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## Pathfinder plant shape guide

Dochar loses his ability to speak in the same plant form. Dochar can use this option for additional times a day at 6th level, and every two levels after that, a total of eight times at 18th level. At level 20, the druid can use a wild shape. Each form spends one daily use of this option, regardless of the form taken. The effect lasts 1 hour per druid level or until it gets back. Changing the form is a standard activity and does not create an opportunity. Level 6, dochar's wild shape now acts as a plant shape II.At 8th level, When taken in the form of a plant creature, dochar's wild shape acts as a plant shape at the III.At 10th level, when the dochar uses the natural shape it can use for any special attacks/special abilities of the plant creature. DC any special capabilities or special attacks based on greenbound's HD. DC = 10 +1/2 HD + WIS mod. Level 12, dochar's wild shape now allows greenbound to add the following templates to any of his plant creature conversions: AdvancedCelestialFiendishAt 15. dochar's wild shape now allows greenbound to add the following templates to any of his plant creature conversions:SpellwarpedGains Spelling Resistance 5+ HD. +2 Improvement Natural Armor Spell Absorption – If this spell resistance denies spelling, the creature will benefit from its choice of the following: - May: +4 Enhancement Bonus Strength 1 minute. - Agility: +4 Enhancement Bonus Prowess 1 minute. - Durability: +4 Enhancement bonus constitution 1 min. - Life: Profit (5 x denied spelling level) Temporary Hit-points. - Speed: Profit (5 x denied spelling level)' base movement. - Resistance: Get energy resistance from 10 to one type of energy creature of choice (whether acid, cold, electricity, fire, or Sonic). Einige Word-Funktionen können Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigen.Letzte Änderungen anzeigen View Full Version : Pathfinder Plant Wildshape and Leshys ATHATH2017-06-22, 5:29 if I use the modified Wild shape of the Leshy Warden Druid archetype to become a Lotus Leshy ( , I get Seed Spray natural attack (?) /ability(?)? Can I get a Dream Pollen rider effect on my Seed sprays because it's mentioned in the wild attack entry lotus leshy's stabtock? CRIME velocity 30 feet. lily pad stride Melee slam +8 (1d4) Strict seed spray +8 (1d3 nonlethal×3 plus dream pollen) Special Attacks dream pollen, seed spray Spell-like abilities (CL 14th; concentration +16) lily constant pad rhythm, pass without trace Serafina2017-06-22, 11:58AMAs a general rule that is not broken wild shape, polymorph-effect only for you - +10 bonus to hide - natural attacks wild shape, polymorph-effect only for you - +10 bonus to hide - natural Wild Shape, Polymorph-effect only for you - +10 bonus to hide - natural attacks attacks including things like reach, damage and crit-range, but not necessarily things like narrowing, poison, etc. - the size of a creature, with size-dependent modifiers - all benefit from the listed spell, as the creature you have it is them. Always give us a smaller number of ranges, speeds, etc. so, you definitely can't dream pollen because the plant shape doesn't mention it. You're going to get a tough attack. I'm not quite sure if you'll get a special 6 attacks in one standard action thing – RAW, you may only be able to do one attack with it, or maybe spend a full round attack to make these 6 attacks. ATHATH2017-06-23, 12:22 AMDarn. How Badly Do Plant Wild Shape Gimp Its Wild Shaping Abilities? The Treatmonk handbook seems to suggest that plant wild shapes are quite bad, but it seems to be kind of outdated (what happened to Treatmonk, anyway?). Ellrin2017-06-23, 2:05 AMDarn. How Badly Do Plant Wild Shape Gimp Its Wild Shaping Abilities? The Treatmonk handbook seems to suggest that plant wild shapes are quite bad, but it seems to be kind of outdated (what happened to Treatmonk's druid guides are like five or six years out of date. I haven't combed the plant types for bestiaries yet, me, but I've heard there are some much better forms that have been released ever since. I think animals and elementary are generally considered to be better at natural shape, though (if you get access to other types through the archetype or whatever). ATHATH2017-06-23, 1:59 PMTreatmonk's druid guides are like five or six years out of date. I haven't combed the plant types for bestiaries yet, me, but I've heard there are some much better forms that have been released ever since. I think animals and elementary are generally considered to be better at natural shape, though (if you get access to other types through the archetype or whatever). This is regrettable, because the Treatmonk Handbook was the only Druid handbook for PF that I found. Maybe someone should do a new manual/manual... Serafina2017-06-23, 2:58 PMA collectpathfinder guides. - Http://zenithgames.blogspot.de/2012/11/the-comprehensive-pathfinder-guides.html's not 20- There's only one complete Druid guide, but there are two Polymorphing, which Wildshape is working out obviously. Powered by vBulletin® Copyright © 2020 vBulletin Solutions, Inc. All rights reserved. The creature takes a standard action that does not provoke attacks with the possibility of using the supernatural ability of natural shape. Then you make a new character page. The wild figure, the druid... loses the ability to speak when the animal form is presumed, but if, in the supposed animal form, the druid can make noises and gesticulates like a typical creature of a supposed form, the ability to communicate with other animals in the same general group. Note: Ask the DM what is intended for the form. (That's whether tigers speak the same language as domestic cat?) The influence of supernatural ability, which duplicates the influence of the shape of the spell, the druid... the expected shape reaches the base country speed. receives a rate of climb equal to the expected rate of increase in form, but not more than 30 ft. This flight speed is always the average manoeuvrability, reaches a swimming speed equal to the expected swimming speed of the form, but not more than 30 ft. Druid also benefits from the ability to breathe underwater while swimming, achieves a darkvision range equal to the range expected to form a dark vision, but not more than 60 feet. if there is also a odour in the pre-rented form. bonuses based on the expected form size. Assuming that the small animal gives the druid a +2-size bonus for dexterity and +1 natural armor bonus. Assuming the form of the medium animal gives the druid +2 size bonus strength and +2 natural armor bonus. The effects of supernatural ability, which duplicates the sub-school polymorphic transmutation spell, the effects of druid... Get natural attacks in expected form and skill enough to use these attacks. Note: Druid uses his base attack bonus, but his modified ability scores set an attack bonus and final damage to these wild attacks. benefit from +10 bonus disguise skill checks made masquerade as an animal in supposed form, although specific creature forms cannot be assumed. Benefits of appropriate size modifiers armor class and its attack bonus, Combat Maneuver Bonus and Stealth skill control, if the druid has changed in size. Note: This should probably also include skill check modifiers, but it is not mentioned in the text. sees all the moves it has transported to its new form, because the supposed form is the animal (or plant or elemental). The only magic themes that continue to function are those that both offer a constant bonus and don't need to be activated to function (see here). Note: Enhancement bonuses for magic armor and shields do not usually work either. loses the ability to shed the weather because the supposed form is that of the animal (or probably the plant). Note: feats of Eschew Material and Natural Spell help druid cast spells in the same supposed form, which usually prohibits casting. loses the extraordinary and supernatural abilities that depend on its original form, including sharp senses, smell, darkvision, natural attacks and motion modes. loses class functions that depend on its original form, but those class functions that allow functions to be added to the original form can still be used to add such functions to a new form. Note: Special restrictions apply to the polymorph effect (see below), other effects of polymorphic sub-school. Druid may allow itself to be influenced by the effects of the new polymorphic subschool, but this support will end this current polymorph subschool effect. Note: This is actually a bigger deal than you might expect. get immunity effects that change its size. benefits and loses whatever GM says it can and will lose when there are issues. Note: It's actually in the rules. If the druid id a:mi that also use the example of the beast in the shape ii, the second part is, I think, the only part that needs to be changed. Nothing else changes, but things with druid dexterity or strength must be adjusted according to his altered abilities scores. Specifically, a creature who uses a special ability in natural shape can't get a supposed form of skill. does not get a supposed form of size-based modifiers as if it were advancing like a monster (instead of using special polymorphic sub-school resizing rules), and does not receive a supposed form of base attack bonus, nor a supposed form of saving to throw bonuses (although druid's attack bonuses and saving throw bonuses may change due to the modified ability to score). Last Updated: April 3, 2017 I support a limited subset of the content of Pathfinder rules. If you want help with Pathfinder player options not covered here, please send me and I'm happy to offer additional help. RPGBOT uses a color coding scheme that has become common place in Pathfinder to build manuals. Also note that many colored items also have links to Paizo SRD. Red: Bad, useless choices, or options that are very situationful. Orange: OK options or useful options that apply only in rare cases green: Good options. Blue: Fantastic options, often an important feature of your character. The introduction to Polymorph is one of the most confusing and difficult part of the magic system pathfinder. This guide is an attempt to explain how the rules work and how you can best use Polymorph weather. I can't reasonably cover every possible form of every polymorphic form available, so this guide is generally only going to the options presented by the original Bestiary. For additional options, check the official bestiary index and filter by the type and size of the creature you want. Hopefully the analysis below will help you perseids left out of the forms yourself. How does polymorph work? Before reading this guide, read the Pathfinder SRD section of Polymorph. I look forward here because it is a text document on the internet. Are you good and confused? It's nothing, just like me. Let's break things up a little bit. What do you get when you polymorph? +10 bonus hidden skill control (probably only appear as a member of any type you polymorph into. Polymorphine into The Fire Elemental won't help you embody the dwarf prince.) A Bonuses for your ability to score and bonus your natural armor. The ability to score modifiers is the size of modifiers, so they don't stack whatever you get in your race or weather like enhance a person. Types of movement: flight, climb, swim, etc. Remember that they can only be found if they are set in the spelling entry. If the creature has a motion speed higher or lower than the one prescribed for spelling, you will get the smaller of the two. For example: if the creature has a flight speed of 10 feet and the spelling determines the flight speed of 30, you can get a flight speed of 10 feet. If the creature sets a flight speed of 100 feet instead, you can only get a 30-foot-high flight speed. The manoeuvrability follows the same rule. Resistance: Resistences energy, DR, etc. but not type immunity such as elemental immunity sneak attacks (if they are not mentioned in the spelling description) Senses: Darkvision, Low-Light Vision, Blindsense, etc. If the creature has a larger/smaller version of ability (eg Darkvision greater than 60 feet.), you get the creature version. Keep in mind that you can only get them if they are specified in the spelling entry. Your base speed will change to match that form you assume.: It's only your base speed, not to fly, climb or swim at the speeds that the creature can have. Most weather determines that you can get special movement speeds. DC any of these capabilities equals your DC for the polymorphic spelling used to change you in this format.: This sentence should have been two sentences