedingly difficult to kill, and they can possess living beings. Such characters are best suited to single adventures, "passing on" when they accomplish some business they left unfinished in life.

Ghoul: Ghouls present fewer problems than ghosts, liches, or vampires because they are limited to conventional forms of movement and can die relatively easily. A character who becomes a ghoul changes his or her type to undead. The DM should enforce the need for the character to feed on carrion, and emphasize the horror with which most people react to ghouls. Since the base creature is always chaotic evil, ghoul player characters of other alignments are rare.

Lich: Transforming into a lich (see the template in the *Monster Manual*) requires a character to have at least eleven levels of cleric, sorcerer, or wizard just to create the phylactery. Player characters who become liches change their type to undead. They do not have to change their alignment to evil; however, they do not gain the fear aura supernatural ability unless they do. The DM should review the immortal nature of the lich, and its relationship to its phylactery, before allowing such a character in the game. Because a lich is effectively immortal unless its phylactery is destroyed, many conventional threats it may encounter while adventuring lose their value.

Lycanthrope: Another way to transform a character's type is by making it into a lycanthrope (see the template in the *Monster Manual*). Those who contract lycanthropy after starting as humanoids change their type to humanoid (shapechanger) during play. A character who wants the transformation to take effect can voluntarily fail his or her Fortitude save to resist the curse of lycanthropy.

Those who contract lycanthropy can learn Control Shape as a class skill (see the skill description in Appendix 3 of the *Monster Manual*), and they gain a number of other benefits as outlined in the template description. Any time the character changes to animal form, the DM takes control of it and treats it as a wild animal of the appropriate kind. The player's loss of control occurs due to the character's decrease in Intelligence (animals always have Int of lower than 3) and the character's change in behavior, not because of any change of alignment. The player retains control of the character when it is in humanoid or hybrid form.

Shadow, Spectre, Wight, and Wraith: All four of these transformed creatures appear within rounds of when the victim was slain. In all cases, the character's type changes to undead. A major drawback to shadows, spectres, and wraiths as characters is their inability to physically interact with the real world except through their draining touch attacks. As a result, they are unlikely to get a good reception anywhere. Since the base creature is always of a specific evil alignment, characters of other alignments are rare. Shadow characters spawned from a shadow's Strength drain attack are under the original shadow's control while it exists.

Slaad: The bite of a blue slaad transforms arcane spellcasters into green slaad and other characters into red slaad. In either case, the character's type changes to outsider. The transformation takes one week, but leaves the character's mind and memory intact. In addition, no bond exists between the transformed character and the blue slaad; the transformed character is free to act independently.

Vampire: The weaknesses of a vampire (see the template description in the *Monster Manual*) may not deter players from wanting to try such a character. The DM should carefully review the special abilities of vampires, as well as their weaknesses, before allowing them in the game. Domination, energy drain, and blood drain are all powerful attacks. Gaseous form, spider climb, and alternate form all allow the character to circumvent traps and various other challenges. On the other hand, a vampire's inability to enter private buildings or to cross running water make adventuring problematic for the character. In addition, the difficulty in killing a vampire may make such characters a greater danger than their level suggests.

Assuming a player character can convince a vampire to drain his or her Constitution via its blood drain attack rather than killing him or her outright via its energy drain attack, the transformation is relatively simple. If a character with 5 or more Hit Dice (from any combination of base creature HD and HD from class levels) dies because a vampire reduces his or her Constitution to 0, that character rises as a vampire 1d4 days after burial. Such characters are normally chaotic evil; however, player characters can always be exceptions (see Keeping Alignment, above). Newly risen vam-

pires remain slaves of their master, regardless of alignment, until the master's death.

Vargouille: A vargouille may kiss a paralyzed character and transform that character into a vargouille (changing its type to outsider). The transformation takes 4–24 hours, assuming no interruption by sunlight or a *daylight* spell, and no reversal of the transformation using *remove disease*. The loss of Intelligence probably makes this transformed creature undesirable for use as a player character. Another serious problem for a PC is the loss of humanoid limbs and the corresponding loss of the ability to manipulate weapons and equipment.

