

# OzD 20



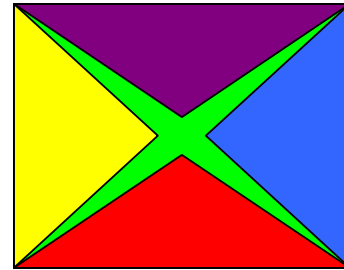
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# OZ D20

*National Flag of Oz*



This is a conversion of the Oz series by Frank L. Baum to the d20 system. Each book will be described in chronological order and the major literary characters and location will be altered to d20 equivalents. My hope is that not only will people find this interesting, but will consider reading the books of the series beyond the “Wizard of Oz” which are true American classics. This campaign requires either “Eberron” D&D rules or the D20 Modern rule set.

## **Geography**

The Land of Oz is a square nation of allied kingdoms bounded on all four sides with impassible sandy wastelands. The country is divided into four countries and a central ruling city-state; to the south lies Quadling Country, to the north is Gillikin Country, Munchkin Country is east, Winkie Country is west, and Emerald City lies in the center. Each country has a unique population and its own racial archetype.

Quadling Country has the greatest population of people within Oz and numerous townships exist in this country. Quadlings are the most skilled in magic and art. The ruler of Quadling Country is Glenda the Good Witch who is the most powerful magic user within Oz. Red is the universal color of the Quadlings for their clothes and buildings as well as much of the flora and fauna of the country.

Gillikin Country is infested with dangerous beasts so most people live in underground cities, mountain top villages, and forest tree houses. Their environment demands great strength and endurance from them. To survive and flourish in spite of the challenges of Gillikin Country, Gillikins prize hardiness more than agility or wisdom. Most of the people live within easily defended areas. Purple is the color of Gillikin Country. Animals, Plants, and Buildings are marked with purple. The population of Gillikin Country is so sporadic that each community has its own ruler.

Munchkin Country is famous for its stability and regulated communities. Munchkins have a truly an ordered society and any travelers and adventurers among them are rare aberrations. Most munchkins are farmers or craftsmen who live simple lives and rarely practice magic or warfare. Munchkins love the color blue and they have planted tremendous fields of lilacs and blue poppies along the well maintained yellow brick roads within their country. Munchkins live in tight groups so large unpopulated areas exist in Munchkin Country in which predators may lurk undiscovered. The Ruler of Munchkin country was the Wicked Witch of the East until a house fell on her.

Winkie Country is well known for mining and metal workers. It has the largest mines in the Land of Oz. Many Winkies work as blacksmiths, tinkers, and jewelers. Yellow is their favorite colors and huge fields of wheat and rye are considered both a cash crop and blank canvas. Crop circle competitions are the pride and joy of Winkie

farmers. The ruler of the Winkies was the Wicked Witch of the West, but was usurped by the Nickel Plated Emperor (a.k.a. Nick Chopper the Tin Woodsman). There are four deadly wastelands each bordering one side of the square shaped Land of Oz. The Great Sandy Waste borders the Quadling Country and it emits deadly gases that suffocate anyone that attempts to walk across it. The Impassible Desert lies north of Gillikin Country and radiates a heat so intense that only creatures immune to heat can walk upon its sands. The Shifting Sands is east of Munchkin Land and it is named for the constant sand storms that blow across it and quickly strip flesh from bone and wear away even the strongest metals. The final desert lies west of the Winkies and is named the Deadly Desert since any living object that touches it turns to sand. It is very likely that these four deserts were created sometime in the past to protect the Land of Oz from invasion from the surrounding kingdoms and island nations of the Nonestica continent.



The Land of Oz is the largest nation on the continent of Nonestica (an oval magical continent surrounded by a cloud of satellite islands). It creates a geological bull's-eye by being an oasis of verdant terrain surrounded by four deserts surrounded by a ring of numerous countries each with its own rulers, culture, and national interests.

Nonestica is a magical continent and each region has a radically different ecosystem than those neighboring it. Instead of a unified dimensional constant, Nonestica is splintered into multiple planes of existence. Each of these patchwork dimensions has radically different laws of nature, temporal mechanics, and metaphysics. Some areas prevent the characters from aging, others are completely composed of odd materials, and some are deadly to all life. Some are only large enough for a single house while others can encompass hundreds of acres. A wide variety of life forms exist within this continent, but many are limited to the borders of their pocket dimension. Some believe that Oz is part of an undiscovered continent on Earth protected from the outside world by invisibility and abjurations. Others think that Oz lies in a pocket dimension that

periodically links to our plane of existence. Dimensional rifts periodically open to capture individuals and small groups and bring them into the Land of Oz.

The exact location of Oz is unknown. In the first book, Dorothy is transported to Oz by tornado. A massive earthquake in California swallows Dorothy and deposits her beneath Oz in *Dorothy and the Wizard in Oz*. A magical crossroads in California takes Dorothy and the Shaggy Man to Oz in *Road to Oz*. At the opening of *Ozma of Oz*, Dorothy Gale is sailing to Australia with her Uncle Henry when she is washed overboard and lands on the shore of Ev. The Wizard reached Oz by Hot Air Balloon. Trot and Captain Bill journeyed to Oz from the Pacific Coast of America by way of sea cave, ork, and giant bird.



The flora and fauna of the continent of Nonestica is a variety of Earth animals and plants and a few that are unique to magical regions.

## ***Role-playing in Oz***

### **Themes**

As written, Oz is a place where good always triumphs over evil because people of courage and integrity battle to protect the nation from abuse. Success comes from solving the root problem of any crisis. Both Dorothy and Ozma discover that the ability to create friendship and generate loyalty in creatures radically different than themselves is necessary for any successful leader in Oz. One can not be blinded by appearances since beauty and ugliness are often deceiving. Working together people can achieve what they fail working apart. The common characteristic of most Oz villains is their greed and suspicious natures.

Oz has also been reinterpreted in by many other authors and artist. Most of these versions take a fundamentally disparate view to Baum's paradise. A few examples are:

- *The Twisted Land of Oz*: McFarlane's Monsters Series Two. In this steampunk dystopian fantasy, Oz is a place of suffering, mutation, and madness. Dorothy is an embittered teenager that runs away only to be threatened with captivity in Oz. Vicious pygmy Munchkins attack the unwary. The Scarecrow is a spiritually possessed straw dummy with a lust for blood. The Tin Woodsman is a traumatized, metal, half golem. The Lion is an eviscerated, chemically fueled zombie. The Wizard experiments on human and animal subjects such as Toto the massive mutant canine. Though all of these horrors, Dorothy battles for her personal freedom and mental sanity. [Twisted Oz Website](#)
- *Wicked*, by Gregory Maguire, portrays a very different version of the Land of Oz. Maguire's Oz is not Baum's utopia, but a land troubled by political unrest and economic hardship. One political issue in Maguire's novels is the oppression of the Animals (Maguire distinguishes speaking Animals from non-speaking animals by the use of capital letters). There are many religious traditions in Maguire's Oz, including Lurlinism (which regards the Fairy Lurline as Oz's creator) and

Unionism, which worships an Unnamed God. Maguire's presentation of Oz's geography is also politically tinged. A large political prison, Southstairs, exists in caverns below the Emerald City. Gillikin, home of Shiz University, has more industrial development than other parts of Oz. Munchkinland is Oz's breadbasket and at one point declares its independence from the rule of the Emerald City. Quadling Country is largely marshland, inhabited by the artistic and sexually free Quadlings. And the Vinkus (Maguire's name for Winkie Country) is largely open grassland, populated by semi-nomadic tribes. Wikipedia Reference: [Wicked: The Life and Times of the Wicked Witch of the West](#)

- *The Wiz*: In the *Wiz*, the Land of Oz is no longer a pastoral nation, but is now a massive metropolis. Munchkins are street urchins skilled at blending invisibly into their urban environment. The Scarecrow is a spineless man stuffed with useless facts. The Tin Woodsman is an abandoned relic from the past. The lion is a bully that terrifies others to make himself feel brave. The Poppy Fields are a source of a deadly drug that will steal all your drive and willpower. The Wizard is a disgrace that keeps others blind to his political failures by distracting them with fashion trends and theatrics. The Wicked Witches rule sweat shops where their subjects are chained to their work benches. And let's not forget the Flying Monkey motorcycle gang. Wikipedia description of the *The Wiz* ([The musical](#) | [The film](#))



## Player Characters

Oz uses the D20 Modern system of character creation. If you are using D&D core classes, almost all classes are available, but the Artificer {Eberron}, Bard, Paladin, and Ranger are the only existing magic users for a PC. People can be born within Oz or sucked in from other planes. Many come from the modern world, but any technological equipment they have, early turn of the century equipment (See D20 Past), is limited to what they possess when they are transported to Oz. The core classes are the Strong, Fast, Tough, Smart, Dedicated, or Charismatic Hero. Starting Occupations are the educated, professionals, and the mystically inclined. Advanced Classes are any available within the Modern RPG, but magical and martial classes are much more common than any tech dependent classes (such as the Gunslinger, Techie, Field Scientist, or Shadowjack).



Magic users in Oz are called witches if female and wizards if male. Sorcerers are magic users who get their magic from their ancestry. Mystics get their magic their inner spirit. Occultists gain their magical knowledge from study. When using the D20 Modern rule book, the most common magic user is the Occultist since most spoken incantations are rare within Oz, but all magic classes are available. Oz does not have the deities common to the D&D fantasy so divine casters find their power from within rather than worship.

D20 Modern Classes are excellent for a Classic Fairytale Campaign

D20 Past classes and equipment can be used in a Steampunk version of Oz

D20 Future classes can be used in a Cyberpunk "Land of Oz" set in the future.

D&D classes can be use for a medieval fantasy version of Oz.

## ***Racial Demographics***



The demographics of Oz are extremely diverse. All magical and mundane races in existence are represented within the population of the Land of Oz. The most common are Munchkins, Winkies, Quadlings, and Gillikins which represent the four races of mankind within Oz. As humans, these races start with the standard number of feats and skill points in the d20 Modern rule set as any other human.

- **Munchkin Characters:** Small, +2 DEX, -2 STR.
- **Winkie Characters:** +2 WIS, -2 CON, Starts with +2 bonus on any one Craft rolls.
- **Quadling Characters:** +2 CHA, +2 INT, -2 STR.
- **Gillikin Characters:** +2 STR, +2 CON, -2 DEX, -2 WIS.

Animal Characters are very common within Oz. Unlike the mundane animals, all Oz animals can speak at least one language (English is the nearly universal language of Oz). To play as an animal, the basic animal's CR is used as the player character's level adjustment. Using the listed typical attribute scores, to find the racial modifier for the animal subtract 10 if even or 11 if odd from the given score. This will provide both the bonuses and the penalties for each attribute. For intelligence, the animal character rolls the standard 3d6 even if it was born in a different land than Oz. Skill points are awarded

according to the animal's core class. The only skill modifiers that apply are those describe as racial modifiers (such as camouflage, spot bonuses, and listen bonuses) and any "size" modifiers. Hit Dice starts the same as a first level character of their core class (Ignore the animal's previous HD total). Animal characters start with all their natural animal abilities, but only gain feats according to their class and racial feats (such as weapon finesse {bite}). It does not gain any of the bonus feats awarded due to experience level advancement available to other sentient races. Since most animals lack hands, they can't use weapons, somatic spells, or many technical skills common to bipeds. Animals can take any of the core classes, but not any advanced classes that require skills they can not possess.

**EXAMPLE:** Lion Conversion (CR: 3)

**Hit Dice:** As core class

**Size:** Large (**Size Penalties:** -1 AC, -1 AB, -4 Hide.)

**Lion Attribute Modifiers:** STR +10, DEX +6, CON +4, INT 3d6, WIS +2, CHA -4

**Racial Skill Bonus:** +4 Balance/Hide/Move Silently (*Camouflage:* Additional +8 to hide skill in tall grass). So the size adjusted Hide skill bonus is +0 or +8 in grasslands.

**Racial Abilities:** Pounce, Improved Grab, Rake, Scent, Low Light Vision

**Level Adjustment:** +3 to the starting core class level.

Construct Player Characters are much more common in Oz than in standard Dungeons & Dragons. A description and origin of each will be discussed in detail in later sections. Basically each has its own level adjustment. Standard construct traits provide a +1 ECL. The lack of a constitution score provides another +1 ECL. Any size is a net zero gain if STR, DEX, and CON attributes are affected by size, but reach is +1 ECL per additional 5ft beyond normal for the construct's size.

