

Alcoholic Mana Brew Effects:

Number Rolled	Effect
1	For 1d4 hours, your veins glow neon blue and you shed light like a torch.
2	For 1 hour, all liquid you ingest changes to something else. Roll a 1d3, and pick the result from the below table. 1: Liquid changes to a random alcoholic beverage. 2: Liquid changes to Alcoholic Mana brew. 3: Liquid changes to Refined Liquid Mana(Random Purity).
3	You immediately become intoxicated to the point of unconsciousness, but cannot fall unconscious for the next hour.
4	You immediately lose all intoxication afflicting you, and cannot become intoxicated for the next 1d4 hours. Instead, the nearest living target who is not in combat and is capable of becoming intoxicated, regardless of distance, takes all intoxication for you.
5	You can cast Detect thoughts as an at-will ability for the next 1d4 hours, but doing so slowly intoxicates those whose minds you read.
6	Your eyes glow bright blue for the next week, at all times, even when closed. Nothing can stop or suppress this effect.
7	For the next 24 hours, all alcoholic liquids you ingest have their alcohol content quintupled only for you, all non-alcoholic liquids gain an alcohol content equal to strong dwarven whisky only for you, you become incapable of death or ill-effects by alcohol poisoning or similar afflictions caused by alcohol content, and your blood and bodily fluids are intensely alcoholic to anyone.
8	You're convinced for 1d4 hours that everything is simply a game played by people around table at a tavern (breaking the 4th wall but in-world).
9	You are immediately transported to a random outer plane. For the next 1d4 minutes, you are stuck there and cannot leave, and automatically return to your original location once the effect ends. You cannot expire due while you are in that

	plane, and cannot drop below 1 hp or die for any reason while there, though you can still feel pain and be attacked while you are there. Once you return to your original location, all effects both harmful and otherwise that originated on the other plane cease. You cannot leave the other plane by any means until the 1d4 minutes have passed.
10	The ghost of a random deceased being related to your current location appears beside you and ineffectually haunts you for the next week. They cannot be banished or forced to leave, but can be persuaded and talked to, though they cannot be more than 5ft from the one who they are haunting.
11	One minute from the moment this effect is rolled, you vanish and, for the next 24 hours, become the favored drinking partner and friend of a random Lord of Hell, Minor or Major Deity, or similarly powerful outsider. You immediately become aware of your imminent vanishing and are capable of communicating this to anyone, though nothing can stop this effect. When you vanish, a small scroll from the chosen outsider with a written apology for your kidnapping, and a written promise to return you, unharmed, in 24 hours relative to the prime material plane appears where you vanished. The two of you become best friends, and they drag you around their holdings, plane or place of residence forcing you to party with both them and their minions, friends, and acquaintances, allowing no harm to come to you with the best of their ability. You are returned 24 hours later, blacked out, unable to remember anything but a very hazy blur of having the most fun in all your life, at the location where you vanished.
12	You can only refer to yourself in the third person for the next hour.
13	For the next 24 hours, you are convinced and become used to being one size category larger than you are, though your actual size does not change. Your vision, and other senses shift accordingly, but your size does not.
14	For 1d4 hours, your veins glow black and you absorb all visible light and lower all light in 30ft around you by one level.
15	For the next hour, you cannot recognize faces or people at all, but all who meet/lay eyes on you immediately dislike you but cannot place why.
16	All of your hair on your head grows four times in length. If you do not have hair on your head, you grow both a thick, luscious full beard and long, shaggy hair, even if you cannot normally grow hair due to race, sex, or other reasons.
17	Your highest and lowest trained skills swap totals for the next 1d4 hours.