earlier in the paragraph. If the polymorph effect gives you access to one of the creature's abilities, such as Poison, Trample or Breath Weapon, DC will resist that ability to equal D.C. for polymorph effect. It's awesome because it makes the poisons very hard to resist, and make Spelling Focus (Polymorph) worth taking. For all natural attacks on the base of the creature, including the skills of these attacks: Claws, bite, tail, gore, wing slam, etc. These attacks are based on your base attack bonus, changed your strength or skill as needed, and use your strength modifier to determine damage bonuses. If polymorph spelling causes you to change the size of modifiers appropriately, changing your armor class, attack bonus, Combat Maneuver Bonus and Stealth skill modifiers. Your ability to score hasn't changed this change when you mark the spelling.: So halflings can't get the extra force of polymorphing into something really great. Space and reach: You reserve the form of space and reach out. If you're human and polymorph into a reature with 15x15 feet of space and 10 feet to reach, now take 15x15 feet per square and have to reach 10 feet. What can't you do if you polymorph? Extraordinary abilities (if they are not mentioned in the spelling description): Your new body may feel and feel like a real but this is not a real article. - Game Rules: Polymorphing (Part Two) Supernatural Abilities Spell-Like Abilities special attacks (if not mentioned in the spelling description) Racial skill bonuses, such as Owl Bonuses for Perception and Stealth. Polymorphic appearances cannot be used to turn a polymorfilm into specific people, which cannot be used to assume the creature form, which has an advanced version of the creature or creature. What happens to you when you polymorph? If you polymorphic, not much. But unless you're using alter self, it's probably a multimorphism for something cool. Namely, creature of the animal, dragon, elemental, magical beast, plant or pest type. If you polymorph into one of them, here's what happens: all your gear melds into your body. Items that offer permanent bonuses and do not need to be activated continue to function in this way (except for armored and shield bonuses that cease to function):. This means that your guard ring, your resistance cape, and the physicist in your belt; perfection all continue to function. Your +1 full plate is not (unless you add the Wild property, and even then only if you use a wild shape). Mage Armor gives armor a bonus, but it's not part of your gear, so it won't meld you. I rule that the weather of Mage Armor and Shield will continue to function, but check your GM to be sure. Items that require activation can not be used if you maintain that form.: So do wands, staves, potions, or many lazy magic themes. As a GM I can allow you to activate items that don't meld your form (consider a polymorphic bag) provided that you have the right anatomy to manipulate. Again, check your GM. you can't shed any weather that require material components (if you have Eschew Materials or Natural Spell feat), and can only cast spells on somatic or verbal components, if you choose the form to have the ability to make such movements or talk as a dragon.: Eschew Materials suddenly seems a really good idea for Transmuters and Polymorph enthusiasts. If your new form doesn't cause your device to meld your form, the devices resize to suit your new size.: So when you polymorph into ogre, your large sword becomes the size of a large. Depending on your DM, your oversized or undersized items may also resize. So your barbarian big sword can remain large if you polymorph him into an ogre, or it can remain one size large than him. Ask your DMHow much under the influence of polymorph spelling, you will lose all the extraordinary and supernatural abilities that depend on your original form (such as sharp senses, smell and darkvision), as well as all the natural attacks and movement types that are in your original form.: Depending on your original form is Here. Very few of your class abilities depend on your original form, so you're probably only going to lose your racial senses. You also lose the settlements of class functions that depend on form, but the ones that allow you to add features (such as witches that can grow claws) still function.: So witches can polymorph into a snake and grow claws. THE TWIST OF WAR. You can only affect one polymorph spelling at a time. If you are presented with a new polymorphic spell (or you activate a polymorphic effect, such as a wild shape), you can decide whether or not to allow it to affect you, instead of an old spell. In addition, other weather that will change your size will not affect you if you are under the influence of a polymorph spell.: If you are affected by Baleful Polymorph, someone can Polymorph you and you can choose to stop the Baleful Polymorph effect and then expect the Polymorph effect to wear off. While most of these should be obvious, GM is the latest arbiter of what abilities depend on form and is lost when a new form is assumed. Your new form can restore a number of these abilities when they are in possession of a new form. What if I polymorph something that is smaller than small or larger than medium? The only difference is that you have to adjust the abilities of the creature to size before you apply modifiers to polymorph. Ability adjustment size changes Creature's

Original size Str Dex Con custom Size Fine +6 -6 - Small Diminutive +6 -4 - Small +4 -2 - Small Small -- - Small Medium - - - Medium Large -4 +4+0 2 -2 Average Huge -8 +4 -4 Average Gargantuan -12 +4 -6 Average Colossal -16 +4 -8 Average Can I use weapons while polymorphed? Yes! If your new form doesn't cause you to meld your form, the devices resize to suit your new size. So if you're an Eldritch Knight and you're using Giant Form, you can continue using your awesome magic sword. Let's look at some examples of Marly's level 10 dwarf wizard. His speed is 20 and he's got Darkvision. He has no other special velocities or vision types. He regularly casts Polymorph, so he needs to understand what happens to him when he changes shape. Polymorph allows you to duplicate the effects of Beast Shape II, Elemental Body I and Alter Self, so let's look at some examples. Marly wears +1, +1, resistance concealed +1, Quick Runner shirt and belt of physical perfection +2. Marly polymorphs into human beings in this case, Polymorph behaves like Alter Self. Marly loses her dark shape and 20-foot-long velocity. It gets a person's 30 foot move speed and +2 size bonus strength, as specified in the Alter Self spelling description. Since he is still a humanoid, his subjects all continue to function normally. Marly polymorphs into the earth's elementary Being dwarf often involves a large amount of being underground. At To the point, Marly decides that she wants the earth to slip through some walls and ceilings. When she polymorphs into the earth's elementary, Marly looks at the entry of the underground elemental Elemental Body I. you get a +2 size bonus for your strength and +4 natural armor bonus. You'll also get a dark vision of 60 feet and we can glide to earth. From the bestiary entry of The Small Earth Elementals, Marly gains 20 feet to move at speed. He can't get the speed of the elementary burrow because it's not specified in the spell. But he can't earth glide ability. Since you can't land glide without burrow speed, this is why Marly should get a burrow speed as part of Earth Glide capability, although it's not specifically set out in the spelling description, but it's something that the player and GM should discuss. Note that spelling allows you to get the basic's darkvision, but does not specify tremorsense. That means Marly can't shake. Marly also benefited from a small ground elemental's slam attack, dealing with a 1d6 injury plus her newly altered strength bonus. He does not receive basic immunity bleed, critical hits, etc. Marly loses the effects of his bracers armor (except for armor and shield bonuses that stop functioning)) and can not activate his Quick Runner shirt, but his ring protection, hidden resistance and belt physical perfection all continue to function as usual (items that offer constant bonuses ... continue to operate). Elementals are capable of speech, which means they can make verbal components. Marly will likely need Eschew Materials for many of her spells, or she will have her spell component bag off before she polymorphs and pick it up later. As its DMs' discretion, it may also be able to use somatic components, but DM may rule that underground elementals of rock-like extras are not accurate enough to mimic complex somatic components. It's completely up to the DM, so Marly needs to make sure to check the DM before she tries to shed any weather. At some point, Marly may choose to invest in Still Spell to remove this complication. Marly Polymorphs Her Horse... into Horse Marly is clearly crazy, and decides to shed polymorphism on his faithful knight. The horse is large and has Str 16, Dex 14 and Con 17. Since it is large, we adjust the horse size below average (Str 12, Dex 16, Con 15), then apply Beast Shape modifiers to large animals (See Beast Shape II), giving it str 16, Dex 14, Con 15, and +4 natural armor. The horse is essentially identical, but traded 2 points in constitution +4 natural armor. Building your character regardless of class, there are some points of your character that you need to deal with that effective polymorpher. Race your race is important less if you are no longer human / elf / etc. but your ability Modifiers and size affect your ability to score when polymorphed. Incomplete and people are a good example. The half-heads have a higher dex, but less strength. These modifiers don't disappear when Halfling changes in size, so halfling and human otherwise identical stats have slightly different ability scores. This makes Halflings more useful while dexterity-based forms, and they could take weapon finesse and focus on forms that depend primarily on Dexterity. Abilities If you are building your character to fully focus on polymorphing, you can afford not to focus on your spellcasting abilities. If, as a general, a wizard should leave his powers in intelligence, transmuter must give up his intelligence to put points into strength, dexterity and the constitution. The Druids who intend to rely on the natural shape must do the same, instead of sacrificing some of their wisdom. Because you give up armor and shield bonuses when you polymorph, your AC may not be good enough to protect you. Many polymorph options give you bous natural armor, but it is highly unlikely to keep up with the fighter's full plate. As such, you must have reasonable prowess in ac and constitutional hit points. Strength is probably your main source of damage. Make sure to find a reasonable balance between physical abilities and increase the abilities that you find yourself depending on the most. Class Arcanist: On par with the witch, but without bloodline (if you take blood from arkannist archetype). The Brown Fur Transmuter archetype provides some really fantastic abilities that elevate the arkanist above the witch. Alchemist: Alchemists get polymorphy at the same level as witches and wizards, but only go up to 6th-level weather. You don't get new opportunities as quickly as a witch or wizard, but Alchemist's Mutagen offers an easy way to increase your physical ability scores. Natural armor bonuses don't stack (they are both natural armor bonuses; nor are enhancement bonuses for natural armor like the amulet of natural armor), but Alchemical Bonus Strength is a great idea for most polymorphic forms. Even if you don't want to do polymorphization, the Alchemist is still a great class choice. The infusion discovery allows you to bottle the polymorphic effect and share them with your allies. Imagine giving your fighter a potion from Giant Shape I and letting him turn into a Rock Troll for a few minutes. Cleric: The Animal Domain contains a handful of polymorphic options. With 2/3 BAB and d8 hits points the clergyman has a decent chance of polymorphization. But because they get so few polymorphic options, it can't be a central part of your construction. Druid: Druids get all beast shapes, Plant Shape and Elemental Body spells as part of Wild Shape, and they get them level before the wizard. Form Dragon II and III, this means that the druids get the best polymorph opportunities level early. As they level, druids can use their highest levels of polymorphic effects more times a day than anyone else, and in a natural spell, they can cast spells while wild shaped as something that may not be