

WARLOCK

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WEIRD FANTASY

WARLOCK

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THE MAD SPRING AND THE SPAWNING STORMS

by Jeff Lee

Supernatural storms are common in the Western Wastes, and most of them have dangerous, often deadly, side effects. One of the more unusual types brings an unexpected boon to such a dread place: spawning storms. At random intervals—typically no more than twice annually but often not recurring for several years—spawning storms brew in the Wastes, dangerous thunderstorms that unleash torrents of rain from clouds flickering with multi-colored lightning. Flash floods sweep through the barren hills and across the dust-laden plains, everything awash in uncontrolled magic and imbued with a wild fecundity. This is known as the mad spring.

In the wake of these storms, there's an explosion of growth, both of native plants and those originating elsewhere, such as being carried as spores or wind-borne seeds from Carnessa, lying south beyond the Wall. Normally unable to grow in the harsh conditions of the Wastes, these non-native varieties have adapted, lying dormant until activated by the spawning storms. Much of the plant life, warped remnants of the greenery that once thrived here, rejuvenates

and twists in the strange magics carried by the spawning storms. A mad spring brings unprecedented resources to an otherwise barren area, and those that survive the terrible storms and floods seize upon the bounty which comes after.

The growing season of the mad spring is unnaturally swift with plants reaching full-size and fruiting in a matter of weeks, feeding off the water from the floods. Once the storms are over and the water used up, the plant life quickly shrivels and dies as the region's normally brutal environs reassert themselves. Local inhabitants are quick to forage for the great bounty that awaits them amid this strange but welcome time. The price can be high though as many of these plants are dangerous—as are the creatures that feed on and live in them. However, the Wild Harvest, as the locals dub this time, can feed a group for the better part of a year if they move fast enough. Wastelanders are willing to risk everything to gather up this versatile and wondrous bounty.

Body Warping. Exposure to a spawning storm can cause unchecked body warping. Not all effects of the spawning storm are



permanent, but the longer a creature remains exposed to the storm, the more likely it is that the changes remain. This can manifest in a number of ways. Some of the most common are the spontaneous growth of extra limbs, eyes, or even heads. Existing limbs may lengthen or increase in mass.

Rapidly growing tumors and other growths can occur. Many creatures that suffer these effects do not survive long after. Those that do are frequently worse off as the disadvantages of such warping often outweigh the benefits. Intelligent creatures often shun others of their kind that display such deviations, driving off or killing those altered by the storms. Some residents of the Wastes though, especially cults of the Dread Walkers, see such changes as gifts from their terrible masters and welcome such abominations openly.

If a creature is exposed to a spawning storm for at least 10 minutes, roll on the **Spawning Storm Exposure Effects** table below to determine possible effects. If the result is body warping, then roll on

the **Body Warping** table to see what sort of warping the creature develops. The GM may substitute any roll on the **Body Warping** table with their own unique warping effect. With the exception of warping, the effects of a spawning storm on creatures are usually temporary. Any effect rolled for an exposed creature, other than warping, has a 5% chance of being permanent. Otherwise, the effects last 2d12 hours. For every hour a creature is exposed to the storm, the effects last an additional 2d12 hours, and their chances of becoming permanent increase by 5%.

Unchecked Growth. Vegetation is the least likely to be adversely affected by a spawning storm. Seeds and spores that have lain dormant in the ground germinate and grow.

Existing plant life is often strengthened by a spawning storm, growing larger and more verdant, feeding on the magical energies in the rainwater. Much of the vegetation is strange, often sporting colors not normally seen in nature. Weird characteristics are often found in the plant life spawned in the mad spring—plants that move of their own volition, expanding and contracting as if breathing, releasing clouds of pollen or spores that glow or have strange effects on creatures—giving the landscape an alien and eldritch appearance.

Other creatures are affected by the spawning storms in a number of ways. Some experience growth beyond the norm for their species. This causes them to become giant versions of their kind. During the mad spring, it is not unusual to encounter giant

ants, scorpions, spiders, and other vermin, and other giant versions of normal beasts can also be expected. This growth is often painful, and such giant creatures are often irritable and violent when encountering other creatures.

Spikes in fertility and reproduction are another effect of exposure to the spawning storms. After such a storm, many smaller creatures experience a population boom, resulting in hungry swarms that roam the landscape in search of sustenance.

Notable Areas During a Mad Spring

Melano River. Normally a twisting river of festering black sludge, the deluge of a spawning storm quickly dilutes the

Table 1: Spawning Storm Exposure Effects

d%	EFFECTS
01–15	Creature increases in muscle mass, becoming stronger but clumsier. Its Strength increases by 2 and its Dexterity decreases by 2.
16–30	Creature’s body swells, causing pain, discomfort, and lack of motion. It has disadvantage on Strength, Dexterity, and Constitution checks.
31–45	Creature suffers from headaches, minor hallucinations, or other mental maladies. It has disadvantage on Intelligence, Wisdom, and Charisma checks.
46–60	Creature’s flesh grows especially dense. It gains resistance to bludgeoning, piercing, and slashing damage from nonmagical sources, but its speed (for all modes of movement) is reduced by 10 feet, and it loses any swim speed for the duration.
61–70	Creature’s body produces growths and tumors. It gains a +1 to its natural armor and gains advantage on Charisma (Intimidation) checks, but it has disadvantage on other Charisma checks.
71–80	Creature experiences growth of claws, horns, and teeth, and it deals +2 damage on such attacks.
81–85	Creature experiences a painful but swift period of growth. It is treated as if enlarged by the <i>enlarge/reduce</i> spell for the duration. This effect can be negated by <i>dispel magic</i> .
86–90	Dormant spores and seeds on the creature begin to sprout, covering it in fungal or plant growth, adding a +1 bonus to AC and providing advantage on Stealth checks made to hide in areas of thick plant growth. If this effect becomes permanent, the plants begin to subsume the creature. It loses 1 point of Charisma each hour. When the creature’s Charisma reaches 0, it is fully subsumed, and the creature becomes a shambling mound .
91–95	Lightning strikes the creature, dealing 35 (10d6) lightning damage. The creature must make a DC 16 Dexterity saving throw, taking half damage on a successful save. In addition, roll again for a second effect.
96–00	Body warping. Roll again on the Body Warping table.

soupy contents of the river and causes it to overflow its banks. The lands to either side of the river for up to a mile become flooded, sometimes up to 6–8 feet deep but usually 2–4 feet. One advantage to this is that Seelys, the qwyllion that claims the river as her home, is often quiescent during a mad spring and rarely seen. However, the River Rats—the dust goblin tribe that claims the river—range far and wide through the flooded lands, eagerly taking advantage of the expanded hunting grounds while it lasts and raiding any travelers they find in the area. Likewise, the oozes that normally confine themselves to the river also widen their hunting territory.

Roatgard Forest. The druids that tend this evil wood rarely leave its borders, allowing victims to come to them. During a mad spring however, the attending druids occasionally do leave its borders to explore the surrounding territory. They harvest useful plants and herbs and shepherd any plant monsters they find toward the Roatgard, providing a place to grow and flourish once the Wastes wither back to their usual state. These ventures make them

no more sociable than before though, and if given the opportunity, they will capture outsiders to take back and transform into their cursed trees.

The spawning storms appear to have little effect upon the forest itself, though witnesses have reported seeing strange sights on the outskirts, like seeing trees, when struck by the storm’s multi-colored lightning, suddenly uprooting and running off “screaming.”

The Savage Oasis. Once the complex of a wizard who specialized in magical botany, this hidden area is typically as barren as the rest of the Western Wastes and has little to attract creatures other than its remote and secret location. The only entrance, other than flying or climbing sheer and treacherous cliffs, is through a single door in the ravine where the Hungering Coocon resides. During a mad spring, a waterfall feeds into the bowl-shaped valley, and an abundance of useful vegetation grows here, including remnants of the ancient wizard’s botanical experiments.

The Savage Oasis is currently held by a group known as the Fallen Children. This

Table 2: Body Warping

d10 BODY WARPING	
1–2	Unightly pustules grow from the creature’s skin. If the creature takes piercing or slashing damage, all creatures within 5 feet take 3 (1d6) poison damage per point of the warped creature’s proficiency bonus and are poisoned for 1 minute. An affected creature must roll a Constitution saving throw (DC 10 + warped creature’s Con modifier + warped creature’s proficiency bonus). On a successful save, the creature takes half damage and is not poisoned.
3–4	Creature gains +2 to natural armor. The source of this armor can be thickened skin, scales, bony growths, or any other similar warping effect.
5–6	Creature grows an extra limb. It can take an extra attack with that limb as a bonus action.
7	Creature grows extra eyes, gaining advantage on all sight-based Wisdom (Perception) rolls.
8	Creature gains resistance to one of the following types of damage: acid, cold, fire, lightning, or thunder.
9	Creature is infused with magic. It gains resistance to nonmagical damage of one of the following types: bludgeoning, piercing, or slashing damage. Its natural attacks are considered magical.
10	Creature gains magic resistance, giving it advantage on all saving throws against spells and other magical effects.

band of outcasts and exiles is led by a former slaver named Nazaire. The group harvests edible and useful plants that grow in the valley. Nazaire's true goal is to harvest the Shrine Tree. This magical plant grows a seed every 20 years that is said to have miraculous healing properties. Nazaire hopes to use the seed to cure himself of terrible deformities he suffers from his time in the Wastes.