18	You and the closest person to you swap bodies for the next 2d6 minutes.
19	You immediately change to the opposite gender of your species for the next 24 hours, even if your race would normally not have more than one gender.
20	Roll twice and take both results. Ignore any further rolls of a 20.
21	Upon receiving this effect, for the next 1d4 hours you immediately become incapable of moving from where you are currently located by any means, including divine intervention. However, another creature can free you from this effect by willingly taking your place and becoming trapped themselves. Regardless, all creatures affected by this effect are freed from it once the time limit is up.
22	One minute from the moment when this effect is rolled, you vanish and for the next 24 hours, are whisked away by the Deity most significantly opposed to your own Deity and become the target of their completely focused efforts to convert you to their faith. You are not forced to convert, though they are quite persuasive in their efforts due to their divine charisma. After 24 hours have passed, you are returned to the place you vanished from intact and unharmed with the vague memory of your encounter. If you have no deity or do not worship any of them in any particularly important manner, roll a d100. On an even result, this effect has no effect on you and you may reroll on this table. On an odd result, a random minor deity attempts to convert you to their faith.
23	For the next 1d4 hours, all who lay eyes upon you believe that no matter which direction you are facing, your head is aligned to stare at them, unblinkingly, even if doing so would normally result in your death. This is an illusion and your head does not actually move, but it is quite unsettling to all who lay eyes on you. If you look in a mirror, you fall unconscious for one minute and forget the last minute's events.
24	For the next hour, you become capable of summoning a single level 1 commoner to your side as a summoned creature. They act appropriately to being summoned out of nowhere and are not abnormally resilient, and can thus die and be injured as normal. They vanish after the hour is up regardless if they survive or not. They arrive after being summoned with one sandwich, clothes, and pocket change, and have no notable skills.
25	For the next 24 hours, you become wholly convinced that all of your attacks are capable of rapid power increases so long as you yell loudly while doing them and "power up" before hand by "charging your power". If you yell loudly and focus intently on "powering up", after one minute of focus all creature within 10ft of you are blown back five feet with no save.

26	All adjacent creatures to you which are not immune to poison are automatically and slowly intoxicated for the next 1d4 hours, reaching blackout drunkenness after two cumulative minutes of exposure.
27	Immediately upon rolling this effect, designate one allied creature/party member within 250 feet of you regardless of line of sight. That creature is teleported to be adjacent to you and is forced to roll upon this table, rolling twice and taking one of the effects, chosen by you. If they get this effect, you both get a random effect from the table instead.
28	You become impossibly and irresistibly attracted to your greatest enemy for the next 24 hours. If they are of a gender you would not normally be attracted to, you instead admire and respect them from the bottom of your heart. If they are of a gender/race you could feasibly be attracted to, you hold a deep, burning desire in your heart of hearts to see your affection to them and have it recognized.
29	For the next 1d4 minutes, you believe wholeheartedly that you are secretly the phylactery of an incredibly powerful Lich, and become incredibly paranoid around all other creatures.
30	For the next 1d4 minutes, you DO become the phylactery of an incredibly powerful Lich and replace their existing phylactery for as long as this effect lasts. They are immediately made aware of this fact, as are you.
31	For the next day, you become capable of seeing the exact dates any living sentient creature will die so long as you have line of sight to them, but these dates are wildly inaccurate.
32	Once this effect is rolled, a gem worth 100 gold per level you possess appears in your possession, and you become wholly convinced your soul has been turned into that very gem for the next 1d4 hours. The gem vanishes once the effect ends.
33	Your alignment is inverted for the next hour. For a neutral alignment on either axis, roll a 1d2, taking Lawful/Good on a 1 and Chaotic/Evil on a 2.
34	All Liquid within 250 feet(Not counting the liquid inside living creatures) is transmuted into Alcoholic Mana Brew, and depending on how much of it is transmuted(GM's Discretion), a Water Elemental may be formed out of the Resultant Mana Brew, inflicting effects from this table on those who touch it or interact with it. Unless provoked or made hostile, it appears with a neutral attitude towards those it meets and vanishes after 24 hours to the Elemental Plane of Water.
35	You gain the ability to, at any point in the next 24 hours, issue a verbal challenge to another creature anywhere on the Prime Material Plane. Upon selecting the target, the target is instantly transported to your current location and the two of you engage in a challenge determined mutually to determine a victor. Regardless

