Knob of Hogglesbogger

(also known as Hogglesbogger's Knob)

Unique magical item (only one in existence)

Appearance

Appears as a smooth, round, brass door knob, approximately two inches in diameter and weighing about one pound. No apparent decoration, however Gnomes with a DC5 Perception check are able to read the word (name) "Hogglesbogger" engraved on what would be the door side of the knob.

History

The knob was the final collaboration between Nelwin Hogglesbogger, a Gnomish artificer, and the Half-Elf wizard Cyanocitta the Blue. The pair were investigating making a larger bag of holding, as well as portals and pocket dimensions. Shortly after its invention, Cyanocitta disappeared under magical-studies related circumstances. Nelwin retired from this work, took vows, and became a monk at Sunnydale Monastery. He took the knob with him, as Cyanocitta had stiffed him on his last paycheck. The knob was lost during a surprise encounter and subsequent expeditious retreat from a hobgoblin raiding party in the Boar Forest. The hobgoblin Pigsticker found the knob and used it as a good luck charm.

Use

Once per day, the attuned owner can hold the knob against any wall. Upon turning the knob, a medium sized door will appear in the wall and will open to the space described below, based on the result of a d100 roll. The owner can take any item (except as noted) and must enter or reach into the room to receive any benefit/detriment as listed. If an area cannot be entered, something from the room must be removed to receive the benefit listed. Unless otherwise specified, any advantages to skill checks will last until the next time the owner takes a long rest. **Note**: The spaces are active living spaces in other people's lives. As such, any item left in the room will be taken by the room's actual owners.

If the owner enters the portal room and closes the door, they are effectively hidden from anyone else still in the original room. However the door knob stays outside and cannot be removed while the attuned owner is inside. Persons other than the attuned owner can open the door, look inside, and enter.

If the owner spends one minute (non-combat) focusing on the type of room they want (except as noted), the DM will flip a coin and the player will call "heads" or "tails" while the coin is midair. Success = the door opens to the room they want, fail = d100 roll.

Optional Game Play

The player provides this list to the DM and may not refer to their own copy while the item is in play. This allows for the surprises and contingencies to be played in real time without the player or character being aware.

Results Table

D100 Roll	Type of closet	Found	Result
01	Outhouse	Last year's almanac, quicklime powder, a half-full pit of excrement, key to a witch's house.	
02	Goblin's hoard	d100 silver	(Cannot be a choice destination) Dice roll = how much can be taken before the goblins show up
03	Root cellar	Food, camping equipment, non-functioning lawn mower	
04	Medicine cabinet, average house (cannot be entered)	Dull razor, aspirin, 2 tampons, toothpaste, wet toothbrush	
05	Fisherman's hut	Fishing rods, lures, old filleting knife	Advantage on fishing-related nature/survival skill check
06	Lighthouse keeper's supply closet	Mirrors, lamp oil, wicks, mystery novel, ocean maps	
07	Jeweler's workbench (cannot be entered)	Tools, magnifying glass, diamond dust	
08	Museum display case (cannot be entered)	1/3 chance of either: absolutely nothing, a wondrous item, a cursed item.	DM rolls a d6 and the results are at their discretion.
09	Bathhouse	Soap, hot water, bathtub	Heals d4 damage (psychic)
10	Cat Rescue	4 cats (one feral), bandages, animal handling charm.	One standard cat will follow the party, possibly interacting, possibly knocking things off shelves.
11	Cheesemonger's shop display case (cannot be entered)	Various cheeses	Eating the cheese, the player must roll DC10 Constitution check for lactose tolerance or be flatulent for d4 days (disadvantage to Stealth skill checks)
12	Rookery/Owlery	d20 owls and ravens	Owls will deliver any written message, ravens will deliver a short spoken message. (The sender must speak the recipient's name aloud.)
13	Spare room, Middle Finger Pub	Bed, table, copy of local holy text, candle, wash basin and ewer	Treat as a short rest.
14	Town healer's cupboard (cannot be entered)		d4 small healing potions
15	Greenhouse	Garden implements, herbicides, rat poison, slug bait	Includes 1 hori-hori gardening knife (d6 piercing/slashing) with the initials SG carved in the handle
16	Roadside shrine		Ward against violent random encounters while traveling

