

BUCKLER OCTOBER 2019



PART I

New Player Options

CHAPTER 1. NEW RACES

CONSTRUCTS

The Tin Woodman appeared to think deeply for a moment. Then he said: 'Do you suppose Oz could give me a heart?'

'Why, I guess so,' Dorothy answered

—L Frank Baum, *The Wizard of Oz*

The Marvelous Land of Oz is filled with all manner of unusual creatures. Of course, you probably know about the Munchkins and Winkies and Quadlings and Gillikins. You may even know about the animals of Oz that can carry on a conversation just like a human. But did you know that Oz is also famous for its lifelike constructs? Whether they are made from porcelain, straw, or tin, the constructs of Oz are just as beloved and appreciated as any other living creature in the land.

VARIED PEOPLE

Ultimately, constructs can be made from any available material. Clockwork creatures and pumpkin-headed automatons aren't an uncommon sight. However, the three most popular construct materials in Oz are porcelain, straw, and tin, mostly due to their availability. A construct's material offers it certain innate benefits as well as drawbacks.

DRIVEN BY A PURPOSE

Constructs are not born, rather created. On their Creation Day, their first question is almost always the same: "Why am I?" While their creators may have built them for certain tasks, ultimately, a construct seeks a better answer for its existence. For this reason, many constructs eventually abandoned their duties and set out to find the meaning of life.

PLUCKY LONERS

Just because constructs are respected and beloved by all creatures in Oz doesn't necessarily mean that they fit in. After all, they are "non-vitals." A talking dog may not wear clothing like a human, but it has a heart and a brain and maybe even a soul. Constructs, however, lack all these things.

MAGICAL LIFEFORMS

The magic that brings constructs to life sets them apart from other mindless machines. Constructs have an innate connection with the magic that flows through Oz. The magic of Oz, for the most part, does not recognize that constructs are different than humanoids. As such, constructs can be affected by spells and magical effects that also affect humans and other "vitals."

CONSTRUCT NAMES

Constructs—especially straw folk and tin folk—are usually

given names that identify the task for which they were built. Hence "Scarecrow" and "Tin Woodsman." Still, many constructs, especially those who set out on journeys of self-discovery, give themselves human-sounding names as a way to fit in.

CONSTRUCT TRAITS

No matter what type of material your construct character is made of, you have the following traits in common with all constructs.

Ability Score Increase. Your Constitution score increases by 1.

Age. Constructs can theoretically live forever so long as repairs can be made to them. Since they are created, they have no point of maturity, although for many it takes a few years for them to learn about the world around them.

Alignment. There seems to be no overall leaning towards one alignment or another with constructs. Nor do constructs seem to favor true neutrality. Constructs are free to live their lives however they so choose.

Size. Most constructs are built to human size, ranging from 5 to 6 feet tall. A construct's weight ultimately depends on the material from which it's built. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Construct Resilience. As a creature that lacks the vitals of a living organism you have a number of advantages:

- You are immune to poison and the poisoned condition.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Downtime. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Languages. You can speak, read, and write Common plus one other language of your choice.

Hybrid Nature. While you are a construct, your innate connection to magic recognizes you as a humanoid. You can be affected by a game effect if it works against a humanoid, and you are immune to those that affect constructs.

Material Composition. As a construct, you can be made from many different materials. Choose one of the following material compositions: porcelain, straw, or tin.

PORCELAIN

Porcelain constructs are often lavishly decorated, courteous, and above all, charming. While many of a porcelain construct's peers fear for their hollow and breakable nature, porcelain constructs embrace their innate destructibility: after all, what is life without a little risk?

Ability Score Increase. Your Intelligence score increases by 1 and your Charisma score increases by 1.

Natural Armor. Despite being seen as fragile, you're still tougher than the average human. While you aren't wearing armor, your armor class is 13 + your Dexterity modifier. You

can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Friendly Face. You know the *friends* cantrip. Charisma is your spellcasting ability for this spell.

Spell Immunity. After you finish a long rest, choose a spell of 3rd-level or lower. Until you start another long rest, you are immune to that spell.

Breakable. You are vulnerable to bludgeoning damage.

STRAW

Aloof? Sure. Fun-loving? Always. Loyal and brave? Absolutely! Straw constructs—also called scarecrows—are frequently seen in the Munchkin farmlands east of the Emerald City. After Scarecrow (that's with a capital 'S', mister!) made a name for himself as a companion of Dorothy, all straw constructs are recognized as dashing heroes and fearless adventurers (even if it isn't always true).

Ability Score Increase. Your Dexterity score increases by 2.

Darkvision. Accustomed to working long nights in farmers' fields, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Conjure Crows. While outdoors, you can cast the *conjure animals* spell, except you have the following limitations when using this trait to cast the spell: You can only summon 2 swarms of crows (use the **swarm of ravens** stat block) and the duration of the spell is 1 minute instead of "concentration, up to 1 hour." Your spellcasting ability is Charisma for this spell. As you gain levels, the number of swarms of crows you can summon increases. At 3rd level, you can summon 4 swarms of crows and at 5th level, you can summon 8 swarms of crows.

Once you use this trait to cast the spell, you can't use it again until sunrise seven days later.

False Appearance. While you remain motionless, you have advantage on ability checks made to disguise yourself as an ordinary, inanimate scarecrow.

Flammable. You are vulnerable to fire damage.

TIN

Tin constructs (also known as Tinmen or Tinwomen) are usually built for labor and defense. They are sometimes seen as cold and callous, lacking sympathy or remorse. Some believe this is because they lack a true heart. Others think it might be because they are adept at hiding their true feelings. Winkies are well-known for creating tin folk.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Brute. After you hit a creature with a melee attack roll, you can choose to add one more die of the weapon's damage to the damage roll. Once you use this trait, you can't use it again until you complete a long rest.

Natural Armor. Tin constructs are essentially walking suits of armor. While you are not wearing armor, your AC is 16. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Water Susceptibility. If you have 5 gallons or more of water splashed on you, or if you start your turn completely submerged in water or you are being heavily rained upon, make a DC 10 Constitution saving throw. On a failed save, your joints begin to rust and you are restrained. You must repeat the saving throw at the end of your next turn. If you are still in water or still being rained upon, you automatically fail the saving throw, otherwise, on a success, the effect ends. On a failure, you are petrified until you receive magical healing or another creature uses its action to apply oil to your rusty joints.

MUNCHKINS

... As Dorothy stood, mesmerized by the lovely sights around her, she noticed coming down toward her from a grassy hill, a group of the Queerest people she had ever seen. They were not as big as the grown folk she had always been used to back home; but neither were they very small. In fact, they seemed about as tall as Dorothy, who was a well-grown child for her age, although they were, so far as looks go, many years older. They wore round funny looking hats in shades of blue, and that rose to a small point about a foot above their heads, with little dangling jingle bells all across the brims that tinkled ever so sweetly as they moved. Their clothes were also blue and of the same shade as their hats, and they all wore well-polished boots with a deep roll of blue at the tops. The men, Dorothy thought, were about as old as Uncle Henry, for two of them had long gray beards.

—L Frank Baum, *The Wizard of Oz*

Munchkins are the blue-clad inhabitants of the eponymous Munchkinland, the country east of the Emerald City. Known for their good nature and high spirits, Munchkins, despite past hardships, are welcoming and hospital to even the strangest of travelers.

CHILD-SIZED PEOPLE

Standing no more than three to four feet tall, Munchkins are rarely taller than human children. Their voices range from high-pitched and mousy to low and gravelly, and rarely anything in between. While their height remains the same, they do appear to age as humans do. Older munchkins' faces are creased with laugh lines, complete with rosy cheeks and bright eyes. Blue is the favored color of munchkins, and nearly all munchkins wear blue clothing from head to toe and live in blue houses.

WEALTHY FARMERS

Most munchkins are simple folk with large families and are often referred to as the wealthiest and healthiest of all the Ozians. They live in tight-knit communities, each close to their neighbors. Munchkins are all born with "green thumbs" and are capable gardeners. Most munchkins own their own land where massive fields of stocks stretch for miles in the Munchkinland backcountry.

HISTORY OF ENSLAVEMENT

Before Dorothy Gale of Kansas arrived in Oz by way of storm, the munchkins were ruled by the cruel Wicked Witch of the East. Dorothy's farmhouse landed on the witch, accidentally killing her. From then on, the munchkins were free of the bondage of the witch and able to live their own lives. While they maintain a joyous and happy demeanor, the munchkins remember all too well their past struggles. They are quick to arm themselves when the treat of tyranny encroaches on their livelihoods.

THE THRILL OF ADVENTURE

While most munchkins enjoy their humble homes, there are those who hope to see the greater world, especially now that the Wicked Witch of the East is dead and gone. These munchkins are a little tougher, rash, and thrill-seeking than their neighbors. This surprises most, especially other Ozians, who stereotype munchkins as fearful push-overs afraid of anything larger than themselves.

MUNCHKIN NAMES

Most munchkins have a single given name with no family name, but there are some that have nicknames derived from their status or from a mispronunciation of their name.

Male Names: Bink, Coq, Dabi, Darnell, Elton, Ebber, Goda, Loq, Mannawit, Moop, Rumble, Titi, Tuntun, Unk, Vili, Wellby, Zeb

Female Names: Aba, Aru, Bana, Chip, Isil, Jinjur, Kiki, Libramere, Meppit, Nona, Ojo, Patty, Quip, Riki, Sadi, Soma, Tipi

Nicknames: Big Baker, Brother Four, Funny Fat, Green Fingers, Hill Roller, Joy Rump, Sergeant Six, Slippery Sue, Tim Shovelhandler, Uncle Stinky

MUNCHKIN TRAITS

Your munchkin character has innate characteristics in common with all munchkins.

Ability Score Increase. Your Constitution score increases by 1, and your Charisma score increases by 2.

Age. Munchkins are known as the healthiest of all Ozians. They mature at a slower rate than humans, reaching adulthood around the age of 40. They can then live into their second century or sometimes longer.

Alignment. Munchkins are good-natured, humble, and always friendly. It's rare that there is ever a munchkin that is anything but good. As people who enjoy their community, they tend to be lawful, but there are exceptions.

Size. Standing no more than 3 to 4 feet tall and weighing between 40 and 60 pounds, munchkins are small, no larger than human children. Your size is Small.

Speed Your base walking speed is 25 feet.

Green Thumb. You have proficiency in the Nature skill.

Mob Mentality. Munchkins are formidable combatants when surrounded by their allies. You gain a +1 bonus to attack rolls against a creature for each of your allies that is within 5 feet of the creature and the ally isn't incapacitated (maximum bonus of +5).

Languages. You can speak, read, and write Common and Munchkin.

POSSOMFOLK

Humanoid possums are known as possumfolk by the other races. However, they call themselves waba-animoosh in the opossum tongue. Possomfolk are rarely seen in major humanoid cities, preferring to live far from humans. However, they do intermingle with gnomes, halflings, and wood elves, as well as more elusive fey.

TREE-DWELLERS

While there are many possumfolk who live in underground burrows, most possumfolk are arboreal creatures, living high in trees away from dangerous predators. The more "civilized possumfolk" live among wood elves, as well, symbiotically making their homes within tree-borne wood elf communities.

INURED TO DEATH

Possomfolk tend to live in dangerous environments. Their young are easy prey for predators and their adults have shorter lifespans than most humanoids, akin to goblins and kobolds. At an early age, possumfolk learn that death is a constant threat. Only three out of ten possumfolk young will live 'til maturity.

At a young age, possumfolk learn to appear dead to ward of predators, projecting the sights and even smells of a corpse as a way to defend themselves.

POSSUMFOLK NAMES

A possumfolk's name usually defines a well-known characteristic of the individual. Due to a low life-expectancy for most possumfolk, many aren't named until they reach maturity. Before maturity, they are given names representative of their parentage, ie Suma's Third.

Male Names: Abukcheech, Enkoodabao, Matunaagd, Mekledoodum, Nootau, Sunukkuhkau, Wematin

Female Names: Anna, Brehea, Hurit, Nittawosew, Nuttah, Sooleawa, Suma

POSSUMFOLK TRAITS

As a possumfolk, you have the following characteristics.

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Age. Possomfolk physically mature much faster than most races, reaching full maturity within their first two years. A possumfolk's second birthday is seen as its "Survival Day", where the possumfolk's likelihood of surviving into old age greatly increases. Old age for possumfolk is generally 40 to 50 years.

Alignment. Possomfolk have no interest in law, nor do they act overtly chaotic. Generally, possumfolk are good-natured, albeit paranoid and distant from other non-possumfolk

creatures.

Size. Possomfolk are roughly the same size as gnomes, standing between 3 and 4 tall, weighing no more than 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet and you have a climbing speed of 25 feet.

Darkvision. Most possomfolk are nocturnal, spending their night hunting and traveling. They also make their home in underground burrows. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your fanged maw is a natural weapon that you can use to make unarmed strikes. When you do, you use your Strength modifier for attack rolls and you deal piercing damage equal to 1d4 plus your Strength modifier on a hit.

Playing Possum. When you must make a saving throw against being frightened, you can use your reaction to "play possum." When you do, you automatically pass your saving throw. You then fall prone in your space and you are paralyzed until the start of your next turn. While paralyzed, you appear to be dead. If a creature wishes to target you with an attack or harmful spell while you are in this state, it must make an Intelligence (Investigation) check contested by your Charisma (Deception) check. If the creature's check fails, it must choose a new target or lose the attack or spell. Once you use this trait, you can't use it again until you complete a short or long rest.

Prehensile Tail. Your tail can hold small objects and wrap itself around things like tree branches or door handles. Your tail has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score including yourself. You can use it to do the following simple tasks: lift, drop, or hold an object or a creature; open or close a door or a container; or grapple someone. The GM might allow other simple tasks to be added to that list of options. Your tail can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Keen Smell. You have advantage on Wisdom (Perception) checks that involve smell.

Languages. You can speak, read, and write Common and Opossum.

SPHINXKIN

"What is the creature that walks on four legs in the morning, two legs at noon and three in the evening? It's me, of course, depending on how drunk I am."

- Dragon, a sphinxkin

Sphinxkin are the humanoid descendants of the mystical sphinxes. Like their forebearers, sphinxkin are often exceptionally wise and intelligent. They share a connection to the past and are usually found in scholarly roles such as archaeologists, historians, and sages. Others turn their wits towards mercantile trades and businesses where their perfect memories and inscrutability sets them apart from their competitors.

PERFECT MINDS

The greatest trait that sphinxkin inherit from their ancestors is that of their inscrutable minds. No magic in the multiverse can penetrate a sphinxkin's mental defenses. Furthermore, sphinxkin are adept at learning, as they can perfectly recall any detail of an experience that they have had, no matter how long ago it was.

PROUD AND STUBBORN INTELLECTUALS

Sphinxkin are smart and they know it. It's rare that a sphinxkin ever admits that it is wrong, even if empirical evidence proves otherwise. Still, sphinxkin lend themselves to any who seek knowledge and consider it a point of pride when others ask their advice. And like their greater ancestors, they enjoy offering riddles as a barrier to entry for such wisdom.

UNKNOWN ORIGINS

It's unclear how sphinxkin came to existence in the first place. Sphinxes are not known for interspecies mating. Nor would they willingly create, what they might consider, a "lesser version" of themselves. Sphinxkin genealogists expect that the origin of sphinxkin sprung from rogue magic or a cosmic accident. Regardless, most sphinxkin rarely trouble themselves with such ontological ponderings.

OBSESSIVE WANDERERS

Once a sphinxkin becomes interested in something, it spends its whole life traveling and learning all it can about the subject. For example, a sphinxkin obsessed with alchemy may travel the world to find rare ingredients. A sphinxkin who loves dragons might live with dragons for hundreds of years, just to learn all it can about the monsters' nature and lifestyles.

SPHINXKIN NAMES

Sphinxkin are born of human parents and most are given names appropriate for their native culture. Later in life, many sphinxkin also give themselves nicknames that they feel are more practical. Usually, these names reflect an area of study or interest of the sphinxkin.

Sphinxkin Nicknames: Alchemy, Doctor, Hunter, Jewels, Mountain, Nomad, Pageturner, Riddles, Scrolls, Shepherd, Tailor, Treasure

SPHINXKIN TRAITS

As a sphinxkin, you share the following characteristics with others of your kind.

Ability Score Increase. Your Intelligence scores increases by 1, and your Wisdom score increases by 2.

Age. Sphinxkin are not immortal like their ancestors but do live extremely long lives. These feline humanoids mature at around 100 years of age, and can then live for as long as 750 years or longer.

Size. Sphinxkin stand around 6 feet tall and weigh between 150 to 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Alignment. Sphinxkin naturally lean towards lawfulness, just as their full-blooded predecessors do. Above all, they seek to protect the balance between good and evil.

Inscrutable. You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse.

Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Eidetic Memory. You can perfectly recall the details of anything that you have ever seen or experienced, including the text in books, easily missed details from a memory or even the exact words someone once spoke.

Sphinx Magic. You can cast the *thaumaturgy* cantrip. Wisdom is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Sphinx.

TALKING ANIMALS

It was Toto that made Dorothy laugh, and saved her from growing as gray as her other surroundings. Toto was not gray; he was a little black dog, with long silky hair, and small black eyes that twinkled merrily on either side of his funny, wee nose. Toto played all day long, and Dorothy played with him, and loved him dearly..

—L Frank Baum, *The Wonderful Wizard of Oz*

All of the animals of Oz can speak, thanks to an enchantment cast by Queen Lurline. From the hungriest tiger to the peskiest flies, animals are treated as equals in Oz and respected. Even animals from outside of Oz, such as Dorothy's pets Toto and Billina, gain the ability to speak when they enter the fairyland.

Animals love adventure just as much as humans do, and are always eager to join exciting-looking groups. Their varied strengths and abilities make them incredible companions.

TALKING ANIMAL TRAITS

Talking animals come in all shapes and sizes. However, your talking animal character has certain traits in common with all talking animals.

Age. Talking animals live and mature at rates normal for their species. Most household pets such as dogs and cats live for 10 to 20 years, as do lions, tigers, and bears, all reaching maturity between their second and fifth year. Apes live longer, often into their forties.

Alignment. Most animals prefer neutrality as they seek to protect themselves and their needs, and aren't guided by the tenets of good and evil, law or chaos.

No Manual Dexterity. With the exception of apes, talking animals lack the thumbs and dextrous fingers that allow humans to use tools and weapons. You have disadvantage on ability checks that requires the use of hands, and you cannot use weapons or shields.

Animal Magic. Animal spellcasters never require somatic components to cast spells.

Languages. Animals come from many different places. As such, they learn the popular languages of the humanoids and creatures who surround them. You can speak and read Common, plus one other language of your choice.

Sub-Race (Species). The only thing most talking animals have in common is their ability to speak. Otherwise, they are quite varied. Choose a species.

APE

Apes are powerful simians capable of walking upright. Often seen as stubborn and aggressive, apes are one of the few types of talking animals in Oz that can use tools and weapons.

Ability Score Increase. Your Strength score increases by 2, your Dexterity score increases by 1, and your Constitution score increases by 1.

Size. Most apes stand between 3 feet to 4 feet tall and weigh around 100 lbs. Your size is Medium.

Speed. You have a base walking speed of 30 feet and you have a climbing speed of 30 feet.

King of the Jungle. You have proficiency in the Athletics and Intimidation skills.

Manual Dexterity. You do not share the same No Manual Dexterity traits that other talking animals do.

Powerful Fists. When you make an unarmed strike using your fists, you deal damage equal to 1d6 + your Strength modifier instead of the damage normal for an unarmed strike.

BLACK BEAR

Black bears are gentle, curious creatures who live in the forests of Oz. Many confuse them for their larger, grumpier brown-haired cousins which is a point of frustration for many of them.

Ability Scores Increase. Your Strength score increases by 3, and your Constitution score increases by 2.

Size. Fully grown black bears stand 4 1/2 feet on their hind legs and can weigh as much as 500 lbs. Your size is Medium.

Speed. Your base walking speed is 40 feet and you have a climbing speed of 30 feet.

Keen Smell. You have proficiency in the Perception skill. In addition, you have advantage on Wisdom (Perception) checks that rely on smell.

Claws. Your claws are natural weapons which you can use to make unarmed strikes with. On a hit, your claws deal slashing damage equal to 1d6 + your Strength modifier instead of the damage normal for an unarmed strike.

CAT, HOUSEHOLD

Sly and crafty, what cats lack in size and combat prowess, they make up for in cleverness.

Ability Score Increases. Your Dexterity score increases by 4 and your Strength score is reduced by 4. You cannot assign your Strength an ability score roll that would reduce your character's Strength score below 1 after factoring in this reduction.

Size. Household cats are rarely longer than 18 inches and usually weigh less than 15 pounds. Your size is Tiny.

Speed. Your base walking speed is 40 feet and you have a climbing speed of 30 feet.

Feline Magic. Due to their close relationship with witches and wizards, all household cats are natural magic users. You know one cantrip of choice from the sorcerer spell list. In addition, choose one 1st-level spell from the sorcerer spell list. You can cast the spell once at its lowest level, and you must finish a long rest before you can cast it again using this trait. Charisma is your spellcasting ability for both of these spells.

Keen Smell You have proficiency in the Perception skill. In addition, you have advantage on Wisdom (Perception) checks that rely on smell.

Nine Lives. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest and once you've used this feature 9 times, you can no longer use this feature.

Claws. Your claws are natural weapons which you use to make unarmed strikes with. On a hit, your claws deal 1 slashing damage in place of the damage normal for an unarmed strike.

CAT, LARGE

Large cats include panthers, tigers, and lions. Most large cats are boisterous braggarts and bullies. Having said that, there are many large cats that are quite cowardly and timid.

Ability Score Increases. Your Strength score increases by 2 and your Dexterity score increases by 2.

Speed Your base walking speed is 40 feet.

Size. Large cats can grow to lengths of 6 to 8 feet and weigh as much as 400 pounds. Your size is Medium.

Keen Smell You have proficiency in the Perception skill. In addition, you have advantage on Wisdom (Perception) checks that rely on smell.