RITUALS

A ritual is a method of permanently transforming a willing character into a monster of a certain kind. There are both minor and major rituals. Where minor rituals change some aspect of a character, major rituals change the character into an entirely different creature.

A ritualist (a spellcaster versed in the conducting of one or more rituals) is necessary for the performance of any ritual. Player character spellcasters can learn how to conduct the rituals described below. A ritualist cannot conduct a ritual on herself.

A spellcaster may learn a single ritual each time she gains a new spell level. For instance, a wizard can learn a ritual at 1st level (when she gains 1st-level spells), 3rd level (when she gains 2nd-level spells), 5th level (when she gains 3rd-level spells), and so on. A spellcaster cannot learn a ritual that requires a specific spell (*wish* or *polymorph other*) unless she can cast that spell.

MINOR RITUALS

Some characters may wish to gain the benefits of a particular type or subtype of monster, without actually becoming a specific kind of monster. For instance, a character may wish to gain the goblinoid subtype in order to use goblinoid-specific magic items. Another character may want a specific subtype in order to qualify for a prestige class. Minor rituals allow these sorts of transformations.

Ritual Cost: A ritualist charges a number of gold pieces equal to $1,000 \times$ her caster level for one performance of a ritual. In addition, the rituals themselves have costs (in gold pieces and experience points) specified in their descriptions that must be paid by the subject character.

Ritual Time: A minor ritual takes 24 hours, during which the character and the ritualist can do nothing other than conduct the ritual, rest, eat, sleep, or talk. Any interruption ruins the ritual, which must be started over.

Ritual Caster Level: Caster levels are specified in the ritual descriptions.

If a ritual is interrupted, the ritualist requires another payment, but the character loses no experience points. Completing the ritual drains any experience points from the subject during the final hour. No spell, not even *restoration*, can bring back the spent experience points. Characters may not spend experience points they do not have.

Level Adjustment: This number modifies the character's ECL by the amount shown.

Ritual of Alignment

This minor ritual gives the character an alignment subtype (chaotic, evil, good, or lawful) or changes an existing alignment subtype. The benefit is significant primarily to outsiders, changing the way certain spells and items affect them. The successful completion of this ritual requires the character to make a Will save. The save DC and the consequences for failure vary depending on the relationship between the character's alignment and the desired subtype (see below). In all cases, success acquires the desired subtype (or makes the desired change) and changes the character's alignment to match the subtype. Succeeding by 5 or more accomplishes the ritual without changing the character's alignment.

Opposed: Any good alignment is opposed to any evil alignment, and any chaotic alignment is opposed to any lawful alignment. Changing to a subtype opposed to a character's alignment is very dangerous. If a character attempts to gain an alignment subtype opposed to his present alignment, he must make a Will save (DC 20). If he fails, the ritual kills him.

Different but not Opposed: If a character attempts to gain an alignment subtype that is neither his nor opposed to his (for instance, a neutral good character attempting to gain the chaotic subtype), he must make a Will save (DC 15). If he fails, the ritual changes his alignment to match the subtype and he gains one negative level. The character's new experience point total is midway between the minimum needed for the new level and the minimum needed for the next one. If the character was 1st level, he loses 1 point of Constitution instead of gaining one negative level. This negative level or Constitution loss cannot be offset by any mortal spell, even *wish* or *miracle*, though the character can improve his Constitution normally. If he succeeds, the ritual still changes his alignment to match the subtype. If the character's alignment ever changes from that of the subtype, the subtype and its benefits are lost. The character may repeat the ritual after losing the subtype and gain it again, suffering the same forced alignment change.

Subtype Same as Alignment: Gaining a subtype that matches some part of a character's alignment (such as a neutral good character trying to gain the good subtype) is relatively simple. The character makes a Will save (DC 10). If he succeeds, he gains the subtype. If he fails, the ritual ends without changing the character. Any gold pieces spent are lost, but experience points are not.



This ritual requires a 7th-level cleric who has the appropriate alignment domain as one of his domains.