17	Historian's file cabinet (cannot be entered)	DM Note: LORE! Now is your chance to spout any lore you want to data dump to your players for five minutes.	Remove one document for advantage on history checks
18	Cloak closet, Assassin's Guild	Small weapons, poisons, masks, black clothing	Ability to perform one sneak attack
19	Bookshelf 24B, from Unseen University Library (cannot be entered)	Information related to the character's current quest.	If the book is removed, in d6 days, an orangutan will appear, take the book, yell OOOK! and leave. If the owner resists, the orangutan will attack, breaking the owner's nose, no save.
20	Ranger Training Center Classroom	Compass, fire-starting equipment, booklet "Outdoor Survival and You"	Advantage on survival skill checks
21	Pantry from a castle	Lots of food, barrels of wine & beer	
22	Blacksmith's shop	Hammer, small anvil, tongs	Repair one weapon or enhance unbroken edged weapon: +1 damage for the day
23	Torture chamber	Whips, chains, torture devices	Advantage on intimidation skill checks and/or seduction skill checks.
24	Spice cabinet (cannot be entered)	Cooking supplies	Good meal improves morale
25	Calligrapher's file cabinet (cannot be entered)	Pens, ink, paper, "Official Documents and You"	Advantage on forgery-specific deception checks
26	Boat house	Paddles, rope, tackle, life jacket	
27	Scullery Kitchen	Sinks, dirty dishes, soap	
28	Penthouse suite	Bed, table, copy of local holy text, candle, wash basin and ewer	Treat as long rest
29	Linen closet	Pillows, sheets, blankets, chamber pot (empty)	
30	Taco wagon kitchen	Cooking supplies	Good meal improves morale
31	Mime school	Face paint, gloves, striped shirt, beret	You think: advantage on performance You get: disadvantage on performance plus movement is halved, as if walking into a strong wind.
32	Ninja training school	Throwing darts, black clothing, booklet "Shadows and You"	Advantage on stealth skill checks
33	Dwarven mine locker (cannot be entered)	Pick, hemet, lamp, canary, small box labeled "TNT"	
34	Gym locker (only small creatures can enter)	Boxing gloves, athletic support, copy "Manual of Gainful Exercise"	Look it up. Only usable once.
35	Office supplies room	The other kind of clerical supplies, red stapler, matches, post-it scrolls.	
36	Policeman's trunk (cannot be entered)	Uniform, truncheon (d6 bludgeoning), badge	Advantage on investigation skill checks
37	Fletcher's supply	Rods, feathers, arrowheads, 2 score arrows, 2 score crossbow bolts	
38	Mapmaker's Apprentice's desk drawer (cannot be entered)	Maps (useful or not)	
39	Ice house	(50/50 chance occupied by an Inuit, asleep)	

40	Homeless person's shopping cart (cannot be entered)	Food, blanket, knife	
41	Wyvernscout's Troop #12 supply closet	Camping gear, firemaking supplies, small knives, book "Nature and You"	Advantage on nature skill checks
42	Roadside fruit stand	Fruit, veg, flowers, eggs, jerky	
43	Pantry from an average house	Misc. dry goods, kitchen implements	
44	Shoe closet	Costumes, formal, hardy, common	
45	Smokehouse	Meat, jerky, salt, spices	
46	Castle guard's locker (only small creatures can enter)	Leather armor, helmet, dagger, picture of girlfriend.	
47	Bard college music room	Various musical intruments, sheet music, and "Your Lute and You", bagpipes, earplugs.	Advantage on performance skill checks (except bagpipes, which give disadvantage to performance but advantage to intimidation skill checks).
48	Veterinary Treatment room	Tools, medicine, booklet "Animal Handling and You", jar of fleas.	Advantage on animal handling skill checks
49	Sorcerer's Supply closet	Eye of newt, toe of frog, wool of bat, tongue of dog, booklet "Arcana and You"	Advantage on arcana skill checks
50	Passageway	Opens to the other side of the wall from where the knob is placed.	
51	Wine cellar	Barrels and bottles of wine	
52	Orc War Chief's Tent	1 breastplate, 4 axes, chessboard, elk skull (50/50 chance occupied by an orc, asleep)	
53	Butcher's cold storage	Half a cow, half a pig, several chickens, butcher knives	
54	Key locker (cannot be entered)	Multiple keys, lockpicks, instructional booklet "Lockpicking and You"	Advantage on lockpicking skill checks
55	Royal Carriage	Very soft cushions, small jewels, small box labeled "In case of revolution" with a magical gorget.	
56	Herbalist's closet	Herbs in bottles, instruction booklet "Healing Herbs and You"	Advantage on medical skill checks
57	Jewelry Box (cannot be entered)	Ring and necklace worth 500gp	
58	Janitor's closet	Cleaning supplies, mop, broom	
59	Mayor's liquor cabinet	Glassware, ice, 2d6 bottles of alcohol, 50/50 chance of a GOOD bottle.	
60	Tailor's changing room	Measuring tape, one set of clothes, pins, three wooden hangers, sewing kit.	
61	Sweat lodge	Hot rocks, drum, rattle, shallow dish of green liquid (ayahuasca)	Treat as Bless spell for 5 minutes. If the person drinks the liquid, they will be completely incapacitated for 8-12 hours, thrashing and vomiting violently. Vision/dream quest at DM’s discretion.