Bite. Your fanged maw acts as a natural weapon which you can use to make unarmed strikes with. On a hit, your bite deal piercing damage equal to 1d4 + your Strength modifier instead of the damage normal for an unarmed strike.

Claws. Your claws are natural weapons which you can use to make unarmed strikes with. On a hit, your claws deal slashing damage equal to 1d6 + your Strength modifier instead of the damage normal for an unarmed strike.

Pounce. If you move at least 20 feet straight toward a creature right before hitting it with your claw attack, the target must succeed on a Strength with a DC of 8 + your proficiency bonus + your Strength modifier or be knocked prone. If the target is prone, you can take a bonus action to make one bite attack against it.

CHICKEN

Hens and roosters are just as common in Oz as they are anywhere else. Roosters are typically loud-mouth braggarts while hens tend to be sassy gossips. Chickens love and respect their family above all else.

Ability Score Increase. Your Wisdom score increases by 2, your Charisma score increases by 2, and your Strength score is reduced by 4. You cannot assign your Strength an ability score roll that would reduce your character's Strength score below 1 after factoring in this reduction.

Size. While roosters are marginally larger than hens, all in all, chickens are usually no more than a foot in height and weigh less than 10 pounds. Your size is tiny.

Speed Your base walking speed is 20 feet. In addition, you have a flying speed of 40 feet, except it only works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Feather Rush. If you fly 20 feet toward a creature, the creature must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed saving throw, the creature is frightened of you until the end of its next turn. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all spent uses after you finish a long rest.

Beak. Your beak is a natural weapon that you use to make unarmed attacks with. On a hit, you deal 1 piercing damage to the target instead of the bludgeoning damage normal for an unarmed strike.

DOG

There are hundreds of varieties of dogs, and they can all talk while they're in Oz. Of course, while dogs can be big or little, flat-faced or long-snouted, floppy-eared or cropped, they all share the following characteristics.

Ability Score Increase. Your Dexterity score increases by 2, your Constitution score increases by 1, and your Wisdom score increases by 1.

Size. While dogs come in all shapes and sizes, for the most part, Ozian dogs are usually 2 to 3 feet in length and weigh 50 to 100 pounds. Your size is Small.

Speed Your base walking speed is 40 feet.

Keen Smell You have proficiency in the Perception skill. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing and smell.

Bite. Your fanged maw acts as a natural weapon which you can use to make unarmed strikes with. On a hit, your bite deal piercing damage equal to 1d6 + your Strength modifier instead of the damage normal for an unarmed strike. If you hit a creature with your bite attack, the target must succeed on a saving throw with a DC of 8 + your proficiency bonus + your Strength modifier.

Loyal When a creature within 5 feet of you makes an attack against an ally that you can see, you can use your reaction to make a single bite attack against that creature. Once you use this feature, you can't use it again until you complete a short or long rest.

FIELD MOUSE

Many field mice live and prosper in Oz, typically near the field of deadly poppies that borders Mucnkinland and the Emerald City. Unlike many of the talking animals of Oz, most field mice tend to be lawful, pledging their allegiance to the Mouse Queen of Oz.

Ability Score Increases. Your Dexterity score increases by 2, your Intelligence score increases by 2, and your Strength score is reduced by 4. You cannot assign your Strength an ability score roll that would reduce your character's Strength score below 1 after factoring in this reduction.

Size. Field mice are extremely small, weighing less than 1 ounce and measuring no longer than 4 inches.

Speed Your base walking speed is 20 feet and you have a climbing speed of 20 feet.

Darkvision. Accustomed to life in the underground tunnels below the poppies, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light> you can't discern color in darkness, only shades of gray.

Cunning Critter. You can use your bonus action to take the Dash or Hide action on each of your turns.

Diminutive Size. You are so small that you have advantage on Dexterity (Stealth) checks made to hide and do not require cover or obscured conditions to do so.

Magic Resistance. The field mice of Oz are protected by the magic of the Mouse Queen. You have advantage on saving throws against spells and magical effects.

Bite. Your tiny mouth is a natural weapon that you use to make unarmed attacks with. On a hit, you deal 1 piercing damage to the target instead of the bludgeoning damage normal for an unarmed strike.

CHAPTER 2. NEW SUBCLASSES

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those normally offered: Slayer X and Waste Lord.

PATH OF SLAYER X

Before the Fall, world governments were deadlocked in a race to create the ultimate killing machines. Set loose against opposing armies, these dangerous, enhanced living weapons could cut a swath through dozens—if not hundreds—of soldiers, tearing their enemies apart like paper dolls. While each program had a different name, generally, these soldiers-of-mass-destruction were labeled as Slayers X.

Now that the big governments of Before have collapsed, those who tread the Path of Slayer X wander the rad-wastes searching for purpose in a world gone mad. Most were left without memories of who they were. Many don't even remember what was done to them; as time goes on, they learn more and more about their enhanced nature much to their joy—or misery.

PATH OF SLAYER X

Barbarian Level	Feature
3rd	Internal Weaponry
6th	Magical Enhancements
10th	Augmented Senses
14th	Lash Out

INTERNAL WEAPONRY

At 3rd level, you discover that you've been enhanced with weapons hidden within your body. Choose one of the following options:

Claws. You have steel claws that eject from your wrists, knuckles, or fingertips which act as natural weapons that replace your unarmed strike. As a bonus action, you can discharge or retract your claws. You gain the following benefits while you are unarmed and your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- On a hit, your unarmed strike deals 1d6 slashing damage instead of the normal damage of your unarmed strike.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

- While raging, you can attack twice, instead of once, whenever you take the Attack action on your turn so long as you use your claws to make the attacks. At 5th level, when you gain the Extra Attack feature, you can attack three times using your claws.

Steel-Reinforced Arms. The muscles and bones in your arms have been augmented with magical steel. You gain the following benefits:

- You have advantage on all Strength checks, even when you aren't raging.
- You can roll a d4 in place of the normal damage of your unarmed strike.
- During a rage, if you make a Strength check or Strength saving throw and fail, you can reroll one of the d20s. You must take the new result even if it is lower.
- The bonus to your damage rolls you gain while raging increases by 3.

MAGICAL ENHANCEMENTS

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your unarmored defense improves. While you are not wearing any armor, you gain a magical +1 bonus to your AC.

AUGMENTED SENSES

At 10th level, your senses improve. While you are raging, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

LASH OUT

Once you reach 14th level, when you take damage from a creature that you can see, you can use your reaction to move up to half your movement speed towards the attacker and make one unarmed attack against it if you are able.

PATH OF THE WASTE LORD

Since the Fall, life in the Stretch has not been easy. Mutants, zombies, aliens, and malfunctioning robots stalk the shattered remains of society. Only the foolish or brave dare travel these lands. High atop that list of foolish and brave (mostly the former, some would argue) are the Waste Lords.

These barbarians have adapted to the cruel post-Fall environment, channeling their inner rage into a survival tool.

PATH OF THE WASTE LORD

Barbarian Level	Feature
3rd	Survival Mode
6th	Unnatural Fortitude
10th	Regenerate
14th	Ultimate Survivor

SURVIVAL MODE

Starting when you choose this path at 3rd level, you can use your action to expend 1 use of your rage to enter survival mode. While in survival mode, you gain the following benefits:

- You have advantage on Constitution checks and Constitution saving throws.
- You have advantage on Wisdom (Survival) checks made to find food and water.
- You can tolerate temperatures as low as -50 degrees Fahrenheit and as high as 150 degrees Fahrenheit without any additional projection.
- You have resistance to radiant and necrotic damage.

Your survival mode lasts for 1 hour. It ends early if you are knocked unconscious. You can also end your survival mode on your turn as a bonus action.

While in survival mode, you can also rage so long as you expend a use of your rage as normal.

UNNATURAL FORTITUDE

Beginning at 6th level, you gain immunity to disease and the poisoned condition.

REGENERATE

At 10th level, once per rage, you can use your bonus action to regain a number of hit points equal to your barbarian level. You can use this feature three times and regain all expended uses after you complete a long rest.

ULTIMATE SURVIVOR

Starting at 14th level, you no longer need to spend a use of your rage to enter survival mode and you can still benefit from your survival mode even if you are knocked unconscious.

BARDIC COLLEGE

At 3rd level, a bard gains the Bard College feature. The following College of the Band is available to a bard, in addition to those normally offered.

COLLEGE OF THE BAND

One bard is powerful. Two bards are thunderous. But what happens when four bards come together? The College of the Band are for those bards who've learned that separate they are great, but together, they are legendary.

COLLEGE OF THE BAND FEATURES

Bard Level	Feature
3rd	Band Position, Rehearsal Time
6th	The Band That Sticks Together
14th	Solo

BAND POSITION

When you join the College of the Band at 3rd level, you choose a position within the band: vocals, lead guitar, rhythm guitar, bass, or drums. Your position grants you certain benefits as described below.

Vocals. You gain proficiency with a microphone, which acts as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to cast the *thunderwave* spell without expending a spell slot. You do not have to know the spell in order to use this feature.

When you use this feature to cast the spell, the spell is cast at the highest level you can cast to a maximum of 5th level. For example, at 7th level, you can cast *thunderwave* as a 4th-level spell using this feature.

Lead Guitar. You gain proficiency with the guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to play a haunting melody. When you do, choose a number of creatures within 30 feet of you that you can see and that can hear you equal to your Charisma modifier (minimum of one). Until the end of your next turn, each time they cast a spell, their spell save DC increases by 2.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

This bonus increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, and 5 at 15th level.

Rhythm Guitar. You gain proficiency with the guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to maintain the harmony until the end of your next turn. When you do, each creature of your choice within 30 feet on you that can hear you has disadvantage on saving throws against being charmed and frightened.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

Bass. You gain proficiency with the bass guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to drive the rhythm and maintain harmony. When you do, each creature of your choice within 30 feet of you that makes a Constitution or Wisdom saving throw must roll a d4 and subtract the number rolled from their saving throw.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

Drums. You gain proficiency with the drums, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of Bardic Inspiration to keep the rhythm. Choose a number of creatures that you can see and that can hear you equal to your Charisma modifier (minimum of one). Until the end of your next turn, the selected creatures gain a +1 bonus to their AC and saving throws.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

This bonus increases when you reach certain levels in this class, increasing to +2 at 5th level, +3 at 10th level, and +4 at 15th level.

REHEARSAL TIME

Starting at 3rd level, you can temporarily learn new spells from your fellow spellcasters. At the end of a long rest, you can spend 1 minute with another spellcaster. At the end of 1 minute, you learn how to cast one of the spells that the other spellcaster knows. The spell must be of a level that you can cast and it must be a spell on the bard list. Until you start another long rest, you can cast the spell expending one of your spell slots as normal. After you complete another long rest, you forget how to cast the spell and must relearn it.

THE BAND THAT STICKS TOGETHER

Starting at 6th level, whenever one of your allies within 30 feet that you can see of you takes damage, you can use your reaction to transfer half of the damage to yourself. You can use this feature three times and regain all expended uses after you finish a long rest.

SOLO

At 14th level, you can use your action to play a mindblowing solo. When you do, choose a spell of 5th level or lower that you can cast, and has a casting time of 1 action. When you cast the spell the range of spell doubles if it has a range of 5 feet or greater, or, if it's a touch spell, it gains a range of 30 feet. Additionally, if the spell deals damage, the spell deals maximum damage, or, if the spell heals hit points, the spell heals maximum hit points.

Once you use this feature, you can't use it again until you complete a short rest.

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following Survivalist option is available to a ranger, in addition to those normally offered.

SURVIVALIST

The survivalist a lone wolf, an outcast, a one-person-army. They excel as outsiders and are masters at vanishing into the wilderness for extended periods of time. Survivalist rangers are often found placed behind enemy lines, where their ability to blend in with their surroundings makes them dangerous foes.

SURVIVALIST MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Survivalist Spells table. The spell counts as a ranger spell for you,

but it doesn't count against the number of ranger spells you know.

SURVIVALIST SPELLS

Ranger Level	Spell
3rd	<i>purify food and drink</i>
5th	<i>pass without trace</i>
9th	<i>Leomund's tiny hut</i>
13th	<i>freedom of movement</i>
17th	<i>commune with nature</i>

WISDOM OF THE WILD

Starting when you take this archetype at 3rd level, choose one skill in which you have proficiency. When you make an ability check using that skill, you can add a bonus to the check equal to your Wisdom modifier even if the check already benefits from your Wisdom modifier.

THE HIDDEN

At 3rd level, you are an expert at attacking targets that can't see you. Once per round, when you hit a creature that can't see you with a weapon attack, the creature takes an additional 1d8 damage of the weapon's type. You can use this feature a number of times equal to your Wisdom modifier

(minimum of once) and regain all expended uses after you finish a long rest.

IRON MIND

At 7th level, you gain proficiency in Wisdom saving throws. If you already have proficiency in Wisdom saving throws, you can choose to gain proficiency in Intelligence or Charisma saving throws instead.

AMBUSER'S REFLEXES

Starting at 11th level, at the start of your first turn of each combat on initiative count 20 (losing any initiative ties), you can make a single weapon attack against a target that you can see. This extra attack is in addition to any actions you take during your normal initiative count.

IMPROVED VANISH

At 15th level, when you use your action or bonus action to take the Hide action, you gain a bonus to your AC equal to your Wisdom modifier (minimum of +1) until the start of your next turn.

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Fire-Eater option is available to a sorcerer in addition to those normally offered.

FIRE-EATER

Fire-eaters share their nature with the strange fire elves of the elemental planes. As the name implies, fire-eaters consume fire, converting it into raw arcane energy.

FIRE-EATER FEATURES

Sorcerer Level	Feature
1st	Fire Magic, Firestarter
6th	Fire Heart, Consume Fire
14th	Fire Affinity
18th	Fire Soul

FIRE MAGIC

Starting at 1st level when you take this sorcerous origin, when you cast a 1st-level or higher spell that deals any damage type other than fire, you can change the damage type of the spell to fire for the casting.

FIRESTARTER

At 1st level, you know the *firebolt* cantrip. This cantrip does not count towards the total number of cantrips that you know. You can also speak, read, and write Ignan, the language of fire.

FIRE HEART

At 6th level, you gain resistance to fire damage.

CONSUME FIRE

Starting at 6th level, whenever you are hit by a spell that deals fire damage, you can use your reaction to consume the spell. If the spell was 3rd level or lower, the spell fails and deals no damage to you or any other creature or object that the spell targeted, and you gain sorcery points equal to the level of the spell you consumed (minimum of 1). If the spell was 4th level or higher, make a Constitution saving throw with a DC of 10 + the spell's level. On a successful saving throw, the spell fails and has no effect, and you gain temporary hit points equal to the spell's level.

You can use this feature three times, and regain all expended uses after you finish a long rest.

FIRE AFFINITY

Starting at 14th level, if you cast a 1st-level or higher spell that deals fire damage, you gain 1 sorcery point.

Once you gain 3 sorcery points using this feature, this feature ceases to function until you finish a long rest.

FIRE SOUL

At 18th level, you gain immunity to fire damage.

You can also use your action to spend 5 sorcery points to transform into a being of living fire. Once you do, you and anything you are wearing or carrying also become fire. While fire, you can move through a space as narrow as 1 inch wide without squeezing. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d10 fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on your turn, that creature takes 1d10 fire damage. Flammable objects not being worn or carried catch fire.

You shed light in a 20-foot radius and bright light in an additional 30 feet.

Also, all of your melee and ranged weapon attacks deal fire damage instead of the damage normal for the attack.

Your fire form lasts for 1 minute or until you use your bonus action to change back.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following Snow Queen option is available to a warlock in addition to those normally offered.

SNOW QUEEN

You derive your arcane powers from the Snow Queen, queen of the snowflakes or "snow bees", who travels throughout the world with the snow. The Snow Queens and gardens are in the lands permafrost. She is a mysterious figure. Some believe she is evil. Others see her as benevolent.

Those who take power from her control the might of frost and cold. Her followers are emissaries for the cold, and act as her ambassadors in the warmer lands. Naturally cold creatures such as frost giants and white dragons revere and respect the Snow Queen's warlocks, mostly out of fear of her wrath.

EXPANDED SPELL LIST

The Snow Queen grants you an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE SNOW QUEEN'S BLESSINGS

Starting at 1st level, when you cast the *mage armor* spell and target yourself, the armor appears as a thin sheen of ice that surrounds your body. In addition to the armor provided by the spell, you gain the following benefits for the duration:

SNOW QUEEN EXPANDED SPELL LIST

Spell Level	Spells
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1st	<i>fog cloud, mage armor</i>
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2nd	<i>gentle repose, gust of wind</i>
-----	------------------------------------

3rd	<i>protection from energy, sleet storm</i>
-----	--------------------------------------------

4th	<i>control water, ice storm</i>
-----	---------------------------------

5th	<i>cone of cold, dominate person</i>
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- You can ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.
- Whenever you take cold damage, the amount of damage that you take is reduced by an amount equal to your levels in this class (to a minimum of 0). If you have resistance against cold damage and take cold damage, this benefit is factored in after your resistance reduces the damage by half.

COLD-BLOODED

At 6th level, in addition to the other benefits you gain from your Snow Queen's Blessings feature, you also gain the following benefits:

- You gain resistance to cold damage.
- You can tolerate temperatures as high as 150 degrees Fahrenheit without any additional protection.
- Whenever you cast a spell that deals cold damage, you can add your Charisma modifier to one of the damage rolls of that spell against one of its targets.

ICE HEART

At 10th level, your connection to the Snow Queen arms and protects you further. You have advantage on saving throws against being charmed or frightened. In addition, whenever a creature makes a melee weapon attack against you while standing within 5 feet of you, the creature must make a Constitution saving throw against your spell save DC. On a failed saving throw, the creature takes 2d6 cold damage and has disadvantage on its attack rolls and ability checks until the end of its next turn. On a successful saving throw, the creature takes half as much damage and suffers no further effects.

FLASH FREEZE

Starting at 14th level, when you hit a creature with a ranged spell attack that deals cold damage or a creature fails its saving throw against one of your spells that deals cold damage, you can use this feature to partially freeze the creature; the creature is restrained. A creature restrained by this feature must make another Constitution saving throw at the end of each of its turns.

If it successfully saves against this feature two times, the effect ends. If it fails it saves two times, the creature dies and becomes a frozen statue until it thaws.

Once you use this feature, you can't use it again until you complete a long rest.

CHAPTER 4. PLAYABLE WILL-O-WISP

WILL-O'-WISP

About a year ago this time I created one of my first ever playable race/classes, the will-o-wisp, for one of my players. Hard to believe this, but a year ago I was still pretty new to class and subclass creation. So overall, the class was a disaster. Recently, I've noticed a few folks are going back to my old stuff and checking it out. Therefore, I thought I might revisit it and work to tighten it up some. This is the result.

The will-o-wisp isn't only a playable race, but it's also a class. During character creation, for the first two steps, you must choose will-o-wisp. From there, follow these steps.

DETERMINE ABILITY SCORES

As an incorporeal creature, your Strength score is 1. You then generate your character's five other ability scores randomly, rolling four 6-sided dice as normal. If you want to save time, or don't want to use random rolls, you can use the following scores instead: 15, 14, 13, 12, 10.

APPLY WILL-O'-WISP RACIAL TRAITS

As a will-o-wisp, these are your base traits.

Ability Score Increase. Your Dexterity score increases by 5.

Age. Will-o-wisps are at the same maturity level at the time of creation as they were at the time of death. Will-o-wisps are effectively immortal, and can not die through old age. In addition, time moves much slower for them. A single round feels like a minute to a will-o-wisp, ten minutes an hour, and a day feels like a tenday. A month feels like a year, and a year seems like a decade. Because of this, it's not uncommon for will-o-wisps to resent the "slows" around them.

Alignment. Will-o-wisps are often filled with despair, malevolence, and a natural hatred towards life. For this reason, they are typically chaotic evil. However, some younger wisps are able to push past these thoughts towards the neutral alignments.

Size. The core of a will-o-wisp is usually not much bigger than a few inches in diameter. Being ephemeral, they have no discernible weight. Your size is Tiny.

Speed. Your base walking speed is 0 feet and you have a flying speed of 30 feet.

Darkvision. You have perfect darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Class Restrictions. As a will-o-wisp, you can only take class levels in the will-o-wisp class detailed below.

Variable Illumination. You shed bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter this radius as a bonus action.

Ephemerality. You exist and don't exist at the same time. You are incorporeal. For this reason, you cannot wear or carry anything, and you cannot make unarmed strikes. You are immune to lightning and poison damage plus the following conditions: exhaustion, grappled, paralyzed, poisoned, prone, and restrained.

Mind Over Matter. You know the *mage hand* cantrip.

Undead Nature. You are immune to game effects that only affect humanoids, and you are affected by game effects that affect undead. You do not require air, drink, or sleep, and you do not gain exhaustion from lack of sleep and you can't be put asleep through magical means.

Instead of sleeping, you enter a dreamless recharge phase for 4 hours a day. After resting in this way, you gain the same benefits that a human does from 8 hours of sleep.

Consume Life. You cannot regain hit points through magical means. Instead, when you hit a creature with your shock attack, you can use your reaction to drain life from the creature unless the creature is undead or a construct. When you do, you regain hit points equal to half the damage dealt. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) and regain all expended uses after you finish a long rest.

Languages. You know Common and one other language of your choice. These are the languages you knew in life before undeath.

WILL-O'-WISP CLASS

When creating a will-o-wisp, think about where your character comes from and his or her place in the world before and after death. Talk with your GM about the appropriate origin for your will-o-wisp. Did you die in a magically-charged swamp, alone and afraid, only to be reborn as a hateful, ephemeral light? Or did you make a deal with a devil to become the fastest creature in the universe?