able to do it normally. In addition to all this, they receive the average BAB progression, which means that their attacks are more accurate than anyone else's, and they benefit more from the Power Attack. Eldritch Knight: Eldritch Knight is a prestige class, but it's worth mentioning. If you get into polymorph weather full BAB and bonus combat feats can be very valuable. Unfortunately, it costs you two levels of spellcasting, which means you're spelling level off to polymorph forms. Sorcerer: You get spells one level later than wizards, but you get more a day. The differences between the witch and wizard here are the same differences between the witch and the wizards in any other case. Witches also have a lot of bloodline, which allows you to grow claws if you don't have them already. This allows you to add claw attacks to creatures that have no business in claw attacks, such as snakes. The Witch (Transformation Patron): You only get a limited selection of polymorphic spells, but you get the Beast shape and form of the Dragon, which are the best options. Counselor: The transmutation school and its sub-schools offer some great opportunities and allow you to do some extra transformation in a few rounds a day. To help you learn how to play transmuter, read this manual, and then read my Transmuter manual. Feats Agile Maneuvers: If you have high skill, or as forms of high skill and grasp (like agile snakes), it is black. Defensive combat training: If you are going to wrestle, you need a decent CMD to keep your enemy wrestling. Dodge: You need as much AC as you can. Better Wrestle: If your form is built on wrestling, you'll get abilities like Grab and Constrict that make an improved wrestle redundant. However, the +2 bonus for your combat maneuver to watch the stacks bonus grab that can make you more reliable. Better Natural Attack: The return on damage from this feat is very small. Look for better bonuses elsewhere, such as Power Attack. Multiattack: Not nearly as good as you might expect. The best polymorph forms have multiple primary attacks, so you will probably never benefit from this feat. Power Attack: You're going to have a ton of force to throw around. Your base attack bonus probably won't keep up with the fighter, so your penalty and bonus won't scale as fast as everyone else, but you'll still get some extra damage. Spell focus (transmutation): Very few transmutation spells require saving your enemies, so it's not immediately obvious what it does to you. Polymorphs, any abilities used by polymorph which allows you to save the throw resist to use the DC spelling. This means that Spell Focus improves DC's poison, trample, breath weapon, etc. Higher spelling focus (transmutation): Where +1 is good, +2 is great. Toughness: The Druids get d8 hit points, but the witches and wizards only get to d6. Even with a decent constitution, your ac is probably mediocre. Additional strike points will keep you on the front line. Vital Strike: Forms only one natural attack with great damage can take advantage of Vital Strike. For help with Vital Strike, see my practical guide to Vital Strike. Weapon Finesse: If you are going to use a lot of dexterity-dependent polymorphs, it's black. Many creatures, such as Fire Elementals, use a weapon to finesse naturally, but polymorphing into these creatures without a weapon finesse may not hurt you. All natural weapons can be used for weapon finesse, so if you have high skill and low strength, you can use the weapon finesse in almost any form. Weapon Focus: If you tend to use a small set of forms, especially those with common natural weapons such as claws, you can use some out of Weapon Focus. While your strength/dexterity should be fantastic while polymorphed, your base attack bonus won't keep up with the fighters, so the bonuses for attacks are nice. Polymorph options spell Alter Self alchemist 2, bard 2, sweet 2, shaman 2, wizard/wizard 2, summoner/un chained summoner 2, witch 2 Polymorph into a small or medium humanoid. You don't get natural armor bonuses, but you get some special senses (especially darkvision and smell) and swim speed, and you get a modest ability bonus depending on how size you change, even if you were that size already. Only competitions offering one of the bonuses promised by Alter Self are included in the price. There are many races that do not give anything to Alter Self. Lúcanthropes are also deleted because they are templates applied to humanoids. Small humanoids: You can get a +2 size bonus dex from the spell. If you were average before, you can get +1 attacks and AC for your new size and +4 bonus stealth control. Medium Humanoids: You can get a + 2 size bonus strength spell. If you were previously small, you will lose +1 attacks and AC is small, as well as a +4 size bonus stealth control. Adlet: Dim Vision, Smell, 40 feet speed Boggard: Darkvision, light vision, 20 ft. speed and 30 feet swim speed Bugbear: Darkvision, 30 feet speed Catfolk: Low-light vision, 30 ft. speed Changeling: Darkvision, 30 ft. speed Dhampir: Darkvision, light vision, 30 feet speed Drow: Darkvision, 30 feet speed dwarf: Darkvision, 20 feet speed Duerger: Darkvision, 20 feet speed Elf: Light vision, 30 ft. speed Gnome: Darkvision, 30 feet speed Hobgoblin: Darkvision, 30 ft. Speed Kitsune: Light vision, 30 feet speed Lizardfolk: 15 ft. speed, 30 ft. Speed Locathah: Light-light swimming: Light 30 feet swim speed, but only 10 feet of earth speed Merfolk: Light sight, 30 foot swim speed, but only 5 feet of earth speed. Nagaji: Light Vision, 30 feet speed Ogrekin: Light vision, 30 feet speed Orc: Darkvision, 30 feet speed Samsaran: Light vision, 30 feet speed Sasquatch: Darkvision, dim vision, Smell, and 30 feet. Sculpt: Light vision, 30 feet speed Tengu: Dim vision, 30 feet. 30 feet speed Trox: Darkvision, 40 feet speed Usaeus: Low-light vision, 20 feet speed Vanara: Light vision, 30 feet speed Vishkanya: Low-light vision, 30 feet speed Wayang: Darkvision, 20 ft. Speed Beast Shape I Alchemist 3, bloodrager 3, 3, sweet/wizard/wizard 3, 4th-level Wild Shape Polymorph into a small or medium animal. You can climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, dim vision, and smell. For your combat needs, Deinonychus is your best bet. Use Dire Rat or Eagle to search. Use Electric Eel or Bull Shark to swim. Unfortunately, in addition to the monstrous physique, beast shape I becomes a much less appealing option for polymorphists not locked in it. Gargoye overcomes a deinonychus injury output, and gargoye can match an eagle flight without sacrificing an offensive output. Beast Shape I is still good, and the druids are not fine as deinonychus, but the Monstrous Physique is strictly better. Small Animals: You get a +2 size bonus for your dexterity and +1 natural armor bonus. Antelope: Antelope's only appeal is his 60 feet. Beast Shape never gives a Powerful Charge. Archaeopteryx: Eagle is a vastly better flyer, but as far as birds go Archaeopteryx has impressive land speed. Badger: Badger gets three attacks, making it interesting to fight for the opportunity in small sizes, but its base damage is very bad, so you can depend almost entirely on your unchanged strength. You can also badger burrow before Beast Shape III. Baboon: Baboon is not an impressive stat block, but it offers the ability to enhance beast shape and still has opposing thumbs. Dire Rat: 40 foot move speed, 20 foot climb, and 20 foot swim. Light vision and smell. Some ranks of Stealth, Dire Rat is a fantastic Scout form. 1d4 bite is not going to make you far from fight, but if you've ever fought rats rpg, that shouldn't surprise you. Dodo is extinct because they're a lousy species. And because the dogs ate their eggs. But mostly because they're a lousy species. 40-foot speed, light vision and smell. 1d4 bite attack. Strictly worse than Dire Rat, but far less humiliating, and you can move in public without terrible people. Eagle: low sight and flight with medium manoeuvrability. Eagles usually get 80 feet. But Beast Shape I limits you to 30 feet. You also get 3 attacks, all three of which are primary, so none of them get a -5 penalty kick, and you can apply your full force bonus to them all. Electric Eel: Light vision, 30 feet swimming speed. Obviously electric eels breath, which I didn't know until I read it on Pathfinder rules. Primary d6 bit, plus secondary Melee touch to deal with electrical damage to your tail. Goat: Something you can't get anywhere else. Big Horned Owl: The Eagle is strictly better. Octopus: Light vision, 30-foot swimming speed. You can't get a plane, which makes me a little sad. 1d3 bite, plus tentacle grab. Remember that you can't grab the ability to get up to Beast Shape II. You're never going to get electricity and you're not going to get the poison from Beast Shape I. Sloth: You're kidding, right? The species of icon is so slow that they grow moss in their bodies? Thylacine: Thylacine does not really do anything. The dog is completely better. Trumpeter Swan: While the base of The Trumpeter Swan is better to fly at speed than the Eagle, beast shapes i you're limited to flight speed 30, making the two about identical. Velociraptor: Dim vision, smell, 60 foot speed, and three main natural weapons. Total excellent form of small size, but it can not compete with Deinonychus. Vulture: Dim vision, and smell. Smell is very rare flying creatures. At Beast Shape I Vulture is the same speed as Eagle or Trumpeter Swan, as long as you don't mind giving up Eagle Attacks, Vulture is a fantastic choice. Medium discuss: you get a +2 size bonus for your strength and +2 natural armor bonus. Boar: Dim vision, smell, 40 foot move speed, and 1d8 gore attack. Bull Shark: No blindsense to Beast Shape III, but you get Keen Smell because it's a good version of the scent, and you get dim vision and Bull Shark has a very impressive 2d8 bite. Cheetah: Dim vision, smell, 50 foot move speed, primary bite 1d6 damage and two primary claws with 1d3 damage each. No spirit because it's extraordinary. Constrictor Snake: Smell, 20 foot move speed, 20 foot climb speed, 20 foot swim speed. 1d4 bite is not great because you can't grab up to the Beast Shape II. Deinonychus: Light vision, smell, 60 foot move speed. 2 primary claws 1d8 damage, primary bit attack 1d6 and 1 secondary foreclaws attack 1d4 just for fun. The best battle form in Beast Shape I, though, you can't get up to Beast Shape II. Dimorphodon: Dim vision, smell (rare flying creature) and flight. With Beast Shape I Dimorphodon's 30 foot speed fits the limit set by other options such as Eagle and Vulture. Unfortunately, you won't get poison until Beast Shape III, so Eagle and Vulture have even better flying options. Dire Badger: just a bigger badger with a slightly higher damage to the dice. You can't get the badger's burrow speed up to Beast Shape III, so dire's badger is overrun with many other possibilities. Dolphin: 80 foot swim speed (Beast Shape I limit it to 60 feet), light vision and 1d4 slam. You don't get a blind eye from Beast Shape, so the dolphin never gets any better. Go get the Bull Shark instead. Moose: 50-foot speed and three mediocre attacks. Giant Frog: Light vision, 30 foot move speed and 30 foot swim speed. You can't use The Language because it has an extraordinary ability, and the 1d6 bite is pretty uninteresting. Gar: Gar's only appeal is Grab What You Can't Up to the Beast Shape II. Giant Gecko: You Can't Have a Giant Gecko's Expert Climber Capability, so the Giant Gecko really only offers climbing speed. And why use the tide when you can fly? Giant Porcupine: You can't get Giant Porcupine's Quills ability because it's extraordinary, and its tail slap isn't good enough to make it combat form. Giant Turtle: You won't get any Giant Turtle special abilities at any moment. Giant weasel: You can grab up to beast shape II, and you will never get a blood drain. Goblin Dog: Dim vision, smell, 50 foot move speed, and 1d6 bite. You don't get an allergic reaction because it's an extraordinary ability. You get immunity from diseases (I think. It's resistance, and you're going to get resistance). Hyena: Dim vision, smell, 50 foot move speed, and 1d6 bite. You can't trip until the Monster SHAPE II. Kangaroo: You Can't Trip Up the Beast Shape II. Leopard: Light sight, smell, 30 foot move speed, 20 foot move speed. You get the primary bite and the two main claws, all with 1d6 damage. You can't pounce until Beast Shape II, and you can't rake up the Beast Shape III. Monitor Lizard: Dim vision, 30 foot move speed, 30 foot swim speed, and 1d8 bite. You can't grab up the Beast Shape II or poison up beast Shape III. Pony: Dim vision, smell, 40 foot move speed, and two 1d3 sobs. Ram: