

Polymorph

Spells Through the Ages – Polymorph

Compiled by Dan "Delta" Collins

Note that 3.5 combined polymorphs, added baleful polymorph, set HD limits, etc.

N/S = Not specified.

	OD&D	B/X D&D	AD&D1	AD&D2	D&D3
Polymorph Self					
Duration	6 turns + level	6 turns + level	2 turns/level	2 turns/level	1 hour/level
Breathing	N/S	N/S	N/S	Yes	N/S
Combat abilities	No	No	No	No	Yes
Disoriented (-2)	No	No	No	Optional	Yes
HD limit	No	Caster HD	No	No	No
Healing factor	No	No	Yes	Yes	Yes
Intelligence	Retained	Retained	Retained	Retained	Retained
Mental change	No	No	No	No	No
Movement abilities	Yes	Yes	Yes	Yes	Yes
Multiple changes	N/S	N/S	Yes	Yes	Yes
Revert on death	N/S	Yes	N/S	Yes	Yes
Size limit	No	No	Hippo	Hippo	One larger
Special abilities	No	No	No	No	No
Spell use	N/S	No	N/S	Yes	Yes
Strength	N/S	Yes	Yes	Yes	Yes
System shock	No	No	No	No	No
Polymorph Other					
Duration	Until dispelled	Until dispelled	Permanent	Permanent	Permanent
Breathing	N/S	N/S	N/S	N/S	N/S
Combat abilities	Yes	Yes	Yes	Yes	Yes
Disoriented (-2)	No	No	No	Optional	Yes
HD limit	No	Old HD×2	No	No	No
Healing factor	No	No	No	No	Yes
Intelligence	N/S	N/S	Not higher	Retained	Retained
Mental change	Not necessarily	As new form	Int save, daily	Int save, daily	No
Movement abilities	Yes	Yes	Yes	Yes	Yes
Multiple changes	No	No	No	No	No
Revert on death	N/S	Yes	N/S	Yes	Yes
Size limit	No	No	No	No	One larger
Special abilities	Yes	Yes	Yes	If mind changed	No
Spell use	N/S	N/S	N/S	Yes	Yes
Strength	N/S	Yes	Yes	Yes	Yes
System shock	No	No	Yes	Yes	No