THE WILL-O'-WISP

Level	Proficiency Bonus	Flying Speed	Powers Known	Shock Damage	Features
1st	+2	30 ft.	—	1d8	Innate Spellcasting, Undead Origin
2nd	+2	40 ft.	2	1d8	Increased Flying Speed, Dark Energy Powers
3rd	+2	40 ft.	2	1d8	Undead Origin feature
4th	+2	40 ft.	2	1d8	Ability Score Improvement
5th	+3	40 ft.	3	2d8	Wisp Resilience (active)
6th	+3	45 ft.	3	2d8	Advanced Ephemerality (<i>invisibility</i>)
7th	+3	45 ft.	3	2d8	Undead Origin feature
8th	+3	45 ft.	3	2d8	Ability Score Improvement
9th	+4	45 ft.	3	2d8	Advanced Ephemerality (<i>great invisibility</i>)
10th	+4	50 ft.	3	2d8	Improved Wisp Resilience (1 resistance)
11th	+4	50 ft.	4	3d8	Undead Origin feature
12th	+4	50 ft.	4	3d8	Ability Score Improvement
13th	+5	50 ft.	4	3d8	Telepathy
14th	+5	55 ft.	4	3d8	Improved Wisp Resilience (passive)
15th	+5	55 ft.	4	3d8	Improved Wisp Resilience (2 resistances)
16th	+5	55 ft.	4	3d8	Ability Score Improvement
17th	+6	55 ft.	5	4d8	Undead Origin feature
18th	+6	60 ft.	5	4d8	Advanced Ephemerality (<i>etherealness</i>)
19th	+6	60 ft.	5	4d8	Ability Score Improvement
20th	+6	60 ft.	5	4d8	Mastery Over Undeath

And now what is your purpose? Are you spreading your hatred across the world, destroying all life you come across? Maybe you are working for a band of evil adventurers to trap the innocent using your faux-hopeful light. Or perhaps you are still good, and you seek a “cure” to this horrible condition that’s befallen you.

QUICK BUILD

You can make a will-o'-wisp quickly following these suggestions. Put a 15 in Dexterity and a 14 in Wisdom.

CLASS FEATURES

As a will-o'-wisp, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per will-o'-wisp level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, History, Investigation, Perception, Religion, and Stealth

EQUIPMENT

You do not start with any equipment.

INNATE SPELLCASTING

At 1st level, you have multiple innate spells that you can cast at will. You know the *shocking grasp* cantrip plus one of the following cantrips of your choice: *chill touch*, *guidance*, *friends*, *message*, *minor illusion*, *prestidigitation*, or *true strike*.

Wisdom is your spellcasting ability for these spells. You use your Wisdom whenever a feature refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wisp feature you use or when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

You never require somatic components or material components when you use this feature to cast these spells.

UNDEAD ORIGIN

At first level, you choose an undead origin, which describes the way in which you became a will-o'-wisp: Dark Magic or Fiendish Pact, both detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 3rd, 7th, 11th, and 17th level.

INCREASED FLYING SPEED

Starting at 2nd level, your flying speed increases by 10 feet. Your speed continues to increase as you reach certain will-o'-wisp levels, as shown in the Will-o'-Wisp table.

DARK ENERGY POWERS

As you become accustomed to your undead nature, you learn to draw on the dark energy within you which allows you to augment and improve your unnatural abilities.

At 2nd level, you gain two dark energy powers of your choice. Your dark energy power options are detailed at the end of the class description. When you gain certain will-o'-wisp levels, you gain additional dark energy powers of your choice, as shown in the Dark Energy Powers column of the Will-o'-Wisp table.

Additionally, when you gain a level in this class, you can choose one of the powers that you know and replace it with another power that you could learn at that level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase your Strength score above 1, Dexterity score above 30, and any other ability score above 20 using this feature.

WISP RESILIENCE

Starting at 5th level, when you are hit by an attack that deals bludgeoning, piercing, or slashing damage from a nonmagical weapon, you can use your reaction to gain resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of your next turn.

Starting at 14th level, your resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons becomes permanent.

IMPROVED WISP RESILIENCE

At 10th level, choose one of the following damage types: acid, cold, fire, necrotic, or thunder. You become resistant to that damage type. At 15th level and again at 18th level, you can choose one additional damage type to become resistant to, or you can choose a damage type that you are already resistant to and gain immunity to that resistance.

ADVANCED EPHEMERALITY

At 6th level, you can use your action to cast the *invisibility* spell, targeting only yourself. At 9th level, you can use this feature to cast *greater invisibility* instead, targeting only

yourself. And at 18th level, you can choose to cast *etherealness*. Once you use this feature to cast one of these spells, you can't do so again until you complete a long rest.

TELEPATHY

Starting at 13th level, as a bonus action on each of your turns, you can target one creature that you can see within 30 feet of you and communicate with it mentally. The contacted creature doesn't need to share a language with you, but it must be able to understand at least one language. A creature without telepathy can receive and respond to your messages, but can't initiate or terminate your telepathic conversation.

The contact is broken as soon as you and the target are no longer within range of each other or if you contact a different creature within range. If you are in the range of an antimagic field or in any other location where magic doesn't function, you can't send or receive telepathic messages.

MASTERY OVER DEATH

At 20th level, if your hit points are reduced to 0, you can choose to rejuvenate. You regain all of your hit points. Once you use this feature, you can't use it again for seven days.

UNDEAD ORIGIN

Not all will-o'-wisps are created the same way. Although many variations exist, most of these origins fall into two categories: dark magic or a fiendish pact.

DARK MAGIC

Desecration runs rampant in the dark, dismal corners of the world. The unlucky souls who travel into these areas and perish alone often return as will-o'-wisps, eager to spread their fear and malevolence to all living things.

TURN RESISTANCE

Starting at 1st level, you have advantage on saving throws against any effects that turn undead.

SUPERNATURAL TOUGHNESS

Also at 1st level, your hit point maximum increases by 1. Whenever you gain a level in this class thereafter, your hit point maximum increases by an additional 1 hit point.

REBUKE UNDEAD

At 3rd level, your presence can awe and inspire undead around you. As an action, you can force each undead that can see or hear you within 30 feet of you to make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is rebuked by you for 1 minute or until it takes any damage.

A creature rebuked by you can't attack you or target you with harmful abilities or magical effects. In addition, the creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was rebuked by you.

Once you use this feature you can't use it again until you finish a short or long rest.

AURA OF AGONY

At 7th level, whenever a hostile creature within 10 feet of you takes damage, the creature takes an additional 3 psychic damage.

The psychic damage increases to 4 at 11th level, and 5 at 17th level.

COMMAND UNDEAD

Starting at 11th level, you gain limited control over creatures that you rebuke. On each of your turns, you can use a bonus action to mentally command any creature of CR 2 or lower you rebuked with your Rebuke Undead feature if the creature is within 60 feet of you (if you have rebuked multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as the guard a particular chamber or corridor. If you issue no commands, the creatures do nothing but are still rebuked by you. Once given an order, the creature continues to follow it until its task is complete or the rebuke effect ends for it.

THE RAVENOUS DEAD

At 17th level, each undead creature under your control from your Command Undead feature acts as frenzied if you choose. An undead rebuked by you has advantage on attack rolls while rebuked by you, and attacks made against it are made with advantage.

FIENDISH PACT

When a mortal makes a deal with a devil, demon, or some other powerful fiend in exchange for enhanced speed, ability, or awareness, the deal often turns them into a will-o'-wisp.

FIEND MAGIC

Starting at the 1st level when you choose this undead origin, you gain the ability to cast spells granted by your fiendish patron. You have two spell slots to cast these spells with; all of your spell slots are the same level as shown on the Slot Level column of the Fiend Magic table. To cast one of these spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 6th level, you have two 3rd level spell slots. To cast the 1st-level spell *burning hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

The spells known column of the Fiend Magic table shows you the spells that you know as you gain levels in this class. When you reach 5th level, for example, you learn the *fireball* spell.

Will-o'-Wisp Level	Slot Level	Spells Known
1st	1st	<i>burning hands, charm person</i>
3rd	2nd	<i>darkness, scorching ray</i>
5th	3rd	<i>fear, fireball</i>
7th	4th	<i>dimension door, fire shield</i>
9th	5th	<i>contact other plane, flame strike</i>

FIRESTARTER

At 1st level, when you hit a creature with your *shocking grasp* spell, you can choose to deal fire damage instead of lightning damage.

DEVIL'S TONGUE

Also 1st level, after hanging around fiends for a while, you've learned a little about making deals. You have proficiency in Charisma (Deception and Persuasion).

DEVIL'S SIGHT

Starting at 3rd level, you can see in darkness, both magical and nonmagical, to a distance of 120 feet.

HELLFIRE

At 3rd level, spells you cast ignore resistance to fire damage. In addition, before you make an attack using your shocking grasp cantrip, you can choose to make the spell deal fire damage in stead of lightning.

INSTANT TELEPORTATION

At 7th level, you gain the ability to quickly shift your presence from one place to another. As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see. Once you use this feature, you can't use it again until the end of your next turn.

POSSESSION

At 11th level, while you are in the same space as a humanoid, you can use your action to try and possess the creature. The creature must succeed on a Charisma saving throw against your spell save DC. On a failure, you possess the creature. Your body disappears and the target is incapacitated and loses control of its body. You now control the body but don't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead. You retain your alignment, Intelligence, Wisdom, and Charisma. You otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, you end it as a bonus action, or you are turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. The target is immune to this feature for 24 hours after succeeding on the saving throw or after the possession ends.

Once you successfully possess a creature and the possession ends, you can't use this feature again until you complete a long rest.

INFERNAL INTERVENTION

Beginning at 17th level, you call upon your fiend to intervene on your behalf. You act as a catalyst for the fiend, allowing it to temporarily take hold of your vessel. From there, the fiend will assess the situation and help you as it sees fit. The DM chooses the nature of the assistance: the effect of any sorcerer, warlock, or wizard spell would be appropriate.

After your fiend intervenes, you can't use this feature again for 7 days.

DARK ENERGY POWERS

If a Dark Energy Power has prerequisites, you must meet them to learn it. You can learn the power at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

BLINDED BY THE LIGHT

You can cast color spray. Once you use this power to cast this spell, you can't do so again until you complete a short or long rest.

DUAL ZAP

You can choose two creatures to target with your shocking grasp cantrip instead of one so long as both creatures are within 5 feet of each other. You must make a separate attack roll for each creature.

ELDRITCH SIGHT

You can detect magic at will.

ENERGIZE

You can cast *haste* targeting yourself. You can use the extra action granted by the spell to cast a cantrip. Once you use this feature, you can't use it again until you complete a short or long rest.

HIGH VOLTAGE

When you cast *shocking grasp*, add your Wisdom modifier to the damage it deals on a hit.

LIGHTNING CASTER

When you cast *shocking grasp*, you can choose to make the range of the spell 30 feet.

LIGHTNING FIELD

Prerequisite: 5th level

You can discharge electricity in a 20-foot radius sphere centered on yourself. When you do, each creature in the area must make a Dexterity saving throw. If a target is wearing armor made of metal, it makes its saving throw at disadvantage. A creature takes 6d8 lightning damage on a failed saving throw or half as much damage on a success.

LIGHTNING SHIELD

When you are targeted by a ranged attack that deals damage other than radiant damage, you can use your reaction to deflect the attack with your shocking grasp attack. When you do so, the damage you take from the attack is reduced by the damage for your shocking grasp cantrip.

NECROTIC REJUVENATION

Prerequisite: 11th-level

You gain immunity to necrotic damage. In addition, whenever you are subjected to necrotic damage, you can use your reaction to regain a number of hit points equal to the necrotic damage taken. Once you use this power, you can't use it again until you complete a short or long rest.

STUNNING GRASP

Prerequisite: 5th level

When you deal damage with your stunning grasp attack, you can force the creature to make a Constitution saving throw. On a failed saving throw, the creature is stunned until the end of your next turn. The next time you use this feature on a creature that failed its saving throw within the next 24 hours, it has advantage on its Constitution saving against being stunned.

SUMMON THE MISTS

Prerequisite: 5th level

You can cast *fog cloud*. Once you use this power to cast this spell, you can't do so again until you complete a short or long rest.

SUSTAINED CHARGE

After you hit a creature with *shocking grasp* on your turn, on each of your turns while you maintain concentration for up to 1 minute, you can use your bonus action to deal damage equal to your shocking grasp damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is every outside of the spell's range or if it has total cover from you.

TRICK OF THE LIGHT

You can cast *silent image* at will.

THE UNSEEN

Prerequisite: 17th level

When you cast *greater invisibility* using your Advanced Ephemerality feature, the duration is concentration, up to 10 minutes instead of 1 minute.

VOICE OF THE DEAD

Prerequisite: 11th level

You can cast *speak with the dead* at will.

WISP DEFENSE

As long as you remain in your true form, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. You cannot gain the benefits of armor, magic items, shields or spells that increase your armor class while using this power.

WRETCHED WHISPERS

Prerequisite: 5th level

You can cast *bestow curse*. Once you use this power, you can't use it again until you finish a long rest.

PART II

The Marvelous Land of Oz

CHAPTER 3: INTRODUCTION TO OZ

In an effort to provide a complete campaign setting, the game rules found here are as concise as possible. In general, this 5e Marvelous Land of Oz campaign setting uses the same rules that Fifth Edition does. If you have questions about how an Oz rule works, you can usually find the answer there. You'll want, at the very least, a copy of the Fifth Edition core rulebooks.

This Oz campaign is based on the original books by L. Frank Baum and not the 1939 film. However, you are free to adjust the campaign to suit your own needs.

CHAPTER 4: RACES OF OZ

While certainly a fantasy world, Oz predates Tolkien. As such, the race options are vastly different than those offered in a typical Fifth Edition campaign setting. Of course, you are free to use any races that you like; but if you want to stay true to the classic Oz setting, with the exception of humans, none of the races from the *PHB* are included in an Oz campaign.

CONSTRUCTS

Constructs are humanoid-like creatures animated through magic. They are detailed in Chapter 1.

HUMANS

While many of the humanoids who live in Oz may appear human, they are quite different. However, true humans—those of the "real" world, like the infamous Dorothy Gale—are quite versatile and different than the humanoids of Oz. Use the normal traits for humans or variant humans from the *PHB* to represent non-Oz humanoids.

OTHER HUMAN VARIANTS

Oz is divided into four countries. All four surround the Emerald City. With the exception of the munchkins described below, the Ozians are played as humans. Here are the four human backgrounds from Oz.

Emerald City Citizens. The people who live in the brilliant City of Emeralds are a quiet, humble people. They rarely ever leave the city since the city is so prosperous, peaceful, and free from danger. If you play an Emerald City Citizen variant human, consider choosing Intelligence as one of the ability scores that you increase.

Gillikins. The gillikins live to the north of the Emerald City and ruled by the Good Witch of the North. Overall, Gillikin Country is wild, filled with forests and mountains and mostly unexplored. Purple is the favored color of Gillikin Country. If you play a Gillikin variant human, consider choosing Wisdom (Survival) as your starting skill proficiency.

Quadlings. The southern people of Quadling Country are ruled by Glinda, the Good Witch of the South. Quadlings wear red clothing and live in red houses. Even Glinda lives in a ruby red castle at the southern border, just beside the Deadly Desert. Quadling Country is home to some of the most strange and dangerous creatures in all of Oz. If you play a Quadling variant human, consider choosing the Alert feat as your starting feat.

Winkies. To the west of the Emerald City are the tinkering Winkies of Winky Country. Winkies prefer yellow, integrating the warm color into all their clothing, homes, and decorations. The winkies were ruled by the Wicked Witch of the West until Dorothy Gale defeated the witch. If you play a Winky variant human, consider choosing proficiency in tinker's tools as your starting skill proficiency.

TALKING ANIMALS

Talking animals are beasts who've been granted higher intelligence and the ability to speak thanks to the magic of Oz. They are detailed in Chapter 1.

CHAPTER 5: CLASSES OF OZ

Overall, Oz has many of the classic class options, although, the more "heroic" classes are much more common. This chapter details how each of the classes fit into the Marvelous Land of Oz. Any changes made to the classes are detailed below, along with notes on how the traditional Fifth Edition classes fit into an Oz campaign setting. As always, you're free to adjust things as you see fit in your own campaign.

BARBARIANS

Barbarians are not uncommon in Oz, but may not be known as "barbarian" overall, but are often referred to as "wilders." Human barbarians mostly come from the wild north of Gillikin Country or the dangerous south of Quadling Country. Many of the larger talking animals may take up the barbarian class to improve their natural abilities.

BARDS

Ozians love music. Therefore, the magic of bards is not an uncommon sound in Oz. Humans, especially those of the Emerald City itself, where performers are common, especially puppeteers, frequently act as bards. Even animals and constructs are known to use the magic of music, although, some may argue that it isn't always the most pleasant sound to human ears.

CLERICS

While Oz lacks any true "gods", there is worship given towards the former Queen Lurline. Lurline is a sky goddess and fairy queen and the patron goddess whom Ozma prays to. Her magic pervades every aspect of Oz. Those who draw power from Lurline tend to do so other manners, typically as druidic and nature magic. As such, clerics are very uncommon. Should you choose to play a follower of Lurline as a cleric, choose a domain that accesses and respects nature or life.

DRUIDS

Druids are a big part of Oz, as they are often worshippers of the Fairy Queen Lurline. Her worshippers focus less on separate aspects of the land but act more as guardians of all wilds.

FIGHTERS

As in all worlds, Oz has its fair share of fighters. Only magic-casting fighters are rare, as most Ozian fighters prefer to stick to the traditional martial arts.

MONKS

Like barbarians, the monks of Oz aren't monks in the traditional sense. Instead, they are brawlers who hone their martial talents to use their natural weapons. Many talking animals who choose to go the martial route take this path to amplify their natural attacks.

PALADINS

Similar to Clerics, the worship of Gods in Oz tends to be the practice of druids who turn towards Lurline for guidance. Still, the classic paladin represents the infamous "knight-in-shining-armor" archetype. Oddly, constructs enjoy the benefits of paladinism, incorporating it into their search for meaning. Ozian paladins usually follow the Oath of Devotion. However, Lurline-centric paladins may take routes that put them closer to nature.

CHAPTER 6: EQUIPMENT

Interestingly, money is still a new concept in Oz, introduced by the Wizard himself. Once the Wizard left, Ozma did away with money and socialized the citizenry of the Emerald City and its surrounding countries. Ozians have everything they need and what they don't have their neighbors share. There is no greed.

RANGERS

Similar to the wilder barbarians, rangers are mostly seen in the northern and southern countries of Oz. Many talking animals are rangers, using their affinity to nature as a way to connect with the world around them.

ROGUES

Surprisingly, rogues are somewhat uncommon in Oz. The Emerald City has such little crime that it's jail sits empty most of the time, and greed is almost completely nonexistent. The folks of the four countries frown down upon theft and murder, seeing it as petty and abhorrent. The rogues that do operate in the lands of Oz are usually from the evil races such as Nomes or from humans who travel to Oz from the real world.

SORCERER

Magic is common in Oz, however, Oz itself was not originally magical. Hence, magical ancestry is somewhat rare among the humanoids that were born in Oz. Talking animals and constructs may be imbued with wild magic as a byproduct of their magical nature. Witches are not innately magical, although they are selected by the innate magic of Oz to wield the power through ritual and incantation.

WARLOCKS

There are no known warlocks in Oz. It is possible that creatures could derive their powers from other powerful sources such as Lurline, the Nome King, or even the Witches themselves. Furthermore, creatures from lands outside of Oz may also draw power from extra-dimensional beings.

WIZARDS

Humanoids who show innate magical talent are called Witches. There are limits to who can cast magic in Oz. At most, there can be six major witches in Oz at a time: four wicked witches and two good witches. There are rumored to be lesser witches as well, those who live on the outskirts of Oz. The actual Wizard of Oz was not a Wizard at all, but instead a human trickster from Omaha, Nebraska that used parlor tricks, dummies, and fireballs to create faux magic. The good witches tend towards abjuration, enchantment, illusion, and transmutation magic, whereas the wicked witches favor conjuration, divination, evocation, and necromancy.

In place of the normal rules for Equipment in Oz, use the following guidelines.

INEXPENSIVE EQUIPMENT

On any given day, so long as a character is in a populated area—or even the Emerald City itself—assume that they can procure up to 25gp worth of equipment and adventuring gear without making a roll. Ozians share what they can and greed is virtually unknown.

EQUIPMENT OVER 25 GP

Not everything in Oz is easy to come by, mostly due to impracticability. Items that have a cost of 25 gp may take longer to procure and may even require the characters to perform tasks, favors, or quests in order to achieve the item.

Refer to the Equipment Requirements below to determine what a character must do in order to procure items that cost more than 25 gp.

DC to Find. Most items that cost more than 25 gp in Oz take a while to track down and find. A character seeking to buy an expensive piece of equipment must spend one

workweek to find the item and make a Charisma (Persuasion) check to locate someone who is willing to part with the target item against a DC as noted in the DC to Find column on the Equipment Requirements table. The character gains a +1 bonus to the check for every workweek beyond the first that is spent seeking the item. On a successful check, the character finds someone who possesses the item (GM's discretion).

Cost	DC to Find	Example	Requirements
25 - 50 gp	10	Chain shirt, greatsword, potion of healing	Simple task
50 - 200 gp	15	Splint armor, hand crossbow, magnifying glass, common magic items	Complicated task
200 - 1,500 gp	20	Plate mail armor, spyglass, uncommon magic items	Minor quest
1,500+ gp	25	Rare magic items	Major quest

Requirements. Unless the characters have something they can trade the owner of the item, they must assist the owner in some way. The relative cost of the item determines the difficulty of the requirement as shown in the Requirements column of the Equipment Requirements table.

- **Simple task.** A simple task typically takes no more than 1 or 2 hours and involves a simple favor such as delivering a letter to someone on the other side of a town, shooing a fox away from a hen's cage, or painting a fence.
- **Complicated task.** These tasks take a bit more time to complete, usually a full day. Complicated tasks could involve traveling to a distant location on behalf of the owner, handling a local threat or monster, or protecting the item's owner for eight hours.
- **Minor quest.** More involved than tasks, minor quests require the character to work for a week or potentially longer to earn the item in question. This could see the characters traveling through dark and scary woods, locating a rare fish in the center of a lake, or seeking the counsel of a strange creature at the top of a cold mountain.
- **Major Quest.** Major quests take a lot longer to accomplish, sometimes as long as a month or two. Defeating a Wicked Witch, fighting a battle against the Nome King's armies, or even traveling away from Oz to another world could all be considered major quests.