	of the state they finish the challenge in, even death or disintegration or a similar death effect, they are restored to life and full health after they either win or lose, as are you. Nothing can prevent both participants from being restored to health and life, even Divine Intervention. Additionally, no outside creatures other than the target and the challenger can interfere with the challenge or harm either participant and are supernaturally barred from doing so.
36	You are immediately teleported 1000 feet into the air directly above your position(If you are underground, you instead teleport 1000ft above your position on the surface). You fall normally, and upon hitting the ground, feel the effects and pain of such an event normally but take no damage and appear back in your previous location as normal. To all others who saw you receive this effect, you do not appear to vanish to them and no time passes while you are falling.
37	All creatures within 100ft of you, including yourself, are immediately tripped and knocked prone with no save regardless of immunities or number of legs. A disembodied voice compliments you on this accomplishment.
38	For the next hour, all creatures within your line of sight appear to you as always looking directly at you without blinking regardless of their bodily orientation.
39	1d6 Gelatinous Cubes spawn adjacent to you(Or as close as possible if this is not feasible), attempting to engulf you and any who attempt to stop them. However, being engulfed instead simply causes unending, horrible tickling sensations that do not stop until you escape. Quiet, disembodied laughter can occasionally be heard from the cubes.
40	One Black Pudding spawns somewhere nearby and ineffectually attempts to engulf those around it. Any comments about the ineffectual nature of its attempts, or any comments making fun of or insulting the pudding immediately cause it to split as normal and continue its ineffectual attack against the creature who just insulted it.
41	For the next 24 hours. Everytime you use a skill check, cast a spell, or use a special or class ability, you have to give it a name and call it out as you use it. (Ex: "I use PICK LOCKS to disarm this lock!")
42	For the next hour, every time you take damage from a piercing or slashing weapon, every adjacent creature must make a DC 20 reflex save or be forced to roll on the "Alcoholic Mana Brew" table of effects.
43	You are immediately transported to the location of your greatest enemy, but are treated as a summoned creature. This lasts for 12 hours. If killed, the effect immediately ends but you simply return to life where you became the target of this effect.

44	You immediately learn an impossible truth about the world but you cannot tell anyone or record it in any way, and you are aware that you will forget it in five minutes time.
45	Sixty seconds after you get this effect, 3d8 creatures of your preferred gender and race that you would be attracted to appear adjacent and around you, fawning over you for precisely one hour before vanishing.
46	You become completely convinced for the next 1d4 hours that you are but the cohort of your closest ally, and nothing can dissuade you from this.
47	You immediately transform into the thing or creature you hate the most for 2d10 minutes.
48	You immediately swap all senses with the nearest allied creature but do not swap bodily control. This effect lasts for 2d20 minutes.
49	For the next 2d4 minutes, every time you sneeze or exhale sharply, roll 1d10 and you immediately exhale a breathe weapon as per the dragonborn breath weapon chart as a dragonborn of your level. As part of this effect, you are overcome with a very strong urge to sneeze every minute.
50	For the next 2d10 minutes, your soul is transplanted into the nearest object. You cannot move or act but you can perceive the world as you normally could.
51	For the next hour, all articles of clothing and armor are completely invisible only to you. They still exist, but you see through them as if they were invisible. (Yes, you would see some people as naked.)
52	For the next day, you become completely and utterly sure and convinced that nothing can bring harm to you, either physically, mentally, or through magic. You think you are immune to it all.
53	For the next day, you believe that you possess the Swallow Whole universal monster rule and you actively try to use it on most people you meet.
54	You gain the ability to see through buildings and walls for one day, but you no longer believe you need to walk around them, and that you can simply go through them.(You can't, they're still there.)
55	Immediately upon receiving this effect, you are immediately transported to the time and place that you would feel most comfortable at, anywhere on the planes. You cannot die or take damage here, and return to your normal time and location after 24 hours. You cannot affect the space time continuum this way.

56	Immediately upon receiving this effect, you are immediately transported to the place that you would feel least comfortable at, anywhere on the planes. You cannot die or take damage here, and return to your normal location after 24 hours.
57	Immediately after rolling this effect, an exact duplicate of you appears somewhere nearby, believing itself to be the original and acting accordingly as you would. Any cohorts you possess are also duplicated. It has all of your memories, abilities, and class levels, but vanishes after one hour, happy with the short life it got to lead.
58	For the next hour, you ascend to a higher state of being. Your skin turns bright blue and glows like a torch, your eyes lose their pupils and turn pure glowing white, and you become incapable of speaking in any language but Celestial. You also believe you can see, have access to, and know all the secrets of the universe, though the truth of this is dubious. You do, however, become innately capable of automatically determining when a creature is lying to you or others as you hear them speak even if you cannot understand the language they are speaking. You also gain a fly speed equal to your base land speed. All these effects wear off after an hour, and you only vaguely retain a memory of drifting through an endless field of stars, dreaming about the secrets of reality and the cosmos.
59	For the next 1d4 hours, you react to everything ten seconds after it actually takes place.
60	You lose control of your body as it suddenly becomes sentient, and for the next 1d4 hours you must actively persuade your body to do as you want it to, and each part of your body now possesses a strong, independent personality. You do, however, continue performing automatic tasks such as breathing and blinking without needing to persuade your body to do so. After all, you're all sharing the same home now. You're like roommates.
61	You become the target of a continuous speak with plants and speak with animals effects with no save, but every time you try to talk to them they angrily insult you and ridicule you. The longer you attempt to talk to them, the more biting and personal their insults. This effect lasts for a number of minutes equal to 1/2 your current HD total, rounding down.
62	For the next hour, you no longer have opposable thumbs.
63	For the next hour, all fingers and toes you possess are now thumbs.