62	Bakery display case (cannot be entered)	Buns, sweets, and a 3-day old cake	
63	Chandler's shop	Candles, torches, lanterns, oil	
64	Rock climbing equipment hut	Rope, pitons, rope, ice axe, rope, hand chalk, and rope	Advantage on climbing-specific athletics/acrobatics checks
65	Confessional booth	Kneeling stool, priest on opposite side, holy symbol.	Treat as Bless spell for 5 minutes, and a short rest.
66	Castle doctor's office	Leeches, mysterious jars of liquid, non-animated skeleton, a raven, various syringes.	d4 potions of greater healing
67	Religious supplies (cannot be entered)	Holy book, holy symbol, holy water, candles, booklet “Your God and You”	Advantage on religion skill checks. If anything besides the booklet is taken, it counts as a Curse spell (all rolls at disadvantage) for the day.
68	Mailbox (cannot be entered)	Letters, packages, nothing of worth	Anything addressed and left will be delivered (postage due)
69	Drag queen's makeup kit (cannot be entered)	Wig, powder, rouge, blue eyeshadow, false eyelashes,	Advantage on performance; disadvantage on deception.
70	Meditation center classroom	Incense, meditation cushions, a small gong, holy symbol.	Advantage on concentration (CON) skill checks
71	Hunter's cabin	Bed, fireplace & firewood, jerky, awkward taxidermy	Advantage on hunting-specific nature/survival skill checks
72	Pirate's foot locker (cannot be entered)	2d6 gold, spare hook, treasure map, eye patch	
73	Clockmaker's workshop	Tools, springs, magnifying glasses, tiny screwdrivers	
74	Magician's trunk	Small magic items, top hat, rabbit food, booklet "Stage Magic and You"	Advantage on sleight of hand skill checks
75	Attic of average house	Boxes of clothes, holiday decorations, old games, half of a jigsaw puzzle, broken household items	
76	Laundry room	Soap, bleach, sewing kit	
77	Eye doctor's shop	Glasses, frames, booklet "Your Eyes and You"	Advantage on perception skill checks
78	Outdoor shed	Garden tools, pesticides, two broken wheels	
79	Tinker's cart (cannot be entered)	Pots, pans, repair equipment	
80	Elementary school's art supplies	Paper, paint, chalk, play dough, jars of paste (half eaten), miscellaneous feathers, glitter.	Disadvantage to stealth due to glitter (it gets on everything)
81	Fortune Teller's tent	Tarot deck, runes, crystal ball, scarves	Includes an accurate magic 8-ball (good for d8 questions)
82	Theater troupe's costume closet	Costumes, masks, stage jewelry, silly props, assortments of obviously fake body parts.	Advantage on performance skill checks
83	Prison Library cart (cannot be entered)	Books	One book includes a skeleton key which adds +1 to a lockpicking attempt.

84	Jail cell	Tin cup, straw, chamber pot (half full), drawing on the wall of an elf woman named “Raya Hitworth.”	
85	Armorer's workbench (cannot be entered)	Hammer, small anvil, tongs	Repair one piece of damaged armor or add +1 to AC for the day
86	Safety Deposit boxes 140A-145E, Gauntlet Station Bank (cannot be entered - appears as a wall of small, locked doors: six wide by five tall)	30 small locked boxes. (DC15 Lockpick skill check for each)	Most contain paperwork but random boxes include: 20 platinum, 1 gem worth 200gp, a ring that looks amazing (but isn't), a love letter. Others plot coupons at the DM’s discretion.
87	Supply closet, branch office: Church of K'thol	Candles, knives, wine, vials of bodily fluids, a case of tentacle themed keychains, educational booklets, mysterious cloak	Wand with d4 charges of eldritch blast
88	Dog kennel	1 dog, kibble, blanket, chew toy	Add one loyal companion to the party
89	Paladin's saddlebag (cannot be entered)	Holy symbol, holy water, collapsible 10-foot pole	Ability to perform one basic smite
90	Traveling salesman's suitcase (cannot be entered)	Gadgets, scroll of contact names, some with red hearts next to them.	
91	Funerary goods from the pyramid of Djelibeybi XXVII	Statues, gold objects, jewelry, and four jeweled jars containing the dried remains of the mummy's organs	If anything is removed, in d6 days, a mummy will appear and attack to retrieve objects. Combat.
92	Bank vault	d10 platinum	(Cannot be a choice destination) Dice roll = how much can be taken before the guards show up.
93	Back room at the Middle Finger Pub	Glassware, barrels of beer, 10,000 packets of crackers	
94	Post office front lobby	Writing desk, stamps, mail slot	Anything mailed (with a stamp) will be delivered in d6 days
95	Spymaster's desk drawer (cannot be entered)	Spyglass, maps, intelligence reports	
96	Sauna	(50/50 chance occupied by naked human male, asleep).	Short rest
97	Artificer's shop window (cannot be entered)	Random equipment with gears and or explosive capabilities	
98	Tack room	Bridles, gloves, stirrups, blankets, horse dewormer	Consuming the horse dewormer causes d12 poison damage (unless the character is a centaur, in which case it cures d12 HP)
99	School nurse's office	Aspirin, bandages, salves, tampons, ice packs, barf bowl (empty)	Short rest plus
100	Dragon's hoard	d100 gold, various jewelry and crowns (slightly burned).	(Cannot be a choice destination) Dice roll = how much can be taken before the dragon wakes up.