## Creatures

The creatures of Oz have some overlap with the creatures presented in Dungeons and Dragons and d20 Modern. The exceptions are that all "outsiders" and any creatures of Greek mythology are entirely absent. Undead, Aberrations, and Oozes do not exist at all in classic Baum stories, but may exist if you are running a gritty Oz campaign. More often than not any creature living in Oz is unique to that continent.

	Dragons	Oozes	Undead	Aberrations
Fairytale Oz	Rare	None	None	None
Medieval Oz	Common	Rare	Common	Rare
Steampunk Oz	Rare	Common	Rare	Common
Modern Oz	Rare	Common	None	Rare
Cyberpunk Oz	Very Rare	Common	None	Common

## Progress Levels

How you play an Oz campaign depends entirely at what Progress Level you set for inside and outside Oz. Classic Fairytale Oz is composed of PL 3 to 4 kingdoms. Though rare compared to magic, wax phonographs, pipe organs, gas heaters, clockwork robots, and buildings with advanced architecture are scattered about the country.

A Medieval Oz would be stuck in PL 2 and would best fit an Oz campaign composed of D&D classes, monsters, and artificer created magical items (Eberron/D&D).

A campaign based on the conflict between PL 3 agrarian Oz and a PL 4 invasion of WWI or WWII armies would lend itself to a “Steampunk” campaign (see d20 Past). The dichotomy of industrial technology and pastoral fairy magic could be the conflict driving your campaign.

The Modern Age (PL 5) with its pollution, electronics, jet aircraft, and traffic jams would be even more foreign to those living in Oz. The introduction of modern technology could have significant impact on the power structure of Oz. Similar to an “Urban Arcana” campaign, instead of a creature crossing over from the plane of shadow, creatures are passing back and forth from Oz to the Modern world (Urban Arcana, Menace Manual). Players may have many assumptions about what Oz is like, but in this campaign they are confronted with the grim reality behind the fairytale stories told about Oz. Is Ozma a repressive dictator? Is modern pollution poisoning fairyland? Can Oz remain a secret in a world with so little privacy? Has Oz become an oasis of magic in a world without enchantment?

A “Land of Oz” set in the future may not be a lost fairyland, but an artificial environment created by the jaded elite (d20 Future). In future campaigns, psionics can be substituted for the arcane magic of Oz. Especially future settings that rely on mutation rather than magic for the genesis of new races. Below are three different versions of a d20 Future based “Land of Oz” campaign.

One idea is that Oz exists as an immersive virtual reality (d20 Cyberscape). Shadowjacks and Cybernauts are the Witches and Wizards of this electronic fairyland. Scarecrows (Wetwear Agents) and Tin Men (Cyberwarriors) amble the asphalt streets of mega-metropolises while Dorothies and Totos (civilians) scurry quickly from home to work. Lions (Police), Tigers (National Guard), and Bears (Private Security) attempt to maintain order and the status quo. The Emerald City has become the financial and information clearing house of the globe. Everyone has an Oz based Avatar for professional and personal interfacing along the golden wire networks of virtual Oz.

Oz may be a planet terra-formed by the wealthy and powerful as a utopia where they remain forever young and never die due to gene therapy or nanotech repairs. In this verdant paradise, genetic engineers have free reign to create creatures beyond imagination. Fairies, dragons, and constructs function by scientific principles so advanced there is no other description for them other than magical. Into this world the player character are thrust as thieves, spies, bodyguards, explorers, investigators, entertainers, rebels, or rich kids. Genetically engineered servant races are broken down by labor type into Munchkins (farmers), Winkies (miners and factory workers), Quadlings (artisans), and Gillikins (soldiers). Nomes and other monstrous humanoid races are the discarded genetic experiments left behind during a century of genetic refinement.

Oz may be the result of a new society created after a global disaster (d20 Apocalypse). After an epic bio-weapon war, the world’s population may have mutated into magical and mundane creatures. Munchkins, Winkies, Quadlings, and Gillikins, are all mutated versions of humans. Witches and Wizards gain a measure of arcane (or psionic) power from their genetically augmented mitochondria. Anthropomorphic Animals (Moreaus) are left over soldiers from the last war. Fairies (naturally psionic or



arcane creatures) are flourishing in the chemical jungles bordering the sanitized yellow brick roads linking together the remaining human communities.

## **Scenario Seeds**

### **Classic Fairytale Oz**

- Retell the stories with your player characters instead of Dorothy and her companions. Just like the first story, your characters must follow the yellow brick road to see the wizard so he can help you return home. Alter the path to victory and the chain of events so that the PCs do not become bored or complacent.
- For whatever reason, your players are brought to Oz. The players must familiarize themselves with their strange surrounds and natives of Oz if they wish to survive. They may encounter Dorothy, Ozma, the Scarecrow, or other famous characters along the way. Success in playing this scenario depends on creating an adventure path tailored to challenge and surprise the players.
- You are a native of Oz and charged with mapping the entire continent and nearby islands. In your travels you rediscover all the locations mentioned by the Oz Book series and find new kingdoms as well. This scenario depends on creating a plot line that utilizes the creatures and people of Oz in a new and unfamiliar storyline.

### **Steampunk Oz**

- A rash of mysterious disappearances is linked to random dimensional rifts. People born a hundred years ago are coming back to their former homes untouched by time. The possibility of a land where no one grows old or dies has inspired a dedicated few to find evidence of this hidden “fountain of youth”.
- Finding the hidden continent of Oz has become a national priority for the world. Every country has invested millions in the search to become the first to have access to the wealth and magic of the Land of Oz. Players can either be intrepid explorers or staunch defenders of the hidden continent.
- One minute you are on the WWI battlefields in Europe gagging on mustard gas. In the next you are in the wondrous, magical, Land of Oz. Unfortunately for you and your buddies a large group of enemy soldiers has also be transported into this magical world. Will you continue to fight or will you join forces to survive the hostile natives of Oz and return to Europe? If you are a defender of Oz, can you prevent these soldiers from involving your country in World War I?
- World War II comes to the Land of Oz. Both the Germans and the Americans establish beachheads on opposite sides of the continent with Oz lying between them. Players can be part of either army or a native caught between. If fairies chose sides, how will it be resolved if neither side can kill the other?

## Medieval Oz

- A dragon is blamed for a number crop burnings in Munchkin Country. Is the beast to blame or is the arson racially motivated?
- You are part of the Knight Champions of Oz ordered to protect your country from enemies both foreign and domestic. Will you spill native blood when General Jinjur seizes Emerald City with her rebel girl army?
- Princess Ozma has declared all magic not performed by Glinda the Good, the Wizard of Oz, or herself illegal. Do you join the witch hunting parties or try to defend local witches and wizards from emerald city guardsmen? What side is the Good Witch of the North taking?
- The Nome King is attempting to invade Oz. Who will raise and train an army to fight this foe? How will you defend Oz from the Nome King's army as it attacks by air, land, and underground? Will you fight in skies in flying wash tubs and bird drawn chariots? Will you fight in the Deadly Desert where a single misstep will turn you into dust? Will you fight underground where the Nome King rules? Will you fight from the walls of Emerald City with enchanted ballistae, catapults, and boiling oil?



## Advance Classes in the Fairyland of Oz (PL 3)

### D20 Modern

**Soldier:** Soldiers use flintlock muskets and bayonets. A discharged musket can be used as a quarterstaff or as a long spear with its bayonet attached.

**Martial Artist:** Oriental characters are rare in Oz but they do exist (see Royal Book of Oz). Many Martial Artists are boxing and wrestling graduates of Professor Wooglee-Bug's Athletic College.

**Gunslinger:** Oz gunslingers are limited to flintlock pistols (d20 Past, pg 21). Many carry several pistols tied to strings and let them dangle when emptied rather than reload one pistol between each shot. With the "Quick Draw" feat the gunslinger can fire many pistol each round.

**Infiltrator:** Infiltrators common to enemies of Ozma than the civilized citizens of the Land of Oz. Nome infiltrators are common in the Army of the Nome King.

**Daredevil:** Magic powered vehicles are available to Daredevils in Oz.

**Bodyguard:** The general held belief is that bodyguards are employed by wicked people at risk of assassination or assault. Ozma is known to scorn the need for a bodyguard while traveling through the Land of Oz. It countries outside the Land of Oz, the Cowardly Lion and the Hungry Tiger often flank Ozma or Dorothy during processions.

**Field Scientist:** PL 3 Scientists are more interested in publishing their discoveries than in creating gadgetry. PL 3 gadgets are powered by gunpowder, gravity, wind, or springs.

**Techie:** Oz Techies are limited to PL 3 technology. A clockwork robot has the same stats as an electronic one but will function for only one hour between windings (use Craft {clockwork} skill rather than electronics to construct a clockwork robot)

**Field Medic:** Magical healing is more common in Oz, and illness and infirmity are infrequent within Emerald City. A field medic tends those without magic resources.

**Investigator:** Divination is more common than forensic investigation for Oz natives.

**Personality:** Many of the leading citizens of Oz are Personalities.

**Negotiator:** Some wise Oz rulers take levels in Negotiator.

**Shadow Slayer:** This class now detects and combats the natives of Oz rather than the creatures of Shadow. Damage resistance now applies to attacks from Oz creatures.

**Occultist:** This is a most common of Oz spell casters. Magic power in Oz is invested in enchanted objects rather than individual spell casters. Additionally, Ozma has prohibited the practice of “High” magic in Oz. This includes mages, acolytes, mystics, techno-mages, and sorcerers throughout the Land of Oz. Princess Ozma, Glinda the Good, and the Wizard of Oz are the only officially sanctioned witches and wizards under Ozma’s rule. “Low” magic practiced by mesmerists and occultists is unrestrained.

**Mage:** Oz mages are stripped of their spells if caught doing illegal magic.

**Acolyte:** Oz acolytes do exist, but divine spells come from within rather than a divine agent. Fey are commonly Acolytes due to their devotion to fairy rituals and culture, but Outsiders do not exist in the classic fairytales of Oz.

## Urban Arcana

**Arcane Arranger:** Commonly taken by Oz rulers and government officials

**Archaic Weapons Master:** The “Yellow Knight” is an excellent example of this class

**Glamourist:** The Glamourist is a common minor spell casting class in Oz.

**Mystic:** More common among Oz natives than an acolyte.

**Shadow Hunter:** Limited to archaic weapons and flintlock firearms

**Shadowjack:** Instead of a computer, the shadowjack uses a Babbage Machine (clockwork calculator). This wood and steel computing machine is enormous (30ft by 30ft by 30ft) and can not be moved. Alternatively, the shadowjack may access a “magical” network composed of crystal balls link together through the ether. With his crystal ball, the shadowjack can do anything he could accomplish with a portable computer, but requires Knowledge (arcane lore) skill to read and write code rather than the Decipher Script skill. Using either device requires the Computer Use skill.

**Speed Demon:** Like the Daredevil, a Speed Demon uses magical vehicles.

**Street Warrior:** Work in the back alleys of Emerald City as leg breakers and bouncers.

**Swashbuckler:** Swashbucklers sail the coasts of the Nonestic Ocean in wooden ships and traffic among the island populations (see Captain Salt of Oz).

**Techno Mage:** Perfect for a Steampunk version of the “Land of Oz”. A PL 3 techno mage stores spells as phonograph records or punched paper rolls. She can use the “Ethernet” just like above.

**Thrasher:** Thrashers are barbaric warriors in the peaceful fairytale world of Oz.

**Wildlord:** Oz is filled with unusual wild life and is an excellent home for a Wildlord.

**Artificer:** The only available prestige class for the magic users of Oz.

## D20 Past

**Explorer:** Few professional explorers exist in Oz, but foreigners may be explorers.

**Shaman:** An uncommon magical class among citizens of the Land of Oz

**Sorcerer:** A rare type of magic user within the Land of Oz since natives more strongly identify with Fey Magic rather than Draconic Magic.

**Mesmerist:** A common type of minor psychic in Oz.

**Flying Ace:** Conventional aircraft are foreign to Oz, so flying aces are even odder (see “Barnstormer in Oz” for an example of a biplane pilot in Oz).