64	Upon receiving this effect, You are immediately transported to the location of your Father/Father figure and made to spend two hours of time together, and are unable to leave each other's presence for the duration. If you have no Father or figure you closely identify as a father, you instead vanish for two hours spending time with a creature that perfectly resembles your ideal Fatherly figure and are wished well by them after the 2 hours are up.
65	You hear all sound as if it were 10x louder than normal for one hour after receiving this effect.
66	An Asmodean Debt Collector appears somewhere nearby on the mistaken notion that your soul is owed as debt to Asmodeus due to a contract signed long ago. Due to a clerical error, they have assigned the collector to you rather than the intended target. The Debt Collector stays for one hour before realizing his mistake and leaving with his sincerest apologies. Their form can vary wildly every time, and may be female or even more exotic on occasion.
67	All physical sensation you experience(Taste, Touch, Sound, Sight, and Smell) is converted into 100% raw pleasure for the next 1d4 hours. You also become three times as sensitive as normal in terms of physical sensations.
68	You are forced to experience nonexistence for precisely sixty seconds. Once you re-appear, you are woozy and remember being slowly unraveled into particulate matter, but do not remember it as especially painful or unpleasant.
69	No notable events happen. Congratulations!
70	Roll four times on this table and take every effect. Resolve them simultaneously if possible, otherwise resolve them in the order they were rolled. You cannot receive effects on this table for 24 hours after this effect.
71	You immediately cough up an adult male of random race from your mouth thirty seconds after taking this effect. He thanks you for freeing him from his prison, and goes about his life.
72	A large-sized mannequin that vaguely resembles a laughing humanoid appears within your line of sight, and you believe that it can and will end your life if you let it out of your sight...if you let it out of your sight, an audible sound of bone snapping can be heard by all nearby creatures as the mannequin appears behind you and re-aligns your spinal column chiropractically, making you feel instantly relaxed and happy as your tension melts away, whereupon the mannequin vanishes after giving you a quick pat on the head. It vanishes after one hour passes if it does not leave your line of sight, its face resembling a frown as it leaves.

73	All doors, windows, and entrances within 100ft of you swing open to reveal faceless humanoid creatures that stare at you judgmentally. They vanish after one minute, but you are the only one who can see them. On occasion, some may appear with the faces of those you know who are no longer alive, and sometimes remark on the fact it is "too soon" for them to meet you again.
74	A disembodied voice is heard exclaiming its belief that you are the ugliest creature to ever exist on the Prime Material Plane. You feel slightly depressed for an hour after hearing this.
75	All doors, windows, and entrances within 100ft of you swing open as Undead, Ghosts, Spectres, and similar creatures from beyond the grave emerge in droves. They arrive with the proper equipment, food, drink, and other supplies necessary to hold a grand party, and are completely focused on holding a party centered on your location. They are loud, obnoxious, and while the food and drink they bring is edible, it is ectoplasmic and slightly aged. None of the partygoers can be killed, and regenerate from all damage taken in one round, even death effects. They all vanish after one hour, returning to the nearest doors, windows, and entrances, satisfied with the party they held.
76	A piece of parchment appears in your hands that contains a name, race, and a short hint that describe the ideal romantic partner for you. This person exists, but is not necessarily on the Prime Material Plane. If the parchment is used to find this person, the hint given will help the two of you hit things off but does not ensure successful partnership.
77	A small slip of parchment appears in your hands that contains a single sentence of advice that will inevitably be useful to you in the next 24 hours. This slip of parchment is always signed with your own name.
78	For the next hour, you become intensely racist against all elven creatures. If you yourself are an Elf or Half-Elf, you are filled with intense self-loathing as well.
79	Your size is changed to tiny for 1d4 minutes.
80	Roll again on this table, and choose an allied creature within 60ft and line of sight. That creature takes that effect with no save. If the effect would force them to roll again, they roll again and take the effects as normal.
81	You gain back one spell slot of up to 7th level(User's Choice) as if you had just drank a Supreme-Quality Refined Liquid Mana Potion.
82	You erupt with a wellspring of magical force, and all creatures within 60ft of you take 20d12 Nonlethal damage, including yourself. This damage bypasses all DR and Immunities, but cannot reduce any given creature below 0 hitpoints.