Nzaire has allied himself with Acraecia, a gwyllion. The corrupted nymph lairs in the Savage Oasis and guards it from intruders, allowing the Fallen Children to return during a mad spring to harvest the bounty while Nazaire watches to see if the Shrine Tree bears its seed.

Silk Thicket. The chelicerae seem to take no special interest in the outside world during a mad spring, though it is said that they hold a special ceremony after a spawning storm, ritually feeding upon the webbed form of Acqarak upon the storm's passing. Rumor says that such storms stir the Dread Walker and that the ceremony is to drain the mighty abomination back into acquiescence.

The monstrous spiders that inhabit the wood, however, are quite willing to expand outside the boundaries of their territory when the mad spring hits. They eagerly spin new webs to trap fresh prey and lie in wait to ambush the increasing number of travelers during this time. Likewise, the dust goblin tribes that ride such spiders are often out in force, raiding and hunting.

Throne of Mavros. Already a veritable oasis in the badlands of the Western Wastes, a mad spring makes a pilgrimage to the shrine both easier and more difficult. With the Melano washed clean, pilgrims need not fear Seelys, yet they are more vulnerable to the wider-ranging dust goblin pirates of the River Rats Tribe. The verdant growth and now-abundant water ease some of the burdens of travel through the Wastes but also subject travelers to the hazards and

creatures that are abundant during this brief season. At the settlement itself, there are those willing to sell harvested foods and items to new arrivals as well as those eager to hire brave souls to go and seek such treasures, especially after they have made the proper sacrifices at the shrine and possibly gained the favor of Mavros.

Creatures of the Mad Spring

The fantastic growth of a mad spring causes a chaotic change in not only the landscape but also the local food chain. And with such abundance comes additional danger. Creatures not normally seen in the wastelands come forth to feed, whether on the plants or on the creatures coming to eat those plants. Swarms of all kinds are common during a mad spring, and such creatures angrily defend their resources when other creatures blunder into their feeding grounds.

In the days immediately after a spawning storm, **shambling mounds** can be found wandering the wettest and most overgrown regions. They seem to form spontaneously, and some have speculated that the magical lightning strikes of a spawning storm are the catalyst for such creation.

The Wastes also see a rise in flying monstrosities. **Cockatrices**, **griffons**, and **manticores** are among those attracted by the mad spring. Few such creatures stay once the season has passed.

ANATHEMA LOCUSTS

Dark red with patterns of black splotches on its carapace, an anathema locust is about 3 inches in length. Its bite secretes an acidic spittle that melts organic materials. A single anathema locust is a dangerous pest, but these insects never show up alone. In groups of hundreds or thousands, these creatures slumber beneath the dust of the Wastes, awaiting the spawning storms and the mad

spring that follows. Then the locusts awaken from hibernation and tunnel to the surface to feed on the abundant plant life. Most inhabitants of the Western Wastes loathe these creatures, which can strip the bounty provided in the season to nothing.

Dangerous Pest. Countries that border the Western Wastes keep close watch for these vermin during the mad spring. While they remain in the Wastes and feed on the wild growth there, they are tolerated. However, should swarms seek to fly into Allain or other border realms, defenders are quick to destroy them. Allowing anathema locusts to gain a foothold outside the Wastes could lead to famine as the invasive species has no natural predators outside of its regular territory.

Hunters and Hunted. While swarms of anathema locusts feed mainly on plant life, they will not hesitate to attack and devour creatures that disturb their feeding or happen to be in a chosen feeding ground when they descend. The denizens of the Wastes are a frugal and hardy people however and will take their food wherever they can find it. Some hunt swarms of anathema locusts for food as the insects provide a rich source of protein. Finely woven nets of silk vine (see Items of the Mad Spring below) are used to ensnare a swarm, which is then quickly drowned, smothered, or killed by some other means.

SWARM OF ANATHEMA LOCUSTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 36 (8d8)

Speed 20 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing and 3 (1d6) acid damage or 5 (2d4) piercing damage and 2 (1d4) acid damage if the swarm has half its hit points or fewer.

Defensive Retreat. The swarm can move on its turn while the locusts spray their acidic spittle, leaving behind a cloud of acid droplets that lasts until the start of the swarm's next turn. Any creature that begins its turn in the cloud takes 14 (4d6) acid damage or 7 (2d6) acid damage if the swarm has half its hit points or fewer.

ASP VINE

The asp vine appears as little more than a cluster of thick creepers or ground vines—until it attacks. Hidden under its bundles of heart-shaped leaves are thin, curving thorns that resemble snake fangs, giving the plant its name. When prey blunders into the asp vine, it lashes out, catching the creature in its coils and scoring it with its poisonous thorns. Once the creature is dead, the poison helps break down the body, providing sustenance to the vine, which draws nutrients from the remains through its roots.

Ambush Predator. Asp vines typically root themselves in a spot and wait for prey to come to them. If there is little in the way of food or if conditions become unsuitable—such as flooding—the vine will uproot itself and move to another area to await prey.

Incidental Treasure. Items belonging to victims of an asp vine often linger long after their owners have decomposed. This works to the asp vine's advantage as new victims are often lured into the clutches of the plant by the prospect of easy treasure.

Native Weapons. Asp vine thorns remain poisonous even after the plant is dead. Humanoids native to the Western Wastes often harvest asp vines, dry them, and weave the woody, twine-like vines into whips. Treat these weapons as whips that deal an additional 2 (1d4) points of poison damage on a successful hit. The poison in the whips maintains its potency for 1 week, after which the weapon ceases to deliver poison damage.



ASP VINE

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the asp vine remains motionless, it is indistinguishable from a normal cluster of vines.

ACTIONS

Multiattack. The asp vine makes four vine attacks.

Vine. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 5 (2d4) poison damage, and the target must succeed on a DC 14 Constitution

saving throw or be poisoned for 1 minute. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and must succeed on a new saving throw each round it remains grappled or take another 5 (2d4) poison damage. The asp vine can grapple up to four targets at a time, though it can still make vine attacks against other targets even if it has four grappled opponents.

HAMMER HOLLY

These holly trees appear as others of their kind: waxy leaves of deep green and clusters of bright red berries. However, these trees respond to the approach of creatures by swinging their branches, clubbing at anything that moves within range of their senses. Victims of a hammer holly lie where they fall, becoming compost to feed the tree.

Experiment Gone Wild. Some scholars believe hammer hollies were magically engineered in Carnessa when the magocracy still thrived. They theorize the trees were early attempts to weaponize plants, acting as a passive security measure for the gardens

and grounds of wealthy wizards. Their presence in the Western Wastes is used as proof of the dangers present south of the Wall. Those that hold this position warn that dangerous plants have already migrated north and that more will certainly follow. While they only grow during a mad spring, it is thought that those short periods are enough to allow such plants to continue to spread and that it is only a matter of time before they reach areas where they can thrive longer and become a major menace, such as the Ironcrags, Allain, and even the Arbonesse.

Hammer Holly Wine. Like most hollies, the berries of the hammer holly are toxic. They are not poisonous to dust goblins however, and those humanoids enjoy a fermented beverage brewed from the berries that might generously be called wine. Hammer holly wine is a great delicacy for dust goblins and a rarity considering the difficulty in harvesting the necessary ingredient. Creatures who seek peaceful relations with dust goblins will find their chances greatly increased should they have hammer holly berries to offer in trade or as a bribe. Any creature other than a dust goblin that drinks hammer holly wine is poisoned for 1 hour. A successful DC 12 Constitution saving throw negates the poisoned effect. Each serving beyond the first causes a creature 3 (1d6) points of poison damage and increases the duration of the poisoned condition by an additional hour; a successful save halves the damage and negates the poisoned effect, but the DC for the saving throw increases by 1 for each additional serving drunk.

Incidental Treasure. Items belonging to victims of a hammer holly often linger long after their

owners have decomposed. This works to the hammer holly's advantage as new victims are often lured into range of the tree's attacks by shiny objects glinting among the tree's roots.

HAMMER HOLLY

Huge plant, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d12 + 8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10



Languages —

Challenge 4 (1,100 XP)

False Appearance. While the hammer holly remains motionless, it is indistinguishable from a normal holly tree.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage and target is stunned for 1 round. If the target succeeds on DC 12 Constitution saving throw, it is not stunned.

