

# Polymorph

Not to be confused with [shape change](#).

## Possible forms

The caster of a polymorph spell must have seen the creature they desire to turn the target into. For example, a magic-user cannot polymorph someone into a white dragon if the magic-user has never seen a white dragon.<sup>1)</sup>

## Body part restoration

Polymorphing can not restore lost limbs or other body parts. The polymorphed form will always have a proportionate amount of limbs/parts to the new form. For example, a 1-armed elf polymorphed into another elf will have 1 arm. That same 1-armed elf polymorphed into a spider will have 4 legs missing on one side.<sup>2)</sup>

## Polymorphing the dead

Not allowed with *polymorph other*.<sup>3)</sup>

<sup>1)</sup> We find this reasonable on its own, but a book precedent can be found on DMG 45. We can extrapolate from those notes on *phantasmal force*: “The magic-user must know of and understand the force/creature he/she is making an illusion of. Thus, if the caster has never cast a fireball or has never seen a dragon turtle, his illusion of such will be very poor.”

<sup>2)</sup> This ruling fits with the trope. It also prevents a 4th level spell from providing a higher level spell effect as a side effect. Yes, system shock is considered, but with high constitution, the risk is low.

<sup>3)</sup> PHB 78. “Creature” can be assumed to mean “living creature” and not “corpse”. Furthermore, the spell description heavily suggests a living creature.

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