Worthless. Riding Dog: Dim vision, smell, 40 foot move speed and 1d6 bite. You can't travel before Beast Shape II. Squid: Dim vision, 60-foot-long gear speed. You're going to get primary bite 1d3 and two secondary tentacle attacks at 1d4. You can't get an ink cloud and you can't jet until Monster Shape III. The Bachelor: Dim vision, smell, 50 feet speed and three attacks. Not terrible, but it doesn't fit a real battle form like Deinonychus or Cheetah. You can't have a dark mind or poison until the Monster Shape III. Venomous Snake: Dim vision, smell, 20 foot move speed, 20 foot climb speed, 20 foot swim speed, and 1d4 bite. You can't poison until Monster SHAPE III. Wolf: Dim vision, smell, 50 foot move speed, and 1d6 bite. You can't trip until Monster SHAPE II. Wolverine: Light sight, speed and 10-foot rate of climb. No burrow before Beast I Statue III. You also have two primary claw attacks of 1d6 and a primary bite of 1d4. Unfortunately, you're not going to get pregnant. Beast Shape II alchemist 4, bloodrager 4, sweet 4, wizard/wizard 4, 6th-level Wild Shape Now you can climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, dim vision, smell, grab, pounce, and trip. In addition to the grab, pounce and trip makes previous Beast Shape forms far more useful, including Deinonychus and Leopard, both of which continue to be decent but with additional strength and natural armor to make larger forms more viable. For scouting, continue to use Dire Rat or Eagle if you want speed, or go to the Viper or Hawk if you need stealth. For combat, use Dire Tiger: Three primary attacks that do as much damage as flashion/big word, gran, and pounce. Small Animals: You get a +4 size bonus for your dexterity, -2 penalty for your strength, and +1 for natural armor bonus. Cat: Slight vision, smell, 30 month movement rate. Two main claws on 1d2 and primary bite on 1d3. Even with bad stats, you have a definite chance of killing level 1 human commoner. Compsognathus: Dim vision, smell, and swim speed, but you can't pounce up beast shape III. Flying squirrel: Flying squirrel is a fun rules anomaly. It's flight speed, but because polymorphic rules don't give you extraordinary powers, you can't glide, and therefore you can fly like anything else with a clumsy manoeuvre. Fox: Dim vision and smell, but they are both very common. Hawk: Dim vision, 10 foot move speed, and 60 foot fly speed with medium manoeuvrability. Two barns with 1d4 damage. Hawk supplants Eagle as a flying scout option because its small size makes it difficult to notice. Lizard: Low-ght vision, 20 foot move speed, 20 foot climb speed, 1d4 bite. Monkey: Dim vision, 30 foot move speed, 30 foot climb speed, 1d3 bite. Since you have human-like hands, you could reasonably fill the somatic components. Otter: adorable, fuzzy swim speed. Owl: Dim vision, 10 foot move speed, and 60 foot fly speed with medium manoeuvrability. Two barns with 1d4 damage. Pig: Monsters already want to eat you. Don't encourage them. Poison Frog: Light vision, 10 foot move speed, 20 foot swim speed, and bite flat 1 damage. There's no poison until Monster Shape III. You can't close. Raccoon: Low sight, smell and 20-foot ascent rate. The rat is more versatile, but if you're not going to be a raccoon, it's faster. Rat: Dim vision, smell, 15 foot move speed, 15 foot climb speed, 15 foot swim speed, and 1d3 bite. A smaller, secretive, slower version of Dire Rat. Raven: Light vision, 10 foot move speed, and 40 foot fly speed with medium manoeuvrability. You're not getting Musk. Turtle: You can't shell, and even if you did snapping turtle would still be bad options. Tuatara: Darkvision and climb speed. Not terribly impressive, but Tuatara is the first thing that offers Darkvision. Viper: Light vision, 20 foot move speed, 20 foot climb speed, 20 foot swim speed. 1d2 bite, but no poison until Beast Shape III. Weasel: Dim vision, 20 foot move speed, 20 foot climb speed, and primary bite 1d3 damage. No addition, because it's extraordinary. Big Animals: You get a +4 size bonus for your strength, -2 penalties for your dexterity and +4 natural armor bonus. Arsinotherium: You can't trample up Beast Shape III, but the base of the 4d8 gore works really well in Vital Strike. Unfortunately, Beast Shape does not give a Powerful Charge. Aurochs: Dim vision, smell, 40 foot move speed, and gore at 1d8. No stamping. Axe Beak: You will never get an unexpected reward, which is Axe Beak's only real appeal. Bison: Dim vision, smell, 40 foot move speed, and gore at 2d6. Strictly better than Aurochs. You can't get Spit. Crocodile: Light vision, 20 foot motion speed, 30 foot swim speed. The primary bite ate 1d8 and the secondary tail slap 1d12. You can't get a crocodile's cool powers because they're extraordinary. Dimetrodon: You can't rip bite, and even if you did it doesn't make Dimetrodon a good choice. Dire Ape: Dim vision, smell, 30 foot move speed, 30 foot climb speed, and 10 foot reach. Primary bite 1d6 and two primary claws with 1d6 damage each. No rent until monster shape IV. Since you have human-like hands, you can reasonably make somaatii components. Dire Bat: No blindsense to Beast Shape III. 20 foot motion speed, 40 foot fly speed (average). Bite 1d8 damage. Dire Bear: Dim vision, smell, 40 foot move speed. The two main claws 1d6 damage each and the primary bite 1d8 damage. Even though he's a bear, it's a bad form of battle. Attacks and lesions are honorable, but other forms can pounce, grab, and eventually rake. Dire Boar: Low sight, odour, 40 foot movement rate. Gore 2d6 loss plus 1.5 strength. Dire Hyena: Dim vision, smell, 50 foot move speed. Bite 2d6 damage plus 1.5 strength, plus you can get a trip. Strictly better than Dire Boar. Dire Lion: Dim vision, smell, 40 foot move speed. Primary bite 1d8 damage plus grab, and 2 primary claws 1d6. You can also pounce, but you can't rake up beast Shape III. Dire Tiger: Dim vision, smell, 40 foot move speed. Primary bite 2d6 damage plus grab, and 2 primary claws 2d4 plus grab. You can also pounce, but you can't rake up Beast Shape III. You're going to get Grab, but you're not going to get blood drain or blood rage. Dire Wolf: Dim vision, smell, 50 foot move speed. Bite 1d8 damage plus trip. Dire Wolverine: Dim vision, smell, 40-foot motion speed, the rate of foot lift. 2 primary claws 1d8 and primary bite 1d6. No rage, unfortunately. Emperor Cobra: No poison to beast Shape III, but good land, climb and swim speeds. You can't speak. Giant filled lizard: Dim vision, smell, 30 foot move speed, 30 foot climb speed. First bite on 2d6, plus secondary tail attack on 1d8. You don't get scary for what's unfortunate because you can't show off those sweet wrinkles. Giant Moray Eel: Dim vision, smell, 30 foot swim speed, and bite 2d6 damage plus 1.5 strength and grab. Gnaw cant, which is the nomination. Giant Octopus: Dim vision, 20 foot move speed, 30 foot swim speed, but not jet up beast shape III. Primary bite 1d8 damage (no poison to Beast Shape III) and brutal 8 secondary tentacle attacks 1d4 damage each, plus grab. If you have a bard at a party, or some other bonus for all your attack like Sneak Attack, it's a really fantastic choice. Giant seahorse: creepy attacks, and no useful abilities. You can't get Anchor, and even if you did, it wouldn't help. Giant Skunk: Horrible attacks, and you can't have Musk. Giant Rooms: You get grab, but you can't poison your skin, and there's a better chance of grab. Giant vulture: you don't get sick, so a regular vulture is actually better. Gorilla: Dim vision, smell, 30 foot move speed, 30 foot climb speed, and reach. 2 slams at 1d6 loss each. Since you have human-like hands, you could reasonably fill the somatic components and use weapons. Grizzly Bear: Dim vision, smell, 40 foot move speed. 2 primary claws and primary bite with 1d6 damage each. Hippopotamus: All you get is a 2d8 bite. Base damage is nice, but the forms of multiple attacks are significantly more effective. Horse: Low vision, smell, 50-foot motion speed. 2 The candies 1d4 damage each. Since you can't get Obedient, your sob attacks aren't treated as secondary. You may also be able to mount if you need to do it for some reason. Lion: Dim vision, smell, 40 foot move speed. 2 primary claws 1d6 damage and primary bite 1d8 damage plus grab. Don't rake up beast shape III. Worthless. Megaloceros: Hardly better than Moose. You're not going to get a powerful charge. Pachycephalosaurus: You Can't Clobbering Charge. Pteranodon: Dim vision, smell, 10 foot move speed, and 50 foot fly speed (clumsy). Bite 2d6 damage plus 1.5 strength. Rhinoceros: Smell, 40-foot speed. Gore has 2d6 damage plus 1.5 strength, but you can't get a Powerful Charge, which is the whole reason you want to be rhinoceros. Shark: Bull Shark may actually be better because his bite does twice as much for base damage. Styracosaurus: You can't get a powerful charge or reflexive strike. Tiger: Light vision, smell, 40-foot speed. 2 primary claws 1d8 damage plus grab Primary bite 2d6 damage plus grab. You can also pounce, but do rake up beast shape III. Walrus: Worthless. There are no garbage attacks and no special capabilities. Woolly rhinoceros: smell, 30-foot velocity. Gore has a 2d8 injury plus 1.5 strength, but you can't get a Powerful Charge, which is the whole reason you want to be rhinoceros. You can't trample up Beast Shape III. Beast Shape III alchemist 5, sweet 5, witch/wizard 5, 8th-level Wild Shape Now you can burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, light vision, smell, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, trip and web. Scouting, your previous choices will continue to be your best choice. With the addition of Rake, Dire Tiger will continue to step up his combat options at this level. Use Allosaurus for blaming and murdering individual targets. Use Mastodon to get the mafia down. Use Stegosaurus to control the battle area. Diminutive Animals: You get a +6 size bonus for your dexterity, a -4 penalty and +1 natural armor bonus. Bat: Fly at a speed of 40 feet with good maneuverability is solid, dim vision is nice, and 20 feet of blindsense is awesome. Diminutive size, you can get +12 Stealth, and 1d3 bite attack. This is a fantastic form of scouting, assuming your DM does not mandate that you tweet to use your blindsense through echolocation. The amphibious block in the toad does not list the amphibious subtype. They don't have a swimming speed and have a base speed of 5 feet. There's no mechanical reason to be a toad. Huge animals: A large animal, you can get a +6 size bonus for your strength, -4 penalty and +6 natural armor bonus. Aecheleon: Basically a giant snapping turtle, and just as effective. Three attacks, assault, grabbing and rake. Allosaurus base damage is equal to Dire Tiger's, but since it's bigger, you can better reach, better size bonus strength, and better size bonus wrestle control. Ankylosaurus: Dim vision, smell, 30 foot move speed, 15 foot reach, and tail slam attack 3d6 damage plus 1.5 strength. You don't get anesthesia, which makes it a much worse option than the Stegosaurus that gets a trip. Baluchitherium: Two sobs attacks with decent base damage and Trample. Almost identical to Mastodon, but Mastodonon is better. Behemoth Hippopotamus: Quite spectacular, except for this impressive 4d8 bite injury. If you don't have a vital attack, skip the Behemoth Hippopotamus. Elasmosaurus: Low sight, smell, 20-foot velocity, 50 foot swim rate and 20 feet long. One bite 2d8 damage plus 1.5 strength. Like Stegosaurus, it's great for managing the region. Elephant: Dim vision, smell, 40 foot move speed, and 10 foot reach. Primary gore and slam 2d6 damage each. You can get a Trample 2d8 plus 1.5 strength. Drive over a lot of small people. Mastodon is strictly a netter of Giant Gar: You get grab, but you can't Swallow Whole. Giant Squid: Dim vision, 60 foot swim speed, 2d6 foot jet, 15 foot reach, which increases to 30 hands and tentacles. One primary bite 2d6 damage, two primary arm attacks with 1d6 damage each, plus one secondary tentacles attack 2d6 damage grab. With the narrowing of the 4d6 damage plus 1.5 Strength, the grab is pretty scary here. Even without the ability to move, 30 foot reach can make you a big scary wrestling monster. When you're on an Overland Flight, you're a giant scary flying tentacle monster. Giraffe: Worthless. Great White Shark: You Can't Bleed, and Great White Sharks' other stats aren't impressive. Iguanodon: You can't thumb spikes. Killer Seahorse: You get grab and narrow, but not bleed. If you're looking for an underwater wrestler, stick to the giant squid. Mastodon: Dim vision, smell, 40 foot move speed, and 15 foot reach. Primary gore at 2d8 injury and primary slam at 2d8 loss, and you get the Trample 2d8 plus 1.5 strength. Ignore elephants, oversing a lot of small people. Remember that D.C. for The Trample has a D.C. for polymorphic effects, so you probably don't fit Mastodon's DC 29. Megalania: You get both Grab and Poison, but not swallow healthy. 