**Scientist:** Few scientists exist in Oz, but a foreigner might possess this class.

## Psionic Classes

Psionics do not exist in the classic fairytale Oz. Most d20 Modern settings have either psionics or magic, but not both since both FX groups are extremely similar in effects and differ only in game mechanics. Psionics are most common to the d20 Modern and d20 Future settings which have dismissed magic as superstition and replaced the utility of most spells with advanced technology. Mutation and psionics work well together so a Game Master pursuing a d20 Apocalypse based Oz campaign may have psionic monsters, and psionic mutants in the Land of Oz rather than magical fairies and spell casters.



## D20 Future

If “The Land of Oz” is a place in the future, then any and all d20 Future classes are available to your player characters depending on the location of the campaign. Players may travel to Oz through virtual reality, dimensional rifting, time travel, or space exploration. “Magic” may be a result of ancient knowledge, mutation, nanotechnology, or high science. Oz may be a playground for the rich and powerful. It could be on another planet or dimension. In a d20 Cyberscape campaign Oz could

be a virtual reality interface or slang for the criminal underground. A dystopian Oz created by bio-warfare (d20 Apocalypse) would have access to most d20 Future classes and some measure of advanced weaponry. Psionic powers are more common than arcane witchcraft in most future based settings, but the conflict between civilizations lead by Arcane Fairies and Hi-Tech Nomes may be the pivotal conflict of the game.

## ***Death and the Undead in Oz***

Since the return of Ozma to the throne, no one can truly die or grow old in Oz. If hacked into pieces, each piece would still possess life and could be resuscitated by piecing the corpse back together.

“Resurrection” and “True Resurrection” only apply to those cases which a body is so heavily damaged (such as by fire or acid) that parts of the body are completely destroyed. The “Raise Dead” spell has no effect in Oz.

Immunity to aging does not prevent character destruction such as being eaten, transformed, or disintegrated. It’s just impossible to die from any cause other than violent trauma. In a gritty campaign, this can become a focus of dissent since for the ill and elderly there is no relief from the pain of wounds or infirmity. Children and babies never reach maturity. Munchkins rather than being midgets could be adults trapped in immature child bodies. “Death” effect spells still function as normal, but instead vaporize the body of the spell’s target.

Additionally, certain areas of Oz provide immunity to ageing (such as **Emerald City**). This makes Emerald City an extremely desirable place to live and the wealthy and powerful strive to remain within its walls.

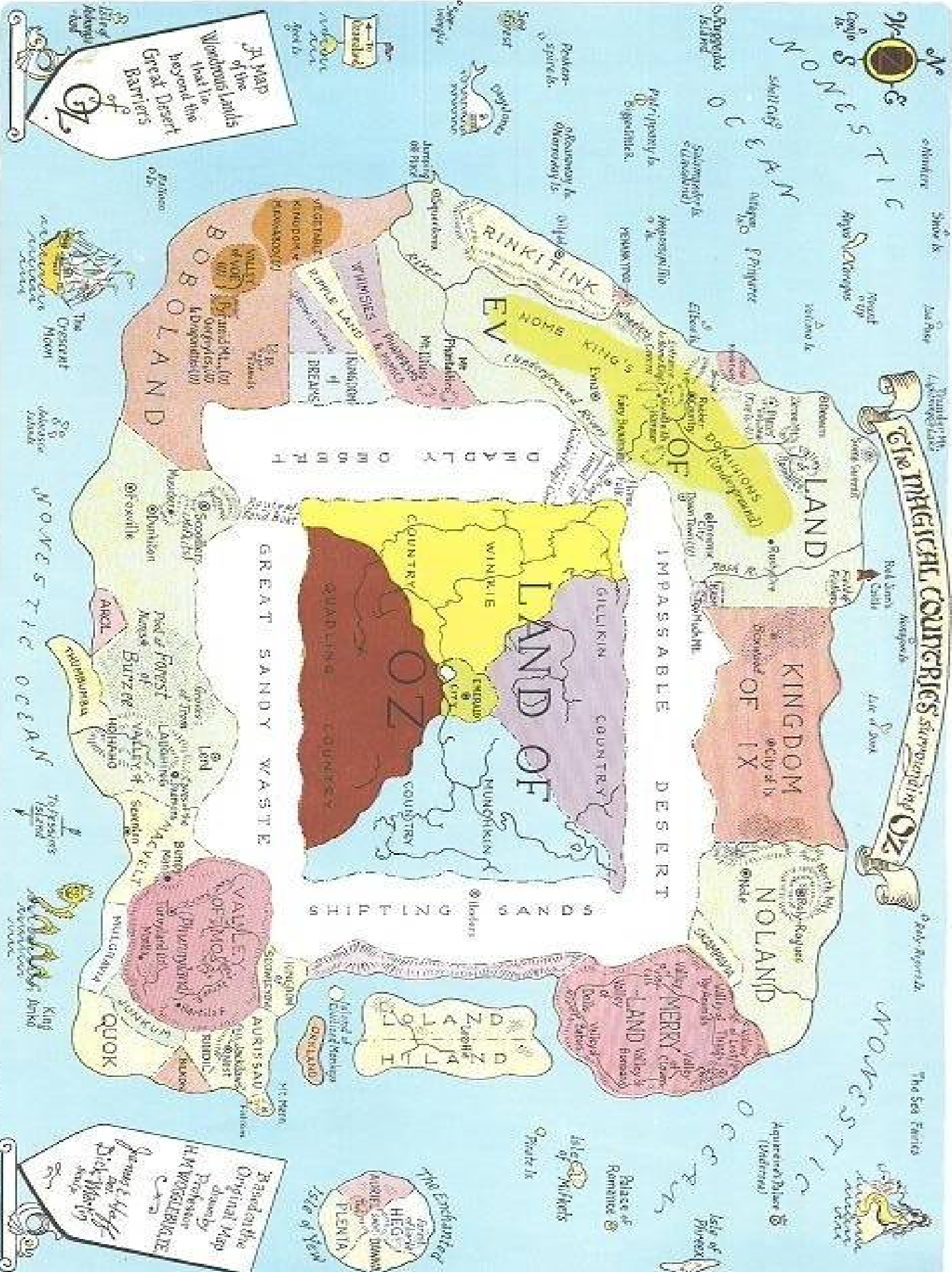
Because of these two factors, Undead as described in D&D is impossible. The closest equivalent to the undead are Souled Constructs. Turn Undead class ability now applies to this type of creature.

It is up to the Game Master and his players whether undead creatures exist in Oz. This would be a major departure from the Oz cannon, but could be important in campaigns where the eternal life and youth that the people of Oz seem to enjoy is the result of vampirism, mummification, lich rituals, or ghoulish cannibalism.

There can be no true risk in the game if the threat of death is entirely removed. The Game Master must be diligent in creating traps and challenges in which the characters risk their freedom and ideals if not their lives. Total destruction is always an alternative to death and is possible through many means. Being eaten (digested by stomach acid) will destroy you. Being burnt to ashes, ripped to bits, ground to powder, buried alive, anchored to the sea floor, or imprisoned in an iceberg are all means of eliminating a threat. In game terms being reduced below -10 hit points means that the character is utterly destroyed and must be restored by magic or other means if he wishes to exist as a sentient creature. For example, Chopfit is made of the severed parts of the Tin Woodsman and the Tin Soldier. Only when the munchkin tinsmith used “magic glue” to reattach all the pieces did the creature regain sentience.







The physical countries surrounding Oz

A Map of the Wicked Lands that lie beyond the Great Desert Barrier of Oz

Based on the Original Map drawn by H.M. WOODHOUSE  
James E. Hall  
Dick Martin

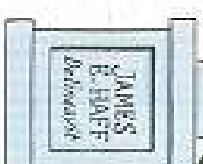
The MARVELOUS Land of OZ,

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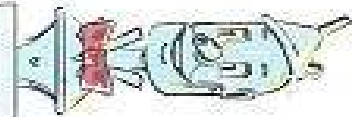
## DESERT



DEADLY DESERT



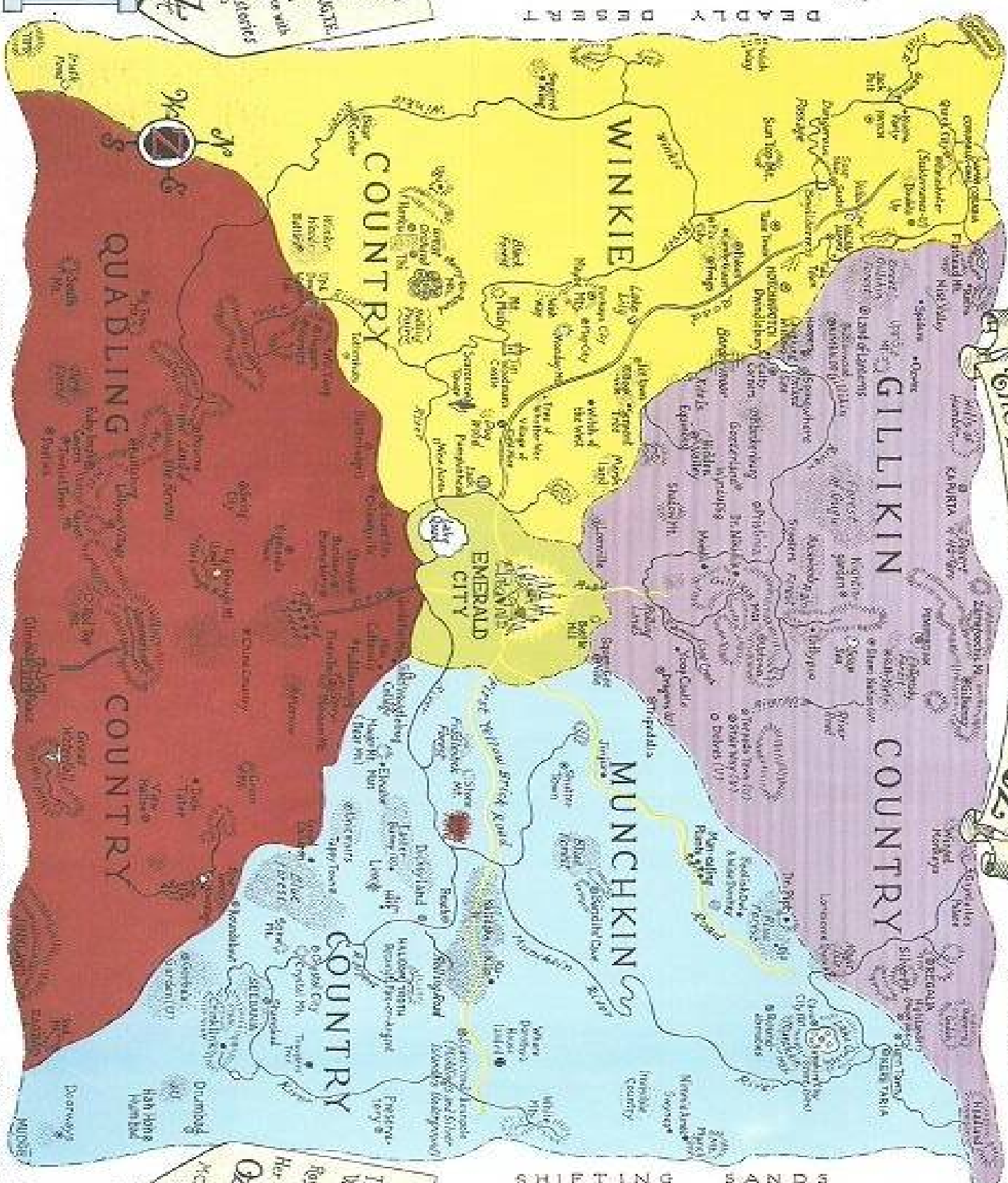
Based on the  
Original Map  
Created by  
Professor  
HUMPHREYS, 1807.  
Revised  
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SHIFTING SANDS



