

Imorph

(from the Fiend Folio)

FREQUENCY: Very rare (at best)

NO. APPEARING: 1

ARMOR CLASS: 5 (see below)

MOVE: 6" (see below)

HIT DICE: 5 (see below)

% IN LAIR: 10%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: III/130+5/hp

The natural form of this beast is a grey-green lumpy cylinder about 4' high and 2' average diameter. A short single leg trails behind the main body and has a suction cup like that of a snail. Other similar suction cups under the main body itself permit the beast a jerky mode of locomotion. Two 5' long tentacles emerge from the top of the body but there are no apparent eyes, ears or other features - indeed the whole creature is a constantly-changing mass of a rubbery, dough-like substance the same color as bilious human flesh.

The creature will not normally attack unless threatened, but when it does so it strikes with its tentacles for 1-4 hit points of damage each.

When engaged in melee the creature exhibits a startling power of *Imorphism*. At the beginning of each melee round (except the first) it changes its hit dice and armor class by 1 point each towards the values of its opponent, at the same time gradually changing its shape to resemble its opponent's shape. When hit dice and armor class (and hence appearance) are the same as those of its opponent, the creature instantly alters its attack and movement to fit the subject.

Note that the imorph assumes only the physical appearance of its opponent; though it will grow various appendages to copy its opponent's weapons and limbs, it will still strike with the equivalent of two tentacles each round for 1-4 hit points of damage each (even though one tentacle may look like an arm wielding a sword and the other an arm holding a shield, for example). The hit points of the imorph remain the same even when the hit dice value changes. However, the creature will change its hit probability to conform to its new hit dice value.

When the imorph is exactly the same shape as its opponent, has the same hit dice and the same armor class, it changes to the appropriate attack matrix for its hit probability (the

fighter table, for example if it is attacking a human fighting man). It remains attacking on that table until it starts to change back again towards its original form.

When the melee is over, or when the imorph is down to 8 hits or fewer, it will revert to its original form by the reverse process, changing armor class and hit dice by 1 point each per melee round.

If faced with more than one attacker, the imorph will select one at random to attack and to emulate. If the original 'model' dies during melee, or retreats, the imorph will immediately start to alter in order to emulate another opponent.

Within the creature's body there is a small organ, corresponding to the human liver, made of a rubbery green substance. Within the organ is a liquid of similar color which, when mixed with water in equal quantity, serves as a potion of *polymorph self*. There will be sufficient liquid in a single imorph to make 1-3 draughts of such a potion, and it is for this reason that the imorph is attacked by adventurers.