MAD SPRING BEHEMOTH

This massive, warped giant stands nearly half again as tall as others of its kind. Its hairy hide is covered in large, oozing sores and swollen pustules, and one arm is longer than the other, knuckles trailing on the ground.

Many of the unfortunate creatures caught in spawning storms are deformed and often debilitated or killed by the terrible transformations that wrack their bodies. Rarely, a particularly durable or lucky specimen is warped into a mighty monstrosity by its exposure to the storm. Greatly increased in size and strength, and favored by (mostly) beneficial warping effects, these creatures are known as mad spring behemoths—or simply behemoths.

Raging Colossi. Most behemoths are solitary creatures motivated by two things: pain and hunger. The common reaction to other creatures is violence, as the behemoth lashes out in rage or in an attempt to kill or consume intruders to sate its constant hunger. Occasionally a behemoth will develop the presence of mind to cooperate with other creatures. Most often, a behemoth will ally with creatures of its original type, but any creature

clever enough to meet a behemoth's needs has a chance to gain a powerful ally so long as they keep them happily fed. Unfortunately, behemoths are impulsive in the extreme and will occasionally kill and devour an ally in a fit of pique or hunger.

HILL GIANT BEHEMOTH

Gargantuan aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 145 (10d20 + 40)

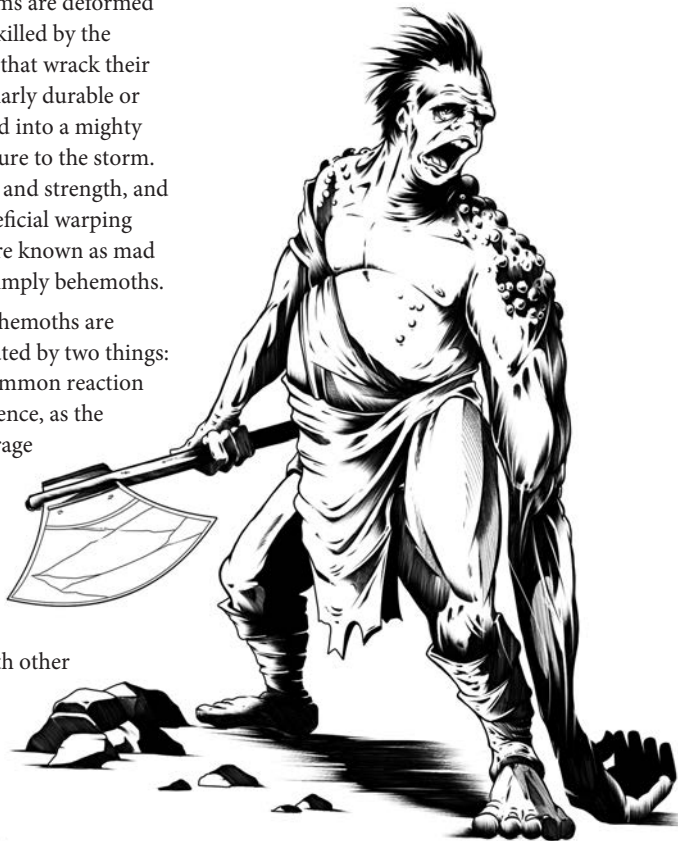
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (–1)	19 (+4)	3 (–4)	9 (–1)	4 (–3)

Saving Throws Str +14, Dex +3, Con +13, Cha +5

Skills Perception +2

Damage Resistances bludgeoning from nonmagical attacks



Senses passive Perception 12

Languages Giant

Challenge 6 (2,300 XP)

Virulent Pustules. When the hill giant behemoth takes piercing or slashing damage, the pustules on its hide erupt in a noxious spray. Each creature within 5 feet of the behemoth must make a DC 17 Constitution saving throw. On a failure, the creature takes 14 (4d6) poison damage and is poisoned for 1 minute. On a success, the creature takes half damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The behemoth makes two battleaxe attacks, two slam attacks, or one of each.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 25 (4d8 + 7) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage.

MAD SPRING BEHEMOTH TEMPLATE

A beast, fey, humanoid, giant, or monstrosity can become a behemoth. It keeps its statistics, except as follows.

Type. The behemoth is now an aberration.

Armor Class. The behemoth gains +1 natural armor.

Size. The behemoth's size increases by two categories if Tiny or Small or by one category if larger.

Senses. The behemoth makes any adjustments to its senses based on the warping effects gained from the template.

Ability Scores. The behemoth increases its Strength score by 4 and reduces its Intelligence and Charisma scores by 2.

Skills. The behemoth gains proficiency in Athletics and Intimidation.

Resistances. The behemoth retains any resistances and adds any granted by the warping effects gained from the template.

Immunities. The behemoth retains any immunities it has. If the behemoth already has resistance to a particular type of damage and gains it again from warping effects, it instead gains immunity to that form of damage. In the

Table 3: Behemoth Body Warping

d10 BODY WARPING	
1	Creature gains +1 natural armor.
2	Creature gains resistance to one of the following damage types: acid, cold, fire, lightning, poison, or thunder.
3	Creature gains resistance to nonmagical damage of one of the following types: bludgeoning, piercing, or slashing damage. The creature's natural attacks are considered magical.
4	Creature gains darkvision with a range of 60 feet. If the creature already possesses darkvision, its range is doubled.
5	Creature gains a climb speed equal to its land speed. If the creature already has a climb speed, then double it.
6	Creature grows wings, giving it a fly speed equal to its land speed.
7	Creature grows multiple eyes, gaining advantage on all sight-based Wisdom (Perception) checks.
8	Creature gains magic resistance and has advantage on all saving throws against spells and magical effects.
9	Creature develops an oversized limb, gaining a slam attack with an extra 5 feet of reach and damage based on size (1d6 for Medium, 1d8 for Large, 1d10 for Huge, and 1d12 for Gargantuan). If the creature already has a slam attack, increase its reach and add an additional damage die.
10	Creature is covered with virulent pustules. This acts as the first warping effect in Table 2: Body Warping .

case of weapon damage, it becomes immune to all nonmagical forms of that damage.

Body Warping. The behemoth gains two warping effects from the Behemoth Body Warping table, rolled randomly or chosen by the GM.

Challenge. The behemoth increases its challenge rating by 1, recalculating its proficiency bonus as necessary. (If the body warping chart provides especially advantageous effects to a particular creature, such as adding multiple resistances to a base creature of challenge rating 3 or less, consider increasing the challenge rating by 2 instead.)

SPAWN OF ROGGSOTHOF

Roggsothof, the Fungal Horror, is one of the Dread Walkers of the Western Wastes. A massive, vaguely humanoid creature with a mushroom-like cap, Roggsothof is constantly surrounded by a cloud of yellow spores. During a spawning storm, some of these spores germinate and grow into terrors that resemble their colossal progenitor.

The spawn stalk the night and underground areas of the Wastes, seeking creatures to infect with their spores to create more of their kind.

Wayward Children. Despite being sired by Roggsothof, most spawn are heedless of the Dread Walker's presence and ignore its current plight. Instead, they focus on finding suitable hosts for their spores in order to create more of their kind. It is possible that increasing their numbers may somehow aid Roggsothof, but since the creatures make no attempt to communicate their intentions, this is mere speculation. There are rumors of spawn cooperating with other aberrations toward unknown ends.

SPAWN OF ROGGSOTHOF

Medium aberration, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +5

Damage Immunities psychic

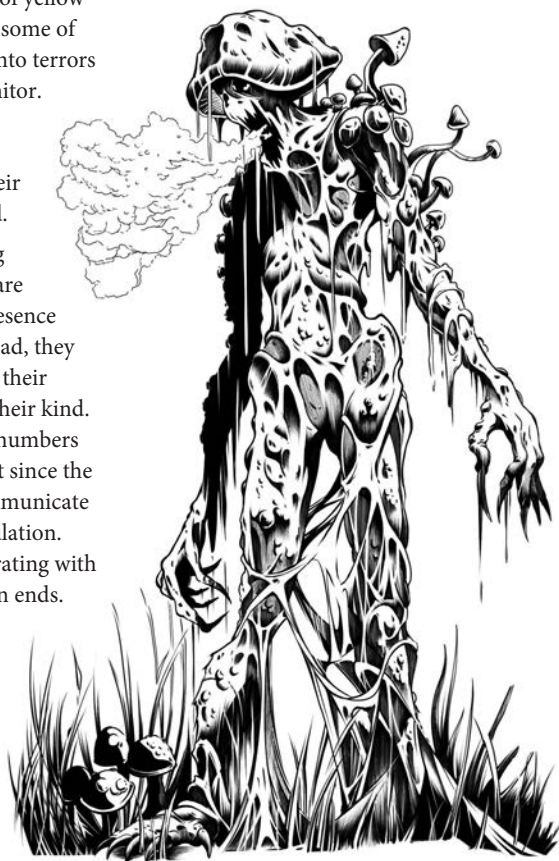
Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech

Challenge 2 (450 XP)

Silent Stalker. The spawn doubles its proficiency bonus before applying it to Perception and Stealth skill checks. This bonus is already included in its statistics.