CHAPTER 7: THE WORLD OF OZ



z is unlike any Fifth Edition campaign setting, mostly thanks to its pre-Tolkien fantasy origins. In many ways, Oz has much more in common with fairy tales. Magic is everywhere, but mostly to care for basic necessities. Food, water, and shelter are everpresent. People work because they enjoy it and they play just as

much. Disease doesn't exist and danger is only there if you go looking for it. Therefore, the same things that motivate adventurers in a typical Fifth Edition campaign are largely absent from a Land of Oz campaign. Instead, adventurers adventure to do good or because it's there. For them, it's the experience rather than the rewards that come with it. And if treasures are to be found, it is only a means to an end.

Here is a quick primer on what you need to know in order to run a Marvelous Land of Oz campaign.

Lurline Created Oz. The sky goddess Lurline was the original force who created Oz and enchanted it, then separated it from the other material worlds. Her enchantments are what gave animals the ability to speak and constructs a semblance of life. Ozians believe

that she pervades the land of Oz; she is literally in the trees, air, and soil. As such, she is seen as a divine being and worshipped as one by the intelligent races of Oz. Lurline rarely makes appearances in Oz and she never intervenes, preferring true neutrality. Ozma is a direct descendent of Lurline and one of her fairy band.

Most of Oz is Wild. The closer one gets to the Emerald City, the tamer Oz becomes. However, in the distant countries and regions away from the Emerald City, Oz is wild, untamed, and even dangerous. The rivers are wide and rapid, mountains high and rocky, forests and jungles thick and dark.

Lack of a Realistic Ecology. Many of the monsters and creatures that inhabit Oz have no roots grounded in the "real" world. They exist simply because they were willed into existence by Lurline or spontaneous came into being thanks to the magic that surrounds Oz and the other fairylands that neighbor the land.

Oz Was Once Mundane. Lurline's enchantments gave Oz its powers. Should her enchantments ever fail, Oz could conceivably become mundane and non-magical once more.

Oz is Both Young and Old. The exact age of the Land of Oz is unknown. However, it's rumored that some of the fairies who live in Oz—those younger than 500 years—remember when Lurline first created Oz, putting Oz at only a few centuries old. However, its magical nature makes tracking time and history difficult.

Conflicts Occur in Oz. Despite many peaceful countries, cities, and towns, Oz still comes with conflicts. The Wicked Witches of Oz desire nothing more than to dominate the magic of Oz and use it to bend the people to their will. The vicious Nome King hates those who live aboveground and captures Ozians as his slaves. Following the exit of the Wizard and the defeat of the Wicked Witches, other Ozians have argued over how best to live in Oz.

Oz's Magic is Everywhere. Although actual practitioners of magic are extremely rare, magic is a part of every element of Oz. Talking animals and living constructs are not uncommon. Fairies live in different parts of the terrain. There are even dragons.

Magic is Not Accessible. Despite the magic that pervades Oz, it is not easily accessible. Witches are very rare; only six witches can exist at any time. Magic items exist, but they are few and far between, often in the hands of powerful creatures.

GEOGRAPHY OF OZ

Oz is not an imaginary place. Instead, it is a real place that exists somewhere on earth, long hidden by Lurline's magic. Unlike the majority of earth, Oz is an uncivilized country that lies on enchanted grounds. Those from the "real" world, where magic no longer exists, cannot see Oz; it is invisible.

Beauty encompasses Oz in all aspects. The skies are blue and decorated with rainbows. Flowers are full and colorful and the berries and fruit on trees are plump and juicy. That's not to say that Oz is without unpleasantness and danger. Haunted forests, treacherous canyons, and even poisonous poppy fields mark the land.

Oz is rich with treasures. Gold and gems fill the caves and enclaves around Oz, and mining is a common form of employment. The Emerald City itself derives its name from the green gems from which its walls and buildings are made.

East is West and West is East. Perhaps it is part of the magic that encompasses all of Oz, but west is not west and east is not east. The west of Oz is the east of the remainder of earth. And the east of Oz is earth's west.

Emerald City. At the heart of Oz is the Emerald City, a brilliant, green metropolis built from the very gems from which it gets its name. The Emerald City is seen as the capital of Oz, and it is where Oz's kings and queens rule from. Emerald City Citizens are not accustomed to violence or crime and live in relative peace and harmony.

The Four Countries. Oz is divided into four triangular countries to connect at the center, where the Emerald City stands. These four countries are Gillikin Country to the north, Winky Country to the west, Quaddling Country to the South, and Munchkin Country to the East.

Munchkin Country and Winky Country are the most civilized of the four countries, full of towns, farms, and cities. The munchkins are mostly wealthy farmers who cherish their communities. Meanwhile, winkies are known for their skills in tin-smithing and invention.

On the other hand, the Countries of Gillikin and Quaddling are much wilder and untamed, full of dark forests, thick jungles, and treacherous mountains.

The Deadly Desert. Surrounding the four major counties of Oz is the Deadly Desert. No one can actually set foot in the deadly desert, as the desert turns any living creature that touches it into sand. Instead, a creature must be carried over the desert by a hot air balloon or a farmhouse carried off by a powerful storm.

Sub-Kingdoms. Within Oz exist smaller kingdoms, usually no bigger than a single town or city, from which a ruler presides. These rulers answer to Princess Ozma, although some might not be aware she actually exists. Bunnybury, Flathead Mountain, and Jinxland are examples of sub-kingdoms in Oz.

OZIAN CULTURE

The culture of Oz is quite different from those of other places on earth as well as its fairyland neighbors. For this reason, many outsiders believe Oz to be "uncivilized." However, Ozians consider themselves the most civilized of all.

Universal Immortality. Disease does not exist in Oz. Furthermore, Ozians and creatures who come to live in Oz cannot die unless they are killed either by accident or otherwise.

No Economy. For a while, currency existed in the Land of Oz. Oscar Diggs, the infamous Wizard of Oz, brought the concept of money with him from the "real" world. Once he left, Princess Ozma did away with money. There are no rich or poor people and greed is virtually unknown. Most are willing to share what they can to make their neighbors happy. Furthermore, magic provides most of what Ozians need. There are some parts of Oz where necessities such as books and guns grow on trees.

Absolute Monarchy. Oz has one absolute ruler: Ozma. However, not all of the creatures of Oz are aware of her existence. When made aware, they are expected to respect and honor her rule. Each country in Oz has its own sub-ruler: the Emperor of the Winkies, the Monarch of the Munchkins, the King of Quadlings, and the Sovereign of the Gillikins. All act as vassals to Ozma.

No Formal Legal System. Most Ozians are so well-behaved that there is no formal legal system in Oz. That means that there are no lawyers or judges, either. The only prison is in Oz; in over a century, it's only held one prisoner, a munchkin boy named Ojo, who only spent a single night in a cell.

MAGIC ITEMS IN OZ

There are many famous magic items in Oz. Most common magic items are available to the general populous of Oz. More powerful magic items (uncommon, rare, etc.) are limited.

GOLDEN CAP

Wondrous item, uncommon (requires attunement)

While you are attuned to this cap, you can magically call 2d4 winged monkeys to you. The winged monkeys arrive in 1d4 rounds. While the winged monkeys are in your presence,

you can command the monkeys to complete one task which they must perform to the best of their ability. You can use the golden cap three times. After the third command you given to the flying monkeys, the cap no longer works for you. A new wearer can then take control of the cap.

SILVER SHOES

Wondrous item, legendary (requires attunement)

Sometimes referred to as "ruby slippers", these beautiful shoes appear to be made out of pliable silver. While attuned to the shoes, you have advantage on saving throws against spells and magical effects.

CHAPTER 8: MONSTERS AND NPCs OF OZ

The Marvelous Land of Oz is filled with all manner of strange and wonderful creatures. Due to its magical nature, there is no limit to the creatures the characters will encounter in Oz. Still, here is a list of some of the most common monsters that characters are likely to encounter while adventuring in Oz.

A few creatures from typical Fifth Edition adventures are largely absent. Angels, fiends, and undead are missing, as they do not fit the fairytale theme of Oz. One could argue that the absence of these creature types emerges from the lack of an afterlife in Oz. After all, most Ozians are immortal.

Beasts: all

Celestials: pegasi, unicorns

Constructs: animated objects, clay golems, iron golems, scarecrows, shield guardians, stone golems

Dragons: pseudodragons, red dragons (all ages)

Elementals: elementals, gargoyles, genies, magmin, mephits

Fey: dryads, green hags (as lesser witches), pixies, satyrs, sprites

Humanoids: all NPCs, deep gnomes (as nomes), goblins, merfolk

Giants: cloud giants, cyclops, ettins, hill giants, ogres, trolls

Monstrosities: basilisks, centaurs, cockatrices, griffons, harpies, hippogriffs, hydras, lamias, manticores, medusa, merrows, mimics, minotaurs, owlbeats, roc, rust monster, sphinxes, winter wolves, worgs, wyverns

Plants: awakened shrubs, awakened trees, shambling mounds

OZ CREATURE TEMPLATES

To simplify the creature of new creatures in Oz, you can use the following templates for common creature types.

As an action, you cast plane shift using the shoes, except you can only target yourself. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use the shoes.

Once you use this feature of the shoes, you can't do so again until the next sunrise.

ANIMATED OBJECTS

Thanks to the powder of life, many inanimate objects have come to life in Oz. Animated objects use similar rules to the animated object spell except with the following changes:

Alignment. The alignment of an animated object can be anything, although, it often mirrors the alignment of its creator.

Sentience. The animated object's Intelligence, Wisdom, and Charisma scores are all 10.

Challenge Rating. The animated object's CR is 1/2 (100 XP).

FLYING ANIMALS

In addition to talking, many beasts of Oz can fly. If a beast that cannot normally fly is able to fly, it gains a fly speed equal to its base walking speed or 30 feet, whichever is higher.

MECHANICAL CREATURES

Some creatures of Oz are actually constructs made to resemble other creatures. In such a case, the creature's statistics stay the same except as follows:

Armor Class. The creature's AC is 18 (natural armor).

Abilities Scores. Unless already higher, the creature's Strength and Constitution scores are 18.

Damage Immunities. The creature is immune to poison damage.

Condition Immunities. The creature is immune to the poisoned condition.

TALKING ANIMALS

All creatures in Oz can speak, from the smallest fly to the largest whale. When introducing a beast in Oz, it keeps its statistics except as follows.

Alignment. If the creature's alignment type is "unaligned", it becomes "any." Otherwise, it stays the same.

Improved Abilities. Unless it is already higher, the creature's Intelligence, Wisdom, and Charisma scores are 10.

Languages. The creature can speak, read, and (if able to) write Common and any other language appropriate for its type.

WHAT ABOUT WICKED WITCHES?

To introduce a wicked witch into your campaign, you have two ways to do it. For a lower-level challenge (level 3-4), the **mage** NPC can function as a wicked witch, and for higher levels (levels 7-10) the **archmage** can fill the role. Either way, make its alignment neutral evil and give it the following trait:

Water Hypersensitivity. If the witch enters 1 foot of water or more, she is instantly destroyed. And for every gallon of water splashed on the witch, she takes 5d8 acid damage.

PART III

Game Master's Tools

CHAPTER 9. ADVANCED MOUNTAIN CLIMBING RULES

In Fifth Edition, mountain climbing is relegated to no more than a line or two between the three core books. At most, it's "difficult terrain" that slows characters down. Real life is a different story. Mountain climbing is an intense affair; it's slow, dangerous, and costly. When introducing a mountain in your campaign that the characters will need to climb, there are a few things you will need to determine in advance.

HOW DIFFICULT IS THE CLIMB?

There are four types of mountains that characters can climb.

Easy Climb. Mountains that are easy to climb stand between 5,000 to 10,000 feet. A mountain that is comparatively easy to climb lacks many of the dangers, steep cliffs, environmental hazards, and harsh weather that the other types of mountains do. Of course, this isn't to say an easy climb isn't without its own dangers. However, a properly equipped party can expect to summit an easy mountain quickly. Japan's Mount Fuji would be considered an easy climb.

Moderate Climb. A step above easy climbs, moderate climbs involve tough terrain, some dangerous weather, and environmental hazards. They are typically 10,000 - 20,000 feet in height. A moderately experienced party with at least one ranger should have no trouble climbing a moderate mountain. The Breithorn in Switzerland is a good example of a moderate climb.

Difficult Climb. Difficult mountains are those that stand 20,000 feet or taller and are loaded with hazards, poor weather, and treacherous terrain. Only extremely experienced adventurers should try to climb one of these. The real-world prototype for a difficult mountain would be Everest.

Deadly Climb. The toughest and most dangerous of mountains are all deadly climbs. These mountains reach dizzying heights of 25,000 feet high or more, lack breathable oxygen, suffer from poor conditions all around, and overall, have high mortality rates. Annapurna and K2 are both considered deadly mountains in the real-world.

HOW TALL IS THE MOUNTAIN?

It's also important to know how tall the actual mountain is. Using the climb difficult guidelines explained above, choose a height for your mountain. Everest, the tallest mountain in the real world is 29,029 feet high. However, you're free to set whatever height you like in your fantasy world.

RESOURCES FOR MOUNTAIN CLIMBING

Climbing a mountain can be costly. The base cost for climbing any mountain is 50 gp per character plus an additional 10 gp per day spent climbing. One day of supplies weighs 5 lbs. Supplies can only be purchased in advance; at the start of each day, note the

number of remaining supplies. If the characters fail to bring enough supplies, it may affect their chances of successfully summiting the mountain (see below).

HIRING A GUIDE

If the characters lack proficiency in the Survival skill, they may hire a guide to help them climb the mountain. The guide costs an additional 5 gp per day spent climbing the mountain. The guide uses the **commoner** stat block, except with expertise in the Athletics and Survival skills (+4 check to each).

RESOLUTION

Unless the group hired a guide, one character must be chosen as a guide for the mountain-climbing expedition. At the start of each climbing day, the guide makes a Wisdom (Survival) check to determine the result of the day's climb. The check may have bonuses or penalties depending on a number of factors.

Ranger. This check gains a +5 bonus if the guide is a ranger whose favored terrain is mountains (if using the UA ranger, the bonus is automatic for a ranger guide).

Acclimatization. The Mountain Climbing Progress table assumes that the characters must slowly acclimate themselves to the mountain as they climb. (Refer to chapter 5 of the DMG for details on High Altitude acclimatization). If the entire party is already acclimated to high altitudes or have magic items such as *necklaces of adaptation* that allows them to breathe in such environments, they gain a +5 bonus to the check.

Extreme Cold. The Mountain Climbing Progress table assumes that characters are dressed appropriately for cold weather. If any of the characters are not properly dressed, the check receives a -5 penalty unless all of the characters have resistance or immunity to cold damage.

Strong Winds. Checks made for climbs beyond 15,000 feet are subject to high winds, receiving a -5 penalty to the climb in addition to the other drawbacks of high wind as detailed in chapter 5 of the DMG.

Supplies. During the climb, it's possible that the characters may run out of supplies. If this happens, the check receives a -1 penalty for each day they climb without the proper supplies (to a maximum of -5).

COMPLICATIONS

Already, the typical hazards prevalent with mountain-climbing were noted above. However, there are even more dangers characters could face while climbing. A result of No Movement on the Mountain Climbing Progress table automatically results in a complication. In addition, the GM may decide to introduce a complication even if the check was a success. The GM can choose a complication or roll on the Mountain Climbing Complication table.

MOUNTAIN CLIMBING PROGRESS

Result	CHECK TOTAL				
	Daily Progress	Easy Climb	Moderate Climb	Difficult Climb	Deadly Climb
No Movement*	0 feet	< 2	<2	<6	<10
Slow Climbing Pace	480 feet	2-5	2-5	6-10	11-20
Normal Climbing Pace	720 feet	6-10	6-15	11-20	21+
Fast Climbing Pace	960 feet	11-15	16-20	21+	—
Slow Travel Pace	1 mile	16-20	21-25	—	—
Normal Travel Pace	1.5 miles	21-25	26-30	—	—
Fast Travel Pace	2 miles	26+	31+	—	—

*Involves a complication.

MOUNTAIN CLIMBING COMPLICATIONS

d6	Complication
1	Lost
2	Minor Injury
3	Major Injury
4	Encounter
5	Storm
6	Avalanche

Lost. The party gets turned around during their climb, putting themselves in a position where they can't go any further. They will need to backtrack and start over.

Minor Injury. Each character must make a Strength (Athletics) check. The character with the lowest result suffers a minor injury, taking 1d6 bludgeoning or cold damage (GM's choice).

Major Injury. Each character must make a Strength (Athletics) check. The character with the lowest result suffers a major injury as the result of a fall, trip, or some other hazard. Choose an injury or roll on the Major Injuries table below to determine the nature of the injury.

Storm. The mountain is pounded by a powerful storm. The group's guide or one character in the group must make a Wisdom (Nature) check. Refer to the Storm Check Results table to determine the results of this check.

After a storm, progress speeds are cut in half for 1d4 days.

Avalanche. Lose rocks or ice slide down the mountain. Each character must make a DC 15 Strength or Dexterity check (target's choice). On a failed saving throw, a character takes 28 (8d6) bludgeoning damage (or cold damage for snow) and is buried under 1d6 feet of rocks or snow; the character is restrained until it is uncovered. While restrained, the character takes 1d8 bludgeoning (or cold damage for snow) damage at the end of each of their turns and they begin to suffocate. A character can use its action to try to dig itself out. In order to do so, the character must make an Intelligence (Nature) check. If successful, they move 1 foot

STORM CHECK RESULTS

Check Total	Result
<11	Each member of the party must make a DC 15 Constitution saving throw or take one level of exhaustion. In addition, half of the party's climbing supplies are lost in the storm.
11-15	Each member of the party must make a DC 15 Constitution saving throw or take one level of exhaustion.
15+	The party survives unscathed.

MAJOR INJURIES

d10	Injury
1	Blindness. The character is blinded from the wind or snow. Each day, the character can make a DC 10 Constitution saving throw. On a successful saving throw, their sight is restored.
2	Exhaustion. The character suffers one level of exhaustion.
3	Loss of a hand. The character's hand is crushed or severely damaged from frostbite. Until it receives magic such as the <i>regenerate</i> spell, it can no longer hold anything with two hands, and it can hold only a single object at a time.
4	Loss of a foot. The character's foot is crushed or severely damaged from frostbite.
5	Limp. The character's speed on foot is reduced by 5 feet. After making a Dash action, the character must make a DC 10 Dexterity saving throw or fall prone. The group also suffers a -3 penalty to daily climb checks. Magical healing removes the limp.
6-10	Severe Fall. The character falls from a great height. Roll 3d6. The falling damage the character takes is 1d6 times the result. After the fall, roll again on this table, ignoring results of 6-10.

closer to escaping. Otherwise, they cannot sense where they are and remain stuck. Another creature can locate a trapped character by making a successful DC 15 Natural (Survival) check.

If the initial saving throw is successful, a character takes half as much bludgeoning or cold damage and suffers no other ill effects.

After an avalanche, progress speeds are cut in half for 1d4 days.

CHAPTER 10. DUMP STAT TRAPS

Looking for ways to trip up those pesky, over-powered characters that are stomping through your campaign? The traps detailed in this series focus on effects that require specific saving throws and ability checks. The designs of each of the traps are flexible enough that you can insert them into dungeon you like—one of your own, original creation, or even another module. Also, you can change the trap in any way you like. Ideas for upping the challenge are listed at the end of most of the traps.

WIND BRIDGE TRAP (STRENGTH)

Simple trap (level 1-4, dangerous threat)

A wind bridge trap is fairly simple in its design. A narrow bridge lacking any sort of support spans a large pit or canyon that's thirty feet deep. On either side of the pit are large, stone faces with gaping mouths. The mouths blow powerful gusts of wind that attempt to knock creatures into the pit below.

Climbing out of the pit is easy enough—there's a staircase. Unfortunately, the staircase leads back to the same side the characters started on. The opposite side is a sheer climb, requiring a DC 20 Strength (Athletics) check to scale without a rope.

Trigger. Whenever a creature reaches the half-way point of the bridge, the mouths start to blow. They continue to blow for 1 minute or until they are disabled.

Effect. When the trap is triggered, the statues blow a *gust of wind* similar to the spell of the same name. Each creature that is standing on the bridge when the trap is triggered and each creature that starts its turn in the line must succeed on a DC 10 Strength saving throw. On a failed saving throw, a creature falls 30 feet into the pit below, taking 10 (3d6) bludgeoning damage from the fall. Refer to the *gust of wind* spell in the PHB for additional effects.

Countermeasures. On the other side of the pit is a switch that disables the wind. Unfortunately, the lever is rusty. A character must succeed on a DC 15 Strength check to switch it to the off position and disable the gusts of wind.

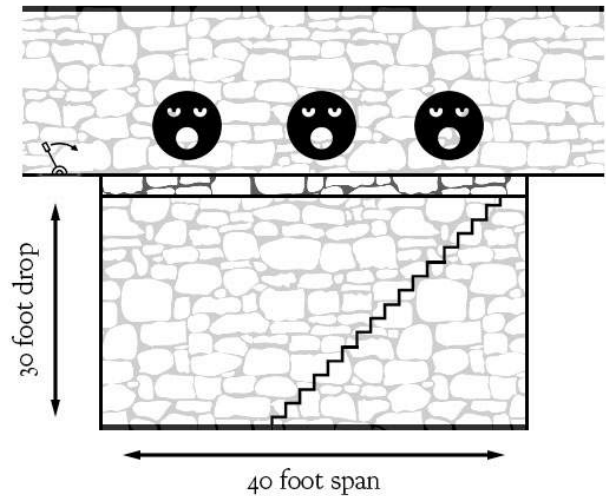
UPPING THE DANGER

There are ways to make this trap even more dangerous and troublesome. Here are a few suggestions.

