

SNAZZLEGOB FLOBWANGER'S BOX OF TRICKSY TREATS

A SELECTION OF MISCHIEVOUS ITEMS ONCE OWNED BY THE WILY SNAZZLEGOB FLOBWANGER

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CREDITS

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ABOUT THE AUTHOR

Christopher Harding is a Games Design student at Staffordshire University (class of 2020). He has been involved with RPG's and tabletop games since 2004 when he was shown *The Elder Scrolls: Morrowind* by his father, and later becoming a fan of Warhammer 40,000 to this day. In 2015 he was invited to play Dungeons and Dragons in highschool, and has been in love with it ever since, running his own games and creating content for his players. He loves heavy metal, video games, the writings of H.P Lovecraft.

If you would like to get into contact with him, you can find his portfolio [here](#) and his Twitter [here](#)

ITEMS FOUND WITHIN FLOBWANGER'S BOX

DIPHTHA'S HAT OF MAGICAL INSIGHTS

By wearing this tall, pointed hat, the wearer can see deep into the psyche of a chosen target. The user gains proficiency in Insight checks, and has advantage on any Insight checks they make. However, for each day they wear the hat, their complexion becomes sickly, warts begin to sprout, and hair is lost. The changes are minimal at first, but over time the lust for knowing about people cumulates, turning the wearer into a wretched, vile looking being.

GILLBERT'S BAG OF EXOTIC YUM ENHANCERS

This small little bag once owned by the famed Kuo-Toa chef Gillbert, contains a wide array of herbs, spices, and other flavorful ingredients. However, this isn't a regular spice bag. This bag leads into the little known Dimension of Flavor - Gastronomica. This bag acts like a bag of holding, able to reach in a take up to 11lb of assorted herbs and spices on command, once per day.

KNAPSACK OF NAUGHTIES

This small bag contains 6 items that will have some kind of strange, and negative effect. One item can be picked out of the bag per day. If the players try to look inside the bag, it appears empty. Each item is in flux with the universe, changing its form constantly. Roll on the table below to discover what the trick may be.

d6	Item	Effect
1	Mikkey's Mousetrap	You reach into the bag and get your fingers snapped at by a mousetrap. You take 1d4 damage and the affected hand becomes comically large. Actions performed with this hand have disadvantage for 1 hour.
2	Unlucky Rabbit's Foot	When activated, 1d10 angry, 3-legged rabbits appear from the ether. Roll a d10. On a 6 or above, they are hostile to your enemies, on a 5 or below they are hostile to the caster.
3	Red Gummy	The player can chew this gummy for up to 10 minutes. For the duration, the player can exhale fire up to 1d8 times in a 10ft cone, dealing 2d6 fire damage. For each attempt, the player must make a DC 15 Constitution saving throw. On a failed save, they accidentally swallow the gum, and receive 6d6 fire damage. On a successful save, they are able to exhale fire.
4	Enchanted Hand Mirror	This mirror has a particularly strange quality to it. The user can see through one side of it, while the other is utterly reflective. However, as brilliant as this might be, the target the mirror is aimed at can hear the thoughts of the user. Who knows why this odd mirror was created, surely it must have some use?
5	The Narcissum Quill	This quill was used by the bard Narcissum of Philautia. With this quill, you can write a whatever you like, as with any quill, but has a rather strange property. Once a day has passed, your entire memory of writing the letter with the quill disappears. It is said that Narcissum would write love letters anonymously to himself and post them back to his address to fuel his ego. This feeling became addicted, and turned Narcissum into a egotistical maniac, so users beware.
6	Ring of Restless Slumber	Once worn, the user finds it much easier to fall asleep than usual. Every time they sleep, make a DC 15 Constitution saving throw. On a successful roll, the user has a restful sleep and wakes up feeling invigorated. On a failed save, the user has the same experience, but the magic imbued has in fact tricked their mind into believing that. They suffer 1 point of Exhaustion.

KNAPSACK OF NICETIES

This small bag contains 6 items that will have some kind of strange, yet positive effect. One item can be picked out of the bag per day. If the players try to look inside the bag, it appears empty. Each item is in flux with the universe, changing its form constantly. Roll on the table below to discover what the treat may be.

d6	Item	Effect
1	Pink Dragon Plushie	If this plushie is submerged in water, its size increases and takes up a 10ft cube. However, upon taking 10 damage, it shrinks to a 5ft cube size, and is destroyed upon taking a further 10 damage.
2	A String of Glowing Sausages	By wearing this string of 5 sausages around their neck, the player can summon a single piglet. They bury a sausage in the ground and wait one day. After a day has passed, the piglet is ripe for the picking!
3	Blue Gummy	If ingested, the creature shrinks 1 size smaller, but can leap twice as high. Their complexion turns a light blue, and a white hat magically appears on their head and cannot be removed. A cheery jingle follows them around for 1d8 hours.
4	Green Marble	If thrown at a creature, on a hit they immediately begin to tell terrible jokes, then explain the punchline.
5	Bag of Colored Powder	Throw this at a creature to cover them in a color of your choice for 1d4 hours. This color cannot be washed off or removed for the duration.
6	Cabbage Familiar	This cabbage acts in the same way as a familiar. The player can command their cabbage and see what it sees. It has no movement speed, and no attacks or abilities, but has a fly speed of 10ft.

MONSTROUS DISGUISE

This special disguise kit enables the wearer to assume the form of a creature up to 1 size larger or smaller than themselves. The creature is not limited to being humanoid, however the same rules of the Disguise Self spell still apply.

RING OF NOXIOUS EFFLUENCE

This ring causes the player to fart a devilishly noxious gas on command as a bonus action, up to 1d6 times each day. The gas emanates from behind the player in a 10ft cone, causing a cloud of gas to hang in the air for 1 minute, dealing 1d4 poison damage to those who pass through it. Those that remain in the cloud for a total of 4 rounds are now Poisoned.

SPEAR OF WA'KA DEWDULL DAND'AY

Weapon (spear), rare, (requires attunement).

This spear has 4 charges, and regains 1d4 charges per long rest. When a non-plant and non-construct creature is hit with this spear in melee combat, the user can choose to activate the spear's effect. If so, the hit creature must make a DC 14 Constitution saving throw. On a failed save, the creature is transformed into another random creature of the same CR level, or one chosen by the DM, with half of their maximum health. On a successful save the effect does not take place.

TURNIP OF WANDERING SOULS

This turnip with a grotesque face carved into it, is used by the common folk to ward off evil spirits and bad energy from their household. These special turnips have been hollowed out and a ghost candle lit inside. The fumes from the turnip and the special candle combined create a safe aura the spirits cannot intrude upon. The fumes spread out in a 10ft radius from the turnip, protecting all those within it from harm by spirits for 1 hour.