83	All active Alcoholic Mana Brew Effects as well as all undrunk Alcoholic Mana Brew within 250ft of you is negated and rendered inert for 24 hours. A disembodied voice of random gender remarks that you "ruined the party, dude."
84	An incredibly powerful good-aligned outsider appears adjacent to you, drawn to the Prime Material and Anchored for one hour by the power of the Mana Brew. They are miffed by being taken away from their duties, and attempt to confiscate all Alcoholic Mana Brew they learn of or find. All such Mana Brew in their possession once they leave after an hour is taken with them. Depending on the outsider, they may react differently to being summoned, and/or how they go about taking your Alcoholic Mana Brew. Roll a 1d6 to see what type of outsider appears. 1. Bastion Archon 2. Solar 3. Veranallia Azata 4. Pleroma Aeon 5. Cernival Agathion 6. A Divine Avatar of a random Deity
85	For the next hour, your body does the exact opposite of what you want it to do. Purposefully trying to want an opposite to happen to trick this effect does not work, and will still end in an undesirable outcome.
86	The next object, item, or creature that crosses your mind is immediately launched at you with blinding speed from somewhere nearby, passing through all obstacles to get to you and dealing 2d6 points of force damage to you unless you succeed at a DC 20 reflex save for half damage. This effect cannot reduce any creature below 1 hitpoint. The object, item, or creature vanishes after making contact with you.
87	You and all allied creatures within 30ft, upon this effect being rolled, are all immediately trampled and flattened by ephemeral Dai-Yukai or similar Titans. You are all flattened and knocked prone with no save, but may make a Will Save(DC 20) to avoid being shrunk by two size categories by the force of the trample for 1d4 hours.
88	You gain a tongues effect for the next 24 hours, but everything you speak comes out in reverse and requires a DC 25 linguistics check to understand.
89	At a random point in the next 24 hours, tentacles will appear from everywhere nearby to your location and attempt to grapple and restrain you, subjecting you to all sorts of humiliating poses and treating you like a marionnette should they succeed in grappling you. You are not made aware of when this effect will occur, but know that it's going to happen in the next 24 hours. (2d12 tentacles spawn within 60ft of you, each has +30 to their CMB and upon a successful grapple reduces all movement to 0. They have a CMD of 25.) The tentacles will go to

	grapple you first, but then will attack indiscriminately. If they are attacked, they immediately spawn 2d12 more tentacles and all tentacles go to grapple the attacking creature. The tentacles, once they appear, last for 5 minutes.
90	For the next 1d4 hours, you must move double your base land speed every round and cannot sit or stand still by any means.
91	You must immediately tell a joke that makes at least one creature nearby genuinely laugh or be unable to speak for one hour. Should you fail to tell a funny joke, a disembodied voice yells "booooooooo!" very loudly and can be heard by all nearby.
92	A powerful being somewhere on the Prime Material Plane is made aware of your existence if they weren't already and immediately harbors an immense dislike for you, should the two of you ever meet. They may even begin to set plans in motion to hinder your efforts, though they only wish to see you dearly humiliated and injured, but not killed. The specifics of who this creature is is left to the GM's discretion.
93	A powerful being somewhere on the Prime Material Plane is made aware of your existence if they weren't already and immediately favors you more, should the two of you ever meet. They may even begin to make plans to help you. The specifics of who this creature is is left to the GM's discretion.
94	A Doppelganger appears nearby disguised as an innocuous creature suitable for the area you are located in. They do not desire you harm, though are quite intent on playing pranks on you and your allies. If you manage to uncover them, they smile and award you with a gift. They do not vanish after a set time limit, but you are made aware they have appeared but not which creature they are impersonating.
95	You feel inferior to all you meet and see for 1d4 hours.
96	You feel superior to all you meet and see for 1d4 hours.
97	A disembodied voice can be heard remarking on its desire to die to end its suffering, but how it cannot because its forced to commentate on the effects on this table.
98	A wooden stake appears somewhere on your person, and you become irrevocably convinced that everyone you meet is secretly a vampire or their thrall for the next 1d4 hours and that the wooden stake you now possess is a +5 Stake of Undead Bane. It is not, and is simply a wooden stake.