Sun Sickness. While in sunlight, the spawn has disadvantage on ability checks, attack rolls, and saving throws. The spawn dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The spawn makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Maddening Spores. The spawn ejects spores at one creature it can see within 5 feet of it. The target takes 21 (6d6) psychic damage and must succeed at a DC 13 Charisma saving throw or be charmed for 1 minute. While charmed, a creature will take its turn to attack the nearest creature that is not a spawn of Roggsothof or also charmed by a spawn. Each round, a charmed creature may make a new saving throw, ending the effect on a success.

Hazards of the Mad Spring

The rampant, wild growth of a mad spring brings myriad new dangers to the Western Wastes. In addition to dangerous creatures, hazardous plants and conditions abound. In the days following a spawning storm, quicksand is a common hazard as the dust and sand of the Wastes become saturated with water. Included in this section are other hazards that can endanger travelers during a mad spring.

Flash Floods. Ditches, ravines, and other low-lying areas can be dangerous to travel when spawning storms are nearby. Massive amounts of water released at higher elevations quickly find their way downstream, rushing to fill in these areas without notice and sweeping away anything in front of them.

When creatures are in the path of a flash flood, their first warning is typically a distant roar or rumble, the sound of the oncoming water. A successful DC 14 Wisdom (Perception or Survival) check allows a creature to hear the sound and understand its source. The water will

arrive 1d4 + 1 rounds later, a wall of dirty water pushing a mass of debris ahead of it. Creatures in the path of the water are swept away and must succeed at a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage. The creature is then swept away with the flood. A creature that is braced against or grasping an object or physical feature that cannot be swept away with the flood (such as a boulder, cliff face, or other similar feature) can make a DC 20 Strength (Athletics) check to avoid being swept away.

Creatures caught in the flood waters are moved 80 feet at the beginning of the round in the direction of the flood and take 5 (1d10) bludgeoning damage as they are battered with debris and obstacles in the water's path. A creature must succeed a DC 15 Strength check each round to avoid going under or to resurface after going under. With a DC 20 Strength check, a creature can swim for the bank or some other immobile object and pull themselves from the water.

Iron Brambles. These thick, thorny shrubs are common impediments during a mad spring. A square in which iron brambles grow is considered difficult terrain. Worse, their thorns catch and tear. Creatures moving through iron brambles take 2 (1d4) piercing damage if wearing light or no armor. Creatures in medium armor or that have 1 point of natural armor take 1 point of piercing damage. Creatures in heavy armor or that have 2 or more points of natural armor are unaffected. Tiny creatures are small enough to move through iron brambles without being affected.

Additionally, creatures moving through iron brambles must succeed at a DC 12 Dexterity saving throw or become restrained. Restrained creatures can attempt to free themselves by succeeding a DC 12 Dexterity or Strength check. A 5-foot-square patch of iron brambles has an AC 11, 10 hit points, resistance to bludgeoning damage, and immunity to piercing damage.

Iron brambles are one of the few hazards of a mad spring made worse by its passing. When they die, iron brambles dry and harden, becoming tough, inflexible, and more difficult to bypass: DCs for saving throws and checks made against iron brambles increases to 14, AC increases to 13, hit points increase to 20, and they gain resistance to slashing damage and immunity to bludgeoning damage. In their dry state, they are vulnerable to fire damage, but large swaths of iron brambles (and other dead and dry vegetation in the area) make using such methods risky as wildfires could easily result.

Quash Moss. This thick, deep-green moss grows quickly after a spawning storm, typically in shaded areas. A typical patch of quash moss covers a 10-foot square. It appears as completely normal moss until pressure is applied to its surface, as when a creature walks upon it, and it then rises up and wraps around whatever is on it. The target creature must succeed on a DC 13 Dexterity saving throw to jump clear; otherwise the quash moss rolls up tightly around it. A captured creature is restrained and takes 5 (1d10) bludgeoning damage and 5 (1d10) acid damage each round on its turn. A captured creature may make a DC 13 Dexterity check each round, slipping free on a success. Quash moss cannot otherwise move. Any effect that causes fire damage or 48 hours exposed to direct sunlight will destroy an average patch of quash moss.

Vampire Grass. This tall, tough grass grows in large swaths where water travels or collects. The roots of the grass grow wide and deep, making the stalks difficult to uproot. While water is in plentiful supply, the grass is harmless. However, once water sources dry up, vampire grass will attempt to derive moisture from any possible source, including living beings. A creature that enters a square occupied by vampire grass must succeed a DC 12 Dexterity saving

throw or become entangled, becoming restrained. Each round a creature is restrained, the sharp leaves of the grass slice in and absorb moisture from the creature's body, inflicting 11 (2d10) necrotic damage. A restrained creature may attempt a DC 12 Strength check to break free. Any square occupied by vampire grass is considered difficult terrain to any living creature.

Items of the Mad Spring

One of the draws to the Western Wastes during a mad spring, despite the dangers, are the myriad useful items and materials produced by the rampant growth in the area. Adventurers often risk expeditions in order to harvest such goods and sell them in Allain, Verrayne, or one of the other civilized areas bordering the Wastes. There is always a market awaiting the bounties, just as there are always wary natives ready to end the lives of interlopers seeking to raid and make off with such bounties.

Choke Mushroom Tea. A species of dark-brown mushrooms with white pustules on the caps, choke mushrooms are so named because of their awful, bitter taste. A successful DC 15 Intelligence (Nature) or Wisdom (Medicine or Survival) is needed to successfully identify them. These mushrooms can be dried and brewed into a health-boosting tea that tastes as awful as the mushrooms from which it is made. If a creature completes a short rest within 24 hours of drinking this tea and spends Hit Dice to regain hit points, it rolls two dice and uses the higher of the two rolls. If a creature completes a long rest within 24 hours of drinking this tea, it regains one extra spent Hit Die.

Moon Melon. This small, round melon has a bright yellow rind with orange spots and weighs about 1 pound. The flesh of a moon melon is sweet, juicy, and white in color, with a cluster of ovoid black seeds at

its center. Moon melon flesh glows when exposed to air, giving off bright light in a 10-foot radius and dim light for another 10 feet. A creature that eats moon melon also glows softly. For 1 hour after eating at least 6 ounces of moon melon, a creature will give off bright light in a 5-foot radius and dim light for another 5 feet. One additional side effect is that, after the glow has worn off, the creature's urine becomes phosphorescent for the next 4 hours.

Silk Vine. These thread-like yellow growths are a type of fungus, despite their name. They have a slightly oily feel to them and smell slightly briny. When cut and dried, they can be woven into useful rope. Rope made from silk vine has the statistics of silk rope but also has resistance to acid and fire and sells for 15 gp for a 50-foot length.

STAFF OF THE WILD HARVEST

Staff, legendary (requires attunement)

This twisted staff of ancient, bleached wood sprouts long, spatulate leaves of silvery green and strange, many-petalled purple flowers from its head an hour before the advent of a spawning storm if you are within 100 miles of its origin, and you can sense the direction and distance to that location for up to 72 hours after the storm has ended so long as the staff contains at least 1 charge.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d4 + 1 charges.

Spells. You can use an action to expend one or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *call lightning* (3 charges), *control water* (4 charges), *create or destroy water* (1 charge), *entangle* (1 charge), or *speak with plants* (1 charge). You can also cast *druidcraft* and *pass without trace* from the staff without using any charges.



Harvester. You can use an action to expend one charge from the staff. Any and all vegetation in a 60-foot radius will gain limited animation, following you with a speed of 30 feet. This can be the whole plant or just the parts of the plant you choose (fruit, leaves, flowers, and so on). The vegetation will follow you for up to 8 hours.

VERDANT ELIXIR

Potion, uncommon

Multi-colored streaks of light occasionally flash through the clear liquid in this container, like bottled lightning. Certain wizards from the Magocracy of Allain have discovered ways to bottle rain from a spawning storm and retain some of its potency. If the bottle is broken or emptied on a spot, it acts as the one-action casting of *plant growth*, centered on the point where it was opened.

If the verdant elixir is applied to a creature with the plant type, the target increases in size and vigor. For the next hour, the target's size increases by one category, it gains 11 (2d10) temporary hit points, gains advantage on all Strength checks and saving throws, and a bonus of +2 on all damage rolls.

