**Intro:**

<scene black>

Minerva: Two tablespoons of bat wing, one jar of newt eye, five maidenly dreams…

Minerva: Stir till two dreams evaporate, then add three…impossible things…

Minerva: What sort of potion would require one impossible thing, let alone three!?

<scene of map/setting/picture/whatever>

Minerva: The Professor really has a rotten sense of humor. Or maybe she’s setting me up to fail. Or maybe impossibility is the point of the test?

Minerva: Wait, I can fix this. A little potion replacer should do the trick.

Minerva: I don’t know how much is needed for three impossible dreams but if I keep pouring something to happen?

<sfx of pouring and dooming/ominous SFX>

Minerva: AH! W-w-what’s happening!?

<Slime appears>

Minerva: Oh. Well, that isn’t so-

<Multiple slimes appear>

Minerva: G-GOOD. This isn’t so good!

Minerva: Wait, I can fix this! Gooeys are like bubbled over soup. What comes out of the pot is still soup, you just scoop it back up and put it in the pot. I can scoop them up, put them in the caldron, and make them potion again.

Minerva: The Professor should have a spare containment jar in storage, I just need to….get past the Gooeys…. which can slime me…

Minerva: N-no pressure. I can fix this.

**End:**

Minerva: That’s all of them. It’s all fixed.

Minerva: Except the potion’s probably a bit weird now. Or maybe poisoned. Maybe the Professor will drop dead when she tries it.

Minerva: M-m-maybe I should t-try it first…If the worst happens, the Professor will know not to touch it.

<Sfx of drinking>

Minerva: Oh. Wow.

Minerva: This actually isn’t so bad. Stickier than I think it should be but not bad.

Minerva: The only way I could describe this is that it’s goorate.