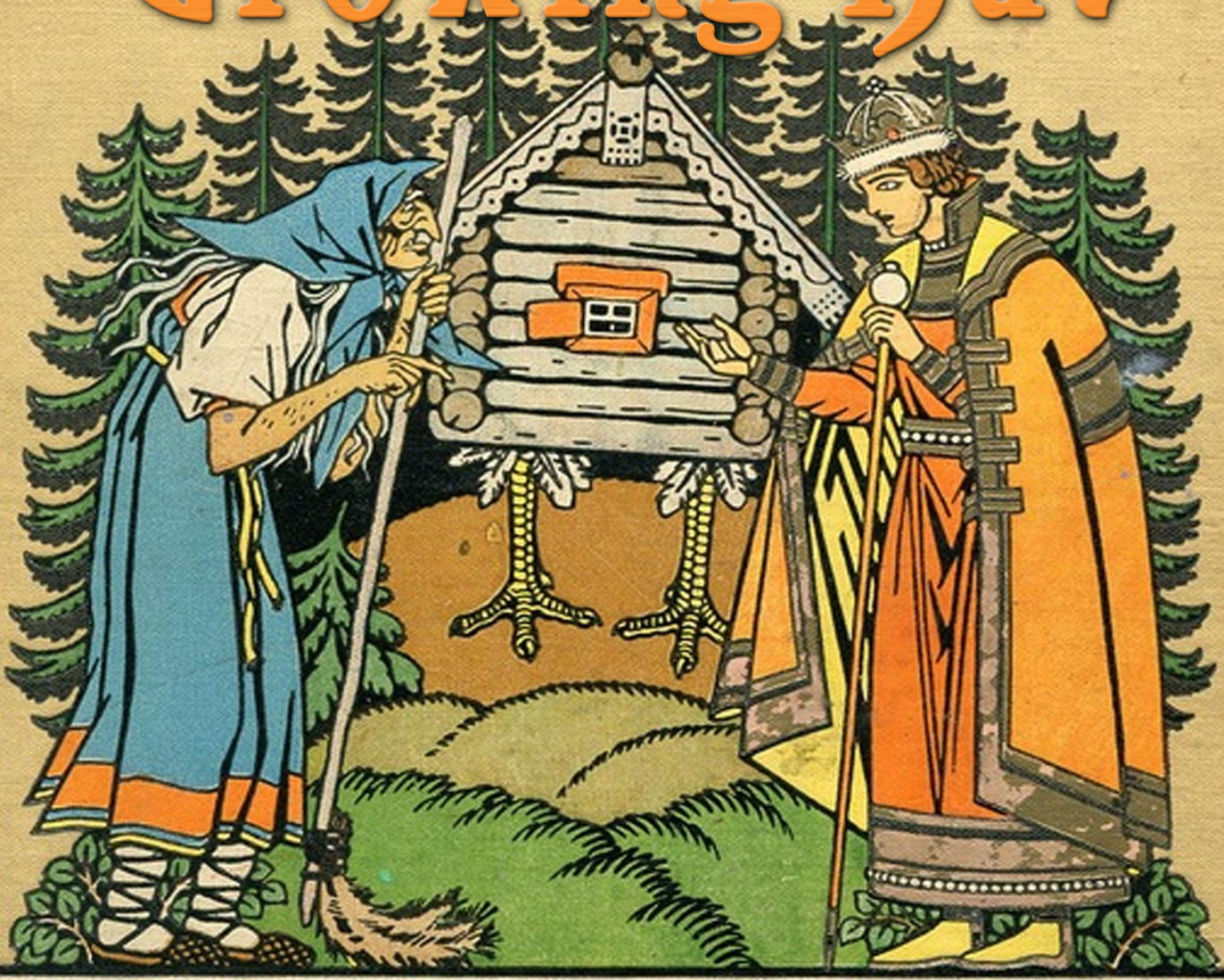


Budding Baba's Growing Hut



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Did you ever want to be "Just like Baba Yaga" when you grew up? Don't worry, we've all been there. Now you can create your very own budding baba character, complete with their own growing hut.