1d4 poison damage is easy to forget, but most creatures have no 1d4 laps can quickly bring the creature 0 Dexterity. Megatherium: A trip, but otherwise worthless. Orca: You can only get a blind sight out of 30 feet, but goes up to 60 with Beast Shape IV. Light vision, 80 feet swim speed, 10 feet. Bite 2d6 plus 1.5 strength. Parasaurorophus: Parasaurorophus's only cool ability is the Trample, which Mastodon does significantly better. Stegosaurus: Low vision, smell, 30-foot velocity, 15 feet away. Tail attack 4d6 damage plus 1.5 strength plus Trip. With great scope and trip, it's a really great area of control opportunity. Triceratops: Dim vision, smell, 30 foot move speed, 15 foot reach. Gore has a 2d10 loss plus 1.5 strength and a trample 1d8 plus 1.5 strength. You can't be powerful for free, so Mastodon is strictly a better choice. Small Magical Beasts: You get a +4 size bonus for your dexterity and +2 natural armor bonus. Almiraj: Beast Shape does not give any Almiraj special abilities, leaving you with a sleazy gore attack. Aurovorax: Four claws and a bite, all of which apply to Grab. Grab us great, but smallness you are not very effective in wrestling. Aurovorax can also rake, although the damage is quite minor. If you absolutely need to be small, you could find worse combat form, but Aurovorax competes fantastic options like Dire Tiger and Chimera. Cockatrice: Dark vision, light vision, 20 feet speed, 60 foot fly speed (bad), and bite 1d4 damage. You don't get the fossil, which makes it a completely worthless opportunity. Darkmantle: You can only get a blind sight at 30 feet now, but it extends to 60 feet with Beast Shape IV. Darkvision, low vision, 20 foot move speed, and 30 foot fly speed (bad). One slam at 1d4 loss plus grab, and narrowing to 1d4+4. At this point, if you want tentacles to wrestle with things, Giant Squid is a much better option. Ratking: Beast Shape doesn't give any Rat King special abilities, so you only get 5 horrible bites. Shocker Lizard: Darkvision, low-speed vision, 40 foot move speed, 20 foot climb speed, 20 foot swim speed. Bite 1d4 damage. You don't get any power, so it's a completely worthless choice. Medium Magical Beasts: You get a +4 size bonus for your strength and +4 natural armor bonus. Aranea: Aranea is only interesting because it can cast the weather like a witch. Without it, all you're going to get is a lousy poison. Baku: Beast Shape does not give any of Baku's special abilities. Basilisk: Darkvision, low-light vision, 20 foot move speed, and bite 1d8 damage plus 1.5 strength. No gaze, so it's completely useless. Blink Dog: Beast Shape doesn't give spell-like abilities, so Blink Dog is actually just a dog in Darkvision. Bunyip: You Can't Bleed, Blood Rage, or Roar, so its only interesting ability is keen smell. Chupacabra: You can't chupar, and Pounce and Grab are not particularly effective in such weak attacks. Galvo: You don't get any of Galvo's special abilities (including a swarm), but you will almost certainly get electrical damage from attacks. Grodair: Beast Shape does not give any of Grodair's special abilities. Bird face-hugger. You're not getting any of its terrible powers from Beast Shape. Jackals: Not to be confused werejackal, and certainly not confused with a good idea. You can't get the abilities of jackals, but you're still humanoid enough to use weapons and armor. Krenshar: You can't skullface, so Krenshar is limited by a trio of mediocre attacks. Shaver: You can't have special abilities, and you can't resist until Beast Shape IV, so all you can do is have your sleazy natural attacks. Peryton: You can't have any of Peryton's special abilities, and its natural weapons are terrible without being scary critical. The speed of flight is nice, but not enough to make peryton useful. All you get is a flight and two claws. Beast Shape does not give the interesting powers of sirens. You're not going to get any of Sing's special powers. It's not clear if you're still going to get slime squirt's attack. Trollhound: Beast Shape does not allow you to get regeneration, and one Attack Trip is not good enough for Beast Shape III. Voonith: 5 Wild Attacks and a Trip one of them. Not completely terrible, but you can do significantly better at this level. Worg: Darkvision, dim vision, 50 foot move speed, bite 1d6 damage plus Trip. Totally useless so late in the game. Beast Shape IV Alchemist 6, sweet 6, witch/wizard 6 Now you can get a burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, light vision, smell, remorsense 60 feet, breath weapon, constriction, ferocity, grab, jet, poison, pounce, rake, remn, roar, spikes, trample, trip, trip, and web. If a creature has immunity or resistance to any elements, you will resist 20 of these elements. If you have a vulnerability element, you get that vulnerability. Scouting, your previous choices will continue to be your best choice. Allosaurus continues to be a fantastic combat opportunity, but it is competing with magical beasts with similar offensive options that can fly. Little Magical Beasts: You get a -2 penalty for your strength, +8 size bonus for your dexterity and +3 natural armor bonus. Blind spot: You can't have a dazzling look, and blindheim attacks are terrible. Caruncule: Without its abilities, Caruncule is an essentially Lizard. With none of his special abilities, rattling is essentially a small humanoid. You're still a humanoid enough to use armor and weapons, but in small size, why do you bother? Stirge: Darkvision, dim vision, smell, 10 foot move speed, 40 foot fly speed (average). Since you don't get any special abilities, this form is about the equivalent of a bat. Zoog: you get none of Zoog's special abilities, and its natural attacks are terrible. Great Magical Beasts: You size a +6 size bonus for your strength, -2 penalty for your dexterity, +2 size bonus for your constitution and +6 for natural armor bonus. Ahuizotl: You can not get any Ahuizotl special abilities, so all you get is a few mediocre attacks. Amphisbaena: Two Bites poison, which deals with constitutional damage. Fly, Pounce and Rake, but you can't give a spell-like abilities. Ankheg: Darkvision, light vision, tremorsense 60 feet, 30 foot move speed, 20 foot burrow speed. You can bite 2d6 plus some acid damage and grab it, and you may be able to convince your DM to treat Spit Acid as a breath gun so you can use it. Catoblepas: About the equivalent of Gorgon, Catoblepas has four natural attacks, a Trample and breath weapon in an impressive 60 foot range and that deals with stunning 1d6 constitutional damage. Keep in mind that DC is equal to D.C.'s polymorph effect, so Wizard casting Beast Shape III is at least DC 17, but probably much better. Chimera: Darkvision, dim vision, smell, 30 foot move speed, 50 foot fly speed (bad), Primary bite (2d6), second primary primary gore (1d8) and two primary claws (1d6 each). And a breathing weapon that can be used for every 1d4 rounds for 6d8 damage. For some decent buffs, it can be very scary to fight for form. The +6 size bonus strength, plus Bull's Strength, makes a human simple cattle stronger than the average chimera, which already makes it quite a bit scarier. Remember that breath weapon DC equals D.C. for polymorphic effects. Criosphinx: You can not swooping charge, which is Criosphinx is the only interesting tactical option. Death Dog: Basically a wolf with two attacks. Death worm: you will not receive any death worm abilities except poison and its burrow velocity. Devilfish: You won't get any devilfish special abilities except grab, and you'll find much better ways to grab it. Disenchanter: You don't get any special abilities, so the disenchanter is functionally blue camel. Dragon Horse: you get Dragon Horse's breath weapons, although other options are much more effective breath weapons. Dragon Horse attacks are mediocre, even a bonus for electrical damage. Dragon Horse has an impressive 120 foot fly speed, but it's really not enough to make it useful. Draggonne: Draggonne can fly (badly), and it is Pounce, but its attacks are weak. Flail snail: All you can do is have four flail snail flails. Giant Eagle: Low-light vision, 10 foot move speed, 80 foot fly speed (average), 2 primary claws with 1d8 damage and primary bit 1d6 damage. Girallon: Darkvision, dim vision, smell, 40 foot move speed, 40 foot climb speed, 10 foot reach. Primary bite 1d6 damage, 4 primary claws 1d4 damage, and rend 1d4 plus 1.5 strength. Glacier Rooms: You can't swallow a healthy or bitter cold, and the Glacier Toad bite isn't important enough to make it interesting. Gorgon: Darkvision, dim vision, smell, 30 foot move speed. Primary Gore 2d8 injury and two secondary sbs at 1d6, but they don't matter. A big important power here is a breathing weapon. Keep in mind that DC is equal to D.C.'s polymorph effect. Land: The bonus of natural armor is huge, and the earth glide has a cool movement ability, but that's really all you can get. Fire: The best elementary combat form at this level, and still not very scary. Burn causes damage over time, but only 1d4 rounds. As a small elemental injury is only 1d4, so it's not going to beat you in any fights. Water: Vortex is the same vortex, but it only works underwater. Natural armor and bonus constitution make it a decent tank form, even compared to the earth's basic. Swimming speed is nice when you have to go swimming. Elemental Body I alchemist 5, sweet 5, wizard/wizard 5, 8th-level Wild Shape Now you're average. Most bonuses at this level are flat numerical increases. Your slams will increase to 1d6 damage plus strength. This level competes with Beast Shape III, which adds rake to the already formidable Dire Tiger, and introduces Mastodon for stomping mobs. Being more basic without extra speed actually makes the Medium Air Elemental worse to look than a small element, and no other elemental gain in meaningful combat options. Air: More dexterity, more natural armor, and your whirlwind gets 10 feet higher. Earth: More power and more natural armor. Fun. Fire: Burn goes up to 1d6, you get more dex and a little more natural armor. Wwater: More constitution, more natural armor, and your vortex becomes higher. Elemental Body III Alchemist 6, Sweet 6, Wizard/Wizard 6, 10th-level Wild Shape Now you're great, which gives you 10 Reach. This level also brings bonuses to another ability to score. Slams increase to 1d8 damage plus strength. At this level your combat options are needed to compete with Beast Shape IV, which allows you to turn into a Chimera. You can have a big fire elemental and put some people on fire, or you can have