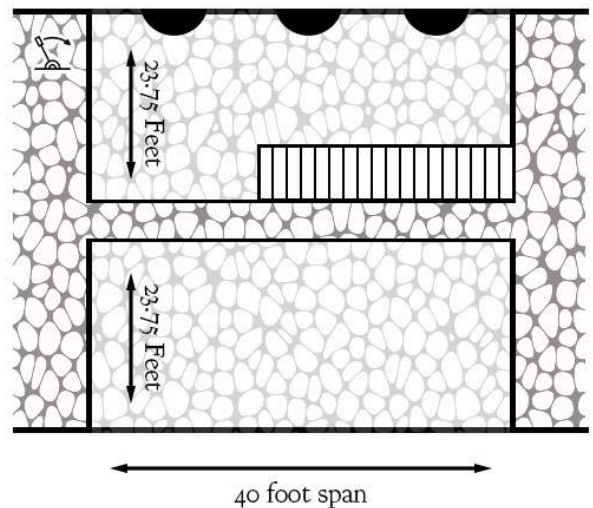
Fake Lever. The lever on the far side of the pit is nothing more than a red herring. Or worse, it increases the power of the wind coming out of the statues' mouths (from DC 10 to DC 20).

Monsters. Place monsters at the bottom of the pit. Swarms of creepy crawlers, such as **swarms of poisonous snakes**, **quippers** (in water), or even **insects**, are

Wind Bridge Trap Side View



Wind Bridge Trap Top View



especially effective. The swarms are easy enough to avoid so long as no one stays in the pit for too long.

Power Up. Each turn, the wind blowing out of the statues' mouths becomes more and more powerful. On initiative count 20 (losing initiative ties) the DC for the Strength saving throw to avoid falling into the pit increases by 1 to a maximum of 20.

No Turning Back. The side that the characters start on has no exit. Plus, the walls may even be pushing toward the pit, shifting 1 foot at the start of reach round on initiative count 20 (losing initiative ties) until they move 5 feet,

effectively removing the platform. If the characters fail to get across in time, they could find themselves trying to figure out the trap from the bottom of the pit. A character can make a DC 15 Strength check to jam an object into the wall such as a dagger to stop it from moving.

Silence. The entire room is enchanted with a *silence* spell. That means that the characters—and by extension the players—are unable to communicate verbally. They will have to use hand signals or write instructions down in order to overcome the trap.

Slippery Bridge. The bridge is coated in thick grease. A creature that walks onto the bridge or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone onto the bridge. If the creature fails its saving throw by 5 or more, it falls into the pit and takes the normal damage.

GEAR HAZARD (DEXTERITY)

Simple trap (level 1-4, dangerous threat)

Gear hazard traps are common in industrial areas, giant clock towers, or any other place where a large pair of gears might appear. Both gears rotate on 30-foot high shafts, and the gears themselves are 25 feet in diameter. Part of each shaft sticks 5 feet above the gear. Each gear tooth is large enough to hold a Medium or smaller creature.

Both gears tower over a 35-foot deep pit. If a character falls from the top of one of the gears, they tumble down into the pit, taking 1d6 damage for every 10 feet they fall (rounded down). The pit has no easy way to climb out. A character will need to make a successful DC 15 Strength (Athletics) to scale the wall without a rope.

*****Trigger.** The gears turn automatically each turn.

Effect. On initiative count 20 (losing any initiative ties), both gears rotate 90 degrees. Gear A rotates counter-clockwise while Gear B rotates clockwise. A character that is standing on one of the teeth rotates with the gear, moving up two positions on the gear. For example, a character standing on gear B, position 5, would find his or herself in position 7 on initiative count 20. Similarly, a character standing on gear A, position 7, would move to position 1 on initiative count 20.

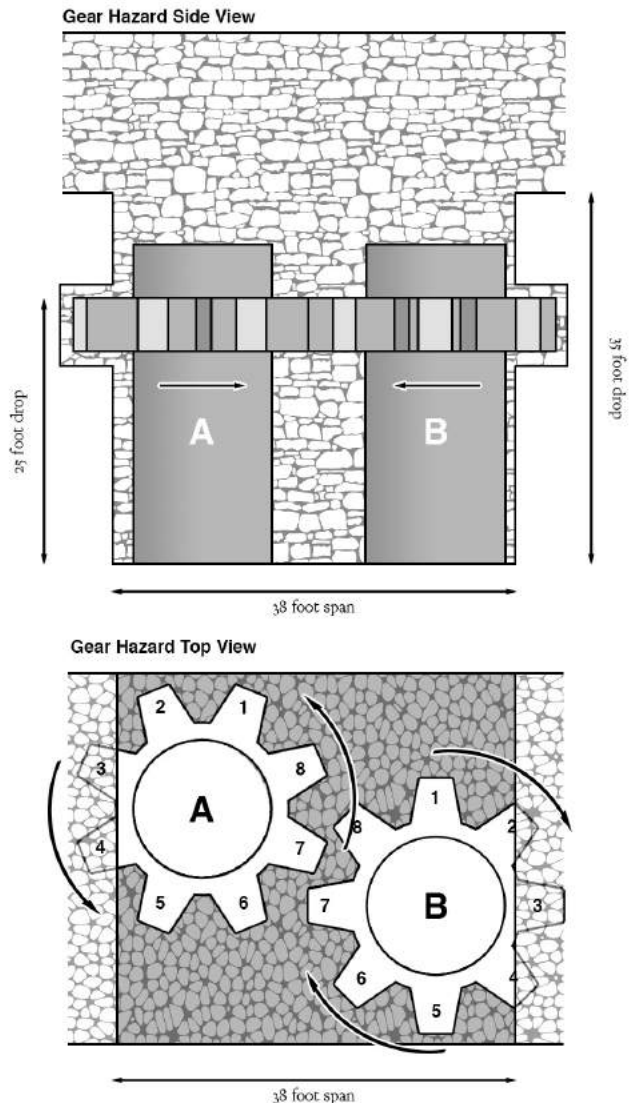
If a character is standing on position 1 or 2 of Gear A or position 8 or 1 of Gear B at initiative count 20, they might hit the wall when the gear's teeth pass through it. A character in a vulnerable position must make a DC 10 Dexterity saving throw. On a failed saving throw, the character hits the wall and takes 3 (1d6) bludgeoning damage. Then, the character is pushed between the gear's teeth and falls into the pit below, taking 7 (2d6) bludgeoning damage from the fall and landing prone. On a successful saving throw, the character hits the wall and takes 3 (1d6) bludgeoning damage but manages to catch onto the ledge. Until the character climbs up the ledge, they continue to hang there over the gear.

A character that fails their Dexterity saving throw by 5 or more takes damage from the wall but doesn't fall. Instead, he or she is pulled into the gear's alcove, taking an additional 9 (2d8) bludgeoning damage the first time they are pulled in. Then they take an additional 9 (2d8) bludgeoning damage each time the gear turns while they are inside the alcove. Until the gear rotates the character to a position outside of the gear's alcove (position 5 on either gear), they are incapacitated, prone, and restrained.

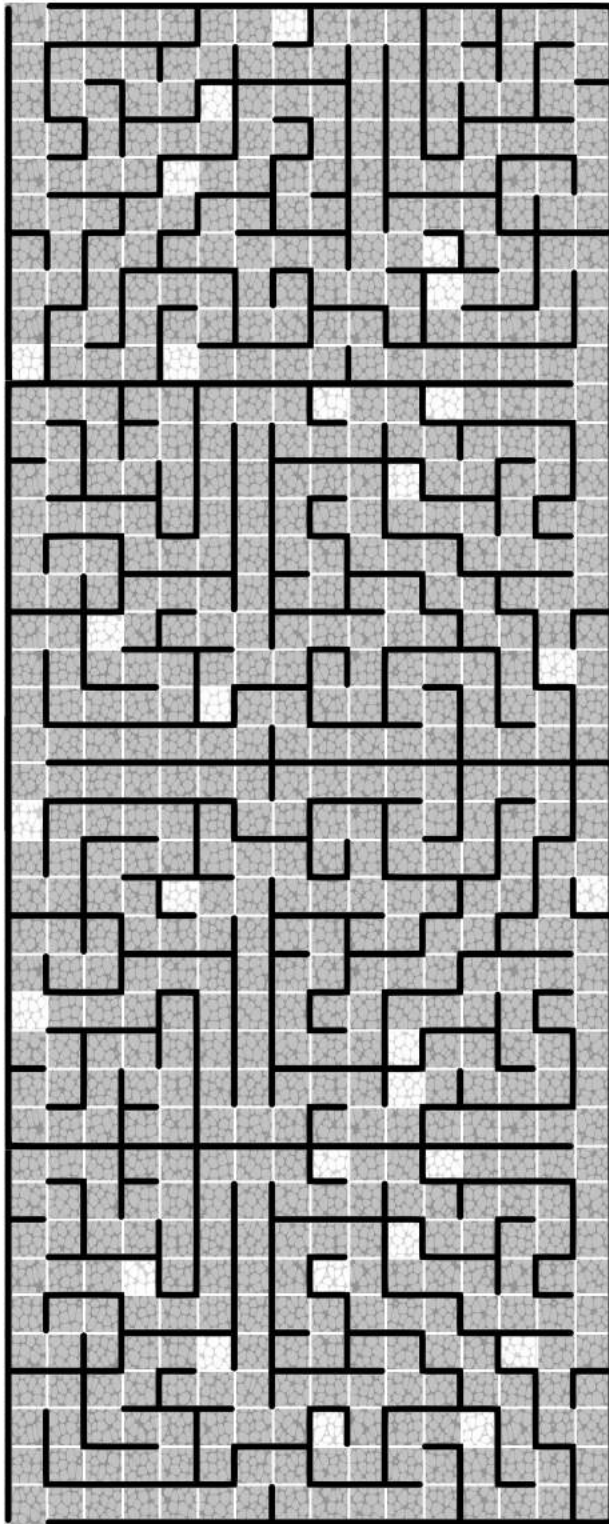
On a character's turn, they can leap from one gear to another. In order to do so, they must choose a position on the opposite gear within range of their standing long jump (half their Strength score). Then, they must make a DC 10 Dexterity (Acrobatics) check. On a successful check, the character leaps to the other gear, landing on the target position. On a failed check, the character misses the gear and falls into the pit below, taking 7 (2d6) bludgeoning damage from the fall.

Countermeasures. The easiest way to avoid the trap is to descend into the pit and climb up the other side.


It's possible to disable the gears, too. Both gears are Huge objects with an AC of 19, 100 hit points (damage threshold 10) and immunity to poison and psychic damage. Reducing a gear to half its hit points or less stops it from turning, which then stops its partner gear from turning as well. A character can also try to stop the gear with Strength alone. A character with proper footing, as an action, can grab onto the gear and make a DC 25 Strength check. On a success, the gear stops until the end of the character's next turn. On the character's next turn, they must use their action to make another Strength check. On a success, the gear breaks, and both stop turning. If the character uses their action to do anything else




Underwater Maze

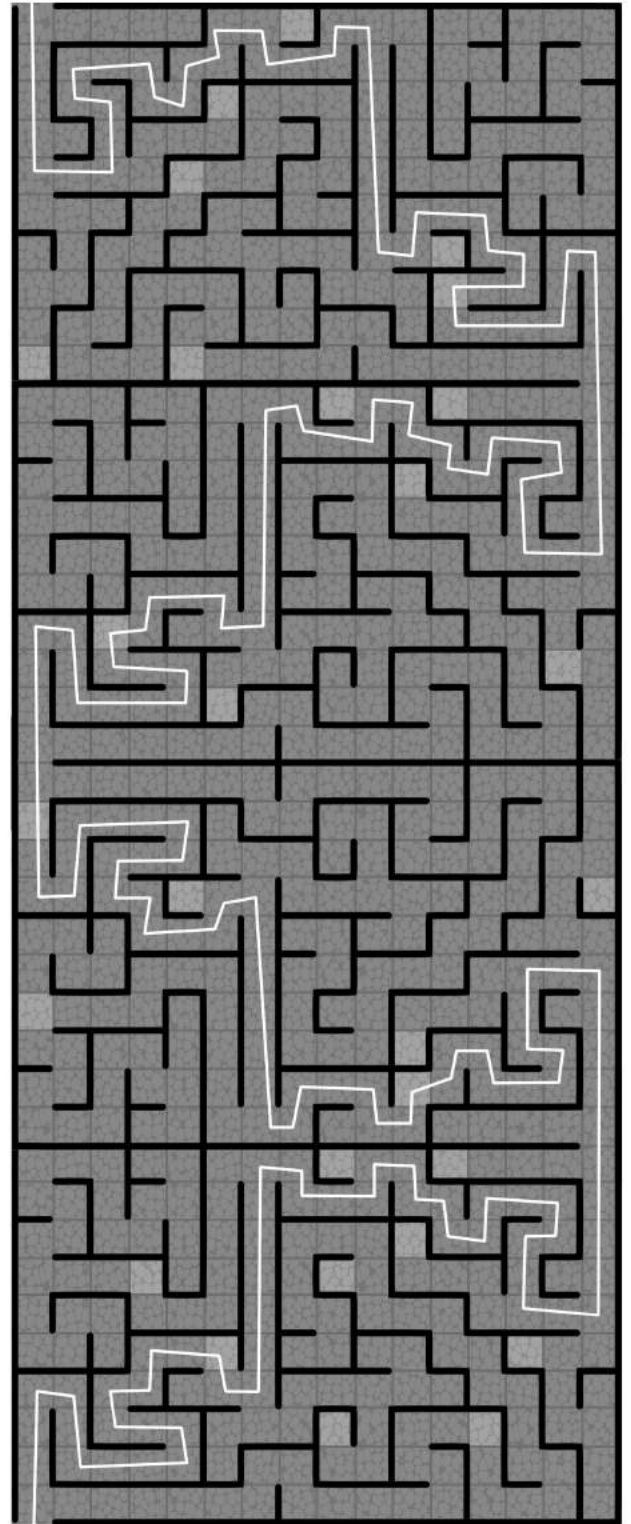


Entrance

 5' x 5' Completely Submerged


 5' x 5' Air Pocket

Underwater Maze Solution



Entrance

 5' x 5' Completely Submerged

 5' x 5' Air Pocket

or they fail their second Strength check, the gear rotates as normal on next initiative count 20.

UNDERWATER MAZE (CONSTITUTION)

Simple trap (level 1-4, deadly threat)

Created by a mad man (most likely), this underwater maze is exactly what it sounds like: a twisting, labyrinthine nightmare completely submerged in water. Fortunately, it has multiple spots where creatures swimming through it can come up for air (marked in white on the map).

Trigger. The trap is more of a hazard than a trap. As soon as characters enter, it's a fight against the clock.

Effect. If a character can't make it to the end of the maze or an air pocket before the time they have to hold their breath runs out, they start to suffocate. A suffocating character that can't catch its breath before a number of rounds equal to its Constitution modifier (minimum of 1) has his or her hit points drop to 0.

Countermeasures. At low levels, there are no true countermeasures to this trap. However, it's recommended that the character with the highest Constitution modifier scouts the maze first, mapping or marking the trail as they go. Once fully scouted, they return to their allies and assist them in swimming through it.

Of course, there are multiple spells, magic items, and traits that can help avoid the dangers inherent in the underwater maze.

UPPING THE DANGER

Of course, it's possible to make this trap even more dangerous. Here are a few suggestions for upping the danger.

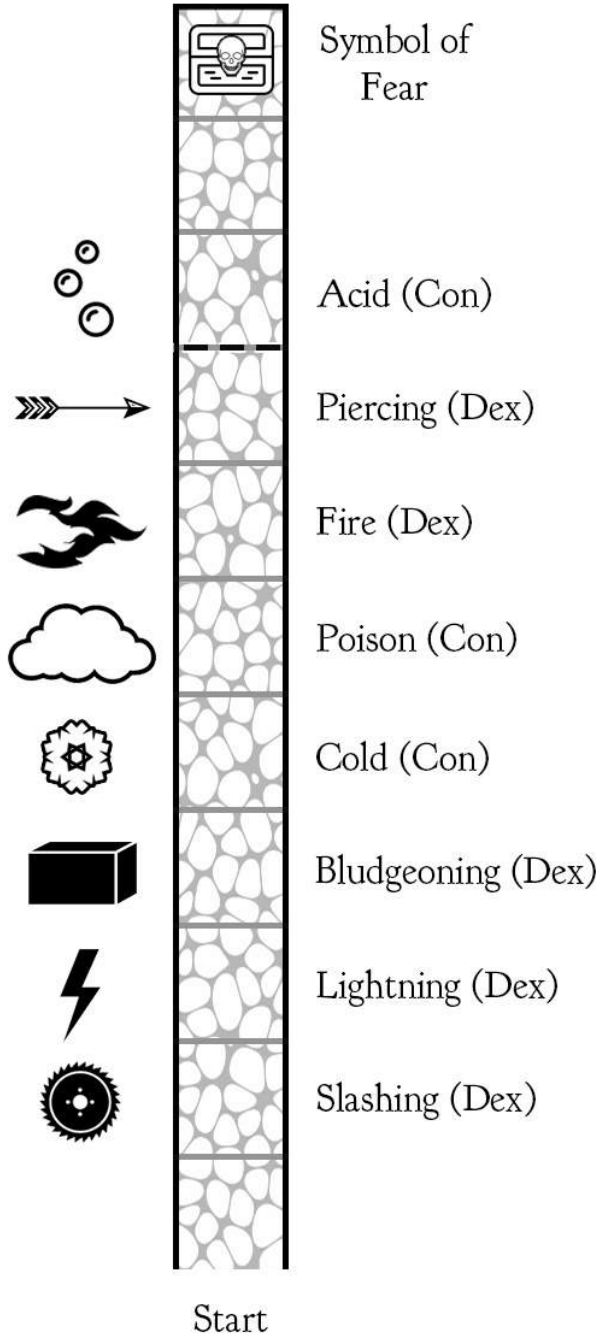
Frigid Water. The water itself may not be at a comfortable temperature. A character can spend a number of minutes in frigid water equal to his or her Constitution modifier (minimum of 0). Each additional minute spent in the water, the character must make a DC 10 Constitution saving throw. On a failed saving throw, the character gains one level of exhaustion. If the character has immunity or resistance to cold damage or if they are naturally adapted to cold environments, they automatically pass their saving throw.

Slow Acting Acid or Poison. The water is actually a chemical that works as a slow-acting acid or poison. After a character has been fully submerged in the acid or poison for 3 rounds, they must make a DC 10 Constitution saving throw at the start of their next turn. On a failed saving throw, they take 1d4 acid/poison damage. After failing their saving throw, each additional round they end submerged in the acid/poison, they automatically take an additional 1d4 damage. This continues until the character has been completely out of the acid/poison for at least 1 minute.

Tangling Vines or Seaweed. Constitution isn't the only high ability score that a swimming character needs. Tangling vines, seaweed, or even a mess of ropes appear along the maze's corridors. When a character moves into an area with this obstacles, it must make a DC 12 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the grasping vines/ropes or until it breaks free. A creature restrained by the vines/ropes can use its action to make a DC 10 Strength check. If it succeeds it is no longer restrained. In addition, the creature can free itself by dealing 2 slashing damage to the vines or ropes in its immediately area.

Underwater Monsters. The characters aren't the only ones swimming through the maze. There are aquatic creatures present as well. This is good for slowing down solo characters with high Constitution modifiers who would otherwise clear the maze quickly. **Quippers, sahuagin, sharks, snakes, octopi,** and **water elementals** make great challenges.

Fear Run



FEAR RUN! (WISDOM)

Simple trap (level 5-10, deadly threat)

Evil dungeon masterminds love to use this trap since it's perfect for tripping up over-confident adventurers. After all,

what appears to be a fairly simple trap turns out to be something much more heinous.

Trigger. At every 5-foot increment of the hallway, there are different traps that go off (as shown in the diagram). Each one fires on initiative count 20 and 10 (losing any initiative ties), potentially hitting any creature that happens to be standing in front of it. The *symbol* trap at the end triggers whenever a character enters its range (denoted by the black dotted line).

Effect. The *symbol* of fear triggers when a character steps within 10 feet of the chest. When triggered, each creature within 60 feet of the chest must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the symbol on each of its turns if able. The effect of the *symbol* lasts for 10 minutes, after which time the spell ends. Each creature that ends its turn within the *symbol's* sphere must repeat this saving throw.

On initiative count 20 and 10 (losing any initiative ties), each of the traps in the hallway go off, hitting any creature standing in front of it. When triggered, a character must make a Dexterity or Constitution saving throw determined by the diagram. The character takes 10 (3d6) damage of the type specified on a failed saving throw, or half as much on a successful one.

Countermeasures. To disarm the *symbol*, it must first be detected. A successful DC 16 Intelligence (Investigation) check made within 5 feet of the *symbol* detects its presence; otherwise, the *symbol* is invisible. Then, a successful *dispel magic* spell targeting a 7th-level spell disarms it.

The individual traps can be avoided by running past them (as they only trigger on their initiative turns), likely requiring a Dash to get past them all.

Each trap can be disarmed, too, with a successful DC 16 Dexterity check using proficiency in thieves' tools or tinker's tools (player's choice).

UPPING THE DANGER

If you wish to make this trap a little harder, here are a few suggestions.

Curses. In addition to the symbol, there's a *glyph of warding* midway through the hall that casts *bestow curse* (Wisdom save DC 16). On a failed saving throw, a character has disadvantage on Dexterity saving throws.

Glue. The floor of the hallway is coated in sticky glue. The first time a character enters the hallway (starting at slashing) or the first time it enters it must make a Dexterity saving throw. On a failed save, the creature is grappled by the glue (escape DC 16).

Gust of Wind. A *gust of wind* (as the spell, but non-magical) blows towards the symbol/chest. The trip to the symbol/chest is easy, but the trip back is difficult, requiring 2 feet of movement for every 1 foot the character moves.

Triggered Traps. Potentially the meanest version of this run would be setting pressure plates into each and every step of the hall, requiring a character to make a saving throw each time they move into the square.