Ritual Cost: This ritual costs the subject 56,000 gold pieces and 2,240 XP.

Level Adjustment: +0.

Ritual of Association

This minor ritual gives the character a racial subtype or type modifier such as gnoll, goblinoid, orc, or reptilian. (This ritual does not grant the human, dwarf, elf, gnome, and halfling subtypes of humanoid.) The character gains minor manifestations of the physical appearance of that subtype (DCs for Disguise checks increase by +5), but no abilities of that monster kind. The benefit of this ritual is that the character can use items as if it were a member of that subtype. Therefore, a magic sword with additional functions when wielded by an orc would also allow access to those functions for someone who successfully completed this ritual to obtain the orc subtype.

This ritual requires a 7th-level transmuter who knows *polymorph other*.

Ritual Cost: This ritual costs the subject 56,000 gold pieces and 2,240 XP.

Level Adjustment: +0.

Ritual of the Elements

This ritual imbues a character with an elemental (air, earth, fire, water) or energy (acid, cold, electricity, fire) subtype or modifier. The character becomes immune to the appropriate energy type or element, and takes double damage from its opposing energy or element unless a saving throw for half damage is allowed. The character is subject to all spells that affect that element or energy type.

Element	Associated Energy	Opposed Energy
Air	Electricity	Acid
Earth	Acid	Electricity
Fire	Fire	Cold
Water	Cold	Fire

This ritual requires a 9th-level cleric who has the appropriate element or energy type as one of his domains.

Ritual Cost: This ritual costs the subject 36,000 gold pieces and 1,440 XP.

Level Adjustment: +1.

Ritual of Gills

This ritual gives a character the aquatic subtype. The benefit of this ritual is that while the character can still breathe air, he also possesses gills and can breathe water indefinitely.

This obvious physical change increases the DC for Disguise checks by +5. The character does not gain a Swim speed or any racial bonus on Swim checks. The character must specify whether he can breathe salt water or fresh water. The ritual can provide either, and a second performance of the ritual allows the character to breathe both.

This ritual requires a 7th-level transmuter who knows *polymorph other*.

Ritual Cost: This ritual costs the subject 56,000 gold pieces and 2,240 XP.

Level Adjustment: +0, or +1 if playing in a maritime or aquatic campaign.

Ritual of Transfiguration

This ritual makes a character incorporeal. On completion of the ritual, the character no longer has a physical body. She can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, she has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). An incorporeal creature has no natural armor but has a deflection bonus equal to its Charisma modifier (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal character can pass through solid objects at will, but not force effects. Her attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. An incorporeal character moves silently and cannot be heard with Listen checks if she does not wish to be. She has no Strength score, so her Dexterity modifier applies to both her melee and her ranged attacks.

Lacking a physical body, an incorporeal character cannot manipulate physical objects unless they have the ghost touch property.

This ritual requires a 17th-level cleric with the Animal domain as one of his domains.

Ritual Cost: This ritual costs the subject 306,000 gold pieces and 12,240 XP.

Level Adjustment: +2.

MAJOR RITUALS

Some of these rituals are performed by members of cults devoted to particular monster types, such as dragon cults. Others are performed by arcane or divine orders. Arcane

archers in your campaign might hold the knowledge of how to transform potential candidates into elves, or the clergy of Gruumsh might know how to transform worthy devotees into orcs.

The three major rituals are the ritual of unlearning, the ritual of vitality, and casting *wish*. The DM decides which major rituals are available in the campaign.

Ritual Cost: A ritualist requires a number of gold pieces equal to $1,000 \times \text{caster level} \times \text{the starting ECL of the goal creature}$. Alternatively, most orders accept payment in service. The transformed character may go on quests, recruit other candidates, or join in worship. The DM should enforce these requirements and use them to spawn new adventures.

Ritual Time: Major rituals can require a great deal more time than minor rituals. During that time, the character must participate in periodic ritual activities. These activities may occur daily, weekly, or monthly depending on the ritual. Each periodic activity requires at least eight consecutive hours of participation, during which the character can do nothing other than conduct the ritual, rest, eat, sleep, or talk.

