

The Wubba Wubba

Wand, legendary (requires attunement by a non-lawful spellcaster)

At a glance this wand appears to be a normal *wand of wonder* but closer investigation reveals the multicolored gems along its length spell out the phrase, "Wubba Wubba," in Common.

The legend of *The Wubba Wubba* is known far and wide, initially told and spread by epic poet Bob the Bard who wielded one of the wands. Only three were crafted before their creator, Michael the Prankster, disappeared in a planar magic accident. The item is both feared and sought after by scholars, for it is ever unpredictable, but holds great power.

While attuned the caster has advantage on all Charisma (Deception) checks and Charisma saving throws. Unlike a normal wand, *The Wubba Wubba* has unlimited charges.

Chaotic Magic. While holding the wand you can use an action to target a creature within 60 feet, shout, "Wubba wubba!" and then roll 1d8 and 1d20 on the tables below. The d8 corresponds to the first table, Schools of Magic, while the d20 corresponds to the table indicated by the first table. *The Wubba Wubba* uses your spellcasting ability modifier, spell save DC, and spellcasting attack bonus. *The Wubba Wubba* can only maintain the magic of one concentration spell at a time.

Sentience. *The Wubba Wubba* is a sentient chaotic neutral wand with an Intelligence of 16, a Wisdom of 10, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is energetic and cartoony. While you are attuned to it, *The Wubba Wubba* also understands every language you know.

Personality. *The Wubba Wubba* exists to have a great time. It cracks bawdy jokes and then laughs out loud at itself. It encourages its wielder to prank friends, engage in revelry, and above all use the wand's Chaotic Magic feature as often as possible.

If the wielder is a true partier and friend to *The Wubba Wubba*, the wand will fiercely defend the wielder from any japes or cutting remarks. *The Wubba Wubba* is quick to judge and if it doesn't like someone that person will certainly know it, since the wand doesn't keep its mouth shut. The wand does not suffer bullies of any kind and has no respect for authority.

The wand has an irrational fear of spiders. Any size spider within the wand's sight causes the wand to howl in fear like a small child. In battle with arachnid foes *The Wubba Wubba* prefers its wielder to keep a healthy distance away but cheers with delight when all enemies are vanquished.

The Wubba Wubba Schools of Magic

d8	School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

The Wubba Wubba Abjuration Effects

d20	Effect
1	<i>Dispel magic</i> cast on target.
2	<i>Protection from energy</i> cast on self.
3	<i>Magic circle</i> cast centered on self.
4	<i>Nondetection</i> cast on self.
5	<i>Banishment</i> cast on target.
6	<i>Freedom of movement</i> cast on self.
7	You gain 20 temporary hit points.
8	You gain a +1 bonus to AC for 1 hour.
9	<i>Shield</i> cast on self.
10	<i>Sanctuary</i> cast on self.
11	You resist bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.
12	High-pitched whistle sound which can be heard for 60 feet follows target making it easy to pinpoint even when invisible or hiding for 1 minute.
13	You resist necrotic and radiant damage for 1 minute.
14	You resist acid, cold, lightning, and fire damage for 1 minute.
15	You resist psychic damage for 1 minute.
16	You resist all damage until the end of your next turn.
17	You are immune to any damage dealt by cantrips for 1 minute.
18	You gain advantage on all saving throws against spells for 1 minute.
19	You gain advantage on all Constitution saving throws for 1 minute.
20	You gain advantage on all Dexterity saving throws for 1 minute.

The Wubba Wubba Conjuration Effects

d20	Effect
1	You switch places with the target.
2	<i>Stinking cloud</i> cast centered on target.
3	<i>Sleet storm</i> cast centered on target.
4	<i>Hunger of Hadar</i> cast centered on target.
5	<i>Conjure animals</i> cast.
6	<i>Fog cloud</i> cast centered on target.
7	<i>Evard's black tentacles</i> cast centered on target.
8	<i>Tidal wave</i> cast centered on target.
9	<i>Conjure woodland beings</i> cast.
10	<i>Conjure minor elementals</i> cast.
11	<i>Spirit guardians</i> cast.
12	<i>Cloud of dagger</i> cast centered on target.
13	<i>Web</i> cast centered on target.
14	A swarm of insects hostile to all creatures appears adjacent to the target and attacks for 1 minute.
15	A gelatinous cube hostile to all creatures appears adjacent to the target and attacks 1 minute.
16	You teleport 60 feet in the direction of the target.
17	<i>Grease</i> cast centered on target.
18	A random trinket from trinkets table (<i>Player's Handbook</i> chapter 5) appears at your feet.
19	You teleport 60 feet away from the target.
20	<i>Conjure barrage</i> cast.

The Wubba Wubba Divination Effects

d20	Effect
1	<i>Comprehend languages</i> cast on self.
2	<i>Detect thoughts</i> cast on target.
3	<i>See invisibility</i> cast on self.
4	Add a d20 bonus to your next attack roll.
5	Add a d12 bonus to your next damage roll.
6	<i>Tongues</i> cast on self.
7	You have advantage on the next saving throw, ability check, or attack roll you make.
8	Target has disadvantage on its next saving throw, ability check, or attack roll you make.
9	<i>Detect magic</i> cast.
10	<i>Find traps</i> cast.
11	<i>Speak with animals</i> cast on self.
12	You learn one of the target's secrets.
13	You learn one of the target's fears.
14	You learn the name and location of the target's best friend.
15	You learn the name and location of target's most prized material possession.
16	You can turn the next hit against you into a miss.
17	You can turn your next attack roll into a natural 20.
18	Target's next saving throw is a natural 1.
19	<i>Tongues</i> cast on target.
20	<i>Detect good and evil</i> cast.