WHAT TO EXPECT WHEN YOU'RE EXPECTING (A CONSTRUCT)

Honestly, not much is known about raising weird, wandering huts. What is known is that they hatch (yes, from an egg) and slowly grow into grand shacks like those of the Babas Yaga and Lysaga. A budding baba is usually gifted the egg from which their hut will hatch at a young age, by an older and more experienced baba.

If taken care of properly these huts hatch quickly, and out pops a tiny hut—no more than a closet sized floor with chicken legs at first. With enough love and care (and magical ability) these huts begin to grow alongside their baba, shaping themselves to be more useful and efficient. The baba and her hut form a telepathic bond early on, which they can use to communicate and understand each other though the hut understands no real language.

BUDDING BABA'S GROWING HUT

Large construct, neutral

Armor Class 12 (*Sturdy Construction*)

Hit Points 47 (5d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	1 (-5)	14 (+2)	4 (-3)

Saving Throws Con +6, Wis +4, Cha -1

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, petrified, poisoned, prone

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The hut is incapacitated while the magic gem that animates it is in the area of an antimagic field. If targeted by dispel magic, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Baba's Companion. The hut is a sentient being with its own personality, and answers only the commands of the baba that raised it. The hut and the baba can communicate telepathically at will, and understand each other.

No Vacancy. Due to its magical nature, the hut can eject unwanted visitors from its interior. If a hostile creature enters the hut, or becomes hostile to the hut or its commander while already inside, the creature is forced to make a Charisma saving throw (DC 14) once per round. If the creature fails the saving throw it is violently flung from the shack's main door, landing 10 feet away and taking 1d6 bludgeoning damage.

ACTIONS

Multiattack. The hut makes two attacks with its kicks. It can replace one of these attacks with a rock attack.

Kick. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 15/60 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

CARRYING CAPACITY

The carrying capacity of the hut depends on its size. Assuming no changes to the hut's strength score, the weight it can carry at each size is as follows: 540 lb (large), 1080 (huge), 2160 (gargantuan). The hut and its furnishings do not count against its carrying capacity, but adventurers and their belongings (including things like treasure chests or kegs) do.

THE INTERIOR

The interior of the hut is considered magical, and is always still and undisturbed while traveling regardless of the conditions. Magical attacks cannot pass through the hut's doors or windows, either in or out, but there are no such protections on the porch.

When the hut increases in size at 4th and 7th levels, the controller of the hut can customize the floor plan and its furnishings. This can only be changed by increasing in size again, or through use of the Redecorate feature. Furnishings are limited to standard home furnishings, including things like cooking stoves and lavatories. The hut can be decorated in any way, provided the decorations are purely aesthetic and have no use. If someone attempts to remove furnishings or decorations from the hut they are spit out empty handed through the front door, taking 3d6 bludgeoning damage. Things like books, silverware, and blankets can be removed from the hut but disappear if taken more than 15 ft. away from the hut and reappear inside.

TRAVELING

The controller of the hut can order it to travel in a direction, then simply take their leave inside. While the hut cannot be commanded to seek out a specific destination, it can be given simple instructions and ignores nonmagical difficult terrain.

The hut requires at least 8 hours of rest each day, and will refuse to travel if it does not rest. Because of this, it isn't often that a party will be able to take a long rest while the hut takes them where they need to go.

BEHAVIOR

Like their controllers, each hut has its own personality and behavioral quirks. Come up with a personality and quirks of your own, or use the examples provided on the tables below!

One thing that is consistent amongst most huts, especially younger, less powerful ones, is their reluctance to do battle. A growing hut will only be attacked if directly provoked, or if they see their controller downed.

D6

PERSONALITY TRAIT

- | | |
|---|--|
| 1 | Curious. Your hut is prone to wandering off to explore its surroundings, and might be found dipping its toes into a stream or watching villagers from afar. |
| 2 | Lazy. Once your hut has settled in for a rest, it's difficult to get it up and moving again. It would much prefer to lay around and simply be a house. |
| 3 | Playful. Your hut enjoys playing games, and can often be found attempting to hide behind trees or giving chase instead of listening to commands. |
| 4 | Wild. Taming your hut has proved difficult. This is made obvious when it charges after wildlife or scratches the ground at strangers. |
| 5 | Protective. Your hut is always watching out for you, even if that means walking above you or insisting you ride inside. |
| 6 | Mischievous. Your hut enjoys playing tricks, such as refusing to unlock its door or repeatedly stomping out your campfire. It means well. |