99	You become convinced that everything and everyone within eyesight is secretly a mimic in disguise, and that any denials they make is only proof that you are right. This lasts for one hour before the effect fades. When this effect is rolled, there is a 10% chance one object within visual sight does turn into a mimic.
100	You gain 10,000 Gold Coins, but only if you accept the fact that by accepting this money someone somewhere in the world will be given an even greater boon(Which may be someone the party hates or finds to be an enemy). If you refuse to accept this, reroll on this table for a new effect. A given creature can only gain this effect once in a month.
101	All sentient creatures within 100ft of you(Not including yourself or your allies) are immediately affected by a Flesh to stone spell with no saving throw. These creatures then make an effort to arrange themselves into a group pose and create a "scene"(The more ridiculous the better) before freezing into immobility as normal. This effect lasts for one hour, and they remember nothing of their time spent as a statue.
102	You detect your own thoughts and read your own thoughts as if you had cast a Detect thoughts spell on yourself with no saving throw. Roll another d100, and on an even result this effect creates an infinite feedback loop of reading your own mind and you take 2d6 psychic damage that bypasses all DR. You cannot be reduced below 0 from this damage.
103	Roll again on this table. For the next ten minutes, you believe that effect had happened instead.
104	For the next hour, you automatically obey your allies and their demands/favors/anything they would ask of you, but only if they preface what they ask/demand with "Oh mighty [Your Name], the wisest and best of all of us, please do this lowly creature a favor and [insert request]." You are not forced to obey any request that would force you to harm yourself or an ally.
105	For the next hour, you grow 5 feet every minute. Nothing can stop this growth. You cannot take damage from growing inside a space that is too small to fit your new size, and instead are automatically shunted through the power of the mana brew into the nearest safe space. All growth caused by this effect reverts after an hour.
106	For the next hour, you shrink 5 feet every minute. Nothing can stop this shrinking. All shrinking caused by this effect reverts after an hour.
107	All creatures within 60ft of you are switched to an alignment opposite its current one, with a neutral creature rolling randomly to determine their new alignment. This effect lasts for 10 minutes.

108	You are immediately transformed into a random race and gender. This effect lasts for 10 minutes, and the results are determined by the GM.
109	The Stardreamer beckons you, and you are immediately affected by a Reverse Gravity effect. This effect has no duration, and you phase through all obstacles in your path upwards. Once you arrive in the cold, vacuum of space, you fall into a slumber and drift in orbit above the world for 1d4 hours, whereupon you wake up and fall to your previous location without taking fall damage. All Hit point damage you had taken is healed, all ability damage is healed, and 1/2 of all your current ability drain is healed as well. You are left with a vague sensation of comfort and drowsiness for 24 hours afterward.
110	A disembodied voice can be heard remarking upon the inevitability of death, the inescapability of one's own nature, and "This evil blue devil's drink that won't let me leave". You and all allies within 100ft are affected by overwhelming, intense depression for 1d4 hours and generally have a hard time mustering the effort to do anything. You all also have a strong aversion to further using Alcoholic Mana Brew during this time as well, and must make a DC 20 will save to drink it during this duration.
111	You and all allies creatures within 100ft appear to all who view you, including each other, as stylized Topiary carvings of yourselves in heroic poses. You seem to be simple mobile Topiary Statues to all but yourself, and seem to be gliding along the ground with no visible means of locomotion. This effect lasts for 1 hour.
112	All sentient creatures within 1d6 miles, including you, immediately sneeze in complete unison and lose their next turn if they are in combat. Creatures within 3HD or lower must make a DC 10 fortitude save or be knocked unconscious from the force of the concussive sneeze.
113	Pick a letter from the alphabet upon receiving this effect. For the next hour, all creatures whose names start with that letter sneeze violently upon seeing you as if they had an extreme allergic reaction to you. Such creatures also develop a supernatural sense for when you are about to come into line of sight to them, and feel obligated to avoid you if possible.
114	When this effect is rolled, an ally of yours that you select is made to instead love the thing, concept, or item they previously hated the most. This lasts for 1 hour. If you don't wish to choose or fail to choose within 2 rounds time from rolling this effect, you and all allies within 30ft are affected by this ability instead.
115	You are immediately teleported across the Planes and deposited into the tomb of The Great Old One, Cthulu, where he slumbers until he is released on the distant planet of R'lyeh. You are made to lie in the tomb he slumbers in alongside him for 1d4 hours, after which you return to whence you came as normal. If you open your eyes or move in any notable fashion (DC 20 Will save), he awakes enough