Missing one of these periodic activities ruins the ritual, which must be started over. A character undergoing the ritual of unlearning (see below) who is interrupted must start earning levels again. If a character is interrupted while undergoing the ritual of vitality, the experience points are not lost. If a character is interrupted during the ritual of casting *wish*, any price paid to cast the spell, and the experience points spent for the spell, are lost. The ritualist naturally insists on another payment, and more time to prepare, before casting the spell again.

Ritual Caster Level: The caster level for a major ritual is the starting ECL of the goal creature (minimum 7th) or the minimum caster level of the required spell, whichever is higher.

Ritual of Unlearning

This major ritual trades levels for the starting ECL of the goal creature.

Ritual Time: Ritual activities are separated by a number of days equal to the starting ECL of the goal creature. They continue until the character earns sufficient levels to transform.

Ritual Cost: A number of class levels equal to the starting ECL of the goal creature, minimum 1. As with any major ritual, the subject character also pays the ritualist a number of gold pieces equal to $1,000 \times \text{caster level} \times \text{the starting ECL of the goal creature}$. In this case, the DM should allow a

ECL OF THE GOAL CREATURE

When transforming an existing character into a new race or creature type by means of a major ritual, the goal creature is what the character wishes to become. If a human wants to become an ogre, the goal creature is ogre. The cost to transform a character using a major ritual is based on the starting ECL of the goal creature (the HD of the base creature plus level adjustment; see Appendix 2: Compiled Tables). The more powerful the goal creature, the more expensive the ritual is.

Conversely, the less powerful the goal creature, the less expensive the ritual is.

It is possible to use the information in Chapter 3: Classes in conjunction with major rituals. A character may become a monster at a level lower than its starting ECL by using the guidelines in that chapter. Doing this reduces the time and cost of any major ritual the character undergoes. The character advances as that monster until reaching its starting ECL, and then may resume gaining class levels normally.

character to pay this amount in stages—a number of gold pieces equal to $1,000 \times$ caster level each time he gains a level until the character pays the entire fee.

Ritual Caster Level: The starting ECL of the goal creature (minimum 7th).

Characters using this major ritual earn experience and gain levels normally. However, once they earn class levels equal to the starting ECL of the goal creature, they sacrifice that many class levels and gain the starting ECL of the goal creature. The transformation is gradual and occurs while the character is gaining the requisite levels. Other characters can notice changes in height, skin, hair, eyes, teeth, and so forth before the ritual is complete. If a character multi-classes while earning these levels, then when he trades levels he retains only those he had when he began the ritual.

For example, a 1st-level elf fighter wishes to become an ogre. An ogre's starting ECL is 6, so the ritual requires a ritualist of 7th caster level and costs 42,000 gold pieces. The DM tells the player that the elf fighter must pay 7,000 gold pieces (42,000 gold pieces divided by six levels) to the ritualist every time the elf fighter gains a level until the fee is paid. The elf gradually transforms into an ogre while earning six class levels. Every seventh day (six days separate each ritual activity), he spends 8 hours performing ritual activities during which he does nothing other than conduct the ritual, rest, eat, sleep, or talk. Upon reaching 6th level, he becomes a 1st-level ogre fighter, regardless of which classes contributed to those six levels, because he was a 1st-level fighter when he began the ritual.

Trading levels is generally best for lower-level, single-class characters who decide to transform, because they have plenty of time to earn levels in their current form and class, and still have a lot of time left to advance in level after transforming. If your players have low-level characters and you want them to have time to adventure after transforming, this ritual is a good choice.

Ritual of Vitality

This major ritual trades experience points for the starting ECL of the goal creature.

Ritual Time: This ritual takes a number of days equal to the ECL of the goal creature, minimum one day. Ritual activities occur each day.