chimera and fix the whole space of the fire. Air: Bonus strength, more natural armor, longer whirlwind. Earth: More strength, punishment dexterity, bonus constitution and more natural armor. Fire: Bonus constitution, more natural armor, burn 1d8 plus strength. Water: Bonus strength, punishment for dexterity and more constitution. A longer vortex. Even in the countryside, it's the best tank form. Elemental Body IV Witch/Wizard 7, 12th-level Wild Shape Now you're huge, which gives you 15 foot reach and 2d6 damage to your slams. Even with improved reach and slam damage, Beast Shape IV is an even better combat option, and Air Elemental stopped to have to look several levels back, even with improved flight speed. Air: More power, your flight speed will double, and your whirlwind will get longer. Earth: More power and more constitution. Fire: More dexterity, more constitution and burn 2d6. Water: More power, more constitution, longer vortex. Form Dragon I alchemist 6, sweet 6, witch/wizard 6 You get +4 size bonus strength, +2 size bonus constitution, +4 natural armor bonus, fly 60 feet (bad), darkvision 60 feet, breather, resistance to one element, and vulnerability to another. You can also get one bite (1d8), two claws (1d6) and two wings (1d4). All natural attacks are primary, and a breath weapon can only be used once each time the majority spell. At 6d8 damage, breath gun is not your best combat option. Remember that your constant magic effect remains in place, and you can cast spells like a dragon. Effects like Copper Dragon's Spider Climb are easily replaced by spells and basic weaknesses can easily overcome energy resistance. With the weather available to cover dragons' weaknesses, they are essentially identical, except for their breath weapons. Since the breathing weapon is strictly worse than the Fireball at this level, the breathing weapon is not really worth considering, so each dragon is functionally identical. There is an argument to be made in dealing with types of damage that are less common in resistance than fire damage, but fireball is three levels lower and does more damage, so it clearly does not replace blast weather. At this level you must compete with the Beast Shape IV, which will make you chimera. Beast shape gives you +6 strength, -2 dexterity, +2 constitutions and +6 natural armor. -2 dexterity is mostly offset by natural armor, so base stat bonuses are better. Chimera can't make it, but it's big, gets the same amount attacks for better damage, and it is a breath weapon that also handles 6d8 damage and can be used for every 1d4 rounds. Chimera gives up 10 feet of flight speed, but is otherwise better than the average dragon like a combat monster. However, the Dragons will be cast in the weather, so I assume you can also cast the weather will polymorphed. If that's something you want to do, go get the Dragon's uniform. Otherwise, go to Beast Shape. Form Dragon II witch/wizard 7 This level adds more strength and constitution, more fly speed, DR 5/magic, better natural attack damage, reach your bite attacks, new tail slap attack, 2d8 more damage to your breath weapon, and you can use a breath weapon a second time. 8d8 damage slightly beats the average damage of a 10d6 fireball, but at this level there are many other blasting spells available (such as Cone cold), which does more damage than breath weapons. The form of Dragon III witch/wizard 8 bonuses for strength, constitution and natural armor are truly stunning at this level. The 120 foot fly speed is awesome, and you get blindsense, 120 foot darkvision and a formidable presence. Your strength will go up to 10 feet (15 feet bite), and your natural weapon damage will rise to your size. You get basic immunity, and you can use your breath weapon for 12d8 damage every 1d4 rounds. The 12d8 is about the equivalent of 15d6, and you can use a breathing weapon every 1d4 rounds for 1 minute at wheel level. It's a lot of breath weapon damage. Giant Form I alchemist 6, witch/wizard 7 Great size you can get 10 foot reach, and you'll get dim vision as part of the spell. Bonuses for strength, constitution and natural armor are pretty great, and you can cast the weather because you can talk normally and have humanoid hands. If you use weapons (Eldritch Knights is excellent polymorph), the giant form is excellent. Because you probably don't have a big scary gun wave around you, you probably want to use it to turn it into something of natural weapons that you can rely on. This means that Troll is essentially the only way worth considering, which is good because Troll is pretty awesome. Natural weapons are still not good, but you get regeneration and Darkvision. At this level you must compete in the form of Dragon II and Elemental Body III. Elemental Body III is terrible, but the form of Dragon II gives you much better combat options for a full wheel. Gun users like alchemists do very well the rock troll because you can continue using their armor and weapons, and get regeneration. Ash Giant: Rock throwing, rock capture. Ash Giants are immune to disease and poison, but the Giant Form won't give you either. Cave Giant: Darkvision, dim vision, rock throwing, rock capture. Cave Giants get ferocity, but Giant Form won't let you get it. Rock Giant: Rock throwing, rock capture, Acid 10 and fire 10.RAW you can resist 20 somethings that a giant can resist, so you actually get resistance to 20 in both Acid and Fire, but it seems to be a mistake, so check your GM. Cyclops: You're literally getting something. Even an ogre is better. How sad is that? Desert Giant: Rock throwing, rock capture, immunity to fire (you can only resist 20). Since you can't get vulnerability to the cold, the Desert Giant is strictly better than the Fire Giant. You only get the other head. Frost Giant: Rock throwing, rock capture, immunity to cold (you can only resist 20), vulnerability to fire. Fire Giant: Rock throwing, rock capture, immunity to fire (you can only resist 20), vulnerability cold. Fire Yai: Regeneration 5 (acid or cold), immunity to fire (you only get resist 20), darkvision, and vulnerability to cold. Fire Yai doesn't get Troll's natural attacks or rend, but cold damage is far less common than fire, so Fire Yai regeneration is more reliable. Rock Troll is even better, but Fire Yai's not bad. You're not getting the speed of The Fire From Giant Fore. Freshwater Merrow: Two claw attacks, but you can't grab it. Hill Giant: Rock throwing, rock capture. Ice Troll: Basically the same troll, but you also get resistance to cold 20 (real ice trolls get immunity) and vulnerability to fire. In situations where you have to worry about cold damage the ice troll is better than Troll, but in other situations Rock Troll is your best bet. Sex giant: Rock throwing, rock capture. Moss Troll: Weak by Troll standards, Moss Troll regeneration won't stop acid damage, but moss troll adds vulnerability to fire, doubling your issues with the most common energy damage. The moss troll can improve the reach of your claw attacks, but this vulnerability to fire is still very concerning. Ogre: Dark vision, yes, that's all. Ogreland: Darkvision, regeneration of the 5th river giant: Rock throwing, rock capture, rock troll: Basically the same troll, but Rock Troll regeneration has stopped acid and sonic damage instead of acid and fire. Since sonic damage is so much less common than fire damage, Rock Troll has a small advantage over the usual Troll. Note that you can't sunlight petrification like the real Rock Troll. Slag Giant: Rock throwing, rock catching, stand fire 20 (slag giants get 30, but you only get 20 giant form). Stone Giant: Darkvision, dim vision, rock throwing, better rock capture. Troll: You get regeneration 5 and darkvision, bite 1d8 damage and two claws with 1d6 damage each. You get a red 1d6 plus 1.5 strength damage when you hit two claws. You can also have a scrag that allows you to breath in the water and gives you a swim speed. Giant: Rock capture. The Wood Giant's greatest strengths are spell-like powers, but you can't get them from the Giant Form. Giant Form II Witch/Wizard 8 You get a slightly better strength and constitution, 2 more natural armor and 10 foot bonus speed. Your size also gives you 15 feet. Full wheels still have the same problems that they did in Giant Form I. Regeneration is still really good, so look for forms of regeneration. At this level you can also have a Giant Dragon, so it's natural for compasion to do, and for most polymorphing characters, the dragon is the most powerful choice. This spell is basically only useful for Eldritch Knights because they are the only ones who use weapons enough to make it useful and also to get access to spelling. Athach: Darkvision, rock throwing and stand cold 10. You get an Athach bite attack under standard polymorphic rules, but you don't get that poison or Swift's ability to suck. Cloud Giant: Rock throwing, rock capture. Big Cyclops: You get a gore attack. Jotund Troll: Regeneration 5 (jotund trolls usually get 10), rock throwing and rock capture. You don't get any Johour Troll's cool abilities, but regeneration is fantastic in itself. Unfortunately, Jotund Troll can't rend like many trolls do. Jungle Giant: Rock throwing, rock capture. You're not going to get any of the Jungle giant's cool power from the Giant Form. Ocean Giant: Rock throwing, rock capture, stand cold 30 and electricity 30. Salty merrow: two claw attacks, but you can't grab. Storm Giant: Rock throwing, rock capture, immunity to electricity. Taiga Giant: rock throwing, rock catching. Void Yai: Darkvision, regeneration (you can only get 5 instead of void Yai normal 15) and immunity to cold. Water Yai: Darkvision, regeneration (you can only get 5 instead of water yai normal 15) and immunity acid. Monstrous Physique I alchemist 3, bloodrager 3, sweet 3, wizard/wizard 3 Polymorph into small or medium monstrous humanoids. You can climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, dim vision, and smell, and water and amphibious subtypes. Since you get both subtypes of water creatures, you don't have to worry about breathing air or water. The monstrous physique runs at the same level as the Beast Shape, so it's easy to make comparisons between the two. Because monstrous humanoids have human-like anatomy they have a huge advantage in being able to use their weapons and armor. For classes that work well with slee (alchemists and magi), this is an important advantage. With a full wheel, Beast Shape is usually a better option at any given spelling level because it gives you a full Shotelli package without the need to spend gold on a pointy stick. However, there are exceptions (such as Beast Shape 1 vs. Monstrous Physique 1), and there are it must be said the ability to cast the weather while polymorphed. Gargoye and Storm Hag offer everything you need. They're fast, they're flying, they've got great natural weapons, they can talk, they've got human hands and they've got Darkvision. Full wheel, who have nothing to power the attack to increase their damage will likely get more out of Storm Hag, but alchemists and magi will likely be able to do more gargoyle with additional attack. If you're stuck in the water, go to Deep One. Small monstrous humanoids: you get a +2 size bonus for your dexterity and +1 natural armor bonus. No notes were bestiary 1. Medium Monstrous Humanoids: You get a +2 size bonus for your strength and +2 natural armor bonus. Deep One: 20 feet speed, darkvision 60 feet, twilight vision, swim 30 feet, Water and Amphibious subtypes. Two claws. Note that the claws deal with trimming damage, so even at the swim speed they deal with half the damage while fighting underwater. Doppelganger: 30 feet speed, darkvision 60 feet. Two claws. Gargoye: 40 feet speed, darkvision 60 feet, fly 30 feet (average). Two claws, a bite and a gore. Basically, the denonychus is a better base for damage. This makes the Beast Shape I completely obsolete. Grioth: 30 feet speed, fly 30 feet (average). Bite, but there's no poison. Hag, Green: 30 feet speed, darkvision 60 feet, swim 30 feet. Two claws, but no weakness. The Deep One is strictly better. Hag, Sea: 30 feet speed, darkvision 60 ft., swim 30 feet, Water and Amphibious subtypes. Two claws. The Deep One is strictly better. Harpy: 20 feet speed, darkvision 60 feet, fly 30 feet (average). Two barns. Gargoy is strictly better. Medusa: 30 feet. Snake bite, but no poison. Morlock: 40 feet speed, darkvision 60 feet, smell, climb 30 feet. Bite. Sahuagun: 30 feet speed, darkvision 60 feet, swim 30 feet, Water and Amphibious subtypes. Two claws and a bite. Skum: 20 feet speed, darkvision 60 feet, swim 30 feet, Water and Amphibious subtypes of Storm Hag: 30 feet speed, darkvision 60 feet, fly 30 feet (average). Bite and 2 claws, all of which deal with bonus electrical damage. Thriae, Dancer: 30 feet speed, darkvision 60 feet, fly 30 feet (average). A needle, but no poison. Gargoy is better. Monstrous Physique II alchemist 4, bloodrager 4, sweet 4, wizard /wizard 4 Polymorph into small or large monstrous humanoids. You can climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, dim vision, smell, freeze, grab, jump attack, mimic, pounce, sound imitation, talk about sharks, and travel. If a creature has undersized weapons of special quality, you get that quality. Anunnaki is really the only useful form at this level, and although it is pure that it has so many attacks it is only an occasionally good choice. Sneak Attack users receive the same number of attacks on Giant Octopus Beast Shape III. Monstrous Humanoids: You get a +4 size bonus of your own -2 penalty for your strength, and +1 natural armor bonus. No notes were bestiary 1. Big monstrous humanoids: You get a +4 size bonus for your strength, a -2 penalty for your dexterity and +4 natural armor bonus. Anunnaki: 50 feet speed, fly 60 feet (good), darkvision 60 feet. Bite and four wings, but you won't get a primordial chisel because you can't get a civilization lantern. This is a linear improvement on Gargoye, which gives you better flight speed, improves the size of bonuses, and another natural weapon attack. Since your natural weapons are no longer attached to your hands, you should be able to use weapons and cast spells in addition to bite and wing attacks. 50 feet speed, dark vision 60 feet, undersized weapons, only 5 feet. Worthless. Minotaur: 30 feet. Gore attack. You cannot match most options at the same level on other spells. Stormghost: 50 feet speed, climb 30 feet., darkvision 60 feet, dim vision, smell. Bite and two claws that deal with extra electrical damage. Yeti: 40 feet, climb 30 feet, darkvision 60 feet, smell. 