	to realize you're near him and you receive an insanity effect for the next hour after you return. You are otherwise entirely immune to all HP damage and effects that being near Cthulu would otherwise cause you while on R'lyeh inside his tomb. If you succeed at not opening your eyes or moving, you feel well-rested and nourished from being in his presence and regain all lost HP.
116	You become convinced that all medium and large bodies of water are simply oozes in disguise, and that small bodies of water are simply oozes waiting to gain sentience and power for the next 24 hours.
117	Thick white smoke begins pouring from your ears, nose, and mouth upon rolling this effect. The smoke takes up a 60ft radius, and all creatures inside this radius are affected by a Calm Emotions effect with no saving throw. A disembodied voice can be heard, saying "Chill out, dude...things are going to be alright.". For the next 1d4 hours afterwards, you believe that somehow, it's all just going to work out, y'know? Life's great like that.
118	For the next hour after you roll this result, you become supernaturally inspired to create a work of art, a masterpiece that will become your legacy, as the God of Art and Expression works his ineffable will through you. You gain a conditional +50 on the next Perform check you make, but only once.
119	Roll twice on this table and receive both effects.
120	Roll twice on this table and choose allies(including yourself) to give the effects to. You may still choose to receive both effects if you wish, and may also grant both to one ally. You cannot give these effects to a hostile creature.
121	Gain the one-use ability to add a d20 roll to any attack roll, damage roll, skill check, ability check, or saving throw AFTER you have rolled but BEFORE the results are revealed. However, the GM also can, as a one-use ability, force you to subtract the results of a d20 roll from any similar check you make at their discretion. If you do not accept this, re-roll on the table.
122	Your gender is inverted for 24 hours.
123	All hair on your body softly strobes and illuminates with every color in existence like a pulsating rainbow for 24 hours.
124	Your highest and lowest ability scores are swapped for 1 minute. If you are in combat when you roll this ability, you may choose to ignore this effect and re-roll on this table.

125	For the next 24 hours, you sink at a rate of 60ft per round in water, but can breathe underwater if you couldn't already. By flipping yourself upside down underwater, you instead float upwards for 60ft a round. Be careful though...you don't want to fly off into space!
126	All clothing, armor, and gear you're wearing is immediately drenched in water and waterlogged as much as is possible.
127	You come into possession of a Philter of Love. It must be used within 24 hours or it vanishes.
128	You are immediately affected by a Fumbletongue spell with no saving throw. You perceive all you attempt to say as having come out fine, and aren't aware you're being affected by this effect. This effect lasts 1 hour.
129	A disembodied voice can be heard nearby by all within 30ft, frantically and angrily remarking "Stop messing around! There's plot to do! Go fight a dragon or something! Stop standing around slacking off! Go do adventuring things and leave me in peace!". For the next 24 hours, you feel as if the day will be utterly wasted if you do not make notable progress towards whatever goal or object you and your allies are working towards, and pester your allies for any breaks or distractions they undertake.
130	Overwhelming sadness crushes you as you realize that with each drink you take, you're only ruining your liver and falling into the depths of alcoholism. Shame on you, you drunkard. For the next 24 hours, you are strongly averse to consuming any sort of alcohol in an effort to protect your bodily well-being.
131	They're out to get you! For the next hour, you believe wholeheartedly that if you enter any building or structure without leaving a gold piece behind and getting permission to come inside, gnomes will come and trip you when you least expect it. Is it true? Is it not? Well, best not to find out. Do you want to get tripped by gnomes?
132	Every time you try to talk for the next hour, you bite your tongue and take 1 point of piercing damage. Everytime you try to explain this predicament to other people, you can speak just fine.
133	Immediately after rolling this effect and for an hour afterwards, you genuflect and ponder the dangers of adventuring life, and debate the viability of investing into a business, settling down with a family, and the long-term viability of living off one's investments and deposits in a stable banking institution. Maybe it'd be nice to settle down, put some money in the bank, and retire?
134	Immediately upon rolling this effect, you must shout one of the following words/phrases at the top of your lungs and cause one of the following effects: • "OUCH": Immediately be knocked unconscious, even if you could

