

Bottle of Trapping

(from Dragon Magazine #194)

These magical bottles look absolutely normal when empty, except for their large, flaring mouths, and the elaborate, hinged stoppers that close them. The bottle's magic is activated when it is pointed at an object or person of less than 120 cubic feet in volume (which includes most humanoids 12' or less in height) and the lid is opened. When this happens, a beam of multicolor light lances out from the bottle's mouth to strike the target. If the target fails a saving throw vs. spell, it shrinks to a size that lets it fit within the bottle. (As if affected by a *reduce* spell cast by a 12th level magic-user; a 12' tall creature would shrink to 3 inches.) Then the target is sucked toward the bottle's mouth.

At that point, most inanimate objects are irresistibly sucked into the bottle, but living creatures can attempt to grab the lip of the mouth and hold on against the force of suction. To cling to the edge of the mouth, they must succeed at a Strength check on 1d20 each round that they wait for rescue. The bottle can only hold one shrunken object at a time, so if the target does end up in the bottle, it is entirely empty. While the bottle's walls are as fragile as normal glass from the outside, they are stronger than steel from the inside, foiling most attempts to escape.

There are two ways to exit the bottle. At the command of the holder, the bottle can expel its contents the same way that it trapped them, shooting them outward and subjecting them to an *enlarge* spell so that they return to normal size within seconds of escape. Someone may escape a bottle of trapping when the bottle is destroyed, an easy task from the outside. Unfortunately, destroying the bottle also prevents it from enlarging its contents, so that anyone escaping from a shattered bottle of trapping still stands just a few inches tall until a *dispel magic* or *enlarge* spell is cast.

XP Value: 3,500

GP Value: 17,500

