

Mirynda's Wand of Polymorphing

(from 1992 Fantasy Collector Card #261)

Mirynda's wand is a bit more efficient than others of the like; she is not limited to polymorphing her victims into small, inoffensive animals; she can change them into rocks, plants, or monsters with Hit Dice equal to the victim's level. If she uses the wand as a range weapon (60' range), then the effects are temporary, lasting 1d6+6 hours: targets are entitled to a saving throw, with success indicating a miss. If she rolls a successful attack roll and touches her victim with the wand, then the effects are permanent; unless the victim makes a successful saving throw, in which case the effects are temporary, as above.

XP Value: 4,000

GP Value: 30,000