Ritual Cost: A number of experience points sufficient to earn class levels equivalent to the goal creature's starting ECL, minimum 1,000 XP. As with any major ritual, the subject character also pays the ritualist a number of gold pieces equal to $1,000 \times$ caster level \times the starting ECL of the goal creature. The DM should allow a character to pay this amount in stages—a number of gold pieces equal to $1,000 \times$ caster level each time he gains a level until the character pays the entire fee.

Ritual Caster Level: The starting ECL of the goal creature (minimum 7th).

The character pays the number of experience points it would take to gain a number of levels equal to the goal creature's ECL. A character using this method to become a groll

would need to pay 3,000 XP, since a groll's starting ECL is 3 and it takes 3,000 experience points to become a 3rd-level character. No spell, not even *restoration*, can bring back the lost experience points.

A character may spend so many experience points that he loses levels. If you decide to do this, be careful not to lose so many levels that, even with the addition of the goal creature's Hit Dice, your monster character cannot survive the threats your group faces. Characters may not spend experience points they do not have. Experience points are not spent until the completion of the ritual. If the ritual is interrupted, the character loses nothing but the time he already spent on it, and he may start the ritual again later.

Paying the experience point cost all at once, or in large partial amounts, is a quick way to complete this ritual for higher-level characters with the experience points to spend. If you have players with high-level characters and want to allow the characters to transform, this ritual is an ideal method. The loss of experience points may even extend the time those characters have available to continue adventuring.

Wish

A spellcaster casts *wish* and transforms the character.

Ritual Time: 1 action, as the spell.

Ritual Cost: The ritualist must spend 5,000 XP (the spell's XP component). The ritualist charges the subject a number of gold pieces equal to $\text{caster level} \times 90$, plus an additional 25,000 gp (to compensate for the experience point loss).

Ritual Caster Level: 17th, as the spell.

Casting *wish* to become a new kind of creature, with full access to all extraordinary, spell-like, and supernatural abilities (see End Result, below), while retaining Intelligence, memory, and personality, falls under the "wishing for greater effects" rules in the spell description. While this is the quickest method of transformation and potentially the least expensive, it has substantial risks.

The DM may, for instance, require the spellcaster to make a Spellcraft check. For every point by which the check result exceeds 20, the transforming character gains a 5% chance to have the goal creature's abilities. The transforming character must roll for each ability. For instance, if the spellcaster gets a 28 on her Spellcraft check, the transforming character has a 40% chance to have any of the goal creature's abilities. He rolls for each special attack or special quality, and each time he gets a 61 or higher on d%, he gains that ability. It is entirely possible to fail every roll and gain the characteristics of a goal creature but none of the creature's special attacks or special qualities.

Wish is expensive (a cost of at least 26,530 gold pieces) and may not work. Since characters of lower than 8th level shouldn't be able to afford this method of transformation, a DM who uses this ritual it is setting a minimum level at which transformation can occur. If the DM wishes to discourage transformation, she can enforce the Spellcraft check described above. If so, she must inform her players that transforming via *wish* may not grant all the special abilities and special qualities of the goal creature.

END RESULT

When your character's transformation is complete, he or she permanently acquires the physical, natural, extraordinary, supernatural, and spell-like abilities of the chosen creature type while retaining his or her mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities also include mundane movement capabilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

Your character's equipment does not meld into your character's new form and is not affected in any way, except that magical items resize to your character's new size.

Your character's new physical ability scores and faculties are average ones for the chosen creature. You do not modify them using elite ability score modifiers, nor do you reroll them from scratch.

Your character retains his or her level and class, hit points (modified by changes in your character's Constitution score), base attack bonus, and base save bonuses (new Strength, Dexterity, and Constitution scores may affect final attack and save bonuses). A change in alignment may cause loss of class abilities and prevent further advancement in the class. Your character's type changes to the chosen creature's type (and subtype, if applicable). Your character loses any extraordinary abilities, spells, or spell-like abilities associated with his or her previous kind. Your character can cast spells (assuming your character knows how) for which your character has the requisite components. Your character needs a humanlike voice for verbal components and humanlike hands for somatic components.

Your character is accustomed to his or her new form and suffers no disorientation.