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Ozma of Oz  
MONTANA



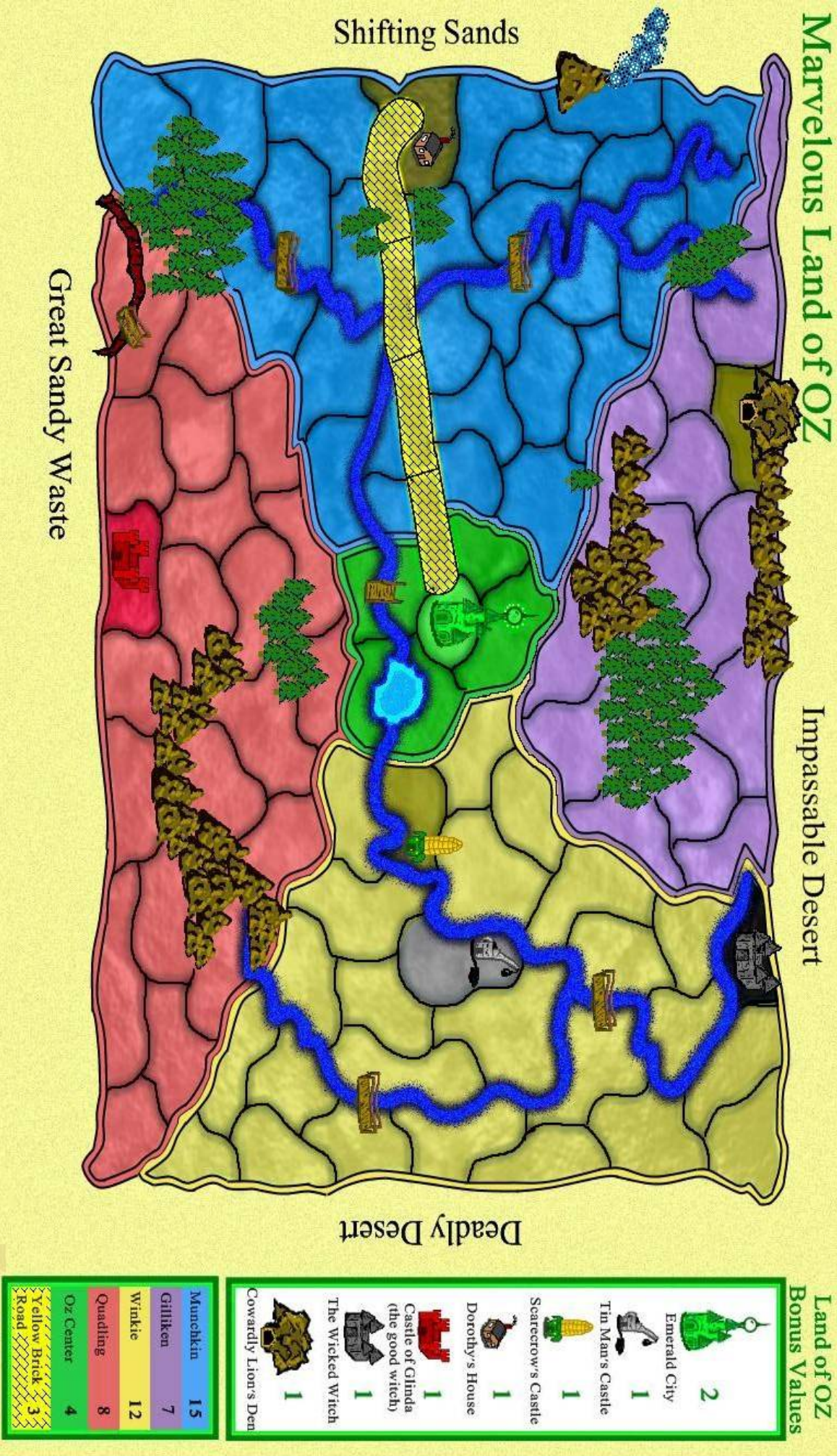


# FIVE COLORS

**Five Colors** is the national board game of Oz played by all races of people. This is the board game map used in Five Colors. The game is played similar to Go or Pente. Up to five people can play this game at once but each must have a supply of markers. These markers can be coins, candy, or bits of colored paper but all must be identical and different than the other player's markers. Each player picks one color territory on the board and places a marker on the capitol. Each player takes turns placing one marker adjacent to the any of their other markers. If you place one of your markers adjacent to one or more opponent markers, then the player can remove all adjacent opposing markers and replace them with his markers. Water, Mountains, and Forests are barriers and prevent marker capture and players can only pass over water at bridges scattered across the map. If all your markers are removed from the board you lose the game and if at any point you do not possess any castles you lose the game. After all the markers have been placed, the game score is determined. Each castle has a point value and if you possess all the territory of the same color you gain points as well.

## Map Note:

Cardinal directions are often mirror reversed on Oz maps. This is not an error by the map maker, but a reflection of the mis-direction incantation used to keep the fairyland of Oz from being discovered which confounds any compass or navigation system.





# Wonderful Wizard of Oz (Book I)

## ***Synopsis***

Dorothy is taken to Oz by a tornado and drops down upon the Wicked Witch of the East. After taking the Silver Slippers from her wilted remains, Dorothy journeys down the Yellow Brick road to Emerald City. Along the way she is joined by the Scarecrow, the Tin Woodsman, and the Cowardly Lion and with their help overcomes the deadly obstacles of the Kalidahs, a deep river, and the Deadly Poppies. She is ordered by the Wizard of Oz to destroy the Wicked Witch of the West before he will help her return home. The witch defends herself with a flock of vicious black crows, a swarm of black bees, a company of spearmen in black armor, and the power of the Golden Crown which allows her to ask three wishes of the Flying Monkeys. Dorothy and her friends are captured, but the witch can't harm her because of the Silver Slippers. After Dorothy destroys the witch with a bucket of water she returns to Emerald City, only to find out that the wizard is a humbug. As a last resort, Dorothy travels south to the palace of Glinda the Sorceress. The road to the palace is blocked by fighting trees, a wall of china, a giant spider, and hammer-heads. Once she arrives, Glinda tells her that she possessed the ability to return home all along in the Silver Slippers. Dorothy uses the magic of the Silver Slippers to return home but these powerful shoes are lost in the journey.



## ***Main Characters***

***Dorothy:*** Dedicated Heroine

Dorothy is the protagonist of the book. Her struggles and battles are the major plotline of the book. The PCs will likely replace Dorothy as the heroes of an Oz campaign.

***Wizard:*** Charismatic Villain

The Wizard of Oz is a humbug and con artist in this book. His full name is Oscar Zoroaster Phadrig Isaac Norman Henkle Emmanuel Ambroise Diggs. He initially claims that Emerald City elected him as their ruler because he came to their country in a Hot Air Balloon. He also claims that he inspired the construction of Emerald City. In "Land of Oz" we discover that he usurped King Pastoral and had his daughter's memory erased and her body changed into a boy.



***Toto:*** Fast Heroic Terrior

Toto is Dorothy's dog and boon companion. Dorothy first believes that unlike Oz animals Toto can not speak. She finds later that any animal brought to Oz gains the power of speech. Sentient animals create a moral quandry because "meat eaters" may be considered cannibals. One solution is that they depend on "Lunch Box Trees" (Book 3) to supply meat.

**Miniture Dog (Tiny Animal)**

CR: ¼, Size: Tiny, HD: ½d8 (2 HP), MAS 10, Init: +2, Speed: 15ft, Defense: 14, BAB: +0, Attacks: +4 bite (1d2-4), Space: 2.5ft by 2.5ft, Reach: 0ft, SQ: Low Light Vision, Scent, AL: Owner, SV: +2 Fort, +2 Ref, +0 Will, AP: 0, REP: 0; Abilities: STR 3, DEX 15, CON 10, INT 1 (Oz: 3d6), WIS 10, CHA 10; Skills: +4 Survival, +4 Spot, +4 Listen, +10 Hide; Racial Feat: Weapon Finesse (bite); Advancement: None

***Scarecrow:*** Smart Hero

The Scarecrow is a straw golem souled construct. He briefly ruled Oz after the wizard left in his Hot Air Balloon. Ozma became ruler after her restoration in *Land of Oz (B2)*.

***Tin Woodsman:*** Strong Hero

Nick Chopper is a tin golem souled construct. He became Emperor of the Winkies after the death of the Wicked Witch of the West.

***Cowardly Lion:*** Tough Heroic Lion

The cowardly lion learned to face his fear. He became the "King of the Forest" after he killed a enormous monstrous spider that threatened all the animals of a Quadling forrest on Dorothy's journey to see Glinda the Good.

***The Wicked Witch of the West:*** Smart Villainess, Occultist

The Wicked Witch of the West is the ruler of the Winkies. She is deperate to claim the Silver Slippers to increase her magical power. In *Wicked*, the witch is a sympathetic character that seeks to protect the rights of Animals from human oppression.

***Queen of the Field Mice:*** Fast Heroic Mouse, Negotiator

The Queen of the Field Mice is able to rescue Dorothy, Toto, and the Lion from the deadly threat of the poppy fields in return for the Tin Woodsman saving her life from a bobcat.

***The Good Witch of the North:*** Dedicated Heroine, Mystic

This is the first and the last time this old woman is encountered in the Oz books



**Souled Construct**



A souled construct is a special form of undead that reflects a sentient mind/spirit inhabiting of a lifeless object or body. In the case of the Scarecrow this was the spirit of the Silver Emperor (ROYAL BOOK OF OZ). In the case of the Tin Woodsman, his body was gradually replaced by tin the he proceeded from a "Half-Golem" to his "Full Golem" status. The parts he left behind as well of those of the Tin Soldier were stitched together to form a sentient Flesh Golem named Chopfit (TINWOODSMAN OF OZ) who married the Tin Woodsman's former fiancé, Nimmie Amee.

Jack Pumpkinhead, the Gump, and the Saw Horse are sentient animated constructs created by the "Powder of Life" (LAND OF OZ). They are not Souled Constructs, but instead Intelligent Magic Items.

## ***Wizard of Oz Creatures***

### **STRAW GOLEM**

The Straw Golem is the physical body of the Scarecrow of Oz. It is invulnerable to physical trauma, but most energy attacks inflict full damage. It is treated as a Cold subtype since it is immune to cold damage, but Fire inflicts double damage. It has no elemental link to the Cold Energy Plane. It is also vulnerable strong winds since it is very light in weight. Almost all straw golems have a humanoid form.



#### *Straw Golem*

*Medium Construct (Cold)*

*Hit Dice: 1d10 (25 hp: +20 due to size)*

*Initiative: +0*

*Speed: 30ft*

*Armor Class: 10*

*Attacks: Slam: +0*

*Damage: Slam: 1d6 non-lethal.*

*Face/Reach: 5ft x5ft/5ft*

*Special Attacks: None*

*Special Qualities: Construct Traits, Darkvision: 60ft,*

*Impervious to Cold, Resist Physical Trauma,*

*Lightweight.*

*Saving Throw: +0 Fort, +0 Ref, +0 Will*

*Abilities: STR: 11, DEX: 11, CON/INT: na, WIS: 10, CHA: 11.*

*Skills: None*

*Feats: None*

*Climate: Farm land*

*Organization: Solitary*

*CR: 1*

*Possessions: The clothes on its back*

*Alignment: Neutral*

*Advancement Range: 2 to 4 HD (Large), 5 to 16 HD (Huge)*  
*ECL: +2 (requires investment of sentience to turn into a PC).*

The Straw Golem can be a stuffed suit of clothes, bundled straw dummy, or a massive moving hay stack. Most are designed by farmers and rural mages to guard a farm or field. Often one will lie in wait as an ordinary scarecrow and attack from surprise when an unwary victim comes in range.

### **Special Qualities:**

*Construct Traits:* The straw golem has all the invulnerabilities and weaknesses of standard constructs including Dark Vision to 60ft and must be repaired (Craft {sewing}: DC 15, +1d10).

*Impervious to Cold and Resist Physical Trauma:* Ballistic, slashing, piercing, and bludgeoning attacks always inflict half damage. Cold attacks inflict no damage.

*Vulnerable to Fire:* Fire does double damage.

*Lightweight:* The straw golem is designed to resemble some type of creature. Since it is stuffed with dry straw it only weight one tenth what the "meat" version would weigh. Unfortunately, the straw golem soaks up liquids like a sponge and if it is immersed in water it will increase so much in weight that its Speed will be reduced by half for 1d4 hours. The straw golem also takes a -4 skill penalty on all Balance Rolls versus tripping attacks and strong winds. The slam attack of a straw golem inflicts non-lethal damage.

