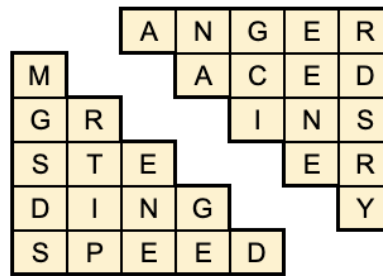
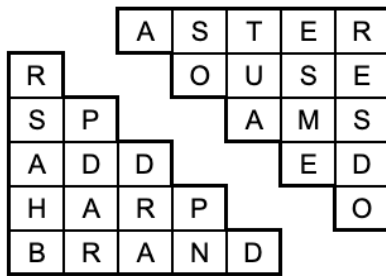
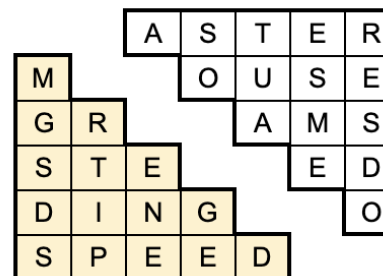
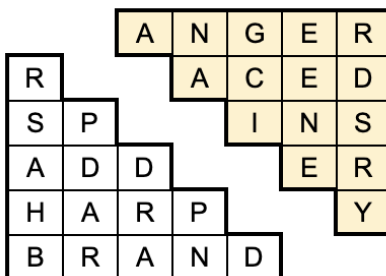


META SOLUTION – NOT VARY MUCH

The given Shapeshifters puzzles may be solved as shown:



The "cataclysmic upheaval" referred to in the flavortext is the fact that the halves of the grids can be swapped with each other to make two new grids with new sets of answer words:



The puzzle answers serve as the clues for this new set of words. One clue from each puzzle does this naturally, but, so as not to be "left a little clueless", the other clue from each puzzle must "change and grow"; that is, have a new letter added and be rearranged to form an apt clue for a grid entry:

Shapeshifter 1

- INFURIATE (ANTIFIRE + U)
- FLEW
- GYRATIONS (ROASTING + Y)
- SERPENT (PESTER + N)
- BATTLEAX (TAXABLE + T)
- TRADEMARK (DARK MEAT + R)
- MEANDERER
- SEPARATED
- BONUSES
- LYRIST
- ARMAGNAC (ANAGRAM + C)

Shapeshifter 2

- PERENNIEL
- SQUEAKER
- GRANDMOTHERS (STRONGARMED + H)
- STALLION (INSTALL + O)
- CANINE
- DISPATCH
- VIRTUOSO (RIOTOUS + V)
- PTARMIGAN (TRAMPING + A)
- SMOLDERS
- CHIPPED
- SWIMWEAR (WIRESAW + M)

The icons at the bottom of the page give an ordering for the 11 puzzles. Added letters, matched to the puzzle from which their answers come, spell the final answer NOT VARY MUCH.