


MAGICAL	POLYMORPH	TRANSMUTATION
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Complexity Simple

Stealth DC 33 (Expert)

Disable DC 38 Thievery (Master) to drain the power harmlessly, Dispel Magic (6th level, Counteract DC36)

Damaged Floor The subtle damage to this floor is exaggerated for smaller creatures. Tiny creatures treat the floor as difficult terrain. This applies even if the magical hazard has been disabled.

Reduction  (Polymorph, Transmutation) **Trigger** Living creature enters the room; **Effect** The creature automatically becomes Tiny in size as though affected by the Shrink spell for 5 minutes. Additionally they must make a DC32 Fortitude save. Critical success: no additional effect; Success: the creature is sickened 1; Failure: the creature is sickened 2; Critical failure: The creature is sickened 2 and slowed as long as it is sickened.