CHAPTER 11. POWER ARMOR

POWER ARMOR

Medium vehicle (suit of armor)

Creature Capacity 1 crew whose Intelligence score is 12 or higher

Cargo Capacity n/a

Travel Pace 1,500 mph (36,000 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	0	0	0

Damage Immunities poison, psychic

Damage Resistances cold, fire, lightning

Condition Immunities blinded, charmed, deafened, incapacitated, paralyzed, petrified, poisoned, unconscious

Artificial Intelligence. The crew wearing the suit gains a +10 bonus to all Intelligence ability checks and Wisdom (Perception) checks and darkvision out to 120 feet. Also, the crew can use its bonus action to operate one of the armor's protocols. If the armor's faceplate or power cell are destroyed, this feature ceases to function. Protocols work similarly to spells and spellcasting. The artificial intelligence's protocol ability is Intelligence (save DC 18). It can use the following protocols, requiring no components:

At will: *augury* (as a probability calculation), *comprehend languages*, *detect poison and disease* (can only sense poison or disease affecting its crew), *find traps*, *guidance* (targeting crew only), *locate animals or plants*, *locate, creature*, *locate object*

Physical Enhancements. While the crew is wearing the armor, the crew has advantage on its Strength, Dexterity, and Constitution ability checks and saving throws. It also has advantage on all of its attack rolls, plus melee weapons deal one extra die of its damage when the crew wearing the armor hits with it. If the armor's power cell is destroyed this trait ceases to function.

Responsive Dexterity. The armor's Dexterity score equals 10 + the crew's Intelligence modifier (maximum of 15), and each component's AC equals 20 + the crew's Intelligence modifier.

Actions

On its turn, the armor can take 3 actions, choosing from the options below. If the armor's power cell is destroyed, the armor cannot take any actions. Also, the armor can still take actions even if it has no crew, using automated systems. The crew can choose to use its own actions in place of the armor's actions.

choosing from the same options (controlled by AI). It can't take legendary actions if it has no crew or its power cell is destroyed.

Artificial Intelligence. The armor uses one of the faceplate's protocols.

Fire Repulsors. The armor can use its power cell to fire its repulsors twice.

Fly. The armor can use its power cell to fly with its repulsors.

Missile Launchers (5/Day) (Costs 2 Actions). The armor can use its faceplate to fire the missiles hidden in its body armor.

Unibeam (1/Day) (Costs 3 Actions). The armor can use its power cell to fire its unibeam.

Body Armor

Armor Class 25

Hit Points 200 (damage threshold 15)

Special Attack: Missiles: The crew targets a point that it can see within 300 feet of the armor. Upon impact, the missile explodes in a 10-foot radius sphere centered on that point. Each target in the area must succeed on a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one.

The power armor can take 3 legendary actions,

Control: Faceplate

Armor Class 25

Hit Points 50 (damage threshold 5)

Move up to the speed of the the armor's repulsors component.

Power: Power Cell

Armor Class 27

Hit Points 50 (damage threshold 5)

Special Attack: Unibeam: The crew targets one creature or object it can see within 120 feet of the armor. The target must succeed on a DC 19 Dexterity saving throw, taking 49 (14d6) force damage on a failed saving throw or half as much damage on a successful one.

Movement & Weapons: Repulsors

Armor Class 25

Hit Points 100 (damage threshold 5); - 30 ft. speed per 25 damage taken

Speed (fly) 180 ft.

Ranged Weapon Attack: +8 to hit, range 60 ft., one target. *Hit:* 15 (3d6 + 5) force damage, and if the target is a creature it must succeed on a DC 20 Strength saving throw or fall prone in its space.

PART IV

Adventures

CHAPTER 13. THE TRAVELER'S CAVES

I am a big fan of Dyson Logos' awesome maps. If you're not familiar with Dyson yet, he's an old-school cartographer who has done official Fifth Edition maps. He's also got a site where he churns out, like, 2-3 awesome maps per week. This is an adventure for 3-5 1st level characters available to use for 5th edition campaigns.

ADVENTURE BACKGROUND

The Travellers Caves are a small complex of winding multi-tiered caves and chambers which bear the evidence of several previous tenants over the years – from animal scat and hair to old broken boxes and cold, quiet campsites.

One narrow passage leads down from the complex into deeper caverns...

ADVENTURE HOOKS

If you're not sure where to fit in Dyson's Travellers Map into your adventure, here's a few ideas to get your players' characters moving in the right direction.

- A gang of ghouls has been tormenting a local village. The villagers are offering a reward of 100 gp if the adventurers can help get rid of them. They believe that the ghouls are haunting an old cave known as the Travellers Cave. They can show the characters the way but are too afraid to go in themselves.
- Three months ago, an author and world traveler named Delmar Buckles vanished walking along a road from one major city to another. His publisher believes Delmar ran off with his advance and wants to know what happened to him. The characters start their adventure investigating at a local village where they learn that Delmar stopped there two months ago. Some suspect he may have stopped over at the Travellers Caves when the weather turned bad. Turns out Delmar actually did stop at the Travellers caves. However, he slipped over the edge (in area 2), and busted his head.
- While traveling along a busy road, severe weather breaks out. The only refuge from the downpour is a nearby cave a few hundred feet from the edge of the road. The characters can hide out in the caves overnight. However, that night, they hear strange sounds coming from deeper inside the caverns.

GENERAL FEATURES

Unless otherwise stated, here are the general features for Dyson's Travellers Caves:

Ceilings. Tunnels are 10 feet high and caverns are 30 feet high.

Walls. The walls are hewn stone.

Floors. All floors are smooth, natural stone.

Light. None unless otherwise indicated. The boxed text assumes that the characters have light sources or darkvision.

Stalagmites. Found in many of the natural caverns, these spires of rock rise up from the floor and can be used for cover.

KEYED ENCOUNTERS

All the encounters listed here are keyed to the map of the Travellers Cave (image on next page).

1 - CAVES ENTRANCE

The stairs at the northeast corner of the map descend from a small cave entrance in a hillside roughly 300 feet from a well-traveled road. Read this text block the first time the characters enter the caves:

Descending into the caves, the first thing you notice is the dull smell of garbage. There are broken boxes, glass, and bits of animal scat in this narrow nook.

Unfortunately, there's nothing of any value here. This nook is where many travelers have stayed to get out of the weather, rarely venturing any further into the caverns.

2 - SLIPPERY SLOPE

Mud cakes the floor of this cave, runoff patterns sliding southward past a large stone column.

Walking within 5 feet of the edge of the cliff can be somewhat treacherous. A character that gets too close must succeed on a DC 10 Dexterity save or lose their footing and slide down into the pit 10 feet below taking 1d6 bludgeoning damage from the fall.

In addition, the bottom of the cliff is heavily infested with centipedes that live in the cool mud. There are three swarms of centipedes here that attack anything that disturbs their territory.

If characters search the mud with a successful DC 15 Intelligence (Investigation) check, they can find the remains of the last unfortunate soul that slipped and fell off the cliff. The skeleton has a small pouch containing 18 copper pieces, plus a small gold bracelet worth 25 gp. The bracelet has the inscription "To Delmar, Thanks for All Your Words" carved into it.

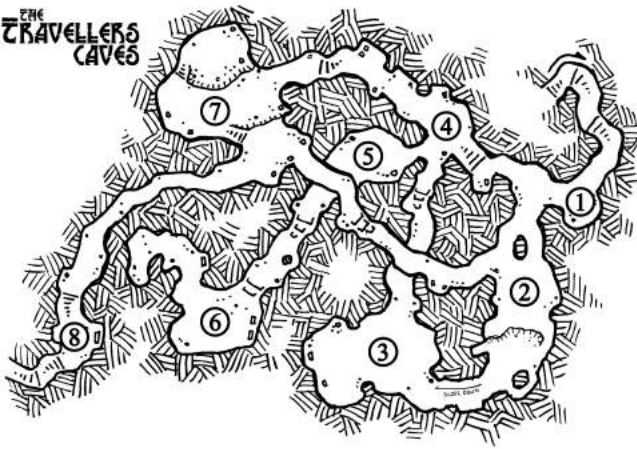
3 - MEPHIT POOL

The mud from area 2 piles heavily in this room. So much mud, in fact, it's attracted the attention of a gaggle of mephits.

The floors of this room aren't easy to traverse and count as difficult terrain.

The mud in this room is nearly knee deep, sucking hard at your boots as you march.

There are two **dust mephits** hiding in the mud. If the characters weren't quiet entering the room, the mephits remain motionless and try to surprise the PCs. Careful characters might hear the mephits complaining from an adjoining room with a successful DC 10 Wisdom (Perception) check.



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you, they hiss, exposing their freakishly long tongues, then charge at you.

There are two **ghouls** here. They will fight to the death, driven by the compulsion to eat the flesh of the characters.

Among the carcasses are the discarded goods of those the ghouls have eaten. The characters can find a total of 2,400 cp, 1,200 sp, and 110 gp. Plus, they can find a silver ewer worth 25 gp, a cloth-of-gold vestments worth 25 gp, and a brass mug with jade inlay worth 250 gp.

7 - PROSPECTING PIT

Long ago, a pair of Dwarven prospectors thought they'd stumbled on the motherlode in this cave. Turns out, however, that what they thought was gold was just yellowish quartz, hardly worth the effort to dig.

A large pit clings to the north side of the room. Old abandoned ladders and scaffolding are all that remain of what was probably once a mining operation.

Just as the dwarves discovered years ago, the characters will discover that there's hardly anything of value of here.

8 - OCHRE JELLY

Between flights of stairs, the passage opens up into a small cave. There, feasting on mushrooms, you discover what looks like a creature the color of yellow mud.

An **ochre jelly** has crawled up from the lower caverns, attracted by the ghouls' feasting cave. It stopped midway to feed on mushrooms just at the top of the steps. Once it notices the characters, it will attack, hoping for a bigger meal.

ADVENTURE CONCLUSION

From here, the characters can keep traveling down to the lower lairs, or they can head back on their way with all the loot they've discovered. Either way, they're bound to be changed by this adventure through the muddy Traveller's Caves.

4 - A WARNING

The ghouls from area 6 left warnings to those who dare trespass into their territory. Four skulls hang from the ceiling at the base of the steps leading from area 1.

With bits of flesh still clinging to the bone, four humanoid skulls hang from the stalactites above. It doesn't take a lot of wisdom to know that these skulls are warnings: "Don't go any further."

Not only are the skulls warnings, but they're traps, too. If anyone pulls on the rope holding the skulls in place, the stalactites break off. Avoiding the falling stalactites requires a DC 11 Dexterity save. Otherwise, anyone standing under the trap when they fall takes 1d6 piercing damage. A character can notice the trap with a successful DC 12 Intelligence (Investigation) check.

5 - RUMP AND YURK

The ghouls keep this cavern guarded with a death dog named Rump and Yurk (it's one **death dog** with two names). If the characters triggered the trap in area 4, then Rump and Yurk will stay hidden behind a cluster of stalagmites.

Bones litter the ground here, cracking under your feet. The stench of death hangs heavy. Once the room opens up a little, you immediately notice two pairs of glowing eyes in the darkness.

Rump and Yurk fight to the death.

6 - GHOUL CHAMBER

The smell is unbearable. And it's clear to see why: carcasses fill the room. And in the center of it all, gobbling the flesh from the bones of what could be an animal (or humanoid) are two hairless, vacant eyed gray-skinned humanoids. Once they see

CHAPTER 14. SECRET CITADEL OF THE DIAMOND PRINCE

For several centuries the citadel of the Diamond Prince was considered lost until it was rediscovered by a gang of goblins. This Fifth edition one-shot adventure is intended for 3-5 characters of 3rd level. Some of the traps in this dungeon are particularly dangerous—players who charge in expecting an easy romp may find themselves rolling up new characters midway through play.

ADVENTURE HOOK

While traveling, the characters are approached by a gang of **goblins** (five goblins lead by a chief). Oddly, the goblins don't wish to fight. Instead, they tell the characters they need help. They bring the characters to a hole in the ground that leads into an ancient tomb. The goblins promise to split half the treasure that the characters find if they can get past the tomb's defenses—namely a horrible undead monster just beyond the front door.

Of course, it's all a trick. The goblins hope to gain the characters' trust by having them fight off the "big monster" and find the keys they already found. Then the characters will face the real threat later on past the star doors—the wraiths and specters that haunt the tomb.

SECRET CITADEL OF THE DIAMOND PRINCE

Unless stated otherwise, the citadel has 15 foot high ceilings. It's carved of hewn stone, with base reliefs throughout most of the chambers and halls. The doors are made of heavy stone and swivel on stone hinges, typically inward toward their respective rooms. Remember: stone is heavy, weighing 200 pounds per cubic foot. Sarcophagi lids, doors, and other stone objects will be tough for characters to move. There is no light within.

1. ENTRY WAY

It's obvious that this room was originally sealed. Rubble is strewn all over the ground from where the goblins broke through and entered. The characters will see their small footprints all over. On the southern wall are criss-cross iron bars, likely centuries-old (Strength DC 24 to break, AC 18, 50 hp, immunity to psychic and poison). The iron bars at the east end of Area 6 share the same statistics.

The stone door leading to Area 2 is unlocked but trapped. When pushed open, a blade drops from the frame onto any creature walking through it; a target must make a DC 13 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed saving throw or half as much on a successful one.

2. THE MONSTER

When the characters enter, they immediately see a huge creature sitting in a pile of its own filth. It's as tall as a giant

and moans like a ghost. It has no discernible facial features; just folds of skin.

The creature is, in fact, a **hill giant** that the goblins captured. The goblins hobbled the giant, cut out its tongue, and blinded it. From there, they put a mask over its

head and covered it in wolf dung to give it its "undead" appearance. The blinded hill giant fights anything that comes into the room. The giant's movement is 15 feet per turn because of its injury, and it only has its fists to fight with (+8 to hit, 15 (3d6 + 5) bludgeoning damage on a hit). It only has 50 hit points and its CR is 3 (700 XP).

The stone door to the east is unlocked and can be pushed open without any trouble.

3. THE FIRST KEY

The chamber to the north of the "monster's" room used to contain an altar and a statue with diamonds in its eyes. The giant smashed both the altar and the statue. The goblins pocketed the diamonds for themselves (the chief still has them in one of his pockets). Later, when they started putting their plot together, they hid one of the star-shaped keys among the rubble. Characters can find the key pretty easily; a passive Perception of 10 or more notices a glimmer of gold on the floor.

4. STAR DOORS

Two massive iron-clad double-doors have been decorated with stars. A character might notice that the doors have recently been opened with a successful DC 12 Wisdom (Perception) check. Two keyholes on a stone protrusion shaped like a star are beset in the western wall just to the south of the door. Placing both the keys from Areas 3 and 5 into the holes and turning them unlocks the door. However, the keys must remain turned or the doors seal shut.

Given the opportunity, the goblins will offer to watch the door while the characters are beyond the doors. Their true plot, of course, is to allow the characters to go inside so they can shut the doors behind them. They promise to reopen the doors once the characters rid the citadel of the other dangers within.

The doors, when closed, are tough to open: DC 25 Strength check to break open; two successful DC 20 Dexterity checks using thieves tools' at the same time (from two different people) to disable the key mechanism; AC 19, hp 50, threshold 10; immunity to poison and psychic damage.

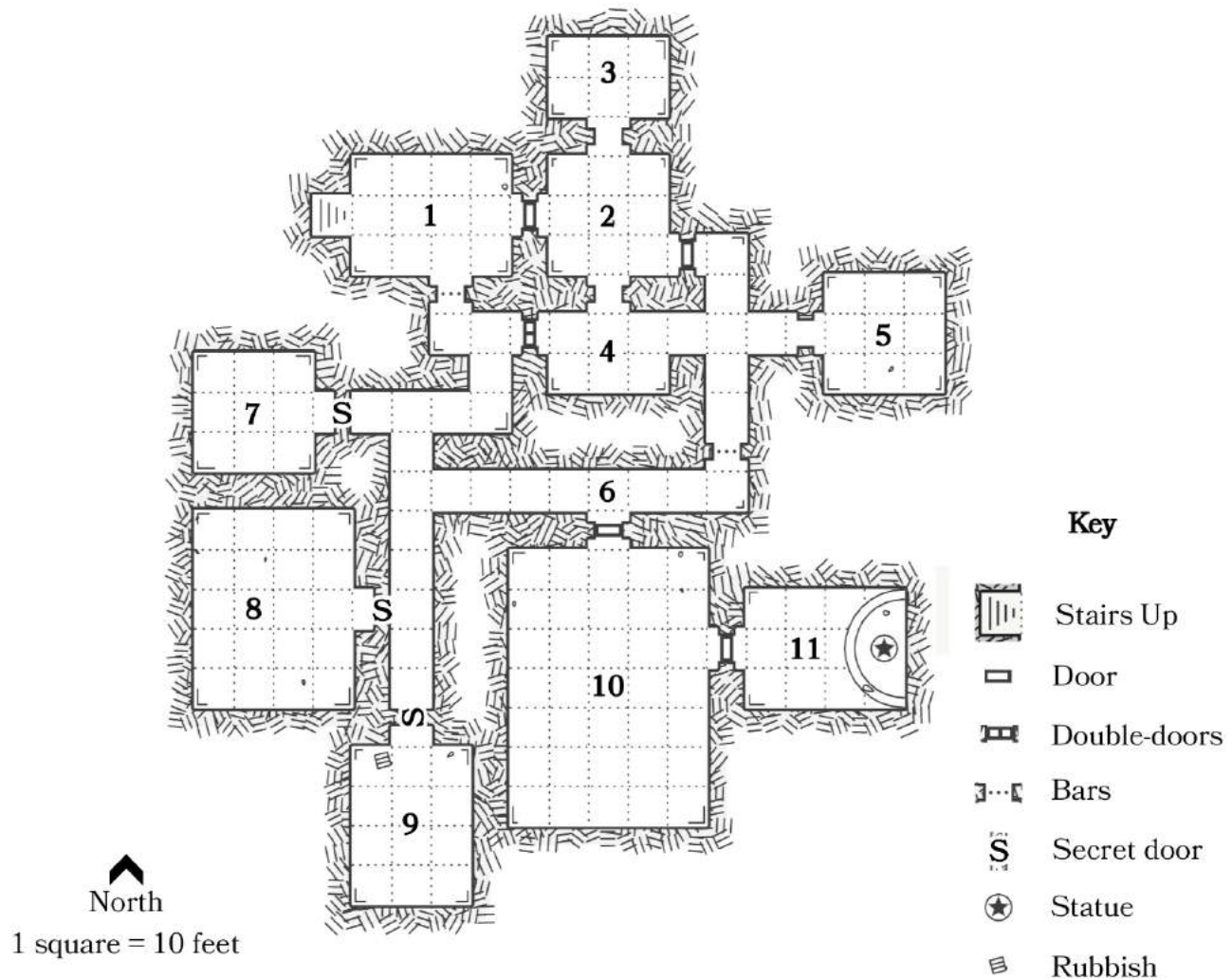
5. DIVINATION CHAMBER

The goblins hid the second star-shaped key in this room. It's been shoved into a crack in the wall. The characters can find it with a successful DC 12 Wisdom (Perception) check.

6. HALL OF HORRORS

The dead bodies of goblins litter this cursed hall. Whenever a living creature enters the hall, the goblins come to life (along with any other dead creatures). The **zombies** are Small and

Secret Citadel of the Diamond Prince



their slam attacks only deal 3 (1d4 + 1) bludgeoning damage on a hit.

7. MAUSOLEUM

It requires a successful DC 12 Wisdom (Perception) check to notice the secret door into this room. The goblins already opened it, but it sealed shut again.

Hundreds of skulls and bones are jammed into pockets in the wall. Two angry **specters** and eight **skeletons** rise from these bones and attack any who enter this room. Once risen, they will follow creatures throughout the citadel until they successfully kill them, are destroyed, or lose sight of the creature (as is the case with the goblin in Area 8).

8. HALL OF CHAMPIONS

It requires a successful DC 10 Wisdom (Perception) check to notice the secret door into this room—and it looks like it's already been opened.

There are twelve sarcophagi here. The sarcophagi contain the remains of ancient dead warriors. A **goblin** named Moop hides in the room, the only survivor of the initial incursion.

Moop asks the characters to help him in exchange for a bag of gems he's hidden in a crack of one of the stone sarcophagi. There are four gems of various colors, each worth 10 gp.

9. GLASS BOXES

It requires a successful DC 15 Wisdom (Perception) check to notice the secret door into this room.

This room holds six magical glass boxes arranged in two north-to-south columns of three. Each box measures 4 feet wide by 2 1/2 feet high and 2 feet deep. Each appears to hold an ornate weapon floating in midair inside. Starting with the northwestern-most weapon and going clockwise, they are a great axe, mace, rapier, greatsword, flail, and crossbow. If any of the boxes are opened without saying the proper command word (lost for centuries, of course), all but the box with the rapier opens and the weapons attack.

Treat the five weapons each as a **flying sword**, except they deal damage appropriate for the weapon on a hit. The weapons, when destroyed, lose their magic and become mundane weapons, likely destroyed in the confrontation.

The last contains the diamond prince's **rapier of spite** (you can substitute a *+1 rapier* if you choose not to use the *rapier of spite's* statistics). The glass case is magically locked. It requires a dispel magic spell cast upon it to open without issue. Otherwise, it can be broken open: DC 20 Strength check to break; AC 23; hp 30; resistant to all damage, except immune to poison and psychic.

10. ANTECHAMBER

The stone door into this chamber is locked and trapped. It requires a DC 15 Strength check to break, or DC 15 Dexterity check using proficiency with thieves' tools to pick; AC 17, hp 25, immunity to poison and psychic.

Noticing the trap on the door requires a successful DC 10 Intelligence (Investigation) check to notice it, then another DC 12 Dexterity check using thieves' tools to disarm it. If a creature opens the door before the trap is disarmed, a massive, 10-foot-cubed, 85-ton stone block falls from the ceiling. Any creature standing in the 10 x 10-foot space directly in front of the door must succeed on a DC 10 Dexterity saving throw or take 42 (12d6) bludgeoning damage and is restrained until the block is pulled off them. On a successful saving throw, the creature moves to the nearest unoccupied space. If the character can't or won't move, they remain where they are and suffer the consequences of a failed saving throw.

The block also prevents anyone from entering Area 10. The block can be moved by creatures with a combined Strength of 60. Otherwise, it must be destroyed (AC 17, 45 hp, damage threshold 5, immunity to poison and psychic).