2 claws, But Don't Tend To Monstrous Physique IV. Monstrous Physique III Alchemist 5, Sweet 5, Witch/Wizard 5 These size categories have very few options. Gegenesis is your besy bet raw damage output, but use Thiae Queen if you need a flight. Alchemists and magi can use more out of these forms than complete wheel, because these forms are so bad for natural weapons. Full wheels should use Beast Shape III instead. Diminutive Monstrous Humanoids: You get a +6 size bonus for your dexterity, -4 penalties for your strength, and +1 for natural armor bonus. There are none in the Bestiary index. Giant Monstrous Humanoids: You get a +6 size bonus for your strength, -4 penalty and +6 natural armor bonus. Gegenesis: 50 feet. 6 slams plus Grab them all. Svathurim: 50 feet speed, darkvision 60 feet, undersized weapons. Gore and two sobs. You don't get any powers that make Svathurim dangerous. Thriae Queen: 30 feet speed, fly 50 feet (good), darkvision 60 feet, dim vision. Sting and poison. You can't resist energy and poison up the Monstrous Physique IV, so it's basically boring for giant fly speed. Monstrous Physique IV alchemist 6, sweet 6, wizard/wizard 6 Essentially the same Monstrous Physique 3, but now you get a tremor, a breath gun, rend, roar, spikes, energy resistance and weaknesses, and bonus saves against poison. You also no longer get saddled undersized weapons. A better list of abilities doesn't make things much better, unfortunately. You will likely get much better results in Giant Form I at this level. Plant Shape I alchemist 5, wizard/wizard 5, 8th-level Wild Shape literally all options are terrible. Beast Shape I Is Better, and get this spelling level earlier. Small Plant Fungus Leshy: Darkvision, light vision and 3 creepy natural weapons. Gourd Leshy: Darkvision, light vision, and one horrible slam. Leaf Leshy: Darkvision, dim vision, and really shoddy flight. Leaf Ray: Flight and poison sting, but the poison is terrible. Mandragora: Grab and Poison, but at this level the small creature does well to Grab and Poison the effects are terrible. Mindsaver Mold: You get nothing. I'm not even sure you can attack, because Mindslaver Mold's only attack is a supernatural ability you can't get from a plant image. You're not getting anything. I'm not even sure you can attack, because Phycomid's only attack is an extraordinary ability you can't get from a plant image. Seaweed Leshy: Darkvision and swim speed. I'm not sure if you can attack because Seaweed Leshy's only attack is an extraordinary ability that you can't Plant Shape. Vegepygmy: Darkvision, dim vision, and 2 claws 1d4 damage each. Xtabay: Terrible natural attacks, terrible speed, and no special abilities. Medium Plant Basirdiron: Slam at 1d8 loss plus 1.5 strength. Cerebric fungus: You get none of the special abilities, and Cerebric fungus attacks are terrible for yourself. You don't get any special powers, and myceroid attacks are terrible in themselves. Phantom Fungus: Without Phantom Flesh and Blindsight, Phantom Fungus is terrible. Jack-O'-Lantern: You don't get any special powers, and Jack-O'-Lantern attacks are terrible for yourself. Life Topiary: You get none of the special abilities, and the Lively Topiary attacks are terrible for yourself. Mi-Go: 4 Attacks and Grab is great, but Beast Shape II offers a Dire Tiger that is significantly more effective at using Grab. You don't get any special powers, and the Saguari attacks are terrible in themselves. Violet fungus: Dim vision, 10 foot reach, and 4 tentacles 1d4 damage plus strength. You don't get any special powers, and weedwhip attacks are terrible in themselves. Yellow Musk Creeper: One tendril with 1d4 damage and 10 foot to reach. Plant Shape II alchemist 6, wizard/wizard 6, 10th-level Wild Shape Your options at this level are better than Plant Shape I, but have to compete with Dire Tiger and Chimera. Embarrassing the hills doesn't even come close. Alraune: You don't get any of Alraune's special abilities, except Grab, and 4 tentacles with Grab just aren't enough at this level. Ascomoid: You get Poison and Ascomoid resistance, but its attacks are pathetic. Assassin Vine: Slam in 1d8 damage plus 1.5 strength and grab, 10 foot reach. Resist cold and fire 10 each (although based on the wording of Plant Shape II you can get 20). Sargassum Fiend gets two attacks on Grab, as well as Constrict. The Sargassum there is also an improved version of Grab that allows it to wrestle enemies up to a huge size. Shambling mound: 2 slams at 2d6 loss plus strength and grab. Resist electricity at 20, resist fire 10 (although based on the wording of Plant Shape II you can get 20). Viper Vine: Viper Vine bite is very strong, and 4 vines with Grab is pretty nice. Unfortunately, Plant Shape does not give any of Viper Vine's special abilities. Plant Shape III Witch/Wizard 7, 12th-level Wild Shape Forms are none better than Plant Shape II, and now you have to compete to become a great dragon. Giant Flytrap: Dim vision, 4 bites 1d8 damage plus strength and grab, resist acid 20. Executioner tree: 3 vines with Grab is a nice big creature, but its unclear if you can use the vines because they are listed with extraordinary ability. Jimmenju: You can't get any Jimmenju's special abilities, and its natural weapons are pathetic. Kapre: You don't get any of Kapre's special abilities, and its natural weapons are pathetic. Moonflower: Plant Shape III gives Moonflower an impressive DR, but none of its social capabilities and Moonflower attacks are terrible. Quickwood: You can't have any of Quickwood's special abilities, and its natural weapons are pathetic. Its only redeeming quality is Quickwood's 60-foot reach to its Root attack. It may be able to use that Combat Reflexes to get a bunch of attacks options, but at this level the damage is impressive. Tendriculos: Its attacks are mediocre, but the regeneration is fantastic. Treant: Low-light vision, 2 slams at 2d6 damage plus strength, vulnerability to fire. Polymorph Alchemist 5, Witch/Wizard 5 features an elementary body I, Beast Shape II or Alter Self, with the added ability to cast it on other ready targets. Turn your barbarian into a dire tiger for crazy accusations. Turn your Rogue into Giant Octopus 8 tentacle sneak attacks. Polymorphing yourself you have much better options at this level. Polymorph, The Great Witch /Wizard 7 All the advantages of polymorphism, but the list of options expands to include Beast Shape IV, Elemental Body III, Plant Shape II and in the form of Dragon I. Shapechange witch / wizard 9 Imitate every other polymorph spell, plus you can change shapes free action once in turns. Start as a Dire Tiger, reward the fight, then change the dragon and wreck some people. If your HP gets low, turn into a troll and restore them within a few turns. Undead Anatomy I alchemist 3, bloodrager 3, sweet 3, wizard /wizard 3 Undead anatomy is an anomaly among polymorphic weather. Instead of getting all the attacks and such your chosen form, you get a bite and 2 claws or slams. The three attacks are good, but it also removes a lot of diversity and versatility that makes polymorph weather so interesting. In addition, the be impersoned and have a humanoid anatomy. Physical restriction does not disappear before undead Anatomy IV, but the humanoid anatomy requirement seems to be everywhere. I specifically copied the list of disabling templates above which what can you do not get when you polymorph?, but I want to call it again here: Undead anatomy I spell description specifically mentions skeletons and zombies and higher-level versions of spelling allows blood drain, which is largely only vampires. Undead Anatomy II allows DR 5/ bludgeoning, which I must assume are skeletons. However, all three of these creatures are templated creatures, and therefore are prohibited under general Polymorph rules. It is a distinction that largely breaks the undead anatomy, making it extremely limited in usefulness and very difficult to use compared to most other polymorphic weather. You can also climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, light vision, and smell. Because the list of available options is so small, I only list particularly remarkable forms. Excluded forms do not offer any of the listed capabilities. Most of the options at this stage are functionally identical, and really the only useful ability you can hope to get is movement. The Grim Reaper is the fastest in terms of land speed and flight speed, Leng Ghoul has the best burrow and climbing speeds, and Draugr is the only way to swim at speed. Unfortunately, most of the time monstrous physique I is a much better choice because gargoyles get more attacks than you can get undead anatomy. If you need a positive/negative energy switch for undead anatomy, stick to the monstrous physique. Little Undead: You get a +2 size bonus for your dexterity and +1 natural armor bonus. Tiyanak: 5 feet speed, fly 30 feet (average). The closest you can to scout the form and passable option for finese users. Average Undead: you get a +2 size bonus for your strength and +2 natural armor bonus. Baykok: 30 feet speed, fly 30 feet (average). The Grim Reaper is better. Berbalang: 40 feet speed, fly 30 feet (average). The Grim Reaper is better. Crypt Thing: 30 feet speed, dim vision. The only way to see it in the dark. 30-foot turn, swim 30 feet. Best choice at swimming speed. Gaki: 30 feet speed, fly 30 feet (average) Ghoul, Leng: 30 feet speed, burr 30 feet., climb 30 feet. The 10-foot hole speed is great. Ghul: 40 feet at speed, climb 20 feet. Leng Ghoul is better. Tomb: 30 feet speed, burrow 30 feet Leng Ghoul is better. Grim Reaper: 60 feet speed, fly 30 feet (average). Fastest land speed available and the best flight at this level. Quecubu: 30 feet speed, burrow 15 feet Leng Ghoul is better. Undead Anatomy II alchemist 5, sweet 5, wizard /wizard 5 Now you can get blood drain, DR 5/bludgeoning, smell, freeze, grab, emulate, pounce, shadow, sound imitation, and travel. there is only a small handful of tiny or large undead that are still about humanoid anatomy. Only two notable chances, and they are both really bad. Little Undead: You get a +4 size bonus for your dexterity, a -2 penalty for your strength, and +1 for the natural armor bonus. Marinated Punk: 15 feet speed. Literally the only way to this size. Great Undead: You get a +4 size bonus for your strength, -2 penalty and +4 natural armor bonus. Devourer: 30 feet speed, fly 20 feet (perfect). The only way to get something over 30 feet. Undead Anatomy III alchemist 6, sweet 6, witch/wizard 6 Now you get all-around vision, blindsense 30 feet, darkvision 60 feet (although you can get it for free already), light vision, smell, narrowing, narrowing, disease, DR 5 /-, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web. Given how poor the chances of Undead Anatomy II, it shouldn't come as a surprise that the chances of Undead Anatomy III are similarly poor. There are no options for diminutive, and only three huge. Of the few possibilities, only Saxra is worth mentioning. It's a great flight, but its combat ability doesn't come anywhere near an allosaurus, chimera, dragon, or rock troll. Diminutive Undead: You get a +6 size bonus for your dexterity, a -4 penalty and +1 natural armor bonus. Not surprisingly, humanoid anatomy is not a diminuth of the undead. Giant Undead: You can get a +6 size bonus for your strength, -4 penalty and +6 natural armor bonus. Gashadokuro: 30 feet speed, DR 5/bludgeoning. Nightshade, Nightwalker: 40 feet speed, dim vision, DR 5/ good and silver, stand cold 20. Saxra: 40 feet speed, fly 80 feet (good), DR 5/bludgeoning, stand cold 20. Undead Anatomy IV witch/wizard 8 You get the usual list of new abilities, but the biggest change is that you can now take the form of an inky undead. Unfortunately, it reduces the duration of the spell to the rounds/level. You get some nice things being inky(like the ability to make touch attacks), but you shouldn't have any problems hitting, and also size bonuses tiny and great forms will improve to overcome those that are diminutive and huge forms. Although it's clean, it's really frustrating that you have to give up Saxra and go back to Devourer. Pest Shape I alchemist 4, bloodrager 4, druid 3, sweet 4, wizard /wizard 4, witch 3 Polymorph into a small or medium monstrous pest. You can climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, dim vision, smell, and lunge. I hate bugs. I hate them. I still eat crab from time to time, but I have to very consciously myself not think about how closely related they are to bugs. Write it took me longer than it should have been because I felt physically repulsed basically by each creature pest shape coverings. The pest shape I competes with the Beast Shape II. Beast Shape allows for significantly more abilities (including notable options such as Grab and Pounce), which makes the vermin Shape I generally do much worse than beast Shape II. However, the pest shape has an advantage by adding forms to Darkvision. In underground environments, this is an important advantage. Still, the pest shape I should reasonably have a spell level lower to make it comparable to other polymorphic options. Use giant mosquitoes for reconnaissance. For battle use albino cave onolidflug. Small Pests: You get a +2 size bonus for your dexterity and +2 natural armor bonus. Assassin Bug, Giant: 30 feet speed, fly 30 feet (clumsy), darkvision 60 feet. Bite and two claws. Beetle. Fire: 30 feet speed, fly 30 feet (bad), dim vision. Bite the attack. You can use mining and flash beetle variants, but you can't do anything about it. Caterpillar, Horn: 30 feet. Bite and bristles, but you don't get poison or protective part of the bristles. Cockroach, Giant: 30 feet. Bite the attack. Probably a terrible fight, but a pretty decent scout form that combines darkvision and flight. However, poor manoeuvrability can be a problem in small spaces. Crab, coconut: 30 feet speed, swim 20 feet, darkvision 60 feet. 2 claws you can't water the subtype, so you can't breath underwater. Dragonfly, Giant Nymph: 10 feet speed, swim 30 feet, darkvision 60 feet. One bite. You can't have a subtype of water, so you can't breathe underwater. Flea, giant: 30 feet. 1 Bite attack. Parasite, Giant Rot Grub: 20 feet speed. 