D6

QUIRK

- | | |
|---|--|
| 1 | In tense situations, or around new people, the hut's shingles ruffle up like feathers. |
| 2 | The hut's front door is always open when not occupied, as if it's enjoying the fresh air. This doesn't affect the hut's contents. |
| 3 | Your hut once heard about flamingos, and has taken to standing on one leg whenever possible. It doesn't have the best balance. |
| 4 | When people argue, the hut flaps its door or windows open and shut as if mocking them. |
| 5 | The hut must stay tidy, lest it hold grudges against those that make a mess. |
| 6 | The hut loves animals, and they love it. You can almost always find squirrels or other small creatures sitting on the porch, and the hut occasionally lets them inside.. |

EXAMPLE FLOORPLANS BY SIZE:



floor 1
20 x 20
(gargantuan)



floor 2
20 x 20
(gargantuan)

GROWING YOUR HUT

Because of the strength of the hut's starting statblock, and the fact that it negates the need for a mount or vehicle, it is not recommended to follow the standard sidekick rules for leveling up. The hut's power should grow with that of the player, but should be staggered so as not to become overpowered. Some alternate leveling options are detailed below.

Staggered level. For every level the player character gains, the hut gains ½ of a level. With this option, the hut would level up when the player character reaches 4th, 7th, 10th, 13th, and 16th level.

Feat leveling. If you want to make it costly to level your hut, players may be required to take new hut levels as a sort of feat instead of gaining an ASI or other feat at certain levels. Due to the number of ASIs that some classes receive, this may prevent a player from fully leveling up their hut. If this would be the case, the DM should consider strategically awarding the player with a number of levels equal to those that would be missed.

THE GROWING HUT AT HIGHER LEVELS

LEVEL	HIT POINTS	NEW FEATURES
2nd	6d8 + 24	Stay
3rd	7d8 + 28	Sit
4th	7d10 + 32	Size Increase
5th	8d10 + 36	Redecorate
6th	9d10 + 40	Immortal Structure
7th	10d12 + 44	Size Increase

New Features

Stay. At 2nd level, the commander succeeds in training the hut to hide itself when not in use. When parking the hut in one place, such as during a long rest, the hut can crouch down and hide its legs in an extradimensional pocket. Doing so allows it to pass for a normal shack, though its location may still cause suspicion.

Sit. Upon reaching 3rd level, the hut gains a new action. During combat the hut can make a sit attack. Doing so replaces the hut's multiattack.

Special Attack: 4-12 targets, 0/15 ft. range
The hut uses its action to leap up to 15 feet in any direction, then slam to the ground. Any creatures that would be under the hut must make a dexterity saving throw (DC 14). On a failed save, creatures take 3d6 bludgeoning damage and are trapped under the hut until the hut moves. On a successful save they take half as much damage and escape, moving to the closest available square. Trapped creatures can use an action to make another Dexterity saving throw at the beginning of each turn they are trapped under the hut, escaping on a success but using their full movement speed.

Creatures trapped under the hut cannot be attacked, but take 1d6 bludgeoning damage for each turn they begin trapped under the hut.

Size Increase. At 4th level, the hut increases in size from large to huge. This grows the hut's floorplan to 15' x 15', increases its AC by 2, and increases the damage die for each attack. (A d6 becomes a d8, a d8 becomes a d10, and a d10 becomes a d12)

At 7th level, the hut increases from huge to gargantuan. This grows the hut's floorplan to 20' x 20', increases its AC by 2, and increases the damage die for each attack (as shown above).

Redecorate. After 5th level, the player that controls the hut can change its floorplan and contents once per day by speaking a command word. The floorplan can be any number of rooms, so long as they don't exceed the sizes mentioned in the Size Increase feature. The hut can be furnished with any normal household items or crafting items, from bunk beds to a forge.

Immortal Structure. After 6th level, reducing the hut to 0 hit points causes its legs to buckle and brings it toppling to the ground. This has no effect on the huts occupants or contents. The hut remains immobile and unresponsive to its owner's commands for 24 hours, after which it regains half its hit points and is once again mobile. The hut cannot be brought below 0 hit points by any means.



In memory of Nana, my real life Baba Yaga.

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