Once past the trapped door, the area is a clean room decorated with reliefs, murals and frescoes telling the story of the diamond prince's life and victories. A stone door painted gold stands between this area and Area 10. It is unlocked and

untrapped.

11. CHAMBER OF THE PRINCE

This massive room has ceilings 25 feet high. At the far end of the room is another statue of the diamond prince. This time, its eyes are decorated with glistening diamonds. At the center of the room is a sarcophagus that contains the body of the diamond prince. When a living creature enters the room, the Prince's **wraith** form rises from its sarcophagus and attacks. In addition to its normal abilities, the wraith has lair actions it can take on initiative count 20, losing initiative ties. It can't use the same lair action two rounds in a row.

- The prince summons 1d4 **specters** which appear in unoccupied spaces within 30 feet of it. Once it uses this action, it can't use it again until the next dawn.
- The prince casts *bestow curse*. Its spellcasting ability is Charisma (spell save DC 13).
- The prince teleports to an unoccupied space it can see within 60 feet of it. The prince fights until destroyed.

Unless his body is set afire or sprinkled with holy water, the prince rejuvenates within 1 hour, returning as another wraith. The prince viciously attacks any creature that is carrying his rapier.

The diamonds in this room and the four the chief are carrying are actually zircon, worth no more than 50 gp each.

ADVENTURE CONCLUSION

The goblins (if they're still alive) refuse to open the doors until the characters give up the treasure, commanding that they pass it through either one of the steel grates. Even then, they would prefer to keep the characters locked in, hoping to starve them, then rob their corpse.

CHAPTER 15. RUN, JOE, RUN!

Joe Ebber is a drunk, a gambler, and overall a lousy guy. Were it not for a loving brother named Bill, Joe probably would have been discovered face down in a ditch some time ago. Recently, Joe made some bad bets with a local crimelord, Boss Glass. A lot of bad bets. Joe owes 100 gold pieces to Glass, and it's already been thirty days. Normally, Glass would let a debt that insubstantial slide, but Glass needs to send a message to others: nobody skips their debt with glass.

Glass sent his two best thugs: Hsssh and Shhhh, a pair of invisible stalkers, to track down Joe. As soon as Joe caught wind of the elementals, he ran, narrowly avoiding them. Joe's made it into the country where his brother has a cabin in the forest. He hopes he can hide there. Little does Joe know the stalkers have an innate ability to track their targets no matter where those targets disappear to. Pretty soon they'll find Joe.

Run, Joe, Run is a Fifth Edition for 4th-level characters. It easily fits into any campaign setting that includes a wintry forest. Characters with excellent perception skills or even truesight will excel in this adventure.

ADVENTURE HOOK

The adventure starts when the characters find themselves at Bill Ebber's cabin. Here are a few reasons they might be there:

- Bill is an old friend of the characters or has an item or information that the characters need to collect. They are meeting with Bill at his cabin when Joe arrives.
- The characters are traveling through the wintry forest where Bill's cabin is located. Attracted by the smoke from his fire and smell of fish, they ask to stay the night; Bill obliges.
- The characters might not even start at Bill's cabin. It's possible that they see Joe running through the forest, scared for his life (see "Tracking Joe" below).

Whatever reason the characters have for being at Bill's cabin, at some point, Joe arrives, frantic and desperate. Read or paraphrase the following:

Suddenly, there's a pounding at the front door. "Bill! Bill!" comes a man's frantic voice from the other side. "You've got to let me in!" Cautiously, Bill grabs a fire poker and steps to the door. "Joe? Is that you?"

"Yes! Bill, please! Let me in! They're after me!"

Bill opens the door. A blurry-eyed man stumbles into the cabin. No further word, he rushes over to Bill's wine decanter, pours himself a cup, and downs it, gulping loudly. Bill shuts and bars the door behind the strange visitor.

"Joe, what's going on?" Bill asks.

"It's Glass. I owe him money, Bill. And he's sent... something after me. You've got to hide me, Bill. They're going to kill me!"

Bill introduces the frightened man as his brother, Joe. From there, Joe explains his situation to everyone there: how he owes money to the crimelord known as Boss Glass.

Joe feels a little better that there are adventurers with his brother. When asked what he believes is chasing him, Joe explains he isn't sure. He couldn't quite see them. "They were like ghosts!" he says over and over again.

It takes Bill a while to calm his brother. Eventually, he leads his brother to a cot in the corner. Exhausted from being on the run, Joe passes out immediately.

Both Bill and Joe Ebber are N human **commoners**.

ESCAPE IN THE NIGHT

It's likely that the characters will want to get involved and help Joe from his assailants. They may even keep watch. At some point in the evening, Joe wakes and comments that he wishes to use the outhouse, stretch his legs, or some other plausible reason for stepping outside.

Whatever reason Joe has for getting away, that's when the invisible stalkers catch up to him. Joe senses them immediately; he sees the nearby brush rustle or notices a disturbance in the snow.

Panicked, Joe runs into the forest.

It's possible that the characters confront the stalkers at this point in the adventure. The two **invisible stalkers** are intelligent and know that it would be better to take Joe when he's alone. They might fight the characters for one round, but eventually flee, flying away to find Joe.

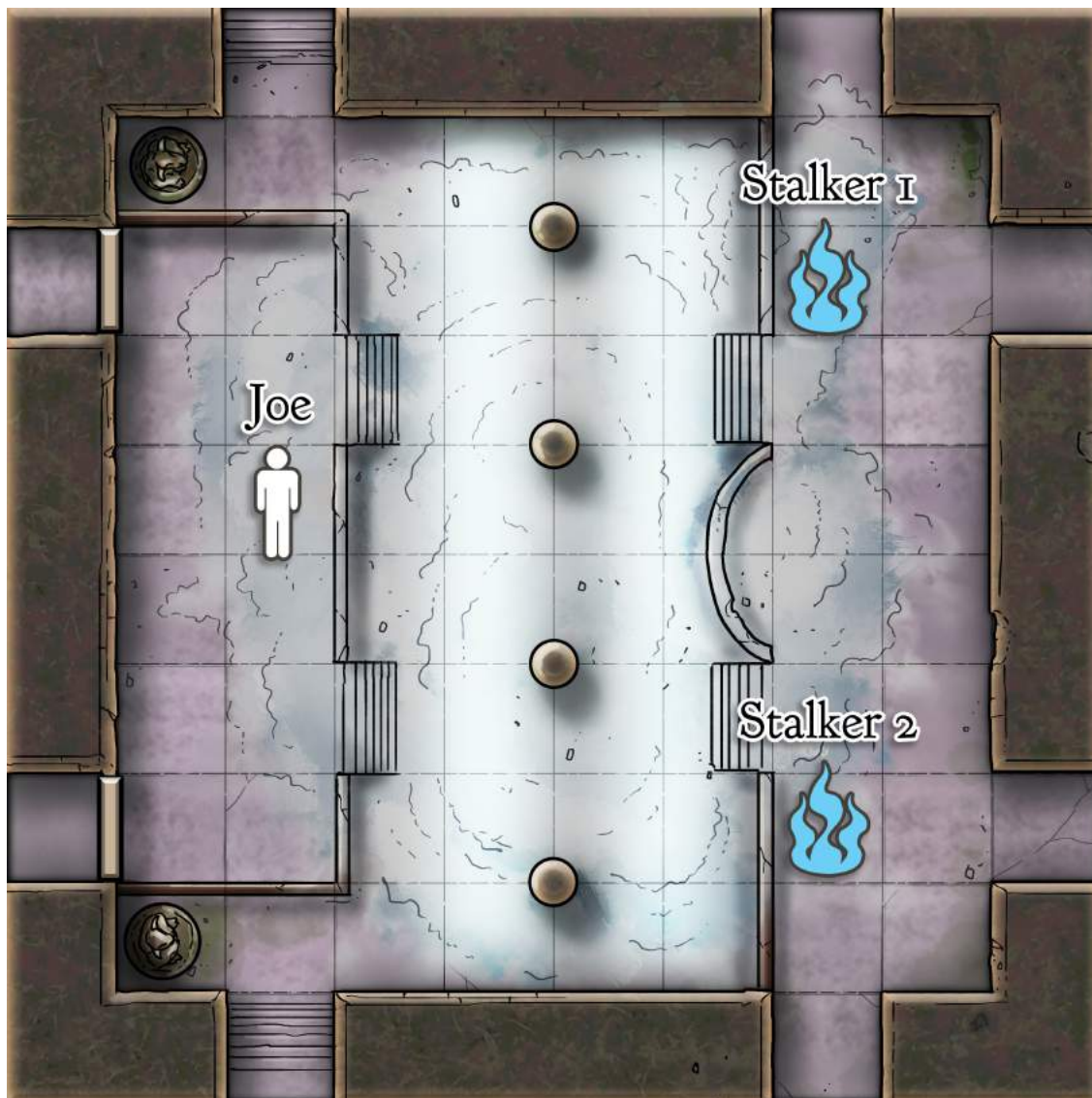
TRACKING JOE

No matter what happens, Joe should disappear into the forest. If the characters don't wish to follow, have Bill urge them to help, offering whatever he can—Bill isn't rich, but he has up to 10 gp he can offer if he needs to. The tracks Joe leaves in the virgin snow are easy for anyone to follow. After 20 minutes of following Joe's path, the characters arrive at the ruins of an old estate.

The tracks lead into a snow-covered clearing. Stone ruins mark the territory around, which Joe's tracks lead right through. About 40 feet ahead of you at the center of the ruins, you hear Joe groaning. Judging by the faint echo, it sounds like he may have fallen into a pit or well.

Joe tumbled into the estate's old basement, twenty feet down. The fall broke his leg; he's down to 0 hit points, but stable. He needs medical attention quickly. Getting into the pit is fairly simple. If the characters lack a rope, they can scale the walls of the pit with successful DC 10 Strength (Athletics) checks.

Unfortunately, before they can help Joe, trouble comes.



THE INVISIBLE STALKERS

Hsssh and Shhh find Joe in the pit. Seeing Joe's weakened state as an opportunity, they ignore the presence of the characters and go for the kill. Refer to the map of the estate basement for details on where Joe is relative to the invisible stalkers at the start of combat. The characters are likely surrounding Joe.

Of course, the stalkers are invisible. However, the falling snow makes it a little easier to notice them. When they move through the central area (the area with the snow on the map) there is a visible disturbance in the falling snow. They always fly, so they won't leave footprints, but when they come closer to Joe, they may touch down revealing their presence. In addition, snowflakes collected on their forms may also be noticeable.

Bound to Glass's will, they must do their best to destroy Joe Ebber. The invisible stalkers will fight until destroyed. As elementals, destroying them returns them to the plane from which they were called.

ADVENTURE CONCLUSION

If the characters save Joe, it's likely that Boss Glass won't be happy. He's probably going to send goons after them. Even if the characters pay off Glass (what's 100 gp to a band of adventurers?), Glass sees Joe's survival as an insult and wants him to pay in blood. And if Joe is killed, Bill may urge the characters to help him avenge his poor brother.

The basement of the ruined mansion may also lead to further adventures, as well. While running the map, you can treat the egresses as alcoves or empty closets, or they could be tunnels leading to further dungeons and further adventures. Ω.

PART V

New Monsters

ABOLETH FRY

A fry is a young version of an aboleth; a baby aboleth, if you will. It carries a lot of the same basic abilities as an aboleth, but loses its lair actions, legendary actions, and overall size.

What's interesting about the fry is that it still has the same Intelligence and Wisdom as a full grown aboleth. The reasoning behind this is that aboleths have eternal memories. They pass on their knowledge and experience from generation to generation.

ABOLETH FRY

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	12 (+1)	18 (+4)	15 (+2)	16 (+3)

Skills History +8, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, telepathy 120 ft.

Challenge 3 (450 XP)

Amphibious The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack within 5 feet of it must make a DC 11 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

ANGELS

I use angels very sparingly in my campaigns. To me, they seem kinda like... *deux ex machina*. Literally. They also kinda come off as super serious. These are the sort of folks that if you make a joke they just respond with "blink blink blink." Plus, with their challenge ratings, they're the kind of things you only run into at later levels.

What follows are five angel variant angels that you can use in your Fifth Edition campaigns no matter what the level.

CHERUB

A cherub is a winged angelic being that attends to gods. They appear to be winged infants armed with magical short bows. One hit from arrow charms a creature, causing it to fall in love with the nearest creature they see. Deceptively cute, cherubs are quite powerful, holding high-rank within angelkind. Frustratingly, they aren't known for their good behavior, frequently causing more mischief than not.

CONSTAN

Constans are angels that lives in the gray area. They make the tough decisions. They're the judges that work for the other angels.

Constans are also the ones that employ the hound archons.

HOUND ARCHONS

Hound archons are rank-and-file angels that act as muscle and bounty hunters for dieties. Mostly, hound archons are no-nonsense celestial beings who live for the job and the job only. Law or chaos doesn't matter to them; only the greater good and the mission. A hound archon never questions its orders. They appear as well-muscled humanoids with canine heads.

LANTERN ARCHONS

Often confused for will-o-wisps, lantern archons work as guides and helpers to celestials and humanoids that they have been tasked to assist.

RENDIR

Rendirs are angelic bounty hunters, tasked by the constans to hunt down those that the hound archons are unable to handle. They're well-armed and extremely dangerous, capable of handling multiple foes single-handedly.

(Note: Jack, my seven-year old son, helped design this angel variant.)

CHERUB

Small celestial, chaotic good

Armor Class 13
Hit Points 33 (6d6 + 12)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Wis +3, Cha +7
Skills Insight +4, Perception +4, Stealth +8
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 14
Languages all, telepathy 120 ft.
Challenge 2 (450 XP)

Angelic Weapons. The cherub's weapon attacks are magical. When the cherub hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Lover's Arrow. If the cherub hits a creature with its short bow, it may choose to avoid dealing damage and

instead cause the creature to make a DC 15 Wisdom save. On a failed save, the creature becomes charmed for 1 hour. The cherub may choose itself to be the object of the charm, or it may choose another target within 30 feet of the charmed creature. A charmed target can repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this cherub's arrow for the next 24 hours.

Innate Spellcasting. The cherub's spellcasting ability is Charisma (spell save DC 15). The cherub can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *calm emotions*

Magic Resistance. The cherub has advantage on saving throws against spells and other magical effects.

Actions

Short Bow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) radiant damage.

Superior Invisibility. The cherub magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the cherub wears or carries is invisible with it.

CONSTAN

Medium-sized celestial, neutral good

Armor Class 17 (natural armor)
Hit Points 189 (18d8 + 108)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	20 (+5)	26 (+8)	20 (+5)

Saving Throws Wis +12, Cha +9
Skills Insight +12, Investigation +9, Perception +12
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Angelic Weapons. The constan's weapon attacks are magical. When the constan hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Divine Awareness. The constan knows if it hears a lie.

Innate Spellcasting. The constan's spellcasting ability is Charisma (spell save DC 17). The constan can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, invisibility* (self only)

3/day each: *locate creature, locate object*

1/day each: *commune, dimension door, speak to animals*

Magic Resistance. The constan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The constan makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 18 (4d8) radiant damage.

Fury of the Gods (Recharge 5-6). The constan makes six unarmed strikes. Either before or after these attacks, the constans can move up to its speed as a bonus action without provoking attacks of opportunity.

Change Shape. The constan magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the constan's choice). In the new form, the constan's retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It reverts to its true form if it dies.

LANTERN ARCHON

Small celestial, lawful good

Armor Class 13
Hit Points 21 (6d6)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

Damage Immunities radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 2 (450 XP)

Angelic Weapons. The lantern archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Illumination. The archon sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

Innate Spellcasting. The archon's spellcasting ability is Charisma (spell save DC 11). The archon can innately cast the following spells, requiring only verbal components:

At will: *aid*, *detect evil and good*

1/day: *commune*

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Actions

Light Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 9 (2d8) radiant damage.

HOUND ARCHON

Medium Celestial, neutral good

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft. or 60 ft. in canine form

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Con +5, Wis +4, Cha +7

Skills Perception +4, Stealth +4 (+7 in canine form), Survival +4 (+7 in canine form)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 6 (2,300)

Shapechanger. The archon can use its action to polymorph into a Medium canine or back into its true form, a dog-headed humanoid. Its statistics, other than its Speed, are the same in each form. Any equipment it is wearing or carrying is absorbed into the canine form and returns when it changes into its humanoid form. It reverts to its true form if it dies.

Angelic Weapons. The hound archon's weapon attacks are magical. When the archon hits with any weapon, the

weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The archon's spellcasting ability is Charisma (spell save DC 15). The archon can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *commune*

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Pack Tactics. The hound archon has advantage on an attack roll against a creature if at least one of the archon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tracker. The hound archon has advantage on Wisdom (Survival) checks while in canine form.

Actions

Multiattack (Humanoid Form Only). The hound archon makes two attacks, one with its great sword and one with its bite.

Great Sword (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) radiant damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) plus 9 (2d8) radiant damage. While the archon is in canine form, if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

RENDIR

Medium celestial, lawful good

Armor Class 16 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Dex +8, Con +8, Cha +9
Skills Perception +13, Stealth +11, Survival +13
Damage Resistances poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP)

Angelic Weapons. The rendir's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Innate Spellcasting. The rendir's spellcasting ability is Charisma (spell save DC 17). The rendir can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

3/day: *magic missile*

1/day: *banishment, commune, mirror image, raise dead*

Magic Resistance. The rendir has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The rendir makes three light ray attacks.

Light Whip. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 18 (4d8) radiant damage. If the target is Large or smaller it is grappled (escape DC 17). Until the grapple ends, the target is restrained.

Healing Touch (3/Day). The rendir touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

FIRE-EATER

Fire-eaters are strange fey creatures that look somewhat like lanky, red-haired elves. They all have a twinkle of fire in their eyes and their touch is strangely cold. The creatures are known for their ability to consume fire magic which they then use to fuel their innate sorcerous talents.

Although famously unreliable, fire-eaters are useful minions in the service of cold creatures thanks to their ability to disable spellcasters who rely too heavily on fire-based evocation.

FIRE-EATER

Medium fey, chaotic neutral

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Damage Resistances fire
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Sorcery Points. The fire-eater has 3 sorcery points. It gains additional sorcery points when it uses its Eat Fire action. It can spend its sorcery points on the following options.

When the fire-eater casts spells using this feature, its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks) and it requires no material components.

Breathe Fire. The fire-eater can spend 2 sorcery points to breathe fire in a 15-foot cone. Each creature in the area must succeed on a DC 13 Dexterity saving. A creature takes 10 (3d6) fire damage on a failed saving throw of half as much damage on a successful one.

Explosion. The fire-eater can spend 5 sorcery points to cast *fireball*.

Fire Ray. The fire-eater can spend 3 sorcery points to cast *scorching ray*.

Actions

Multiattack. The fire-eater makes one attack with its short sword and one attack with its torch.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Torch. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target or itself. *Hit:* 1 fire damage. If the fire-eater targets itself with this attack, it takes no fire damage and gains 1 sorcery point instead.

Reactions

Eat Fire. When the fire-eater is hit by a 3rd-level spell or lower that deals fire damage, before it or any other target of the same spell takes damage, the spell fails and has no effect. The fire-eater then gains sorcery points equal to the level of the spell it ate (minimum of 1).

FROST GIANT VAMPIRE LORD

Anatoly Turgenev, the antagonist of the adventure *Polar Night*, is a frost giant vampire lord. While Anatoly shares many similarities with the traditional vampire, this 1,000-year-old undead fiend has adapted his strengths and weaknesses to his frozen environment. His fortress, Zamerzat, lies far to the north of the southern kingdoms, obscured by an endless blizzard and surrounded by all manner of horrors, undead and otherwise.

A FROST GIANT VAMPIRE'S LAIR

A frost giant vampire chooses a fortress of solid ice for its lair, typically carved into a glacier or frozen mountain. It hides its ice pool in a vault guarded by vampire spawn, frost wights, or other loyal creatures of the ice.

REGIONAL EFFECTS

The region surrounding a frost giant vampire's lair is warped by the creature's unnatural presence, creating any of the following effects.

- Arctic beasts such as polar bears, saber-toothed tigers, and wolves are unusually aggressive in the region.
- The air within 500 feet of the lair is unnaturally cold, dropping to temperatures as low as -100 degrees Fahrenheit.
- Gruesome images, odd sounds, bleeding snow, and other disturbing illusions occur within 500 feet of the vampire's lair.
- A perpetual blizzard surrounds the vampire's lair. The storm completely obscures everything within 1 mile of the vampire's lair and blots out the sun. Creatures caught in the storm can easily become lost.

FROST GIANT VAMPIRE LORD

Huge undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +10, Con +14, Wis +9, Cha +11

Skills Athletics +15, Perception +9, Stealth +10

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Giant

Challenge 21 (33,000 XP)

Shapechanger. If the vampire isn't in sunlight or within 10 feet of an open flame, it can use its action to polymorph into a Huge winter wolf, a Huge cloud of mist, or back into its true form.

While in wolf form, the vampire's walking speed is 50 feet and the vampire has advantage on Dexterity (Stealth) checks made to hide in snowy terrain. Its statistics, other than its speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight or fire.

Ice Walk. The vampire can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice and snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or within 10 feet of any open flame. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 30 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or within 10 feet of any open flame. If the vampire takes radiant damage, fire damage, or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Vampire Weaknesses. The vampire has the following flaws:

Fear of Fire. If an open flame that burns at least as brightly as a torch is presented to the vampire, it must make a DC 19 Wisdom saving throw. If the vampire fails its saving throw, it is frightened of the flame for 1 minute or until it takes any non-fire damage.

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Obsidian to the Heart. If a piercing weapon made of obsidian is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the obsidian is removed.

Sunlight Hypersensitivity. The vampire takes 30 radiant damage when it starts its turn in sunlight. While in sunlight it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes three attacks, only one of which can be a bite attack.

Scimitar (Vampire Form Only). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Bite (Wolf or Vampire Form Only). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 18 (3d6 + 8) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Horror. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 19 Wisdom saving throw against this magic or be frightened of the vampire. The frightened target is incapacitated as long as it remains within view of the vampire. At the end of each of its turns, the creature can repeat its saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this vampire's fear effect for 24 hours.

