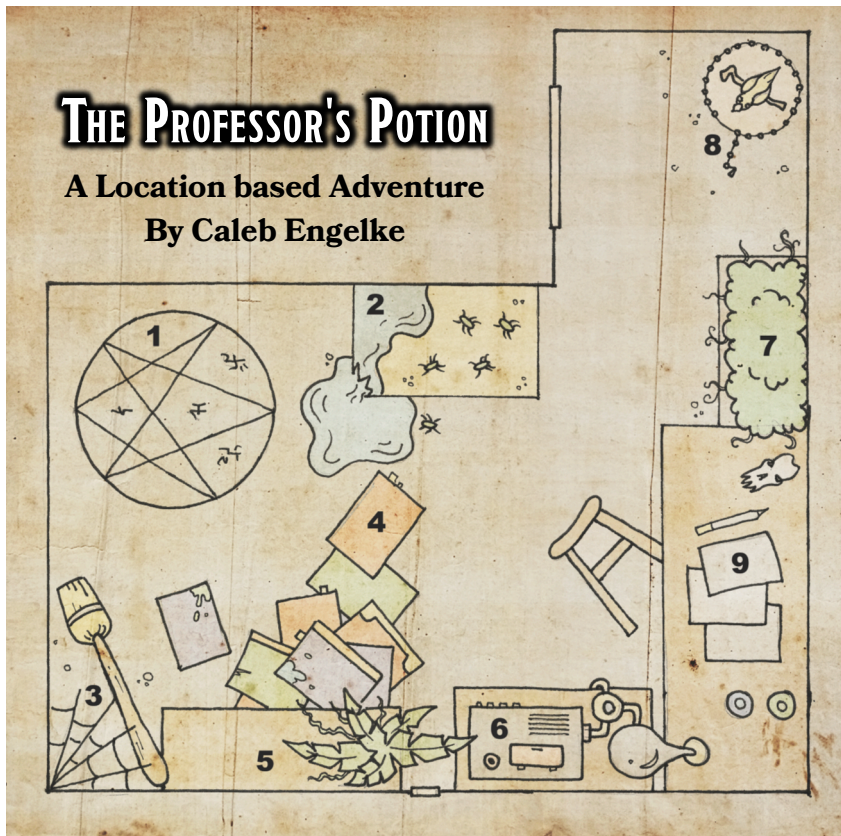


# THE PROFESSOR'S POTION

## A Location based Adventure

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### The Job

Professor Zalin is hiring individuals to take part in a clinical trial of his new strength potion. The formula is supposed to give you the strength to lift 50 times your own weight like an ant!

Those who accept to take part in the trials are promised adequate compensation once they have ingested the concoction. He reassures those with concerns that if anything goes wrong an antidote is available to reverse the effects.

Zalin then crams the participants into a cleared out portion of his office

with an arcane rune in the floor. If asked about why this corner he responds with "The floor is marble in the corner so it's easier to clean up any messes." If asked about the rune he says "It provides the energy the potion needs to function."

There is an immediate explosion once the potion is consumed reeking havoc on Zalin's poor office. The characters also are not bestowed with great strength, but are shrunk to the size of an ant. Zalin, believing he had blown up the participants, leaves the green antidote on his desk, and leaves to find a janitor to clean up the mess.

### Objectives

Avoid room obstacles, Acquire potion, get paid by Zalin.

### Zalin's Office

The professor's office has never been clean, and the recent explosion hasn't done him any favors. With the characters shrunk inane creatures are now monstrously huge.

#### 1. Arcane Circle

The Arcane Circle provides the supernatural energy for the potions to work.

The characters are not at risk of being attacked by anything unless they stay there for an extended period of time. In which case creatures from the Terrarium may wander into the characters.

#### 2. Terrarium

This glass case used to house different kinds of insects and reptiles before the explosion. There is now a puddle surrounding the case where the water leaked out. A lizard and a few scorpions lounge and devour anything that wanders too close.

#### 3. Broom

This splintery broom shows signs of disuse. It would be fairly easy to climb to the top of the bookshelf if it weren't for the spiders that have made the corner their home and have covered everything with webs.

#### 4. Book Pile

There are dozens of books scattered over the floor creating a jagged labyrinth. A snake from the Terrarium is hunting a mouse that has made its home between the Bookshelf and the Distilling Lab.

#### 5. Bookshelf

The shelves of the bookshelf are in disarray. A tropical plant's tendrils descend to the Book Pile below, and its great plumage allows passage to the Distilling Lab. The plant is overwatered however and mosquitos have made there home here.

#### 6. Distilling Lab

These are the machines that Zalin uses to create his potions. There is tubing leading to the desk.

#### 7. Plant Stand

Plant tendrils lead to Zalin's small garden of carnivorous plants whose oils he uses in creating his potions.

#### 8. Birdcage

Zalin's pet parakeet, Cracker, loves eating small insects that escape the Terrarium. To the bird the characters are juicier bugs.

#### 9. Desk

There are two vials on his desk, the green antidote and a blue acid. If the parakeet Cracker hasn't already attacked the characters as they move around, it attempts to devour them as they are on the desk.