**TRANSPOSER**  
Medium-Size Shapechanger  
Hit Dice: 6d8+6 (33 hp)  
Initiative: +1 (Dex)  
Speed: 30 ft  
AC: 13 (+1 Dex, +2 natural)  
Attacks: 2 slams +5 melee  
Damage: Slam 1d6+1  
Face/Reach: 5 ft by 5 ft/5 ft  
Special Attacks: Transpose damage  
Special Qualities: Change self, darkvision 60 ft  
Saves: Fort +6, Ref +6, Will +5  
Abilities: Str 12, Dex 13, Con 12, Int 8, Wis 12, Cha 11  
Skills: Bluff +6, Disguise +7*, Listen +5, Spot +5  
Feats: Dodge  
Climate/Terrain: Any land and underground  
Organization: Solitary  
Challenge Rating: 5  
Treasure: None  
Alignment: Always neutral  
Advancement: By character class  

The transposer appears fairly humanoid, although it has no features and its limbs end in sucker-like members. Using its change self ability, the transposer can appear as a humanoid in order to entice its prey into melee.  

**COMBAT**  
The transposer attacks by lashing at its opponents using its arms.  
  
  **Change Self (Su):** This ability is as the spell cast by a 6th-level sorcerer.  
  
  **Transpose Damage (Su):** A creature hit by the transposer is linked to it for the remainder of the encounter. Any damage dealt by that opponent to the transposer does the attacker harm and restores lost hit points to the transposer in equal proportion. Any curative-type spell cast on the transposer will harm it while simultaneously healing the linked opponent. Curative spells cast on the linked opponent do not harm the transposer however.  
  
  Opponents not affected (i.e., not linked to the transposer) can attack the transposer normally. A transposer can link any number of creatures.  
  
  **Skills:** When using its change self ability, the transposer receives a +10 circumstance bonus to Disguise checks.  

The Transposer first appeared in the 1e MM II (Gary Gygax, 1983).