CHANGING BACK

Your character may start as some kind of creature other than humanoid if the DM uses the rules in this book. The above methods for transformation still apply.

Any of the rituals described above can transform a monster character into another kind of monster or into a member of one of the standard races. The cost is the same even if the character suffers a drop in ECL. The ECL of the goal creature determines the time and cost in levels or experience points.

Example: Ritual Transformation that Increases ECL

A 6th-level dwarf barbarian tires of his slow speed and squat stature. He decides to become an ogre (starting ECL 6). The dwarf considers the ritual of unlearning. He would have to find a 7th-level caster who knows the ritual, and pay the caster 42,000 gp ($1,000 \times \text{starting ECL } 6 \times \text{minimum caster level } 7$). Paying 7,000 gp each time he gained a class level would slow his acquisition of treasure at first, but in the space of a few levels it would be a drop in the bucket. Every seven days he would have to spend eight hours in one day conducting ritual activities. After earning six class levels, he would become a 6th-level ogre barbarian (ECL 12).

Alternatively, he could simply undergo a six-day ritual of vitality. He would have to find a 7th-level caster who knows

the ritual and pay the caster 42,000 gold pieces. Going from 1st to 6th level costs 15,000 experience points, so he would sacrifice that amount, leaving him with less than 1,000 XP. He would be a 1st-level ogre barbarian (ECL 7). In six days, he would effectively gain a character level. However, unless he is a very unusual 6th-level barbarian, he does not have 42,000 gold pieces that he can spend in six days' time.

If he found a 17th-level wizard willing to cast *wish*, the transformation would cost him 26,530 gold pieces. Again, unless he is a very unusual 6th-level barbarian, he has roughly 13,000 gold pieces worth of coin and equipment, and thus cannot afford this method either.

At the end of his ritual, he would have an ogre's average Strength, Dexterity, and Constitution scores, and his own Intelligence, Wisdom, and Charisma scores. He would be a Large giant, with reach, and capable of using larger weapons. His land speed would increase to 30 feet. He would gain +5 natural armor. Darkvision would remain unchanged. He would lose stonecunning, his racial bonuses on saving throws, his racial bonus on attack rolls against orcs and goblinoids, his dodge bonus against giants, and his racial bonuses on Appraise and Craft checks.

After weighing his gains and losses, he decides to remain a dwarf and seek out some speed-enhancing magic items.

Example: Ritual Transformation that Decreases ECL

A 6th-level ogre barbarian (ECL 12) tires of the prejudices against his kind and decides to transform into an elf. A basic elf has an ECL of 1, so the minimum costs apply for all ritual transformations. A ritual of unlearning would require him to sacrifice one level. It would only take one day, and a 7th-level caster could perform it. The cost would be a mere 7,000 gp. At the end of the ritual, he would be a 5th-level elf barbarian (ECL 5).

A ritual of vitality would have the same cost in gold pieces, would also take only one day, and would require sacrificing 1,000 XP. Depending on how many experience points he already has, he might not lose a level.

If he found a 17th-level wizard willing to cast *wish*, it would cost him 26,530 gold pieces. Unless he is a very unusual 6th-level barbarian, he has roughly 13,000 gold pieces worth of coin and equipment, and thus cannot afford this method.

Whatever ritual he chooses, the result is that he becomes a Medium-size creature. He loses his size penalty to Armor Class and attack rolls. He loses his +5 natural armor bonus. He loses his natural reach. He loses his monster Hit Dice. He gains average elf Strength, Dexterity, and Constitution scores. That increases his initiative modifier, but does not entirely make up for other losses. He swaps darkvision for low-light vision. He gains immunity to magic *sleep* spells and effects, a racial bonus on Will saves against enchantment spells or effects, and a +2 bonus on Search, Spot, and Listen checks. If he merely passes within 5 feet of a secret or concealed door, he is entitled to a Search check as though actively looking for it.

Becoming an elf makes it necessary for him to find a lower-level party with which to adventure, but the ogre is really tired of the prejudices against him. He chooses to spend the XP and undergo the ritual of vitality.