Adventures During the Mad Spring

The Wasted West is completely transformed during a mad spring, providing new dangers and opportunities for adventurers. Whether seeking the strange and wondrous bounties offered during the Wild Harvest, fighting the sudden surge of new creatures that stalk the lands, or making a pilgrimage along the Bone Road while the land does not reek of death, there are plenty of opportunities for adventure during a mad spring:

- A master alchemist in Bourgund seeks new, exotic scents to sell to their customers. They seek adventurers willing to travel into the Wastes during the mad spring to find flowers, fruits, and other plant life that would make marvelous new perfumes. The alchemist is willing to pay well for any useful samples brought back from the wasteland.
- The scions of three noble houses in Dornig have gone missing. Each was leading a band of pilgrims along the Bone Road to the Seat of Mavros. There has been no word from the nobles. However, a traveling merchant recently arrived at the manor of one of the nobles, bearing their daughter's signet ring. The merchant claimed to have bought it from a strange traveler. The ring continues to grow a strange fungus that returns despite being removed and the ring cleaned. The elders of the noble houses have put aside their squabbles to assemble a team of heroes to take the Bone Road into the Wastes and find

their children, encouraging them to scour the path of pilgrimage for any sign of their lost offspring.

- Rumor has it that during the mad spring, the enchanting piping of the selang becomes more insidious and powerful. Survivors of the Wild Harvest tell of the alien satyrs playing on pipes of ghostly white wood that give off a phosphorescent glow. The music from such instruments seems too powerful to resist. A bardic order in Dornig wishes to acquire samples of this wood and if possible an instrument crafted from it. Adventurers are hired to delve into the Western Wastes during the mad spring to do exactly that.
- While participating in the Wild Harvest, the adventurers are caught between two rival tribes seeking to claim the bounty of a particularly rich area. Both sides try to hire the adventurers to help enforce their claim on the area, while continuing to fight with one another. As the hostilities ensue, the battles trample plants that could be harvested, and the small window of time for the Wild Harvest grows short. Will the adventurers side with one faction or the other? Will they manage to mediate the dispute? Or will they decide to take what is there for their own and rebuff both sides in the conflict?
- A wizard in Allain with an interest in botany recently discovered copies of the research notes of the wizard that created the garden and research lab now known as the Savage Oasis. She is offering a sizeable reward to anyone willing to venture into the place during a mad spring and return samples of the plant life that grows there. Should the delvers find and return any other research notes or tomes once belonging to the original owner, she will throw in a hefty bonus.

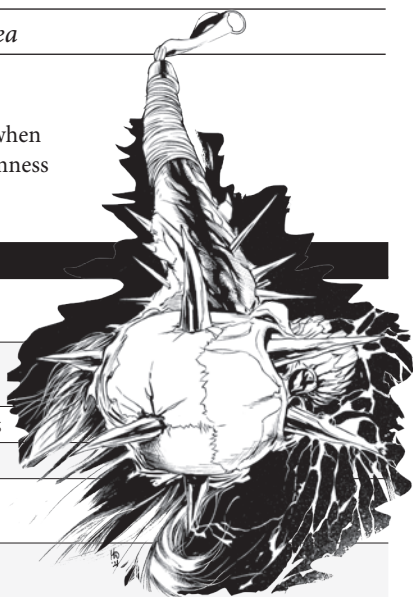
WEIRD LISTS

by Mike Shea

Life—and adventuring—just gets more interesting when it's weird and random. So here's some weird randomness for your adventures.

d20 MOONS OF THE ASTRAL PLANE

- 1 Torven, the Diamond Moon, surrounding a titanic demonic head
- 2 Kalkaron, Moon of Desert Storms, surrounding a portal to the city of brass
- 3 Sivix, the Coiled Moon of the black serpent sorcerers
- 4 Yiveneras, the Gray Moon of the hermit god
- 5 Qor, the Dead Moon of the Vruush, a race of planet devouring insectoids
- 6 Eden, the Forest Moon of an isolated people protected by god-forged golems
- 7 Wrennes, the Storming Moon of acidic water surrounding the ruins of a fabled astral skiff
- 8 Pavara, the Palace Moon of the succubus warlock Queen Aranya
- 9 Ulchyn, the Dungeon Moon, holding the defeated aberrations of the War of Black Glass
- 10 Calavax and Kasar, the Twin Moons, between which flows a massive chain through two portals
- 11 Ebon, the Lost Moon of the deep astral sea, now hollowed out by the arch-lich Tryne
- 12 Voru's End, the floating head of a decapitated demon prince surrounded by an acidic ring
- 13 Hasanbrae, home of the goblin skyship fleet of Ovylar
- 14 The Phrage, the formless gray moon of a sentient god-eating disease
- 15 Tyranu, the moon of the warring ziggurat tyrants following the dragon king Kastalar
- 16 Xevel Lyre, a hollow moon of caves leading to Ix the worm queen
- 17 Denben, Moon of the Eternal Lycanthrope, ruled over by the Black Blood council of werewolf lords
- 18 Natelve, a river-crossed moon where bearfolk gondolas travel between worlds
- 19 Justifar, a war-torn wasteland where two titans guard a gateway to the heavens
- 20 Gan, a sentient moon that seeks the destruction of life in the multiverse



d20 OLD BONES

- 1 Jawbone with three gold teeth, each one etched with a tiny sigil
- 2 Jawless skull with only one eye socket on its left side, the other side perfectly smooth
- 3 Battle-worn femur filled with black iron, heavy enough to wield as a club
- 4 Necklace of toe bones, each exactly the same size
- 5 Skeletal hand with twice the number of normal joints, woven together with silver thread
- 6 Ribcage with gemstones embedded on its sternum pre-mortem
- 7 Glyph-covered humerus wrapped with three golden bands
- 8 Blood-covered fangs torn from the mouth of a werebeast
- 9 Vertebrae whip that sounds like laughter when cracked
- 10 Fiendish skull with cold-iron rings piercing through its curved horns
- 11 Axe formed from a femur and scapula and woven with leather, all taken from the same victim
- 12 Teeth carved into dice that roll whatever number is whispered into them
- 13 Chandelier built from the bones and skulls of a traitorous family
- 14 Crocodile-toothed sacrificial saw with a spiked handle that cuts its wielder along with the victim
- 15 Child's skull with glowing yellow agates for eyes and two sets of teeth
- 16 Vertebrae carved with prayers to a dead god
- 17 Twin tibia-bladed daggers etched with the names "Juliet" and "Sabrina" in elven
- 18 Skull pierced through with spiked crown whose spines continue to grow inward
- 19 Goblin-skull lantern that cackles when its light falls upon living beings
- 20 Fingerbone candles that cast shadows of a grasping claw on the ceiling

d20 PAINFUL JEWELRY

- 1 Platinum fishhook earring that causes one's ear to continually bleed
- 2 Necklace of serrated teeth that slowly bites into one's chest
- 3 Toe ring that makes it ever more painful to walk
- 4 Ring with a shiny gemstone too painful to look at
- 5 Boa constrictor bracelet that twists one's arm in an unnatural position
- 6 One-way thumb ring you can never quite pull off
- 7 Ankle bracelet that grows heavier with each step taken
- 8 Burrowing earring seeking out the tasty knowledge of the one who wears it
- 9 Barbed bracelet, slowly growing into the bone
- 10 Amulet that grows ever hotter in the sun
- 11 Singing earring that distracts its wearer with off-tune melodies
- 12 Ankle bracelet that causes its wearer to randomly twist their ankle
- 13 Eyeglasses that shift focus just when things become clear
- 14 Ring that randomly dislocates the finger upon which it is placed
- 15 Bracelet that slowly presses in on the tendons of the wearer's wrist
- 16 Nose ring that feeds peppery spices into one's nose at inopportune moments
- 17 Heart-seeking amulet that burrows slowly into one's chest
- 18 Connected ear and nose ring, arcing with just enough electricity to put one's hair on end
- 19 Shifting octopus rings whose tentacles twist one's fingers
- 20 Eye clamps that force open the eyes of the wearer who sees things they wish they hadn't

d20 RELICS DEEP IN THE ICE

- 1 Primeval altar to a star-devouring elder evil
- 2 Fiendish masthead of a ship last seen thousands of miles away
- 3 Twisted asymmetric skull of a beast only heard of in legend
- 4 Perfectly preserved robed corpse over a half-million years old
- 5 Megalith engraved with ancient drow glyphs
- 6 Icy hollow containing a tropical garden that surrounds a blooming white rose
- 7 Mammoth skull with enchanted, steel-lined tusks
- 8 Burning brazier with blue fire that burns cold
- 9 Unholy greatsword embedded in a block of glyphed stone
- 10 Ruins of a dwarven city never before heard of
- 11 Half of an obsidian mask that peers into other worlds
- 12 Cold-iron bell that rings a deathly toll
- 13 Cavern containing an army of ten thousand decaying skeletons awaiting orders
- 14 Icy creche holding a giggling child with quicksilver eyes
- 15 Burning-hot, sigil-covered meteor from the outer planes
- 16 Statue of a king long forgotten
- 17 Frozen undead dragon sleeping away the millennia
- 18 Ancient portal holding a teleporting wizard stuck in a loop
- 19 Black cathedral imprisoning a forgotten arch-devil
- 20 Huge necrotic war machine of a war long forgotten