The Wubba Wubba Enchantment Effects

d20	Effect
1	<i>Charm person</i> cast on target.
2	<i>Command</i> cast on target.
3	<i>Heroism</i> cast on self.
4	<i>Sleep</i> cast centered on target.
5	<i>Tasha's hideous laughter</i> cast on target.
6	<i>Zone of truth</i> cast centered on target.
7	<i>Hold person</i> cast on target.
8	<i>Suggestion</i> cast on target.
9	<i>Calm emotions</i> cast on target.
10	<i>Confusion</i> cast centered on target.
11	<i>Crown of madness</i> cast on target.
12	<i>Enthrall</i> cast on target.
13	<i>Friends</i> cast on target.
14	<i>Compulsion</i> cast on target.
15	<i>Bless</i> cast on self and two closest creatures.
16	<i>Bane</i> cast on target and two creatures closest to target.
17	You and creatures within 10 feet gain 15 temporary hit points.
18	<i>Dominate person</i> cast on target.
19	<i>Compelled duel</i> cast on target.
20	Your Strength score becomes 24 for 1 minute.

The Wubba Wubba Evocation Effects

d20	Effect
1	<i>Fireball</i> cast centered on target.
2	<i>Fireball</i> cast centered on self.
3	<i>Lightning bolt</i> cast at target.
4	<i>Fire shield</i> cast on self.
5	<i>Cone of cold</i> cast.
6	<i>Shatter</i> cast centered on target.
7	<i>Spiritual weapon</i> cast.
8	<i>Ice storm</i> cast centered on target.
9	<i>Otiluke's resilient sphere</i> cast on target.
10	<i>Otiluke's resilient sphere</i> cast on self.
11	<i>Speak with animals</i> cast on self.
12	<i>Magic missile</i> cast.
13	<i>Daylight</i> cast on <i>The Wubba Wubba</i> .
14	<i>Chromatic orb</i> cast at target.
15	<i>Storm sphere</i> cast centered on target.
16	<i>Vitriolic sphere</i> cast centered on target.
17	<i>Erupting earth</i> cast centered on target.
18	<i>Gust of wind</i> cast.
19	<i>Darkness</i> cast on <i>The Wubba Wubba</i> .
20	<i>Melf's acid arrow</i> cast at target.

The Wubba Wubba Illusion Effects

d20	Effect
1	<i>Blur</i> cast on self.
2	<i>Invisibility</i> cast on self.
3	<i>Mirror image</i> cast on self.
4	<i>Silence</i> cast centered on target.
5	<i>Fear</i> cast.
6	<i>Greater invisibility</i> cast on self.
7	<i>Hypnotic pattern</i> cast centered on target.
8	<i>Phantasmal force</i> cast on target.
9	<i>Phantasmal killer</i> cast on target.
10	<i>Hallucinatory terrain</i> cast centered on target.
11	<i>Major image</i> cast.
12	<i>Disguise self</i> cast on self.
13	<i>Silent image</i> cast.
14	<i>Color spray</i> cast.
15	<i>Phantom steed</i> cast.
16	You appear to grow a unicorn horn for 1 hour.
17	Your eyes seem to change color (DM's choice) for 8 hours.
18	<i>Nystul's magic aura</i> cast on self.
19	<i>Minor illusion</i> cast.
20	You appear as if you are on fire for 1-hour.

The Wubba Wubba Necromancy Effects

d20	Effect
1	<i>Blindness/deafness</i> cast on target.
2	<i>Ray of sickness</i> cast at target.
3	<i>Ray of enfeeblement</i> cast at target.
4	<i>Animate dead</i> cast on closest corpse.
5	<i>Bestow curse</i> cast on target.
6	<i>Feign death</i> cast on self.
7	<i>Blight</i> cast on target.
8	<i>Chill touch</i> cast on target.
9	<i>False life</i> cast on self.
10	<i>Gentle repose</i> cast on closest corpse.
11	2d4 zombies rise from the ground and attack all living creatures.
12	2d4 skeletons rise from the ground and attack all living creatures.
13	The closest vampire suddenly hungers for your blood.
14	1d4 wights rise from the ground and attack all living creatures.
15	<i>Vampiric touch</i> cast on self.
16	You learn the location of the seven closest humanoid corpses.
17	Protective bone armor grows around you, granting you a +2 bonus to AC for 1 hour.
18	Target loses 5 hit points and you gain 5 hit points.
19	You have advantage on all Charisma (Intimidation) checks for 1 hour.
20	A zombie ally rises from the ground and serves you for 1 hour.

The Wubba Wubba Transmutation Effects

d20	Effect
1	<i>Blink</i> cast on self.
2	<i>Fly</i> cast on self.
3	<i>Gaseous form</i> cast on self.
4	<i>Haste</i> cast on self.
5	<i>Slow</i> cast on target.
6	<i>Speak with plants</i> cast on self.
7	<i>Water breathing</i> cast on self.
8	<i>Polymorph</i> cast on target.
9	<i>Stoneskin</i> cast on self.
10	<i>Polymorph</i> cast on self.
11	<i>Spider climb</i> cast on self.
12	<i>Alter self</i> cast on self.
13	<i>Jump</i> cast on self.
14	<i>Enlarge/reduce</i> cast on self (reduce only).
15	<i>Enlarge/reduce</i> cast on self (enlarge only).
16	<i>Heat metal</i> cast on closest held metal weapon.
17	<i>Heat metal</i> cast on closest worn metal armor.
18	Your skin turns blue for 1 week.
19	<i>Giant insect</i> cast.
20	<i>Darkvision</i> cast on self.