

MALYASS ROOT PASTE

Type poison, contact; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1d2 Dex damage; **Cure** 1 save

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Type poison, contact; **Save** Fortitude DC 13

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1d3 Con damage; **Cure** 1 save

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

EXCRUCIATING DEFORMATION

School transmutation (polymorph) [evil, pain]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.