d20 GRANDMOTHER'S CRAWLSPACE

- 1 Bottle of poison and the portraits of three dead sons
- 2 Sword and armor from the losing side of a blood-soaked crusade
- 3 Portal to the bedchambers of the faerie prince
- 4 Undamaged doll resembling the local queen and a box of long needles
- 5 Map to the back entrance of a green dragon's lair
- 6 Three of grandmother's unanimated simulacra
- 7 Love letters and risqué paintings sent from the king
- 8 Journal with entries dating after grandmother's own death
- 9 Pirate's map of sunken vessels and their manifests
- 10 A lock of hair, a 1,000-gp diamond, a scroll of resurrection, and a note to be resurrected in 99 years
- 11 An infernal contract binding grandmother's soul to hell unless a certain quest is undertaken
- 12 Scrapbook that goes back over 1,000 years
- 13 Accepted invitation to a vampire's ball from 50 years ago
- 14 An iron maiden from which a weak voice begs for release
- 15 Skeleton wearing the amulet of the hobgoblin king Krovush Bloodletter
- 16 Sixteen clockwork cats who feed off of gemstones
- 17 Ancient stone archway filled with swirling shadow, carefully moved from Castle Shadowcrag
- 18 Tiny living sapling from the heart of the Old Margreve
- 19 Collection of carefully carved miniatures of each of the Old Ones of the Western Wastes
- 20 Advanced degree from the most prestigious wizards' academy in the land

d20 TRASH IN THE WIZARD'S REFUSE PIT

- | | |
|----|---|
| 1 | Dark lantern swimming with angry shadows |
| 2 | Two shattered vials of liquid that combined into an ochre jelly |
| 3 | Cracked wand that has a 15% chance of backfiring on the caster |
| 4 | Scroll of a heavily restricted wish spell |
| 5 | Torn portable hole that loses items placed inside 10% of the time |
| 6 | Grund the incompetent flesh golem |
| 7 | Torn robe of useless things |
| 8 | Everburning half of a broken staff of power |
| 9 | Skull that continually talks after dark |
| 10 | Gemstone prison of a trapped devil |
| 11 | Crystal ball containing an entire tiny living city |
| 12 | Cursed idol of an ancient and powerful cult |
| 13 | Half of the pieces of a living chess set |
| 14 | Bottled genie who is owed one wish |
| 15 | Artificial eye through which the wizard still sees |
| 16 | Figurine of a wondrous yet angry dire wolf |
| 17 | Limitless ink pen that slowly and continually leaks |
| 18 | Crystal ball that shows only random events |
| 19 | Mechanical mouse that does the opposite of what you tell it to do |
| 20 | Small figurines of the characters exactly as they currently are |

d20 TREASURES OF THE OTYUGH'S BELLY

- | | |
|----|--|
| 1 | Golden tentacled idol, tentacles still wriggling |
| 2 | Lost sending stone with a scorned lover continually calling on the other end |
| 3 | Prosthetic foot wearing a single boot of springing and striding |
| 4 | Signet ring of a king who went missing 20 years ago |
| 5 | Prized hat of a local wizard |
| 6 | Weapon used in the murder of a local lord |
| 7 | Opaque cookie jar filled with swarms of beetles |
| 8 | Single cracked bead from a necklace of fireballs |
| 9 | Skull carved with an intricate rose and thorn that drips real blood |
| 10 | Jeweled hairclip belonging to the richest woman in the land |
| 11 | Unopened bottle of 90-year-old spirits |
| 12 | A pair of wedding rings from a couple who disappeared after their marriage |
| 13 | Glass eye with golden iris belonging to a local mage who still sees through it |
| 14 | Street sign from a city 140 miles away |
| 15 | Famous lucky coin from a gambler who supposedly won big and retired on an island |
| 16 | Local dancer's prized waist chain |
| 17 | Ten gold teeth from the same side of two different mouths |
| 18 | Everburning lantern that drove the otyugh mad |
| 19 | 500-gp diamond and a scroll of raise dead sealed in a brass tube |
| 20 | Key to a nearby fey gate thought dormant for centuries |

d20 VAMPIRE'S POSSESSIONS

- 1 Fanged skull of the vampire's first master
- 2 Glass case containing a red rose with one petal left on the stem
- 3 Locket containing the portrait of the vampire as human with her wife from 700 years ago
- 4 Vial of blood from the first vampire
- 5 The annotated vampire's instruction manual of human anatomy
- 6 Red gemstone amulet containing a tiny screaming skull
- 7 Ornate platinum spiked pinky thimble
- 8 Book journal with ratings for over 57,000 books
- 9 Stack of unsent letters to the editor of the nearest city's newspaper
- 10 Detailed maps and notes of the tunnels beneath the city
- 11 Names and descriptions of the region's most beautiful people with notations for those currently charmed
- 12 Rhinestone angelic costume ball mask
- 13 Hand mirror etched with the vampire's idealistic visage
- 14 Pocket watch that keeps perfect time for sunrises and sunsets anywhere in the world
- 15 Wind-up marionette of a famous dancer who disappeared 20 years ago
- 16 Collection of vials of blood from each of the vampire's victims
- 17 Detailed portrait of one of the characters sleeping
- 18 750-year-old drawings from the vampire's children, addressed to the vampire
- 19 Small globe containing a diorama of the vampire's castle with the sun high above it
- 20 Collection of dozens of different holy symbols across the centuries

d20 VILLAINOUS ARMAMENTS

- 1 Scythe blade that murmurs with the voices of every mortal it has killed
- 2 Greatsword that leaves shadowy moaning faces flowing in its wake
- 3 Sacrificial dagger encrusted with a small ruby for every life it ended
- 4 Battleaxe carved from the shoulder bone of a frost giant chieftain
- 5 Leather armor stitched from living skin
- 6 Helm that makes wearer's head appear as a skull
- 7 Spear with a head carved from the silvery bone of a celestial being
- 8 Poisonous darts shaped like abyssal hornets
- 9 Charred, smoking longbow that fires flaming arrows
- 10 Serrated, black-bladed shortsword with blood swirling within the blade
- 11 Shield emblazoned with the seal of a doomed kingdom
- 12 Obsidian dagger that turns those it kills into dust
- 13 Barbed arrow that continually burrows deeper into those it strikes
- 14 Skull-topped warclub that still has hair hanging from its scalp
- 15 Cleaver and mace pair connected by a spiked chain
- 16 Wand that emits children's cries
- 17 Boots that leave eternally bloody footprints
- 18 Glaive with a smoldering blade that sets flammable objects alight
- 19 Eel-skin gloves that silence those whose mouths it covers
- 20 Dagger with a hilt shaped like a weeping angel whose tears fill the blade with poison

WEIRD FANTASY ITEMS

by Jeff Lee

Magic is capable of so very much. Here are some potent and flavorful magic items of particular weirdness that can quickly spice up your adventuring.

BINDING OATH

Scroll, very rare (requires attunement by a cleric or paladin)

This lengthy scroll is the testimony of a pious individual's adherence to their faith. The author has emphatically rewritten these claims many times, and its two slim, metal rollers are wrapped in yards of parchment. When you attune to the item, you rewrite certain passages to align with your own religious views.

You can use an action to throw the scroll at a Huge or smaller creature you can see within 30 feet of you. Make a ranged attack roll. On a hit, the scroll unfurls and wraps around the creature. The target is restrained until you take a bonus action to command the scroll to release the creature; this, or missing the target, causes the scroll to reroll itself. If the restrained target's alignment is the opposite of yours along the law/chaos or good/evil axes, you can use a bonus action

to cause the writing to blaze with light, dealing 7 (2d6) radiant damage to the target.

A creature, including the restrained target, can use an action to make a DC 20 Strength check to tear the scroll apart. On a success, the scroll is destroyed. Such an attempt causes the writing to blaze with light, dealing 7 (2d6) radiant damage to both the creature making the attempt and the restrained creature, whether or not the attempt is successful. The restrained creature can also use an action to make a DC 20 Dexterity check to slip free of the scroll. This action also triggers the damage effect.

Once the scroll is used, it cannot be used again until you have completed a long rest.

DOPPELGANGER OINTMENT

Wondrous item, rare

This ceramic jar contains 1d4 + 1 doses of a thick, creamy substance that smells faintly of pork fat. The jar and its contents weigh 1/2 pound. Applying a single dose to your body allows you to change your appearance, as per the Change Appearance option of the spell *alter self*.

If you add a piece of a specific creature (a single hair, nail paring, or drop of blood

is enough), the ointment becomes more powerful, allowing you to flawlessly imitate that creature, so long as its body shape is humanoid and within one size category of your own. You gain advantage on Charisma checks made to convince others you are that specific creature, provided they have not seen you change form. While the ointment is in effect, you can use a bonus action to return to your regular form and an action to return to the form of the mimicked creature.