## **TIN GOLEM**

The Tin Golem is the basis of the Tin Woodsmen as well as the Tin Soldier (TIN WOODSMAN OF OZ). It is impervious to magnets and electrical spells. But water of any kind will cause its joints to rust solid. "Cold" energy attacks will inflict double damage from frost fractures. Unlike iron, tin is a soft metal and provides no damage resistance.

### *Tin Golem*

*Medium Construct (Air)*

*Hit Dice: 1d10 (25 pts: +20 due to size)*

*Initiative: +0*

*Speed: 30ft*

*Armor Class: 15 (+5 Nat.)*

*Attacks: Slam: +0*

*Damage: Slam: 1d6*

*Face/Reach: 5ft x5ft/5ft*

*Special Attacks: None*

*Special Qualities: Reflect Light, Water Rusting, Non-magnetic, Construct Traits, Darkvision: 60ft*

*Saving Throw: +0 Fort, +0 Ref, +0 Will*

*Abilities: STR 11, DEX 11, CON&INT: na, WIS: 10,*

*CHA: 10*



*Skills: None*

*Feats: None*

*Climate: Any*

*Organization: Solitary, or Squad (5 to 10)*

*CR: 1*

*Treasure: None*

*Alignment: Neutral*

*Advancement Range: 2 to 4 (Large), 5 to 16 HD (Huge)*

*ECL: +2 (requires investment of intelligence)*

Tin Golems are shiny silver unless rusted. They are usually crafted to be workers or warriors and never painted. After the Tin Woodsman freed the Winkies from the Wicked Witch, he was given a "nickel plate" coating that prevented any future rusting.

**Special Qualities:**

*Construct Traits:* The golem has a common construct immunities and vulnerabilities. As a construct the tin golem can not heal and must be repaired (Craft {tinsmith}: DC 20, +1d10 HP). The construct also has *Darkvision*: See in black and white up to 60ft in total darkness.

*Reflect Light:* Any "light" based attack targeted at the Tin Golem will be reflected right back at the attacker. The attacker treats his "light" attack as if the attacker aimed it at himself.

*Water Rusting:* Contact with water forces a Fort save (DC=15 for a bucket or less, 30 for a lake or river) or the Tin Golem is paralyzed until it is **oiled**. Lubricating the joints of a Tin Golem takes one full minute for every size level greater than "small". Any "rusting" attack is also effective.

*Non-Magnetic:* The golem is unaffected by magnetic forces that would affect the standard Iron Golem.



## **KALIDAH Template**

The Kalidah is a mixture of three different animals. They often prey on travelers and helpless livestock. They are notoriously vicious and fearless. Any animal can be used and the Kalidah only possesses the most formidable attributes and abilities of the three animals. Many believe Kalidah are produced by magical experiments, other think they come from alternate dimensions.

### **Creating a Kalidah (Magical Beast)**

Choose three animals as a base. The features of all three will be displayed by the Kalidah.

Use the highest number for each statistic:(HD, Size, Init, Speed, AC, Attacks, Damage, Face/Reach, Fort, Ref, Will, STR, DEX, CON, INT, WIS, CHA).

**Special Attacks:** Pick one animal set for the Kalidah

**Special Qualities:** Pick one animal set for the Kalidah

**Skills:** 10 to 15 skill points

**Feats:** None

**Challenge Rating:** The highest animal CR +1.

**Alignment:** Always Chaotic Evil.

EXAMPLE:

*Tiger/Brown Bear/Boar Kalidah*

*Large Magical Animal*

*Hit Dice: 6d8+24 (51 hp)*

*Init: +3 (DEX)*

*Speed: 40ft*

*AC: 15 (-1 size, +3 DEX, +3 Nat.)*

*Attacks: 2 claws: +11, bite: +6 melee.*

*Damage: claw: 1d8+8, bite: 2d8 +4*

*Face/Reach: 5ft x10ft/5ft*

*Special Attacks: Pounce, Improved Grab, and rake: 1d8+4*

*Special Qualities: Scent*

*Saves: Fort: +9, Ref: +7, Will: +3*

*Abilities: STR 27, DEX 17, CON 19, INT 2, WIS 13, CHA 6*

*Skills: Balance +7, Hide: +4, Jump: +5, Listen +5, Move Silently +11, Spot +5*

*Feats: None*

*Climate: Forest*

*Organization: Solitary or Pair*

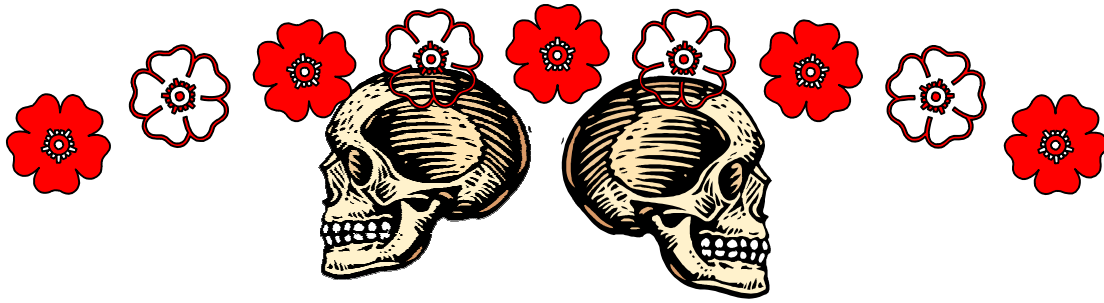
*CR: 5*

*Treasure: None*

*Alignment: Chaotic Evil*

*Advancement: 7 to 10 HD (large)*





## **DEADLY POPPIES**

Deadly Poppies are harmless except in areas in which they grow into huge fields. These plants are carnivorous since they place people who enter their range in to a magical coma and slowly devour them over a period of years. Poppy fields slowly migrate over time but they are only dangerous to those who travel across them.

*Deadly Poppies*

*Huge Plant*

*Hit Dice: 16d8 (72 hp)*

*Init: +0*

*Speed: None*

*Attacks: None*

*Damage: None*

*Face/Reach: 15ft x 15ft/ 10ft*

*Special Attacks: Soporific Pollen*

*Special Qualities: Fast Healing 5, Plant Traits*

*Saves: Fort +10, Ref +5, Will +5.*

*Abilities: NA*

*Skills: None*

*Climate: Any warm, sunny area*

*Organization: Colony of hundreds of flowers*

*CR: 6*

*Treasure: Standard*

*Alignment: Neutral*

*Advancement: 17 to 32 HD (Gargantuan), 33 to 66 HD (Colossal)*

The Poppies can be any color but often match the color of the country they are within (blue, yellow, purple, red, or green). They choke out all other plants and create a living carpet with their blossoms. They are often tended and cultivated by the Field Mouse Kingdoms that use the poppies as food, protection, and the poppy syrup to coat their weapons. Poppy Syrup (Cost: 300gp, Injury poison, Initials Effect: -1d6 WIS, Secondary Effect: Sleep (6d10 minutes). DC Save: 18). The Mouse Kingdoms have their own magic to make them immune to "Sleep" and harvest poppy syrup cheaply.

**Special Attacks:**



*Sleep Pollen:* Each round a living creature breathes within a poppy field's reach, the creature must make a Fortitude save or fall unconscious (DC: 10 +HD of the field).

**Special Qualities:**

*Fast Healing:* The poppy field is hard to kill. The poppies will grow new stems and blossoms (5 hit points every round) unless the root system is also destroyed. Killing the root system means razing the ground in which the poppies grow. In game terms this means after all the hit points of the field are eliminated, the attacker must inflict the same amount on the poppy bed to kill all their roots. This can only be done with piercing weapons uprooting the plants or energy attacks that sterilize the ground (no "force" attacks).

*Plant Traits:* Deadly Poppies have all traits common to plant monsters.

## FLYING MONKEYS

The Flying Monkeys were once much like other monkeys, but with power of flight they went out of their way to cause mischief and trouble for others. In revenge, a wizard bound them to the Golden Cap so now they have to obey three commands given to them from whoever wears the Golden Cap of the Flying Monkeys. After the death of the Wicked Witch, Dorothy gave the cap to the Flying Monkey King, freeing them from their curse.



*Flying Monkey*

*Small Monstrous Humanoid*

*Hit Dice: 3d8-3 (3 hp)*

*Initiative: +4 (DEX)*

*Speed: 20ft, fly: 60ft (good)*

*AC: 12 (+1 size, +1 DEX)*

*Attacks: Bite: +1*

*Damage: Bite: 1d3+1*

*Face/Reach: 5ft x 5ft/5ft*

*Special Attacks: None*

*Special Qualities: None*

*Saves: Fort +2, Ref +2, Will +0*

*Abilities: STR 11, DEX 18, CON 8, INT 10, WIS 9, CHA 14*

*Skills: +10 Climb, +7 Spot, +7 Listen.*

*Feats: Flyby Attack, Wingover, Snatch*

*Climate: Any land*

*Organization: Solitary or Troop (5 to 15)*

*Challenge Rating: 3*

*Treasure: None*

*Alignment: Any*

*Advancement: By class*

*ECL: +4*

### **Flying Monkey Monster Class:**

The flying monkey monster class starts without the ability to fly. As it grows in experience the speed and maneuverability in the air improves.

#### **Racial Traits**

- Starting Ability Score Adjustments: -2 STR, +2 DEX, -2 CON, -2 WIS, +2 CHA. Flying Monkeys are agile and charming but weak and easily distracted.
- Speed: The Flying Monkey starts without the ability to fly. At 2<sup>nd</sup> level the monkey gains flight. At 4<sup>th</sup> and 6<sup>th</sup> levels the monkey's maneuverability improves. A Flying Monkey can not wear medium or heavy armor and fly.
- Weapon Proficiency: All Flying Monkeys are skilled with "Simple" weapons
- Darkvision: Flying Monkeys can see in the dark up to 60ft.
- Automatic Languages: Common (English) and Flying Monkey
- D&D Favored Classes: Rogue and Flying Monkey racial class.

**Racial Class Skills:** Balance (DEX), Bluff (CHA), Climb (STR), Hide (DEX), Jump (STR), Listen (WIS), Sleight of Hand (DEX), Pick Locks (DEX), Spot (WIS), Survival (WIS), Tumble (DEX)

#### **Monster Class: Flying Monkey**

Level	Hit Dice	BAB	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	1d8	+1	+0	+2	+2	(2+INT) x4	1	Bite 1d3, +2 Climb Skill Racial Bonus
2	1d8	+1	+0	+2	+2	NA	2	Fly 40ft (poor), Fly-By Attack Feat
3	2d8	+2	+0	+3	+3	2 +INT	2	Fly 50ft (avg), Wingover
4	3d8	+3	+1	+3	+3	2 +INT	3	Fly 60ft (good), Snatch

### **FIGHTING TREES**

The Fighting Trees are the equivalent of Ropers, Shambling Mounds, or Treants.

### **GIANT SPIDER**

The Giant Spider in Book I has the same stats as a Colossal Monstrous Spider.

### **CHINA DOLLS**

The China Dolls are a group of creatures made of china that come from a pocket dimension where porcelain is alive. They are very brittle but possess great agility. Most fight at a distance and avoid physical contact. In addition, China Dolls have a natural affinity for magic and spell-like powers.

### *China Dolls*

*Small Monstrous Humanoid*

*Hit Dice: 1d8-1 (3 hp)*

*Initiative: +1 (DEX)*

*Speed: 20ft*

*AC: 12 (+1 size, +1 DEX)*

*Attacks: Punch: +2, Crossbow: +3 or spell.*

*Damage: Punch: 1d2 non-lethal, Simple Crossbow: 1d10 (19-20) piercing, RI: 40ft.*

*Face/Reach: 5ft x 5ft/ 5ft.*

*Special Attacks: Natural Spells (Sp)*

*Special Qualities: Brittle (Ex).*

*Saving Throws: -1 Fort, +3 Reflex, +0 Will*

*Abilities: STR: 10, DEX 12, CON 8, INT 10, WIS 11, CHA 10.*

*Skills: Craft (china): 4, Move silently: 4*

*Feats: Point Blank Shot*

*Climate/Terrain: China Land*

*Organization: Solitary or*

*Mob (10 to 40)*

*Challenge Rating: 1/2*

*Treasure: Standard*

*Alignment: Any*

*Advancement Range: By  
class*

*ECL: +0*

China Dolls look like they are made of porcelain. Their skin is usually pure white or light green with spots of gilding or glazing to highlight various features.



