

Malfunction Potions

Malfunction potions are not actually cursed potions although the players will probably think so. They are potions that will not work as intended, with affects that can be a bit bizarre. With a malfunction potion you should roll to see how long its affects would last as well as how the potion identifies. The potions duration is found by rolling a d20 on the table below.

| Roll | Duration |
|-------|-----------|
| 01-15 | 1d4 hours |
| 16-17 | 3d6 hours |
| 18-19 | 1d3 days |
| 20 | 1d8 days |

Once you know how long the potion will last you can roll to see what affect it will have when taken. Roll 1d12 to determine the affect when consumed.

1. Bubble Words
2. Colour
3. Drooled
4. Farting
5. Feather Grow
6. Fish
7. Fungus
8. Gesture
9. Sex
10. Sweat
11. The Itch
12. Wild Growth

Bubble Words

All sound coming from the character's mouth come out as Bubbles each word is a bubble. Once the bubbles are popped the sound can be heard. The problem is that bubbles do not break in order. So the Saying – "AHH I'm talking in bubbles" might look like this "talking Im AHH bubbles in"

Colour

The Character changes colour, from their normal colour to a bright yellow or blue or red or pink, you the L.W. decide.

Drooled

The character looks and acts normal but drool pours out of his\her mouth.

Farting

The character Farts every 1D20 minutes. Each Fart is either Loud or Smelly or both. Very hard to escape notice, be polite or smell anything but yourself.

Feather Grow

The character grows feathers all over and malts them as he\she moves about. Initial grow time is about full coverage in 3-6 hours.

Fish

The character starts to smell of fish as time passes it smells worse and worse. The smell starts to smell like dead rotting fish.

Fungus

Characters body grows fuzzy colourful fungus all over their body. It causes severe pain if ripped out, imagine a person grabbing a handful of your nose hair and ripping it out.

Gesture

The character is inflicted with instant diorea, vomiting or their guts fall out all over the ground (causing no damage just fear). This is caused by some Gesture the character makes like swinging his\her sword or walking or sitting (anything really).

Sweat

The character cannot stop perspiration. He\She is a constant sweat ball and starts to smell, hands get slippery (oops dropped my sword) and you cannot concentrate.

Sex

So long as the character is in the presence of the opposite sex, the character is... well, very distracted. All basic synergy levels are halved (synergy bonus is not affected). The character will pretty much proposition anything female.

The Itch

The character itches uncontrollably and cannot concentrate on anything. All basic synergy levels are halved (synergy bonus is not affected).

Wild Growth

A part of the characters body grows very large, ears, nose, eyes, an arm or finger, foot or toe. (Look at Dumbo Trock ha ha ha POW BANGahh SNAP)