

PURE DREAMWATER

WONDEROUS ITEM, RARE

This small flask of pure dreamwater emits a dim light for 5 feet in a rainbow of colors. It smells and tastes sickly sweet.

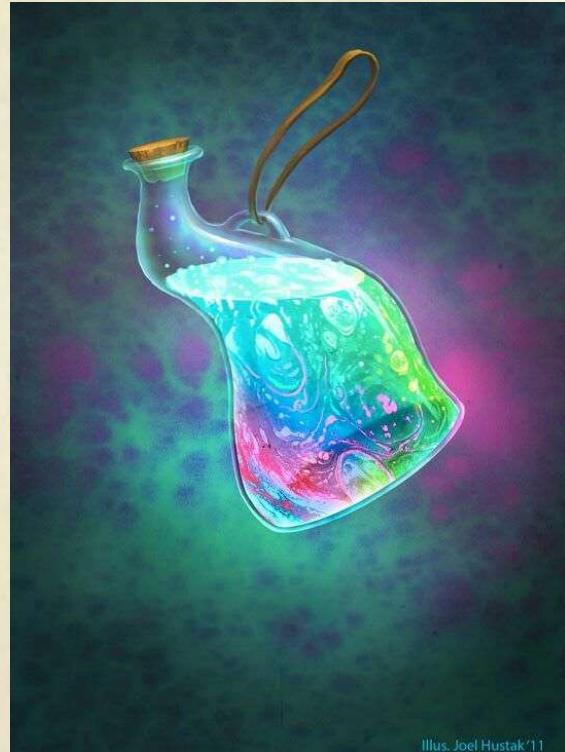
When drank, Roll 1d20 and record the result. The player will feel light and floaty, as if in a dream or on a cloud for 1 hour, suffering disadvantage on every roll for the same duration, and healing for the result of the roll + 5.

The following effects occur 24 exactly hours after drinking with no warning. If the user is asleep at this time, they wake up instantly:

EFFECT TABLE

Roll	Effect
1-5	The drinker thinks all humanoid creatures are goblins for 2 hours. Any attempt to communicate with the effected player is heard as wild grunts and yelps comming from said goblins
6-	Max HP increases by 1d4
10	
11-	The drinker thinks they are a literal god for 2 hours.
15	
16-	Roll 1d6, gain 1 AP in the corresponding stat
20	

The flask contains enough liquid for 3 drinks. Drinking any less than a full dose yields no effect. A user may drink as many or as few doses at once as they choose, reapplying this effect for each full dose drank.



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