#### **Natural Spells:**

As a spell-like ability, the character can cast the cantrips *Mage Hand*, *Mending*, and *Message* equal to their spell casting class level (or at least 1st level). Each of these spells is available once per day and spell casting is affected by armor.

#### **Special Qualities:**

*Brittle:* The hard skin of the China People allow them to take half damage from slashing attacks but double damage from bludgeoning attacks.

#### **Player Character Option:**

Racial Modifiers: +2 DEX, -2 CON, Brittle, Natural Spells, Size: Small, D&D Favored Class: Bard.

## HAMMER-HEADS

A hammer-head has a dwarf like body with heavily wrinkled necks and perfectly flat topped heads. They hide among the rocks of Mount Round Top and surprise trespassers with a sudden head blow.



### *Hammer-Head*

*Medium Monstrous Humanoid*

*Hit Dice: 6d8+12 (39hp avg.)*

*Initiative: +1 (+1 DEX)*

*Speed: 30ft*

*AC: 16 (+5 breastplate armor, +1 DEX)*

*Attacks: Heavy Mace: +14/+9*

*Damage: Heavy Mace: 1d8+8*

*Face/Reach: 5ft x 5ft/5ft*

*Special Attacks: Head Smash*

*Special Qualities: None*

*Saving Throws: +4 Fort, +5 Ref, +5 Will*

*Abilities: STR 26, DEX 12, CON 14, INT 12, WIS 10, CHA 6.*

*Skills: +16 Climb, +6 Intimidate, +8 Sense Motive.*

*Feats: Power Attack, Improved Bull Rush, Great Fortitude.*

*Climate/Terrain: Any land (most live in Gillikin Country)*

*Organization: Solitary or Gang (3 to 10)*

*CR: 4*

*Treasure: Standard*

*Alignment: Chaotic Evil*

*Advancement: As class*

*ECL: +5*

With a squashed body and a perfectly flattened skull, the Hammer-Head can head butt a distant enemy with a snap of its rubbery neck.

**Special Attacks:**

*Head Smash:* The Hammer-Head treats his Head Smash attack just like a Bull Rush attack. Instead of running at his foe, the Hammer-Head can stretch out his neck to Bull Rush targets 30ft away.

## ***Wizard of Oz Magic Items***

**Golden Cap:** The wearer of the Golden Cap can make the entire nation of flying monkeys grant her three wishes. In the book, the cap summoned the entire flying monkey nation. If this artifact is available to PCs, it summons 2d6 Flying Monkeys per activation for 10 rounds. It can only be used three times. Artifact Purchase DC: 70, Caster Level: 10<sup>th</sup>.

**Silver Slippers:** These solid silver shoes prevent Dorothy coming to harm and allow her to journey back to Kansas, but were lost during the trip. The Silver Slippers Dorothy takes from the Wicked Witch of the East are extremely powerful, but at first Dorothy does not know how to unlock their magic. To represent this Silver Slippers start out as “Mage Armor” Shoes (+4 armor bonus, constant effect, artifact purchase DC: 40). To increase their power a character can take the **Eldritch Bond** feat.

### **Eldritch Bond (General feat)**

Prerequisite: Must be at least 3<sup>rd</sup> level in experience

Effect: Chose one permanently enchanted object. You have a mystic bond to that magical possession that allows you to channel your own karmic energy into it to increase its power. You can never bond to more than one object at any time.

The character can invest her experience points to create new magical abilities for the object as if the owner had the proper “Item Creation” feat and wealth (DC cost) needed to create the power. If the owner is not a spell caster it cost twice the normal experience point cost to create an effect, and the owner’s casting level equals one half her experience level (rounded down). If the item is destroyed the owner loses all the XP invested into the item.

**Hot Air Balloon:** This is not a magical item, but the people of Emerald City mistake it for one. The stats to dirigibles and zeppelins can be found in d20 Past or the Arms and Equipment Guide (D&D).

### ***Adventure Seeds***

- The Wizard of Oz is attempting to unify Oz into a single kingdom. The security of Emerald City relies on a bluff by a humbug wizard. You are commanded by the Wizard to secure the future of Emerald City by killing off or capturing the four other ruling Witches. What defenses do the witches of the East, North, and South have against attackers? Can the PC’s overcome the power of the Silver Slippers to kill the Wicked Witch of the East? Will they overthrow the Good Witches of the North and South or can you broker a binding treaty? Will the PCs carry out their assignment or turn on the Wizard? If Dorothy’s crash arrival occurs during their assignment, how will it affect their mission?
- The Golden Crown is stolen from the Flying Monkey King, and the monkeys are again used in an attempt to conquer Oz. How will the PC group defend their homes from aerial attackers? Will they hunt down the monkeys or go after the wearer of the Golden Crown?
- Glinda the Good asks the PC party to recover the Silver Slippers for her. Where are the Silver Slippers and how will the PC party reach them? Will they beg, borrow, murder, and steal to secure the Silver Slippers? Will they give Glinda the goods or do they distrust her motives and want to keep the Slippers for themselves. How will Glinda react if she is denied the Silver Slippers?



# The Marvelous Land of Oz (BOOK 2)

## ***Synopsis***

The Land of Oz is the second book of the series, and introduces several new and important characters. In it Ozma regains her throne from General Jinjur who won it from the Scarecrow who became ruler after the Wizard of Oz disappeared in his balloon. Ozma was transformed into a boy named Tip by Mombi the witch, but by the end of the book her memories, her throne, and her original gender are regained. With the Powder of Life which Mombi stole from the Dr. Pipt, Ozma creates Jack Pumpkin-head, the Sawhorse, and the Gump. Princess Ozma punishes Mombi for her wicked acts by forcing her to drink from the fountain of forgetfulness and forget all her arcane formulas and witchcraft.

## ***Major Characters***

**Ozma:** Dedicated Hero, Arcane Arranger

Ozma becomes the ruler of Emerald City by reestablishing the royal line (Heir of Pastoria). She initially doesn't have any magical powers of her own when she is still the boy "Tip", but she has access to powerful magical objects in the Powder of Life and the Wish Pills. It is stated in later books that after she takes the throne, no one can die from old age or disease. Lethal destruction is still possible and as well as death from magic.

**Jellia Jamb:** Charismatic Hero.

She is a brave Emerald Palace maid that likes to play tricks.

**Mombi:** Smart Hero, Mage, Shapeshifter (UA web enhancement)

Mombi is an evil sorceress of Quadling Country. Most of her magic is based on creating illusions.



**Royal Army of Oz:** Fast Hero, Soldier

The Army of Oz is a single man that is quicker with his feet than his wits. He carries a flintlock musket with him and has a long green beard.

**General Jinjur:** Charismatic Heroine

She leads an army of girls to capture Emerald City to rob it of its gems and run the country to "suit themselves" with fine new clothes and jewelry. The uniform of her army incorporated all five colors of Oz and the army was armed with knitting needles and good looks.

### **Glinda's Private Body Guard: Strong Hero, Soldier**

Glinda has the only true professional standing army. They also are all women but are capable of using the armor, spears, and swords they are equipped with.

### **HM Woogle Bug TE: Smart Heroic Insectoid**

The Woogle Bug spent his days acquiring an education vicariously by watching students being lectured. After been enlarged as a school demonstration, he ran off to have adventures. He is extremely fond of puns and considers them a sign of high intellect.



### **Wooden Characters**

The non-living characters in this book are wooden objects animated and given intelligence by the Power of Life. The Powder of Life can be considered a potion that permanently casts "animate object" and "awaken construct" on any object on which it is sprinkled.

*Jack Pumpkinhead*, the *Saw-horse*, and the *Gump* are awakened wood golem creatures in this book.

## ***New Creatures***

### **Wood Golem**

A wood golem is a construct that is made primarily of wood. It can be humanoid or beast like. Jack Pumpkinhead and the Saw-horse can be considered wood golems, but they possess 3d6 mental attributes.

#### *Wood Golem*

#### *MEDIUM Construct*

*CR: 1 (ECL: +2, Ability Modifiers: -2 WIS, -2 CHA, +2 STR)*

*Hit Dice: 1d10 (25 hp; +20 due to Medium Size)*

*Initiative: +0*

*Speed: 30ft (40ft if four legged)*

*AC: 12 (SIZE -0, DEX -0, Nat +2)*

*BAB: +0*

*Attacks: Slam: +0*

*Damage: Slam: 1d6*

*Face/Reach: 5ft x 5ft /0ft*

*Saving Throw: Fort +1, Ref +1, Will +1.*

*Abilities: STR 13, DEX 11, CON & INT na, WIS 10, CHA 10*

*Skill Points: None*

*Feats: None*

*Darkvision (Ex): 60ft*

*Special Qualities:*

*Construct Traits:* A wood golem has all the immunities and weaknesses common to constructs.

*Repairable:* A wood golem can't heal its wounds but it can be repaired. A successful Repair roll (or Craft (carpentry): DC 20) restores 1d10 hit points. Each check takes one hour of work. Like any other construct if it is reduced to zero hit points it is utterly destroyed.

*Buoyant:* Wood is naturally buoyant and provides a +4 bonus to any Swim checks.

*Fire Vulnerability:* Wood golems take double damage from "fire" attacks.

*Advancement: 2 to 3HD (Medium), 4 to 8HD (Large), 9HD+ (Huge).*

These stats represent an unintelligent wood golem created as a mere servant or slave.

## **Highly Magnified Insectoid Template**

The insectoid template is represents an insect that has become a monstrous humanoid. Any vermin that is "small" or smaller can be altered with this template. The Woogle Bug was "highly magnified" and "thoroughly educated" to become what it is.

*Highly Magnified Insectoid Template*

*Size=* Increase to Medium sized creature.

*Hit Dice=* Based on character class.

*Initiative =* +0 plus DEX modifier

*Speed=* 30ft Land and/or Swim, if the insect could fly reduce land speed to 20ft and add Fly 20ft (poor) and the vermin can not wear armor if it wishes to fly.

*Natural Armor=* +0 for venomous creatures, +1 for swimming insects, +2 for most insects, +5 for beetles but reduce Speed by 10ft.

*BAB=* Based on character class

*Natural Weapons=* The insectoid has natural weapons of its creature type but equivalent to a medium sized creature. Poison damage is base on the vermin's new medium size.

*Space/Reach=* 5ft by 5ft/ 5ft reach (walks as a biped)

*Special Attacks and Qualities=* Gains all of the vermin's special abilities but as a vermin at "medium" size.

*Racial Feats=* No racial feats

*Racial Skills Bonuses=* No racial skill bonuses

*Saving Throw=* Determined by the characters class and attributes.

*Abilities=* Standard 3d6 for all ability scores.

*Alignment/Allegiance=* Any (But most are selfish {chaotic neutral})

*Advancement=* Only by character class.

*CR=* Base Vermin CR + Class level

ECL= Base Vermin CR +1 (round fractions down)

## Jackdaws

The Jackdaws live in a nearby kingdom to Oz and steal shiny coins, jewelry, and gems.



*Jackdaws*  
*Tiny Animal*  
*CR: 1/8 each*  
*Hit Dice: 1/4 d8 (1hp)*  
*Mas: 1 hp*  
*Init: +4*  
*Speed: 10ft (fly 40ft average)*  
*AC: (size +2, DEX +4)*  
*BAB: +0*  
*Grapple: -*  
*Primary Attack: (1d3- bite)*  
*Full Attack: (1d3- bite, 1d2- 2 claw)*  
*Fighting Space: 2.5ft x 2.5ft*  
*Reach: 0ft*  
*Special Qualities: None*  
*Saves: Fort +0, Ref +0, Will +0*  
*Abilities: STR 3, DEX 18, CON 11, INT 2, WIS 10, CHA 12.*  
*Skills: +4 Spot, +4 Listen, +5 Intimidate.*  
*Feats: None*  
*Organization: Cluster: 1d6 or Flock: 4d20.*

Jackdaw is very similar to crow. It delights in stealing shiny objects and group of jackdaws can amass a large fortune.

