

## Moon Mage Base List 8.33

### METAMORPHOSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Birth Sign	1 target	—	touch	I
2)	Special Ability I	1 target	P	touch	F
3)	Body Metamorph. I	1 target	10 days/lvl	touch	F
4)	Special Ability II	1 target	P	touch	F
5)	Spirit Metamorph. I	1 target	10 days/lvl	touch	F
6)	Body Metamorph. II	1 target	10 days/lvl	touch	F
7)	Spirit Metamorph. II	1 target	10 days/lvl	touch	F
8)					
9)					
10)	Special Ability III	1 target	P	touch	F
11)					
12)	Special Ability IV	1 target	P	touch	F
13)	Body Metamorph. III	1 target	10 days/lvl	touch	F
14)	Spirit Metamorph. III	1 target	10 days/lvl	touch	F
15)	Cecoamon	1 target	P	touch	F
16)	Special Ability V	1 target	P	touch	F
17)					
18)	Power Metamorph. I	1 target	P	touch	F
19)	Special Ability VI	1 target	P	touch	F
20)	Lycantrophy	1 target	P	touch	F
25)	Moon Child	1 newborn child	P	touch	F
30)	Metamorphosis True	1 target	P	touch	F
50)	Special Ability True	1 target	P	touch	F

**1. Birth Sign** — Allows the caster to learn if the target has favorable birth sign for Metamorphosis spell usage. Roll 1d100: 1-75 not a likely candidate.

76-90 can handle 1st—10th lvl Metamorphosis spells

91-95 can handle 1st—20th lvl Metamorphosis spells

96-97 can handle 1st—25th lvl Metamorphosis spells

98-99 can handle 1st—30th lvl Metamorphosis spells

100 can handle 1st—50th lvl Metamorphosis spells

**2. Special Ability I** — This moon ritual blesses the target with a random special ability worth up to 25 points (BO). A target can only be exposed to this spell once in his lifetime.

**3. Body Metamorphosis I** — Allows target to reroll one physical stat (i.e CO, AG, EQ, ST or QU), chosen by caster. If the roll is lower than initial stat, caster of the spell may chose to keep the initial stat. If the roll is higher, target will have the new stat for the duration of this spell, then revert back to his former stat value.

**4. Special Ability II** — As *Special Ability I*, except an ability worth up to 50 points is randomly chosen.

**5. Spirit Metamorphosis I** — As *Body Metamorphosis I*, except caster may change one spiritual stat (i.e SD, RE, PR, IN or EM).

**6. Body Metamorphosis II** — As *Body Metamorphosis I*, except target is allowed two rolls for the stat change and caster may chose the best result.

**7. Spirit Metamorphosis II** — As *Spirit Metamorphosis I*, except target is allowed two rolls for the stat change and caster may chose the best result.

**10. Special Ability III** — As *Special Ability I*, except an ability worth up to 75 points is randomly chosen.

**12. Special Ability IV** — As *Special Ability I*, except an ability worth up to 100 points is randomly chosen.

**13. Body Metamorphosis III** — As *Body Metamorphosis I*, except target is allowed three rolls for the stat change and caster may chose the best result.

**14. Spirit Metamorphosis III** — As *Spirit Metamorphosis I*, except caster is allowed three rolls for the stat change and caster may chose the best result.

**15. Cecoaemon** — Curses (or blesses, depending on point-of-view) a target to be able to spirit travel. On moon phases corresponding to casters favorable moon phase, targets spirit may leave its sleeping body and travel into the dreams of others (inflicting pleasantness or nightmare).

**16. Special Ability V** — As *Special Ability I*, except an ability worth up to 125 points is randomly chosen.

**18. Power Metamorphosis** — Allows caster to change targets Realm(s) of Power. A successful ritual may introduce a new Realm of Power or change the current (i.e make a non-spell user a spell user). GM might allow someone with a Realm of Power to change profession and start a new career (see Special Notes below).

**19. Special Ability VI** — As *Special Ability I*, except an ability worth up to 150 points is randomly chosen.

**20. Lycantrophy** — Blesses (or curses, depending on point-of-view) the target with lycantrophy. On every moon phase corresponding to casters favorable moon phase, target will have to resist (by SD, WoW Will or Control Lycantrophy) this spell or turn into a beast (usually a werewolf, but that might be substituted by other creatures at GM's approval). The beast is invariably a powerful creature, gaining even more power for each year of survival.

**25. Moon Child** — Blesses a newborn child, equal to the most favorable *Birth Sign*, preparing it to receive up to 50th lvl spells from this list. The child also has a +5 bonus for all magical, poison and disease RRs.

**30. Metamorphosis True** — As *Body/Spirit Metamorphosis III*, except the stat change is permanent.

**50. Special Ability True** — As *Special Ability I*, except an ability of any value is randomly chosen.

### SPECIAL NOTES

1) The spells on this list deal with the change of body and spirit.

2) All *Force* spells on this list require a ritual to take place during a favorable moon phase of the caster. The ritual require a skill roll for *Magic Rituals* skill, to succeed. If the skill roll is not successful, the spell is also unsuccessful (not necessarily an ESF).

3) Normal time for a ritual is 1 hour (see Magic Rituals skill).

4) During the ritual period the target must remain still (usually sleep or in a deep meditation). If the target is disturbed and "awakened" before the ritual is over, the spell effects are broken.

5) When the Metamorphosis is complete, the target usually has no PPs, no exhaustion points, is extremely hungry and thirsty. The target must make a 'hard' static maneuver (modified by SD bonus) to try to do any activity besides eating, drinking and then sleeping. Note: some targets of Lycantrophy will have full exhaustion points and go on a rage to eat and drink (meat and blood) which makes them very dangerous.

6) The Power Metamorphosis spell allows the change of a *Realm of Power* in target, which can be used to provide a non-spell user with a Realm of Power or a pure spell user with a second realm, creating a hybrid spell user. One interesting way to handle this transformation is to give the character a new choice of profession, i.e a warrior blessed with the Essence Realm could chose to develop as a warrior mage, starting at next level.