Cold Breath (Recharge 5-6) (Wolf or Vampire Form Only). The vampire exhales a blast of cold air in a 30-foot cone. Each creature in the area must make a DC 23 Constitution saving throw. A creature immune to cold damage automatically passes its saving throw. On a

failed saving throw, a creature takes 35 (10d6) cold damage and is restrained as it magically begins to freeze. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature takes an additional 35 (10d6) cold damage and becomes a frozen statue until it is thawed. While a frozen statue, the creature is petrified and continues to take 35 (10d6) cold damage at the end of each of its turns. A humanoid slain in this way rises the following night as a frost wight under the vampire's control.

If a creature succeeds on its initial saving throw, it takes half as much cold damage and suffers no other ill effects.

Children of Ice (1/Day). The vampire magically calls 3d6 ice mephits, provided that there is no open flame within 10 feet of the vampire. While outdoors, the vampire can call 1d4 polar bears or 1d4 saber-toothed tigers instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Longsword. The vampire makes one longsword attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

FROST WIGHT

When an undead creature with a strong connection to the paraelemental plane of ice kills a humanoid with its dark magic, the humanoid rises again as a frost wight. These pitiful creatures resemble zombies encased in ice.

The Frost Giant Vampire Lord Anatoly surrounds his domain with many frost wights.

Undead Nature. The frost wight does not require air, food, drink, or sleep.

FROST WIGHT

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 28 (3d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	20 (+5)	5 (-3)	7 (-2)	3 (-4)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Hasted by Fire. If the wight takes fire damage, its speed increases by 10 feet and it has advantage on attack rolls and ability checks until the end of its next turn.

Ice Walk. The wight can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice and snow doesn't cost it extra movement.

Undead Fortitude. If damage reduces the wight to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the wight drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) cold damage. If the target is a creature, its movement is reduced by 10 feet until the end of its next turn unless. Creatures with resistance or immunity to cold damage are immune to this effect.

FOUR GNOLLS OF THE APOCALYPSE

Of all the horrible creations of the Abyss, perhaps there are none worse than the Four Gnolls of the Apocalypse. Under the vile commands of their dark, hyena-headed demon lord, the horsemen appear when gnoll incursions reach their tipping point. Exuding the respective power from which they take their names, these fiends are difficult to destroy. They can often be found at the head of gnollish legions, their whips and barks pushing all gnolls—living, dead, and everything in between—to sate the endless hunger of their kind.

DEATH

The leader of the Apocalypse Gnolls—and arguably the most dangerous—Death rides a giant albino hyena. All living creatures that it comes near wither, die, and crumble to dust. In its razor sharp claws, Death bears an enormous scythe capable of cutting creatures down like wheat.

FAMINE

One of the most vile and revered members of the Four Gnolls is Famine, the physical embodiment of endless, gnollish hunger. This emaciated creature's appearance has fooled many brave warriors who hoped to overcome it. Even if one can survive its life-sapping aura of famine, Famine possesses the power to devour the souls of the living. Often, Famine is joined by wretched witherlings who share its interminable appetite.

PESTILENCE

The coming of the Gnolls is always marked by clouds of biting, black insects. This is the power of Pestilence, Lord of Disease. The putrid, dripping gnoll of sickness scouts ahead of its cohorts, weakening entire armies with its debilitating plagues.

WAR

The strongest of the gnolls, War is the blunt instrument of the Four. This hulking, armored, mute creature is a catalyst for destruction, maiming and killing any who oppose the whims of the gnoll lords. War surrounds itself with dozens of warriors, driven mad by its aura of recklessness.

WAR

Large fiend (gnoll), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 115 (11d10 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	4 (-3)	9 (-1)	16 (+3)

Saving Throws Str +9, Con +8
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal and Gnoll but cannot speak
Challenge 6 (2,300 XP)

Aura of War: War emits an aura that extends 20 feet from itself in all directions. Any creature that starts its turn within the aura must make a DC 14 Wisdom saving throw. On a failed saving throw, the creature becomes charmed by War. While charmed, the creature has advantage on attack rolls against targets other than War, and all other creatures have advantage on attack rolls against the target. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Dangerous. War scores a critical hit on a d20 roll of 18-20.

Rampage. When War reduces a creature to 0 hit points with a melee attack on its turn, War can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. War makes one attack with its greatsword and one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

DEATH

Medium fiend (gnoll), chaotic evil

Armor Class 16 (chainmail)
Hit Points 95 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	15 (+3)	18 (+4)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Con +7, Wis +6, Cha +7
Damage Immunities necrotic
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 6 (2,300 XP)

Aura of Death. Death emits an aura that extends 30 feet from itself in all directions. All nonmagical plant life within the aura withers and dies. Additionally, each living creature of Death's choice that starts its turn within death's aura that has half its hit points remaining or less must succeed on a DC 15 Constitution saving throw or take 7 (2d6) necrotic damage. If this reduces the target's hit points to 0, the target dies and collapses into a pile of ash. Also, creatures within Death's aura have disadvantage on death saving throws.

Rampage. When Death reduces a creature to 0 hit points with a melee attack on its turn, Death can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage. If the target is a creature that still has more than half of its hit points remaining, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature's hit points are reduced to half its hit point maximum; on a successful saving throw, the creature takes 14 (4d6) necrotic damage instead. And if the target is a creature that has half of its hit points or less remaining, it must make a DC 15 Constitution saving throw. On a failure, the creature drops to 0 hit points. On a success, the creature takes 14 (4d6) necrotic damage instead.

FAMINE

Medium fiend (gnoll), chaotic evil

Armor Class 12
Hit Points 50 (20d8 - 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	6 (-2)	13 (+1)	16 (+3)

Saving Throws Con +1
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Challenge 6 (2,300 XP)

Aura of Famine. Famine emits an aura that extends 30 feet from itself. Any creature that starts its turn within the aura must make a DC 13 Constitution saving throw. Undead, constructs, and creatures that do not need to eat automatically pass their saving throws. On a failed saving throw, the creature takes 7 (2d6) necrotic damage and contracts famine's curse. The cursed target can't regain hit points, and its Strength score decreases by 1d4 for every 24 hours that elapse. If the curse reduces the target's Strength score to 0, the target dies, and it shrivels into a lifeless husk. The curse lasts until removed by the *remove curse* spell or other magic or Famine is destroyed.

Innate Spellcasting. Famine's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells requiring no material components:

At will: *ray of enfeeblement*
1/day: *blight*

Rampage. When Famine reduces a creature to 0 hit points with a melee attack on its turn or successfully devours a creature's soul, it can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* (1d6 - 2) piercing damage, and the target's hit point maximum and Famine regains a number of hit points equal to the damage dealt.

Devour Soul (Recharge 6). Famine targets one creature it can see within 10 feet of it. The target must succeed on a DC 13 Charisma saving throw. On a failed saving throw, the target's soul leaves its body and famine devours it, gaining 20 temporary hit points as it does. Until its soul is returned, the target's alignment becomes neutral and it has disadvantage on all Charisma checks and saving throws. If Famine is destroyed within 24 hours of devouring the soul, the soul returns to the target's body. Otherwise, Famine digests the soul and only a *wish* spell or other magic can return the creature's soul.

PESTILENCE

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Con +6, Wis +4

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Gnoll

Challenge 2 (450 XP)

Aura of Pestilence. Pestilence emits an aura that extends 30 feet from itself. Any creature that starts its turn within the aura must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means and the target's hit point maximum decreases by 3 (1d6) every 24 hours. Whenever the target's hit points are reduced by 4 or more from this disease on a single roll, a **swarm of insects** erupts from a pustule on the target's body, appearing in an unoccupied space within 5 feet of the target. A creature that takes damage from the insect swarm must succeed on a DC 13 Constitution saving throw, or

become similarly diseased. If Pestilence is destroyed, all creatures that contracted a disease from Pestilence or one of its swarms automatically recover within 24 hours.

Disease Lord. A creature that is currently suffering from a disease has disadvantage on Wisdom saving throws against Pestilence's innate spells.

Innate Spellcasting. Famine's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells requiring no material components:

At will: *command*, *ray of sickness*

3/day: *insect plague* (the insects created by this spell carry the same disease detailed under the Aura of Pestilence trait)

Rampage. When Pestilence reduces a creature to 0 hit points with a melee attack on its turn, Pestilence can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. Pestilence makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or contract a disease as detailed under its Aura of Pestilence feature.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

ICE GOLEM

Ice golems are elemental-powered constructs carved from solid ice. Anatoly uses his as muscle and bodyguards, often

pairing them with creatures that can mitigate their vulnerabilities such as brown mold, iron golems or fire-eaters.

Construct Nature. The golem does not require air, food, drink, or sleep.

ICE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Aversion of Fire.* If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Cold Absorption. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two ice axe attacks.

Ice Axe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 7 (2d6) cold damage.

Icicles (Recharge 6). The golem expels sharp ice shards from its body. Each creature within 30 feet of the ice golem must make a DC 17 Dexterity saving throw. A creature takes 22 (4d10) piercing damage on a failed saving throw or half as much damage on a successful one.

LUMWOCHAAK

The lumwochaak is a bigger, stronger, and meaner version of the basic aboleth. Yet still much different. Think of it as a rogue mutation of aboleths, something most aboleths try to destroy immediately. And instead of turning those it fights into goopy fish people, it seeks to impregnate a host with its larvae. Then, once the host "comes to term", eel-like horrors crawl out of any available orifice.

LUMWOCHAAK

Huge aberration (lumwochaak), lawful evil

Armor Class 17 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	17 (+3)	18 (+4)	10 (+0)	17 (+3)

Saving Throws Con +8, Int +9

Skills Deception +13, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 14 (11,300 XP)

Amphibious The lumwochaak can breathe air and water.

Luring Visage. Any humanoid or giant that can see the lumwochaak must succeed on a DC 15 Wisdom saving throw or be charmed. The lumwochaak can drop its appearance at any time. The visage ends if the lumwochaak is incapacitated.

While charmed by the lumwochaak, a target is incapacitated and ignores the visage of other lumwochaak. If the charmed target is more than 5 feet away from the lumwochaak, the target must move on its turn toward the lumwochaak by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the lumwochaak, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to the lumwochaak's visage for the next 24 hours.

Actions

Multiattack. The lumwochaak makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and the target is grappled (escape DC 20). If the target is Huge or smaller, it is also restrained until this grapple ends. While grappling the target, the lumwochaak has advantage on attack rolls against it. When the lumwochaak moves, any Huge or smaller target it is grappling moves with it.

Oh, and by the way, the host is still alive while this happens. And the host remains alive, spawning lumwochaak babies indefinitely as the lumwochaak and the spawn work to keep it alive.

After six months of feeding, the lumwochaak spawn grow into ugly, bald, speechless versions of the spawning host and act as minions for "daddy" lumwochaak.

Because, hey, aboleths weren't awful enough, right?

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 29 (5d8 + 7)

Kiss. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage and 27 (6d8) psychic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be diseased and impregnated with lumwochaak larvae. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's body becomes bulbous and bloated. The diseased creature can't regain hit points, and its Dexterity decreases by 2 for every 24 hours that passes to a minimum of 1. If the disease reduces the target's Dexterity to 1, the target becomes permanently incapacitated and it can't move on its own. Once permanently incapacitated, 1d4+1 swarms of lumwochaak spawn emerge from the creature every 24 hours. The disease can be removed only by *heal* or another disease-curing spell of 6th-level or higher.

Vomit Spawn (1/day). The lumwochaak exhales a swarm of its spawn in a 15-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, place 1d4 + 1 swarm of lumwochaak spawn in the affected area.

Legendary Actions

The lumwochaak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lumwochaak regains spent legendary actions at the start of its turn.

Detect. The lumwochaak makes a Wisdom (Perception) check.

Tail Swipe. The lumwochaak makes one tail attack.

Whirl (Costs 2 actions). If the lumwochaak is in water, each creature also in the same body of water within 10 feet of the lumwochaak must succeed on a DC 19 saving throw or take (1d6 + 7) bludgeoning damage and be knocked prone. The lumwochaak can then swim up to half its swimming speed.

A LUMWOCHAAK'S LAIR

Lumwochaak lair in subterranean lakes. A lumwochaak spends most of its existence underwater, surfacing occasionally to treat with visitors or to create spawn.

LAIR ACTIONS

When fighting inside its lair, a lumwochaak can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the lumwochaak takes a lair action to cause one of the following effects:

- The lumwochaak changes all water to thick sludge within a 20-foot-radius sphere centered on a point the lumwochaak can see within 120 feet of it. The sludge spreads around corners. Each creature without the lumwochaak sub-type in the sludge when it appears must make a DC 10 Dexterity saving throw or take 7 (2d6) acid damage and become restrained on a failed save, or take half damage and have its movement reduced by half on a successful one. A creature that ends its turn in the sludge takes 7 (2d6) acid damage. The sludge lasts until the lumwochaak uses its lair action again or until the lumwochaak dies.
- Pools of water within 90 feet of the lumwochaak surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The lumwochaak can't use this lair action again until it has used a different one.
- Water in the lumwochaak's lair magically becomes a conduit for the creature's rage. The lumwochaak can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 saving throw or take 7 (2d6) psychic damage. The lumwochaak can't use this lair action again until it has used a different one.

REGIONAL EFFECTS

The region containing a lumwochaak's lair is warped by the lumwochaak's magic, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the lumwochaak's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the lumwochaak that drink such water vomit it within minutes.
- As an action, the lumwochaak can communicate with any of lumwochaak greater spawn it created telepathically. Additionally, as an action, the lumwochaak can see through its spawn's eyes and hear what it hears until the start of its next turn, gaining the benefits of any special senses that the spawn has. During this time, the lumwochaak is still able to see and hear with its own senses.

If the lumwochaak dies, the first two effects fade over the course of 3d10 days.

SWARM OF LUMWOCHAAK SPAWN

Medium swarm of Tiny beasts (lumwochaak), lawful evil

Armor Class 16 (natural armor)

Hit Points 36 (8d8)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Amphibious. The swarm can breathe air and water.

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 eel. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

LUMWOCHAAK GREATER SPAWN TEMPLATE

A Small, Medium, or Large beast, giant, humanoid, or monstrosity can become a lumwochaak greater spawn. It keeps its statistics, except as follows.

Type. The creature's type becomes aberration (lumwochaak).

Alignment. The creature's alignment becomes lawful evil.

Armor Class. The creature's Armor Class is 15 (natural armor).

Speed. The creature gains a swim speed of 30 ft.

Statistics. The creature's Int is 6 (-2), Wis is 8 (-1), and its Cha is reduced by 2 (minimum 1).

Senses. The creature gains darkvision with a radius of 60 feet.

Languages. The creature understands Deep Speech and the same languages as its spawning host, but can't speak

New Special Trait: Amphibious. The creature can breathe air and water.

New Action: Bite. The creature has a bite attack. The attack is a Melee Weapon Attack with a reach of 5 ft. On a hit, the creature deals 1d10 piercing damage and the target is grappled. Until this grapple ends, the creature can't bite another target.

SAMPLE LUMWOCHAAK GREATER SPAWN

Here the lumwochaak greater spawn template has been applied to a goblin.

LUMWOCHAAK GREATER SPAWN GOBLIN

Small aberration (lumwochaak), lawful evil

Armor Class 15 (natural armor)
Hit Points 7 (2d6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	6 (-2)	8 (-1)	6 (-2)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages understands Common, Deep Speech, and Goblin but can't speak
Challenge 1/4 (50 XP)

Amphibious. The spawn can breathe air and water.

Nimble Escape. The spawn can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and the target is grappled (escape DC 9). Until this grapple ends, the creature can't bite another target.

SCALABLE AIR ELEMENTALS

Elementals are some of my favorite creatures to use in D&D. They're like a cross between a fiend, construct, and monstrosity, with tons of powerful attacks, defenses, and sneaky features. For this special edition of Scalable Monsters, I'll be taking the air elemental and scaling it upward from 1 to 20. This gives the creature flexibility for you to play it at all tiers of play.

HOW TO CREATE A SCALABLE AIR ELEMENTAL

Instead of creating a brand new monster for each and every challenge rating you have, instead, you just adjust the monster based on your target CR. It's kind of like having

"levels" but for monsters. So if you need a CR 9 air elemental, just reference the Air Elemental table below, see what adjustments you need to make and features you need to add and presto: a brand new air elemental.

AIR ELEMENTAL FEATURES

A scalable air elemental has the following features.

STARTING STATISTICS

The CR 1 air elemental starts with the statistics as shown in the Air Elemental Gust statistics block.

MULTIATTACK

At CR 2, the air elemental can use its action to make two slam attacks.

ABILITY SCORE IMPROVEMENT

Starting at CR 4 and again at CR 8, 12, 16, and 19, the air elemental's Dexterity score increases by 2.

SIZE INCREASE (LARGE)

At CR 5, the air elemental's size increases from Medium to Large. Its flying speed increases to 90 ft., and its Strength, Constitution, Wisdom, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (2d8).

AIR ELEMENTAL GUST

Medium elemental, neutral

Armor Class 16
Hit Points 36 (8d8)
Speed 0 ft. fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 1 (200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. it can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +6, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

THE AIR ELEMENTAL

CR	Proficiency Bonus	AC	hp/HD	Speed	Attack Bonus	Save DC	Size	Features
1	+2	14	36 (8d8)	60 ft.	+6	10	Medium	Starting Statistics
2	+2	14	40 (9d8)	60 ft.	+6	10	Medium	Multiattack
3	+2	14	45 (10d8)	60 ft.	+6	10	Medium	—
4	+2	15	49 (11d8)	60 ft.	+7	10	Medium	Ability Score Improvement (Dex +2)
5	+3	15	90 (12d10 + 24)	90 ft.	+8	13	Large	Size Increase (Large), Whirlwind
6	+3	15	97 (13d10 + 26)	90 ft.	+8	13	Large	Stormbringer
7	+3	15	105 (14d10 + 28)	90 ft.	+8	13	Large	Magic Resistance
8	+3	16	112 (15d10 + 30)	90 ft.	+9	13	Large	Ability Score Improvement (Dex +2)
9	+4	16	157 (15d12 + 60)	100 ft.	+10	16	Huge	Size Increase (Huge)
10	+4	16	157 (15d12 + 60)	100 ft.	+10	16	Huge	Eye of the Storm
11	+4	16	168 (16d12 + 64)	100 ft.	+10	16	Huge	Legendary Resistance (3/Day)
12	+4	17	168 (16d12 + 64)	100 ft.	+11	16	Huge	Ability Score Improvement (Dex +2)
13	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Size Increase (Gargantuan)
14	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Siege Monster
15	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Innate Spellcasting (call lightning, control weather)
16	+5	18	264 (16d20 + 96)	120 ft.	+13	19	Gargantuan	Ability Score Improvement (Dex +2)
17	+6	18	264 (16d20 + 96)	120 ft.	+14	20	Gargantuan	Legendary Actions
18	+6	18	264 (16d20 + 96)	120 ft.	+14	20	Gargantuan	Storm Aura
19	+6	19	264 (16d20 + 96)	120 ft.	+15	20	Gargantuan	Ability Score Improvement (Dex +2)
20	+6	19	264 (16d20 + 96)	120 ft.	+15	20	Gargantuan	Improved Legendary Actions

WHIRLWIND

Also at CR 5, the air elemental can use its action to create a whirlwind. Each creature in the elemental's space must make a Strength saving throw against its save DC. On a failure, a target takes bludgeoning damage equal to 3d8 plus its Strength modifier and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against the elemental's save DC or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Once the air elemental uses this action, it can't use it again until it recharges on a d6 roll of 4-6.

STORMBRINGER

At CR 6, the air elemental gains immunity to lightning and thunder damage. Also, its slam attack deals thunder damage equal to 2d10 plus its Dexterity modifier on a hit instead of the damage normal for its attack.

MAGIC RESISTANCE

Starting at CR 7, the elemental has advantage on saving throws against spells and magical effects.

FLYBY

Beginning at CR 8, the elemental doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

SIZE INCREASE (HUGE)

At CR 9, the elemental's size increases again, from Large to Huge. Its flying speed increases to 100 ft., and its Strength, Constitution, Wisdom, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (3d10), and two extra damage dice when it hits with its whirlwind attack (5d8).

EYE OF THE STORM

Starting at CR 10, the air elemental gains proficiency in Wisdom and Charisma saving throws.

LEGENDARY RESISTANCE (3/DAY)

At CR 11, if the air elemental fails a saving throw it can choose to succeed instead. It can use this feature three times and regains all expended uses after 24 hours have passed.

SIZE INCREASE (GARGANTUAN)

At CR 13, the elemental's size increases one final time, from Huge to Large. Its flying speed increases to 120 ft., and its Strength, Constitution, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (4d10) and two extra damage dice when it hits with its whirlwind attack (7d8).

SIEGE MONSTER

Beginning at CR 14, the air elemental does double damage to objects and structures.

INNATE SPELLCASTING

At CR 15, the air elemental can cast call lightning and control weather at will, requiring no components. Its spellcasting ability for these spells is Charisma.

LEGENDARY ACTIONS

Once the air elemental reaches CR 17, it can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

Move. The elemental moves up to its speed.

Slam (Costs 2 Actions). The elemental makes a slam attack.

STORM AURA

Starting at CR 18, the elemental is constantly surrounded by an aura of thunder and lightning that extends 20 feet outward from the elemental. If a creature ends its turn within the elemental's aura, it must make a Constitution saving throw against the elemental's save DC. A creature takes 2d8 lightning damage plus 2d8 thunder damage on a failed saving throw, or half as much damage on a successful one.

IMPROVED LEGENDARY ACTIONS

Starting at CR 20, the elemental gains an additional legendary action.

Air Gust (Costs 3 Actions). The elemental creates a blast of air in a 240-foot long line that is 20 feet wide. Each creature in the area must make a Strength saving throw against the elemental's save DC. A creature takes 10d8 bludgeoning damage and is pushed back 60 feet and knocked prone on a failed saving throw, or takes half as much damage and isn't pushed back or knocked prone on a successful one.