## Marvelous Land of Oz Magic Items

**Powder of Life:** This extremely powerful powder permanently grants animation and intelligence (3d6) to lifeless objects. It only has enough powder to cover 8 small constructs, 4 medium constructs, 2 large constructs, or 1 huge construct. This rare powder is a precious commodity, because it requires the wizard to spend seven years stirring seven pots with seven silver spoons and various secret ingredients for known only to the wizard Dr. Pipt. Caster Level: 10<sup>th</sup>, Artifact Purchase DC: 50.

**Wish Pill:** A wish pill will grant a Grand Prestidigitation if successfully the swallowed. The effect is similar to “prestidigitations” but on a grander scale. Successfully swallowing a wish pill requires a Concentration Check (DC: 35). Failure means the pill is wasted. Caster Level: 10<sup>th</sup>, Artifact Purchase DC: 30 per wish pill.

## Grand Prestidigitation

### Universal

**Level:** Mage 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target,** Effect, or Area: See text; **Duration:** 1 hour; **Saving Throw:** NA; **Spell Resistance:** No

Grand prestidigitation can slowly lift 10 pounds per level of inert material for 1 hour up to 10ft away. It can permanently dye, clean, or soil a 10ft square surface per level each round. It can freeze, cook, boil, or flavor 10 pounds of inert material per level for 1 hour. Grand Prestidigitation can create one perfect replica of any object, but the object possesses no magic powers and is made of common material (wood, iron, or stone).

Grand Prestidigitation can fix any broken device for the duration of the spell. The objects created by a Grand Prestidigitation spell have ordinary durability, and can be used as tools or archaic weapons, but not as spell components. The grand prestidigitation spell lacks the power to duplicate any other spell effects, chemicals, or electronic devices and can only sustain one effect at a time. Any effect (beyond just moving, cleaning, color staining, or soiling an inert object) persists only the 1 hour duration of the spell.

**The Pearl of Truth:** This pearl is a magical artifact used during the interrogation of Mombi. It stays white while a person is telling the truth, but turns black when they lie. Caster Level: 10<sup>th</sup>, Spell: Discern Truth, Artifact Purchase DC: 40.

## Adventure Seeds

- Oz is experiencing a war similar to the French Revolution. General Jinjur is attempting to seize Oz from the Royal Stewardship of the Scarecrow. Both claim that the other is a usurper of the Royal Throne, but neither is part of the Royal Oz Family. The Scarecrow stands with the wealthy citizens of Emerald City and wishes to maintain the feudal government of Oz. Jinjur wishes to spread the wealth and political power of Oz among the masses in a socialistic government. The Scarecrow wishes to maintain the status quo and has been brutal in suppressing dissent. Jinjur has created an army from the destitute, the disgruntled, and the dissatisfied. What side will the character's pick during this dynastic dispute? Is General Jinjur an enlightened revolutionary or a power grabbing scoundrel? Is the Scarecrow a firm leader or a brutal despot? What tactics will Jinjur use to seize the capital and how will Emerald City be defended? Will the PCs help the Scarecrow escape or join in hunting him down? When Jinjur declares herself Empress and leads her armies to conquer the rest of Oz what will the PC's do? When the witch Mombi joins Jinjur's army will the PCs feel betrayed and change sides?
- Glinda the Good leads her company of girl soldiers in an invasion of Emerald City. How will Jinjur and her rebel girl army respond? Will Mombi be strong enough to fight off Glinda and what will the nature of this magic battle be?
- With the discovery of Ozma, there is a new heir to the Throne of Oz with legitimate royal heritage. Will the characters support Princess Ozma or the return of the "Straw King"? Will Ozma become a political puppet for Glinda or become a strong, independent ruler? Will Glinda bow meekly to this young girl or resist her authority?



## Ozma of Oz: Book 3

### **Synopsis**

While traveling to Australia, Dorothy falls off the ship during a storm with Billinda the Yellow Chicken. She lands on the coast of Nonestica in the Land of Ev. She discovers Tik-Tok the Clockwork Man, faces down a pack of Wheelers, escapes the clutches of Queen Langwidere, and helps Ozma rescue the royal family of EV from the Nome King. With the Nome King's Magic Belt, Ozma sends Dorothy home to Kansas.

### **Ozma of Oz Characters**

#### **Dorothy Gale: Dedicated (3)/Charismatic (3) Heroine**

#### **Billinda: Dedicated Heroic Hen (3)**

Billinda (formerly known as Bill) is a yellow chicken that was born outside of Oz. After she defeated the Nome King with her eggs, she decided to live in Emerald City and had many chicks all of which she named after Dorothy. This is another paradox because the chicks can grow into adults, but Dorothy never grows any older while in Oz.

### **Chicken**

*These statistics cover all types of chickens as well as quail, turkeys, pheasants, geese, ducks, and penguins.*

#### ***Tiny Animal***

*CR: 1/4*

*Hit Dice: 1/4d8+1 (2 hp)*

*Initiative: +4*

*Speed: 10ft, Fly 20ft (clumsy)*

*AC: 16 (+2 size, +4 DEX)*

*BAB: +0*

*Attack: +2 melee (Bite: 1d3-4)*

*Full Att.: +2/-3 melee (2 Claw: 1d2-4, 1 Bite: 1d3-4)*

*Face/Reach: 2.5 by 2.5ft / 0ft*

*Special Qualities:*

- Rooster: Call terrifies **Aberrations** (Will DC: 10 +HD of chicken): 1/day,
- Hen: Lays eggs (1d3-1 per day), Sharp Eyes: +2 Spot.
- Ground Fowl: Camouflage: +4 Hide in native terrain, Double ground speed but no fly speed.
- Waterfowl: Buoyant: +4 Swim skill,
- Penguin: Change "Fly" to "Swim" speed, Cold Resistance: 5.

*Saves: +3 Fort, +6 Ref, +0 Will.*

*Attributes: STR 2, DEX 18, CON 12, INT 2, WIS 10, CHA 10.*

*Skills: Spot: +4, Listen: +4, Swim: +2, Hide: +12.*

*Feats: Weapon Finesse (natural weapons)*

*Advancement: Up to 1 HD (Tiny)*

## **Tik-Tok**

Tik-Tok is a clockwork man created by the clockwork creature template.

**Clockwork Creature Template:** *All statistics stay the same except;*

*Subtype: Gains the subtype "Clockwork"*

*Special Qualities: Clockwork Traits (Ex), Repairable (Ex), Darkvision: 60ft, Spell Vulnerability*

**Clockwork Traits (Ex):** *Immune to "Death" effects, Negative Energy, Disease, Poison, Sleep spells, and Petrification. Unlike other constructs the clockwork is not immune to critical hits, mind influencing attacks, ability damage, stunning, paralysis, or any spell requiring a Fort save. The clockwork can't swim unless it is an aquatic creature.*

**Repairable (Ex):** *If the clockwork creature is damaged it must be repaired (Craft (clockwork) or Repair Skill DC: 20 for 1d10 hit points per 20 minutes of work). Positive energy has no effect on clockwork creatures. A **mending** spell restores 1 hp, **fabricate** restores 5d8 hit points, and **iron body** restores all lost hit points. A clockwork creature is completely destroyed if reduced below -10 hit points and can not be resurrected. The clockwork must ingest one pint of oil a day or a **grease** spell or it starts to gum up (Fort. Save: 30 +5 per additional day without oil or the clockwork suffers -1 CON damage). The clockwork doesn't require sleep, but must go inactive for four hours per day to rewind its main spring.*

**Spell Vulnerability (Ex):** *The clockwork creature is vulnerable to any spell that targets constructs, clocks, or mechanical machines. The clockwork takes damage from "rusting" attacks and the spells "chill metal" and "heat metal".*

## **Wheelers**

Wheelers are humanoids that have wheels instead of hands and feet. They travel in a hunchback crouch and use all four limbs to propel themselves. They are extremely territorial and prone to hooliganism.

### **Wheeler**

*Medium Humanoid*

*CR: 1/2*

*Hit Dice: 1d10*

*Initiative: +0*

*Speed: 50ft*

*AC: 12 (Leather armor: +2)*

*BAB: +0*

*Attack: +1 melee (1d6 non-lethal Slam)*

*Full Attack: +1 melee (1d6 non-lethal Slam)*

*Face/Reach: 5ft by 5ft/ 5ft*

*Special Qualities: None*

*Saves: +2 Fort*

*Attributes: STR: 11, DEX: 11, CON 10, INT 10, WIS 8, CHA 8.*

*Skills: +3 Spot, +3 Listen.*

*Feats: Armor Prof. (light), Brawl*

*Advancement: By character class.*

*PC Option:*

*Ability Modifier: -2 WIS, -2 CHA*

*Speed: 50ft*

*Stability: +4 versus trip attack or bull rush*

*Bonus Feat: Choose either Armor Proficiency (light) or Brawl.*

*Bonus Language: Wheeler (spoken)*

*Level Adjustment: +0*

*The Wheeler favors the Fast Hero class. It starts with a natural speed of 50ft but loses the use of his hands preventing the acquisition many technical skills. It also has a natural penalty of -2 to its WIS and CHA attributes. The Wheeler has no level adjustment to his starting class level. Since a wheeler is not human it starts with less skill points (-4 at first level and -1 pt per additional level)*

**Queen Langwidere (Charismatic Villainess)**

In a variation on the Oz "deathless" theme, this woman has beheaded her prettiest subjects and uses their heads in place of her own. She has an entire closet full of heads that remain alive even though they are separated from their bodies.

**The Hungry Tiger (Strong and Tough Heroic Tiger)**

Similar to the Cowardly Lion, the Hungry Tiger feels that wish to eat fat babies condemn him as an evil creature even though his actions are perfectly proper.

**The Nome King (Tough Villain (10), Arcane Arranger (5))**

Nomes are little different than "Standard Gnomes" except that they have light grey skin, live underground, have Darkvision 60ft rather than Low Light Vision, and are terrified of eggs since a touch of an egg will negate their natural magical powers and immunity to aging. After Ozma and Dorothy took his magic belt, the Nome King swore vengeance on the Land of Oz.

***New Places of Interest***

**Land of Ev:** The Land of Ev is one of the many fairy kingdoms on the continent of Nonestica that surround the Deadly Deserts that defend the Land of Oz from attack.

**Nome King's Kingdom:** This is a subterranean kingdom populated by Nomes. Nomes are distantly related to fairies. Their function in the natural world is to plant gems and precious metals beneath the ground throughout the world. The Nome King has access to every type of gem or metal to decorate his kingdom and outfit his armies.

## ***New Magic Items***

### **Lunch Box Trees**

One of the more curious types of plants in Oz is a tree that grows entire meals instead of a simple fruit or nut. These are collectively known as "Lunch Box Trees". Some trees grow their meals in paper boxes while others grow metal pails. Some trees include beverages with their meals while others do not. Magical Plant, Purchase DC: 5 per box.

### **The Great Green Carpet**

This magical carpet allows people to cross the Deadly Desert by preventing their feet from touching the deadly sand as they walk along it. It magically rolls and unrolls itself and is 20ft wide. Magical Artifact: Caster Level: 10<sup>th</sup>, Purchase DC: 40

### **Giant with a Hammer**

The giant is a colossal stone statue that repeatedly pounds the canyon ground in front of it with a giant hammer forming a deadly obstacle to travelers. To get past this obstacle the travelers have to precisely time their jumps between hammer blows. First make an Initiative roll, then make a Jump Check. If both rolls exceed 20 then the traveler moves pass the giant without damage. If one or both rolls fail, the traveler suffers 10d6 damage unless he makes a successful Reflex Save (DC 20) to avoid it. Magical Trap CR: 5.

### **Magic Belt**

This is an extremely powerful magical artifact that provides the wearer INITIALLY with Damage Resistance 10/+1 (Artifact Purchase DC: 50). Like the silver slippers listed above more powers can be unlocked from this device by the investment of XP and with the feat "Eldritch Bond" (see Wonderful Wizard of Oz, Book 1).