	not normally be. • "WHY ME": Become the target of a crushing despair effect, DC 20 Will save to negate, for 5 minutes. • "I HATE THIS DRINK": All liquid you ingest for 24 hours is alcoholic mana brew. For 24 hours, each time you would roll on this table, roll twice and take both effects. Additionally, a disembodied voice is heard remarking "Well, I never liked you anyways. Jerk." nearby. • "STOP": Nothing happens. You feel a bit let down until you realize time has frozen. Time stops for 1d4 minutes for everyone except you. You cannot move objects or creatures while in frozen time. • "THIS DRINK IS AMAZING AND PERFECT AND HAS NEVER DONE ME WRONG": You are cured of one poison afflicting you, if any, and your HP returns to full. You also are treated as having consumed a full meal, and feel generally well-rested. A Disembodied voice can be heard remarking "Ah, you're making me blush. Flatterer."
135	For the next 24 hours, everytime you look in a mirrored surface, you see a Wendigo directly behind you, poised to attack. Your allies instead see YOU as a Wendigo in mirrored surfaces, smiling madly. Is it really there? Gods, I hope not.
136	It's time to throw down! You are immediately overcome with a burning desire to spear-tackle your nearest ally. You gain a conditional +50 on your CMB check to do so, but only once, and they cannot activate any magic or any effects that would save them from this tackle in response. For added effect, yell loudly to cause the tackle to send you both rocketing backwards 30ft before you both fall.
137	It's time to thrown down...in reverse! One ally chosen at random within 30ft is overcome with the burning desire to spear-tackle you. They gain a conditional +50 on their CMB check to do so, and you cannot activate any magic or any effects that would save you from this tackle in response. For added effect, they may yell loudly to cause the tackle to send you both rocketing backwards 30ft before you both fall.
138	Nothing...happened? (GM rolls again in secret on this table, the effect kicks in 1d4 hours after this effect is rolled. Ignore further results of a 138 on the reroll.)

139	All allies but you in a 30ft radius have their gender inverted for 24 hours. If they render you unconscious before 24 hours is up, they all return to their normal genders early. Isn't friendship great?
140	A seed appears in your hand, glowing and radiant with blue light. If planted, it may just grow into something special...maybe Alcoholic Mana Brew can grow on trees?
141	What's punctuation again? For the next hour, you cannot use punctuation when you talk and must speak solely in massive run-on sentences.
142	A random Major, Minor, or Risen god has taken notice of you...either because they approve of your recent actions, or because they wish to see you converted to their faith. You find a holy symbol of a random deity around your neck in addition to any you already have. You cannot remove it unless you genuinely pray to that god at least once or by abstaining from doing so for 7 days and 7 nights.
143	My legs! Help! All forms of movement you possess drop to 0 for 1 hour.
144	You are immediately reduced to 1hp. All HP lost is used to save the lives of random creatures elsewhere in the Planescape. You are aware of this fact, but not which creatures specifically are saved. It's for a good cause, right?
145	Pick an effect of your choice from this table that isn't this one. You are affected by that effect instead.
146	Your most hated enemy immediately receives an effect on this table and must roll as if they had drank Alcoholic Mana Brew.
147	For the next 2d6 minutes, you are cursed to see every sentient creature not as themselves, but as an exact duplicate of a normal human male who goes by Dan. He is dressed in normal clothing for the area he is in, is balding slightly but has a wonderful handlebar mustache, and goes about doing everything the creatures he's mimicking are doing in reality, though much akin to an actor playing a role rather than perfect mimicry. He has no change on him and will respond in the voice of those he's mimicking with what they would really respond with in real life. If pestered enough, maybe you could talk to him personally?
148	For the next hour after rolling this effect, you must sing everything you wish to say.

149	A piece of parchment signed by yourself appears in your hands. Written upon it is the least useful bit of information that you could possibly receive today.
150	Immediately upon rolling this effect, you are struck by a strong desire to see all your monetary wealth distributed to others and you harbor a strong dislike for businesses based off monetary exchange. Can't we all just...get along? This effect lasts for an hour.