

Short Stack Stew

By Squirrelwagon

<u>Summary:</u>	<u>1</u>
<u>Item Info:</u>	<u>1</u>
<u>Stats</u>	<u>1</u>
<u>Use Text</u>	<u>1</u>
<u>Transformations:</u>	<u>2</u>
<u>Notes:</u>	<u>2</u>
<u>Raw Effects</u>	<u>2</u>
<u>Body</u>	<u>2</u>
<u>New Descriptors</u>	<u>2</u>

Summary:

All credit to The Observer and BubbleLord for the format, and to balaknightfang for the template!

Credit to BubbleLord for the practical colour-coding! (Though I did change the colour scheme...)

Complex parsers will be color-coded blue. Nested parsers will be color-coded purple. The third and final nesting layer will be color-coded grey-blue.

Variables without parsers will be color-coded dark red. Nested variables without parsers will be color-coded gold.

Simple parsers will be color-coded orange. Simple parsers inside of complex parsers/variables will be color-coded dark purple. Simple parsers inside of nested complex parsers/variables will be color-coded peach. In case it's needed, simple parsers inside of twice nested complex parsers will be color-coded grey.

Tooltip description will be color-coded dark blue.

Notes for the coders will be color-coded green.

Shortens the PC's height without the player having to pray to the RNG Gods whenever they take a race TF. Many thanks to Balak for helping me improve the documentation and for fixing inconsistencies!

Item Info:

Stats

Max Stacks: 9

Short name: ShortStew

Long Name: Short Stack Stew

Description/Tooltip: A rich, thick stew made with root of man, potatoes, grottatoes, carrots, eggs, roasted acorns, and a few cat's tongue berries to sweeten the taste a little. A hearty meal that's easy to put together!

Vendor: Ivris and Tamarind

Value: 80 EC?

Use Text

The tantalizing smell and warm steam rising from the stew tempt you to take that first bite... which you <i>savor</i>. And then a second bite, a third, a fourth, and before you know it, you've finished the whole thing with gusto! You're full, yet can't help but wish there had been more...

Transformations:

Notes:

//Gives the Well Fed status effect.

Raw Effects

A shiver travels up your spine, spreading out to your limbs, and you feel as though every muscle you have is quivering. Then, you shudder—a temporary but violent spasm that sends your [pc.arms][pc.hasWings] and [pc.wings][pc.hasTails], along with your [pc.tails],[pc.hasTail], along with your [pc.tail],[pc.hasTails] and [pc.tails][pc.hasTail] and [pc.tail]] flailing even as you recoil and try to hunker in on yourself, though thankfully it passes quickly. With a few deep breaths you straighten up, only to find that the ground... seems closer than before, your eyeline no longer where it was but a few moments ago. Your [pc.gear] sag[s[s] a little around you, and you realize with a start that you've lost {amount lost} inches in height!

//Lowers height by 6+[1 to 4] inches or until minimum allowed height, which is probably about 4'.

Body

//This was removed as per suggestions-- this TF only procs raw.

New Descriptors

//Only affects the Champ's height, though that should be reflected in the appearance window.