

FEYWILD EFFECT TABLE

D100

1 Your sentences must rhyme or you fall dead	51 When you are sad, you emit a scent of wilted lilies.
2 You emanate a faint glow.	52 All water you drink tastes like a fine, aged wine.
3 Your coughs sounds like jingling bells.	53 Everything you touch smells of lilac for ten minutes.
4 You smell strongly of Jasmine for 1d4 days.	54 Your pupils are shaped like six-petaled daisies.
5 Tiny mushrooms sprout from your shoulders.	55 Tiny wildflowers sprout in your footprints and vanish.
6 Your reflection in mirrors appears 10 years younger.	56 Iron objects near you "moan" when you touch them.
7 Glitter sprays from your nose when you sneeze.	57 Your voice takes on the growl of a wolf when angry.
8 Your eyes change color each day.	58 The skin on your joints becomes rough like oak bark.
9 A trumpet plays when you enter a room.	59 Your sentences must rhyme or you fall dead
10 You sprout a cat tail that lasts for 1d4 days.	60 Your hair grows 3 inches every time you lie
11 Your voice gains a melodic, echo-like quality.	61 When you are angry, your hair catches fire
12 When you're angry, sparks jump from your fingertips.	62 After each battle, you fall asleep for 1d4 hours
13 You can make a dead flower bloom once per day.	63 Plain water tastes like sweet peach nectar.
14 Your tears are neon blue and glow with a dim light.	64 You cannot hear, only hearing meowing for 1d4 hours
15 Your teeth turn into polished pieces of white quartz.	65 Birds willingly carry messages for you in the Feywild
16 Your footsteps make no sound on natural earth.	66 Your suddenly name appears on a Hag's naughty list
17 Falling rain sounds like someone playing a harp.	67 You can read all written language for 1d4 weeks
18 Food smells like your favorite childhood meal.	68 All mushrooms are poisonous to you (even if harmless)
19 Your hair feels like silk thread and never tangles.	69 You must be touching someone at all times or die
20 Everything you eat has the texture of soft, fluffy cake.	70 People near you are compelled to ask you to marry them
21 Your veins glow when you cast a spell.	71 You grow purple fur all over your body until shaved
22 Old scars turn into bright, reflective silver.	72 Your eyes become purple for 1d6 months
23 Your skin twinkles like the night sky in deep shadows.	73 Any food appears when called for 1d4 days
24 Your hair moves as if it's underwater.	74 All guards in the Feywild become aggressive to you
25 You are cursed to fall asleep when you hear music	75 You are cursed to have all cats follow you in any city
26 Gravity reverses for a few seconds when you sneeze	76 Every morning, only you hear an obnoxious bird
27 You grow a thick pink beard for 1d4 weeks	77 You only need 4 hours of sleep in the Feywild
28 You are incapable of speaking in a whisper	78 All plants you touch die on touch
29 You only speak in whispers for 1d4 days	79 You can become sparkly mist for one hour, only once
30 Horses run away from you until morning	80 You are cursed to take double damage from silver
31 You cannot speak unless you are holding a flower	81 You suddenly want to sneeze in someones face
32 You swap minds with the nearest animal for 1d4 days	82 You become violent the next time you leave the Feywild
33 All weapons you own are non-lethal for 1d4 days	83 You believe one in your party is your soulmate
34 You are invisible until morning	84 You can speak to plants and trees for 1d8 days
35 Everyone keeps saying your name wrong	85 An army of rats has a vendetta against you
36 All of your clothing becomes made of leaves	86 All of your spells and attacks are flavored with blue fire
37 You can walk up walls (only at night)	87 The nearest animal becomes your bodyguard for life
38 You grow a permanent extra toe	88 A mask appears nearby, it wants blood
39 Your hands become paws until washed	89 Your shadow begins to speak to you in whispers
40 Babies scream when they see you	90 You learn to speak Giant, permanently
41 Your skin becomes pink until you bathe	91 All elves look like monsters to you for 1d12 days
42 You grow a pair of secondary cat ears	92 Until morning, you can see clearly up to 1 mile away
43 you gain 300 pounds until morning	93 The weapon you are holding becomes sentient
44 You can no longer count beyond 10	94 All canines obey your commands
45 Dogs will attack you on sight	95 You learn <i>message</i> even if not on your spell list
46 You learn to speak a language of the DM's choice	96 All of coins you are carrying become gold pieces
47 You are addicted to playing a game of cards	97 Your intelligence becomes a 25 until morning
48 You lose 6 inches in height for 1d6 days	98 You grow a pair of non-functional fairy wings
49 You can open any locked door, only once	99 Your eyes can glow on command until you sleep
50 You are cursed to sleep walk to the nearest lake	100 You gain a permanent pseudo dragon companion