1 bite attack. Scorpio, Ghost: 30 feet, dark vision 60 feet. 1 sting and 2 claws. You don't get any scorpion cool powers like poison or tremor. Solifugs, Giant: 50 feet. Bite and two claws, but there's no poison or rent. They're fast and they're going to get three attacks and they can go straight to hell. Spider, giant crab: 30 feet. One bite. You don't get nets or anything. Tick, Giant: 20 feet speed, climb 20 feet, darkvision 60 feet. One bite. Water Strider, Nymph: 30 feet speed, fly 20 feet (bad), darkvision 60 feet. One bite and 2 claws. Average Pests: You get a +2 size bonus for your strength and +3 natural armor bonus. From here, Giant: 50 feet, climb 20 feet, darkvision 60 feet, smell. 1 bite and 1 sting, but do not poison or grab. You may be able to use the drone version to get to fly at 30 feet (average) if your GM allows it. Assassin Bug, Big: 40 feet speed, fly 30 feet (clumsy), darkvision 60 feet. 1 bite and 2 claws, but no poison or special abilities. Bee, Giant: 20 feet speed, fly 30 feet (average), darkvision 60 feet. 1 sting attack, but Poison. Beetle, Fire: 30 feet speed, fly 30 feet (bad), dim vision. One bite. Cave Fisher: 20 feet speed, climb 20 feet, darkvision 60 feet. Two claws. Centipede, Giant: 40 feet. One bite, but no poison. Crab, Giant: 30 feet, swim 20 feet, darkvision 60 feet. Two claws. Dragonfly, Giant: 20 feet, fly 30 feet (average), darkvision 60 feet. One bite, but no grabbing. Fly, Giant: 20 feet, climb 20 feet, fly 30 feet (average), darkvision 60 feet. 1 bite, but there is no disease. Lid, Giant: 5 feet, swim 20 feet, smell. 1 bite, but no added. Locust, Giant: 20 feet, climb 20 feet, fly 30 feet (average), darkvision 60 feet. 1 bite, but do not spit because spit has an extraordinary ability. Thrust, giant: 10 feet speed, darkvision 60 feet. One bite. Mosquito, Giant: 20 feet speed, fly 30 feet (average), darkvision 60 feet, smell. 1 bite, but do not bleed, disease, or grab. Scorpion, cave: 60 feet. 2 claws and 1 ink, but not poison. Sea Urchin, Hunter: 15 feet, dim vision, smell. Tongue, but no attraction. Shrimp, Giant Mantis: 40 feet speed, swim 30 feet, darkvision 60 feet. 2 pinch, but does not grasp or sound. Solifugs, Albino cave: 50 feet. Bite and two claws, but no pounce or give up. Spider, giant: 30 feet. One bite, but no poison. Termite, Giant: 30 feet speed, darkvision 60 feet, smell. 1 bite added acid damage. Xenopters: 40 feet, climb 20 feet, fly 20 feet (clumsy), darkvision 60 feet. 2 claws and 1 bite, but do not grasp, poison, blood drain, etc. Vermin Shape II alchemist 5, druid 4, sweet 5, wizard / wizard 5, with 4 Now you get the burrow speed, good maneuverability, tremor, tremor, blood drain, narrowing, grab, poison, pull, trample and web. Knight Here, Giant Queen Bee and Giant scorpion are the only interesting forms at this level. If you really enjoy the poison damage, none of them will be able to compete with the forms available in Beast Shape. Small Pests: You get a +4 size bonus for your dexterity, -2 penalties for your strength, and +1 for the natural armor bonus. Great Pests: You get a +4 size bonus for your strength, a -2 penalty for your dexterity and +5 natural armor bonus. Sicán Lion, Giant: 30 feet speed, hole 10 feet, darkvision 60 feet, tremor, 30 feet. 1 bite plus grab. From here, Knight: 50 feet speed, burr 20 feet, climb 20 feet, darkvision 60 feet, smell, tremorsense 30 feet. 1 bite grab, and 1 sting plus poison that deals with strength damage. Great minds, but still not much danger to fight. Bee, Giant Queen: 20 feet speed, fly 60 feet (good), darkvision 60 feet. 1 sting plus poison that deals with constitutional damage. The best flight available in the Pest shape and constitution will damage the poison. It's only 1d2, so it doesn't kill anything But it's still decent. Beetle, Giant Stag: 20 feet speed, fly 20 feet (bad), darkvision 60 feet. One bite. Bite. Slicer: 40 feet speed, fly 20 feet (bad), darkvision 60 feet. 1 bite in the 19-20 crit range. Caterpillar, Blood: 30 feet speed, climb to 30 feet., darkvision 60 feet, 1 bite, bristles, and poison that deals with strength damage. You still can't get the protection aspect of the bristles. Flea, Mammoth: 30 feet, dark vision 60 feet. 1 bite blood drain 1d2 con. If you want to deal with the Constitution, you're going to get more mileage from the Giant Queen Bee. Jellyfish, giant: swim 20 feet, darkvision 60 feet. Four tentacles plus poison. The pest shape does not give you the Aquatic subtype, so you still need to breathe air despite not being able to move on land. 1d4 con damage poison is very appealing, but if you have any other means of movement (such as fly spell) you have difficulty reaching anything to attack. Mantis, Giant: 30 feet speed, climb 30 feet, fly 40 feet (bad), darkvision 60 feet. Two claw-grabbing and Lunge. Giant Mantis's only real advantage over the Giant Scorpion is his flight. Scarab, Giant: 40 feet speed, climb 20 feet, fly 20 feet (average), darkvision 60 feet. One bite. Scorpion, giant: 50 feet. 2 claws grab and 1 sting poison that deals with strength damage. Fierce threat of battle. Sea Anemone, Giant: 5 feet. 1 attack tentacles, which includes grab and poison. You don't get sightless ability, but nothing explicitly says you're blind, so I'm not quite sure what happens to your senses in this form. Sea Urchin, Spear: 5 feet speed, smell, tremor 30 feet. 2 attacks on spins that deal with poison, which deals with the strength of damage and nausea of enemies. You don't get the extraordinary capacity of your spine, so you can't be free when people attack you. If you can easily get into the melee attack range, the nauseating poison is amazing, so make sure you have another tool for movement like a continuous Fly spell. Spider, giant black widow: 30 feet. 1 bite poison, which deals with constitutional damage and staggers aim. You can also get a Web special attack. The poison is great, but it's the only significant piece. Wasp, Giant: 20 feet speed, fly 60 feet (good), darkvision 60 feet. 1 sting with poison that deals with Dexterity damage. Giant Queen Bee is better because these two are largely identical, but the bee is a better poison. Water Strider, Giant: 30 feet speed, fly 20 feet (bad), darkvision 60 feet, tremorsense 30 feet.. Two claws and one bite. You don't get Water Skating. Help! I'm a GM and Polymorph on Breaking My Game! Polymorph is a very powerful mechanic, and more creatures are published by Pathfinder than more powerful it can be. While not every new creature provides a viable new option, even a handful of useful new forms completely balances polymorphism. Having a huge list of possible options means that polymorphism is a form suitable for any situation, generally free besides knowing the spelling. So, sensibly the gamemaster may ask How can I allow polymorph in my game without letting it completely balance the game? Consider getting to know this creature. A druid who has never left the Arctic tundra certainly shouldn't be able to polymorph into a reptile or tropical bird because they've never seen one, and probably never heard of one described when they learned relevant skills. We define notoriety in the same way as knowledge skills allow players to identify the creature's abilities and weaknesses, and we provide modifiers that resemble Scrying knowledge modifiers. However, instead of requiring control, we simply insist that the spellcaster is a necessary skill modifier that has been modified according to their familiar being of the creature in question and perhaps the object that creates the connection with this creature. Instead, you can request a skill check to receive new forms. If you decide to do this, set the D.C. status to 10 + the required number of ranks. Polymorph spells and required skills spell required skill modifier alter self Knowledge (local) Elemental Body Knowledge (Planes)\* Form Dragon Knowledge (Arcana) Monstrous Physique Knowledge (Nature) Giant Form Knowledge (Nature) Plant Shape Knowledge (Nature) Polymorphic Varies - Use the appropriate skill copied spelling Shapechange Varies - Use appropriate skills copied spelling Undead anatomy knowledge (religion) \* - Druids can replace knowledge (nature) using Wild Shape to imitate polymorph spelling. Polymorph Familiar Requirementets Familiar Ranks Required Description Secondhand 10 + Spelling Level + CR You have read the creature or had it described to you in detail. This is the level of familiarity derived from the usual skill rank success; the creatures can be described in great detail in books or oral descriptions, but they are still considered to be used sources. Firsthand 5+ Spelling Level + CR You have come across a creature, and spent at least one minute observing or otherwise researching the creature. The fighting creature counts for these purposes, provided that all the time spent observing the creature still totals at least one minute. Familiar 0 + Spelling Level + CR You have learned a creature, alive or dead, personally for at least one uninterrupted hour. This study may require touching, manipulating, and often dissecting the body. After this hour of study, the body is no longer used in the study. However, if other beings participate in the study period, they will also benefit from it. Creatures with CR less than 1 count or 0 for these purposes. You can also allow players to acquire connections to their polymorphic forms, which improve their notoriety similar to how Scrying works. These associations help to create a which allows the speller to accept forms that they could not have learned in great detail. Players must acquire these connections before the deadline and do so with GM approval. They may be easily acquired or created or require a spellcaster to buy them from a trader or craftsman who can produce them. Polymorph Form Connections Connection Dating Bonus Description Similarity +2 figurines, drawing or painting accurately depicting the creature. Allow +4 piece of fur or skin, a piece of claw, etc. taken from the body of the creature. Example: Craig the 5th-level human wizard knows Alter Self. He has 18 intelligences and 1 rank in knowledge (local). Alter Self relies on knowledge (local). He has spent a lot of time about common humanoids like humans and elves, so he is considered to be firsthand familiar. If he wants a polymorph into an elf, he needs a total modifier +7 (5 + 2 Alter Self + 0 for elf base CR), which his skill modifier +8 includes (1 rank, +3 class skill, +4 Intelligence). If Craig wants to polymorph into Sasquatch (which he has read but never seen), his +8 modifier is not enough to cover the necessary modifier +9. However, Craig acquires a detailed sculpture of a sasquatch from a traveler who lives in the area where sasquatches are common, giving Craig a +2 modifier, and allowing him to fill the required +9 modifier polymorph into a sasquatch. Other discussions with Polymorph Polymorph

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