



GROWTH POTION

This potion causes a figure to grow to the size of a giant. The figure immediately gains **+1 Fight**, **+1 Armour**, **+2 damage**, **-2 Will** and the Large trait. The figure may also carry treasure tokens with no penalty to movement or fighting. Additionally, at the start of every turn, the figure must make a Will Roll (TN10). If the roll is failed, the figure is treated as an uncontrolled creature that turn. This is true even if the figure is under the effects of a control spell. If this figure ever rolls a natural '1' for its Will Roll (except the first one) then the effects of the potion have worn off, and the figure returns to its normal size.

Growth potions are lesser potions with a
Cost: 350gc and **Sell: 125gc**