The effects of the ointment last for 24 hours or until washed off with an alcohol solution.

EFFIGY DOLL

Wondrous item, rare (requires attunement)

This Tiny, crudely fashioned doll can be used to attack an enemy from a great distance. You must possess a piece of a creature—blood, hair, scales, or something similar—or a small, unique item belonging to the creature that it values: a ring, scarf, or other possession. You combine this item with the doll in a ritual, during a short rest, attuning it to the target. (This attunement is not the same as typical magic item attunement and does not count toward the total number of items to which the target can attune.) Once attuned, you can use an action to attack the doll in some manner, typically driving a pin into a limb or briefly applying flame to it. Doing so causes pain in the attuned creature, causing 10 (3d6) psychic damage to the target. The target must be on the same plane as the doll for this attack to succeed. A *remove curse* cast on either the target or the doll will break the attunement, and a new piece or item must be obtained to reattune the doll to the target.

You can also attune yourself to the doll. This counts toward the total number of magic items to which you can attune. As an action, you can transfer

your soul into the doll, animating it. While your soul inhabits the doll, your body is unconscious and in a state of suspended animation, without need for food or water, and it does not age. As the doll, you are Tiny and have a speed of 20 feet, 3 Strength, and 16 Dexterity. You have the full range of senses you normally possess in your body. You gain advantage on Dexterity (Stealth) checks. You do not need to breathe and have immunity to bludgeoning, piercing, and falling damage. You cannot speak and cannot cast spells as the doll's limbs are not refined and articulated enough for somatic components. While you remain motionless, you are indistinguishable from a normal doll. As long as you are within 500 feet of your body, you can use a bonus action to leave the doll and return to your body. As the doll, you have an AC 14 and 5 hit points. If the doll is destroyed, your soul returns to your body at the end of the round.

ELIXIR OF THE OOZE

Potion, rare

When you drink this cloudy, gelatinous green-gray liquid, your body becomes extremely malleable and flexible, and your flesh turns slightly translucent. For the next hour, you become immune to bludgeoning damage. Due to the flexibility



of your skeleton, your gait becomes awkward, reducing your movement by 10 feet. However, you do not need to expend any extra movement to crawl, and you can stand up from a prone position using only 5 feet of movement.

You can compress your body in order to move through spaces that would normally restrict your passage. You can move through areas large enough for a creature one size smaller than you without having to squeeze. You can squeeze through spaces large enough for a creature two sizes smaller than you.

MI-GO BATTLE HUSK

Armor (husk), very rare (requires attunement)

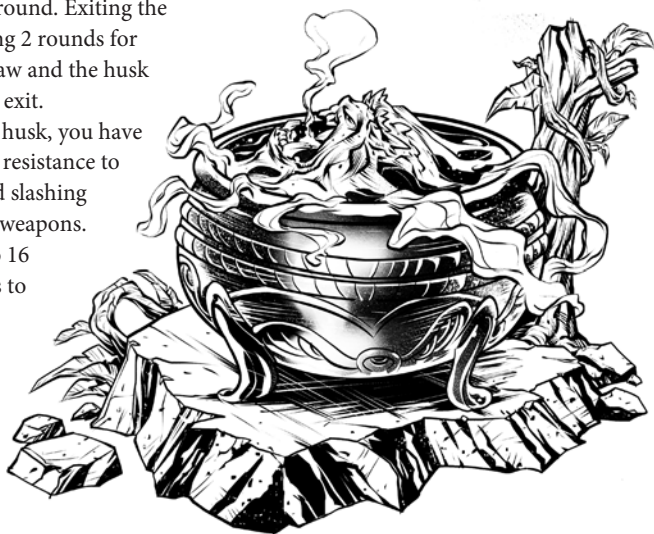
A bizarre biotechnical creation of the space-faring mi-go, this armor is actually the husk of a Large humanoid creature, preserved, reinforced, and animated with precisely grown fungus. The head, internal organs, and many of the bones have been removed, leaving a hollow area inside. If you are Small or Medium, you can step into a standing husk, and it will seal itself around you, extending fungal attachments that allow you to control the husk as if it were a part of your own body. Donning the battle husk is swift, taking only a single round. Exiting the husk takes longer, requiring 2 rounds for the attachments to withdraw and the husk to unseal and allow you to exit.

While wearing the battle husk, you have an AC of 16, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. Your Strength increases to 16 (or you receive a +2 bonus to Strength if it is already 16 or higher), and you are considered to be Large while wearing the husk.

MIMIR CAULDRON

Wondrous item, legendary

To use this ancient, patinated-bronze vessel, you must fill it with expensive wine mixed with rare herbs as well as powdered gemstones and precious metals worth a total of 1,500 gp. You then immerse the severed head of an intelligent creature of Medium size within the cauldron's contents. The magic of the cauldron animates the head, which floats to the surface. The creature's head knows everything it knew when it was alive. You may consult the head and garner information from it. If the creature was hostile to you in life, it will be unwilling to work with you and will need to be coerced. When you require information on a particular subject, roll a DC 15 Charisma check (or specific skill check as appropriate). If you can provide appropriate incentive—threats against the creature's loved ones or offers to assist those they care about, for example—then you gain advantage on the roll. The head of an indifferent creature requires a DC 10 Charisma check. If you fail a Charisma check by 5 or more, the head may lie to you or offer incorrect information. The head of



a friendly creature requires no checks and will freely give information to assist you as it can for as long as it remains in the cauldron. A head remains active in the cauldron for up to 7 days before the magical effects end. The effects can be ended early by dumping out the contents of the cauldron. You must complete a long rest before using the cauldron again, and each time a new head is used, you must replenish the material necessary to activate the cauldron.

MURGEN'S LOST MARBLES

Wondrous item, rarity varies

Once a powerful wizard and leader of a famous group of adventurers, Murgan met his demise in the Western Wastes, fighting a cult attempting to free one of the Dread Walkers from its temporal prison. The wizard and his allies won the battle by the closest of margins. The very laws of reality were bent beyond their limits, and Murgan was briefly exposed to the full countenance of the Dread Walker's presence. This event shattered the man's mind, both figuratively and literally. The essence of Murgan's psyche was blasted from his head, the fragments taking physical form in the shape of tiny spheres of varying colors and sizes, each embodying a small sliver of the brilliant wizard's mind. How many of these spheres exist is unknown, but the number is speculated to be hundreds, if not thousands. Some believe that if all—or nearly all—can be gathered together, then Murgan's mind can be restored. There are those that quest to do just that, though few do so out of altruism; most seekers wish to bend the wizard's disembodied mind to their own will and empower themselves with his lost secrets. Others warn that absorbing too many of the marbles could allow enough of the wizard's psyche to meld together, repairing itself and taking over the body of the one who gathered them.

To use a marble, a creature must attune to it, though attuning to one does not count against the total number of magic items to which the creature can attune. At the end of the attunement period, the marble is pressed to the creature's head, and it is absorbed. A single marble can be removed during a short rest.

Arcane Knowledge (Rare). This marble is clear with blue starbursts suspended in it. You learn a single wizard spell from 4th–6th level, chosen randomly or by the GM. If you are a spellcaster, you always have this spell prepared in addition to the normal number of spells you know or can prepare; you cannot cast this spell unless you normally know or can prepare spells of that level. Otherwise, treat this as the *spell marble*.

Arcane Knowledge, Greater (Very Rare). This marble is clear with green starbursts suspended in it. You learn a single wizard spell from 7th–9th level, chosen randomly or by the GM. If you are a spellcaster, you always have this spell prepared in addition to the normal number of spells you know or can prepare; you cannot cast this spell unless you normally know or can prepare spells of that level. Otherwise, treat this as the *spell marble*.

Arcane Knowledge, Lesser (Rare). This marble is clear with red starbursts suspended in it. You learn a single wizard spell from 1st–3rd level, chosen randomly or by the GM. If you are a spellcaster, you always have this spell prepared, in addition to the normal number of spells you know or can prepare; you cannot cast this spell unless you normally know or can prepare spells of that level. Otherwise, treat this as the *lesser spell marble*.

Arcane Knowledge, Minor (Uncommon). This marble is clear with white starbursts suspended in it. You learn a wizard cantrip, chosen randomly or by the GM. If you are a

spellcaster, you can cast this spell as normal. Otherwise, treat this as the *cantrip marble*.

Cantrip (Uncommon). This incandescent orange marble grants you a random cantrip from the wizard spell list. You can cast this cantrip innately once per day, requiring no material components.

Intelligence (Very Rare). This golden marble grants you a +2 bonus to Intelligence, to a maximum of 20.

Inspiration (Rare). This glowing green marble grants inspiration. Three times per day, you gain advantage on an Intelligence, Wisdom, or Charisma check.

