

Potions, Explanation of: Bantam

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 72 hours.

Effect time: 3 turns (15 seconds)

Explanation: When this potion is consumed, the imbiber will shrink to ½ his or her normal size, or smaller. Roll on the following chart to see how potent the Bantam Potion will be:

%Roll: Shrink size:

01-78: ½ imbiber's normal size

79-84: 1/3 imbiber's normal size

85-90: ¼ imbiber's normal size

91-94: 1/5 imbiber's normal size

95-97: 1/6 imbiber's normal size

98-99: 1/7 imbiber's normal size

00: 1/8 imbiber's normal size

Hand movement: None.

Healing: None.

History: It was a Microne, by the name of Tellik, who concocted this drought. After Tellik left his wonderful home and family, and ventured out into the wide world, he realized just how small he was. Tellik disliked how the big people treated him, and being a master brewer with some special skills, he created a recipe and concocted the Bantam Potion so that he could slip his special drought into the drinks of those who mocked and laughed at him for being so small. After his little trap would work, he would confront them on the issue. This worked quite well, until, eventually, his little plan backfired, for he made a shrinking potion that was too strong, which he himself tested. Tellik has never been seen since.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected by the power of this potion.

Invoke time: None.

Liquid color: Red

Liquid texture: Thin, like water.

Liquid taste: Lemon.

Liquid smell: Lemon.

Maximum adjustment: Not applicable.

Notes: G.M.: It will be up to you to adjust damages, movement, characteristics, etc. while under the power of the Bantam Potion.

Question: What if I shrink and then drink another dose? Will I become even smaller?

Answer: Only if a stronger Bantam is imbibed (it will only shrink you down smaller based on your original size).

Preparation: Drink one dose of the Bantam potion.

Range: Imbiber only.

Resting time: None.

Special: Anything worn upon the body in a NORMAL fashion will shrink down with the imbiber.

Susceptibilities: None.

Value: ½ imbiber's normal size: 250 white-gold per dose.

1/3 imbiber's normal size: 500 white-gold per dose.

¼ imbiber's normal size: 750 white-gold per dose.

1/5 imbiber's normal size: 1,000 white-gold per dose.

1/6 imbiber's normal size: 1,250 white-gold per dose.

1/7 imbiber's normal size: 1,500 white-gold per dose.

1/8 imbiber's normal size: 1,750 white-gold per dose.