Inspiration, Minor (Uncommon). This mossy-green marble grants inspiration. Three times per day, you can roll 1d4 and add the result as a bonus to an Intelligence, Wisdom, or Charisma check.

Language (Uncommon). This pearly-white marble gives you the ability to speak, read, and write a single language. Roll 1d6 to determine the language:

- | | |
|------------|---------------|
| 1—Draconic | 4—Primordial |
| 2—Dwarvish | 5—Sylvan |
| 3—Elvish | 6—Undercommon |

If you already know the language, you can roll again.

Skill (Uncommon). This cloudy blue marble grants you proficiency in a single skill. Roll 1d4 to determine the skill:

- | | |
|-----------|-----------------|
| 1—Arcana | 3—Insight |
| 2—History | 4—Investigation |

If you already have proficiency in the skill, your proficiency bonus is doubled.

Spell (Very Rare). This incandescent yellow marble grants you a random spell of 4th–6th level from the wizard’s spell list. You can cast this spell innately once per day, requiring no material components.

Spell, Lesser (Rare). This incandescent red marble grants you a random spell of 1st–3rd level from the wizard’s spell list. You can cast this spell innately once per day, requiring no material components.

Quirks. Inserting fragments of an eccentric wizard’s psyche into your own mind can have unintended consequences. There is a 25% chance that, when you absorb a marble, a fragment of Murgan’s personality is overlaid onto your own. This chance increases by 5% for each additional marble you absorb. If you develop a quirk, roll on the table below to determine what quirk manifests. Alternatively, the GM can assign a quirk they think would belong to a goodly, brilliant-but-eccentric wizard.

d%	MANIFESTED QUIRK
01–05	You start smoking, preferring a meerschaum loaded with an herbal mix, heavy on the sage.
06–15	You become rather fond of rabbits, preferring them as pets (or familiars).
16–30	You enjoy the company of children and delight in entertaining them with antics or magic.
31–40	You start collecting unusual statuary.
41–50	Green becomes your favorite color.
51–60	You like to impress people with flamboyant displays of magic.
61–70	Hazelnuts are a favorite of yours, especially in candies or pies.
71–75	You begin talking to yourself, sometimes carrying on extended conversations.
76–80	You experience déjà vu quite frequently.
81–90	You start recalling vivid memories of events you never participated in.
91–95	You refer to people with wrong names that sound naggingly familiar.
96–00	You experience frequent bouts of altruism and charity.

SCENT SPONGE

Wondrous item, uncommon

You can use this sea sponge to collect the scent of creatures and objects. You use an action to touch the sponge to a creature or object, and the scent of the target is absorbed into the sponge. You can use an action to wipe the sponge on another creature or object, masking its natural scent with the one stored in the sponge. The target will retain the scent for up to 1 hour or until it is replaced by another scent from the sponge or is cleaned away, requiring a vigorous washing of at least 10 minutes with soap and water or similar materials. When a creature or object has its scent absorbed by the sponge, it gives off no smell and cannot be detected or tracked by scent for 1 hour.

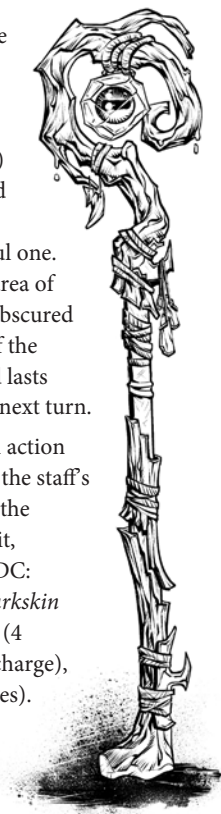
STAFF OF THE SCION

Staff, very rare (requires attunement by a cleric, druid, warlock, or wizard)

This unwholesome staff is crafted of a material that appears to be somewhere between weathered wood and dried meat. It weeps beads of red liquid that are thick and sticky like tree sap but smell of blood and is topped with a crystalized yellow eye with a rectangular pupil, like the eye of a goat. You can wield the staff as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it and deals an extra 7 (2d6) fire damage on a successful hit. If you take fire damage while wielding the staff, you gain advantage on attack rolls with it until the end of your next turn. While holding the staff you are resistant to fire. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the eye liquifies as the staff shrivels and twists into a blackened, smoking ruin and is destroyed.

Ember Cloud. You can use an action to expend 2 charges to release a cloud of burning embers from the staff. Each creature within 10 feet of you must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save or half as much damage on a successful one. Anything within the area of the embers is lightly obscured to creatures outside of the area. The ember cloud lasts until the start of your next turn.

Spells. You can use an action to spend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *augury* (2 charges), *barkskin* (2 charges), *confusion* (4 charges), *entangle* (1 charge), or *wall of fire* (4 charges).



WAND OF RELIEVED BURDENS

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and touch a creature with the wand. If the creature is blinded, charmed, deafened, exhausted, frightened, paralyzed, poisoned, or stunned, the condition is removed from the creature and transferred to you. You suffer the condition for the remainder of its duration or until removed. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

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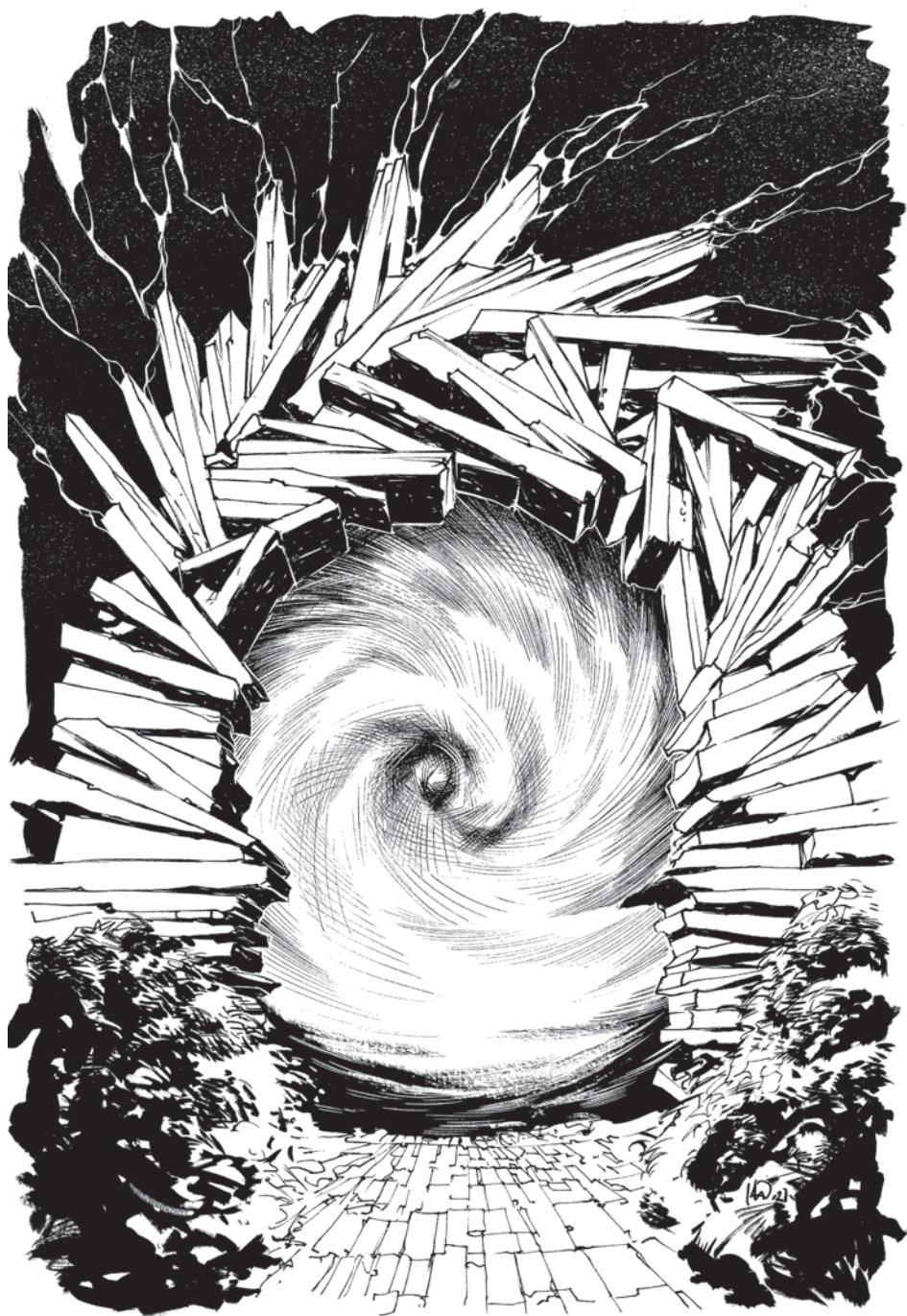
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