## ***Adventure Seeds***

- The Nome King has imprisoned your allies the Royal Family of Ev. You march with Ozma across the Deadly Desert to face the Nome King. What troops and traps does the Nome King have in store for your arrival? Will you play a game the Nome King's deadly game to free the Royal Family of Ev?
- Belinda the Yellow Chicken is swamping Oz with her offspring. This Chicken Pox on the land is causing wide spread famine. Can you find a solution to this epidemic without violating Ozma's decree that no chicken can be killed?
- In thanks, the Land of Ev has sponsored an epic obstacle race across the Land of Ev in Ozma's honor. Ozma has picked your team as her entrants in the race. The field is wide open for this event and nomes, wheelers, and many other creatures have entered the race. Anyone can win this cross continental challenge with the proper speed, endurance, strategy, and the ability to bull through impediments. Can the heroes overcome wheeler dirty tricks and spiteful nomes?



# Dorothy and the Wizard in Oz: Book 4

## **Synopsis**

This book describes Dorothy's third visit to Oz and her reunion with the humbug Wizard of Oz. Unlike most other Oz stories most of the events of this story take place underground beneath Oz after she is swallowed by an earthquake in California.

## **Main Characters**

Dorothy Gale: Dedicated(4)/Charismatic(4) Heroine

Jim the Horse: Tough Hero (8)

Zeb the Farmhand: Strong Hero (8)

Eureka The Pink Kitten: Fast Hero (2)

Another example of the time dilation effect of Oz, Eureka never grows into a full grown cat. She was turned pink by a ray of light from the six multi-hued suns that shine over the Glass City of Mangaboo.

## **The Mangaboos**

After the earthquake, Dorothy, Zeb, Jim the Horse, and Eureka the kitten land in a glass city populated by Mangaboos, a race of plant people that resemble humans but have the internal organs of a potato, milky white eyes, and no hair.

### **Mangaboo**

*Medium Plant (Humanoid)*

CR: ½                      Hit Dice: 1d8+1 (5 hp)

Init: -1                    Speed: 30ft

AC: 9 (-1 DEX)          BAB: +0

Attack: +1 melee (Club: 1d6+1)

Full Attack: +1 melee (Club: 1d6+1)

Face/Reach: 5ft by 5ft/ 5ft

*Special Qualities: Sprouting, Low-Light Vision, Plant Immunities.*

*Saves: +3 Fort, -1 Ref, +0 Will.*

*Attributes: STR 12, DEX 8, CON 12, INT 8, WIS 11, CHA 8*

*Skills: Only by class*

*Feats: Only by class*

*Advancement: By character class.*

*PC Option:*

*Attribute Modification: +2 STR, +2 CON, -2 DEX, -2 INT, -2 WIS.*

*Base Speed: 30ft*

*Bonus Feats: None*

*Special Qualities:*

***Low-Light Vision:*** All Mangaboos have low light vision.

***Plant Immunities:*** Immune to sleep, paralysis, stunning, and mind affecting spells. They are also immune to critical hits and massive damage death and have no need to eat.

***Sprouting:*** A new crop of Mangaboos are grown from the corpse of a dead Mangaboo. The average lifespan of a Mangaboo is 5 to 6 yrs as a ripe adult individual



*before it starts to rot (Old: 5+ years, Venerable: 6+ years).*  
*Level Adjustment: +1*

## **Cloud Fairies**

The Cloud Fairies live opposite the Valley of Voe on the other side of the Pyramid Mountain in a land composed of flaming ocean of tar obscured by large banks of blue and grey clouds. Cloud Fairies live between extremes of heat and cold, fire and fog.

**By: DebiHuman**

**Cloud Fairy**

**Small Fey**

**Hit Dice:** 2d6 (7 hp)

**Initiative:** +1

**Speed:** 20 feet (4 squares)

**Armor Class:** 10

**BAB/Grapple:** +1/-5

**Attack:** Dagger+2 melee (1d3-1)

**Full Attack:** Dagger +2 melee (1d3-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Vulnerable to Cold, Low-light vision

**Saves:** Fort +0, Refl +3, Will+3

**Abilities:** Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15

**Skills:** Balance+12, Jump+10, Knowledge (Planes) +11, Move Silently +12, Perform (Dance) +12, Tumble +12, Use Magic Devise +7

**Feats:** Acrobatic

**Environment:** Any Warm Atmosphere or Land

**Organization:** Solitary or group 2-6

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Any Good

**Advancement:** As per class

**Level Adjustment:** +1



*A little girl, radiant and beautiful, shapely as a fairy and exquisitely dressed, was dancing gracefully in the middle of the lonely road, whirling slowly this way and that, her dainty feet twinkling in sprightly fashion. She was clad in flowing, fluffy robes of soft material like woven cobwebs, only it was colored in soft tints of violet, rose, topaz, olive, azure, and white, mingled together most harmoniously in stripes which melted one into the other with soft blendings. Her hair was like spun gold and flowed around her in a cloud, no strand being fastened or confined by either pin or ornament or ribbon. Her eyes were violet and full of tears....*

Cloud fairies are the fey attendants of the Rainbow King who lives in a cloud castle. Occasionally, they will slide down a rainbow to spend time in the land below. In order to return to the cloud castle, a cloud fairy must find and catch another rainbow for her return trip.

When a cloud fairy arrives on terra firma, she will frequently be surprised to find the land below to be chilly. As they live high in the atmosphere, they are used to the rays of the sun. A cloud fairy will dance to keep herself warm if she lacks proper attire.

Cloud faeries eat very little and mostly live on mist-cakes and dew. They speak

Sylvan and Common.

**Air Elemental Bloodline (Ex):** Clouds fairies get a +2 bonus on Balance checks due to their connection to the elemental plane of Air.

**Pass without a Trace (Su):** Cloud fairies leave no tracks or markings upon the ground as if by a pass without trace spell and they receive a +2 enhancement bonus to move silently checks.

**Spell-like Abilities (Sp):** 3/day—color spray or fog cloud (DC 13), 1/day—gust of wind (DC 12).

**Skills:** Balance, Jump, Knowledge (Planes), Move Silently, Perform (Dance) and Tumble are class skills for cloud fairies.

Braided Man: Smart Hero (4). Occultist (8), Artificer (3)

A creator of impossible things. He is a likely supplier magical and eccentric items including portable holes, bags of wind, invisible inks, Gregorian shoelaces, flaming bowling balls, and soul stealing cameras. Unfortunately he will only barter for his goods and some of his requested trades are near impossible scavenger hunts. The Braided Man can be found on the underground stone stairway, but he could pop up anywhere above or below Oz.

## ***Places of Interest***

The Garden of Twining Vines:

This site used for executions is basically a nest of Assassin Vines (MM1).

The Valley of Voe

Eating the dama fruit that grows in this valley turns you invisible. No one can see you and you can't see yourself. The main threat in the valley is the invisible bears that devour any creatures they come across.

## **Voe Bear**

*Large Magical Beast*

*CR: 7*

*Hit Dice: 10d8+30 (85 hp)*

*Init: +1*

*Speed: 30ft*

*AC: 15 (-1 Size, +1 DEX, +5 Nat.)*

*BAB: +10*

*Attack: +15 melee (Bite: 1d8+5)*

*Full Attack: +15/+13/+13 (Bite: 1d8+5, 2 Claws: 1d6 +5)*

*Face/Reach: 10ft by 10ft/ 10ft.*

*Special Qualities: Invisible, Improved Grab, Scent.*

*Saves: +10 Fort, +8 Ref, +4 Will*

*Attributes: STR 20, DEX 12, CON 16, INT 10, WIS 13, CHA 8.*

*Skills: Climb +13, Swim +13, Spot +9, Listen +6*

*Feats: Multiattack, Power Attack, Cleave*

*Advancement: 11 to 15 HD (Huge)*

The Spiral Stairway

A great stone staircase that runs like a giant pillar from the center of the Pyramid Mountain to the surface.

Land of Night

Wooden Gargoyles (or Gurgles as Dorothy calls them) live in a pocket dimension

called the Land of Night which is entirely composed of dead wood. The gargoyles are made of wood themselves and fly by magic on window shutter wings. They resemble stone gargoyles and are truly hideous. Like all wooden objects they are vulnerable to fire, but they also hate noise and are easily deafened by sonic attacks.

In appearance, all Gurgles are less than three feet tall and their head is too large for their bodies. The faces of each are different but each is made of splintery wood and all have a pair of detachable wooden wings on their backs.

## **Wooden Gargoyle**

*Small Construct*

*CR: 4*

*Hit Dice: 8d10+5 (49 hp)*

*Init: +3*

*Speed: 20ft, Fly 60ft (poor)*

*AC: 14 (+1 size, +3 DEX)*

*BAB: +6*

*Attack: +7 melee (Slam: 1d6+1)*

*Full Attack: +7/+4/+4 (Slam: 1d6+1, 2 Claws: 1d4+1)*

*Face/Reach: 5ft by 5ft/ 5ft*

*Special Qualities: Vulnerable to Fire (Double Damage), Vulnerable to Sonics (-2 to save versus any sonic attack), Aversion to Singing (Will ST DC:20 to approach closer than 30ft to a singer), DR: 10/+1, Darkvision: 60ft, Construct Traits.*

*Saves: +2 Fort, +5 Ref, +2 Will.*

*Attributes: STR: 12, DEX: 16, CON: 0, INT: 10, WIS: 10, CHA: 3.*

*Skills: None*

*Feats: Hover, Fly By Attack, Multi-attack*

*Advancement: By class*



## **Dragonettes' Nest**

The Dragonettes are a nest of immature dragons. Any species of dragon can be used for these hatchlings.

## ***Items of Magic***

### **Water Repellant Leaves:**

A unique plant that grows in the Valley of Voe allows the one to walk across water if it is rubbed on the soles of a person's shoes. Caster Level: 5<sup>th</sup>, Duration: 5 rounds, Purchase DC: 30, Activation: Move equivalent action, One-time only item.

## ***Adventure Seeds:***

- After falling through the Earth during an earthquake, you and the other survivors must make your way back to the surface.
- Glinda has need of a unique magical object possessed by the Braided Man. You must find him, barter the object from him, and bring your prize back to Glinda.
- The Wooden Gargoyles have escaped from the Land of the Night and are rampaging through Oz. Somehow each gargoyle flight creates a 100 foot diameter globe of silence around itself which enables absolutely silent attacks and hampers the casting of spells.



# The Road to Oz: Book 5

## ***Synopsis***

Dorothy is walking along an ordinary road in Kansas and meets a vagabond all dressed in shags. The Shaggy Man gets pulled along with Dorothy through a dimensional portal resembling a spinning crossroads. She is transported to the land of the Mifkits and encounters Foxville and Dunkiton before she fights the Scoodlers.

## ***Road to Oz Characters***

**Dorothy:** Dedicated (5)/Charismatic (5) Heroine

**Toto the Dog:** Fast Heroic Dog (6)

**Shaggy Man:** Charismatic Hero (6)

The shaggy man in a new character named so because everything about him is shaggy. The Shaggy Man wears the Love Magnet around his neck so everyone will love him. The King of Dunkiton loved him so much he gave him a donkey head.  
+Love Magnet: The love magnet "charms" anyone who speaks with its owner. At the end of the book the magnet is hung over the main gate of Emerald City.

### **Button-Bright:**

Button Bright is famous for getting lost and answers most questions with "Don't Know" in this book. As a child he has no Hero class, but if you view his laconic answers as witty you could label him as a "Smart Hero". The people of Foxville believed him quite clever so they gave him a fox's head to better display his fox-like brilliance. Button-Bright's sole family possession is a magic flying umbrella.  
+Magic Umbrella: the magic umbrella is a device that will carry a person to any place they desire. It is a wondrous object that provides the ability to "fly" (90ft) as the 3rd level D&D spell of the same name. (Purchase DC: 33)

**Polychrome the Rainbow's Daughter** Fast Hero (6)/Personality (4)

She is a beautiful faerie that lives on mist cakes and dew drops. Unfortunately, she knows no magic.

## ***Places of Interest***

### **Foxville**

This is a city of civilized foxes ruled by King Dox (Smart Hero/Mage)  
Because they wish to display their superior morality and culture; they dress as elaborately and prettily as possible.

### **Dunkiton**

This is a city of intelligent donkeys ruled by Kik-a-bray (Dedicated Hero/Mystic). They wear clothes and defend their city with loud braying, but have little use for most tools since their hooves are so clumsy. They consider themselves the pinnacle of civilization. The donkey king also has magical powers and was so impressed with the shaggy man's use of big words he turned his head into a donkey's as a gift to him. Another unique occupation of the donkeys is a special type of fortune-teller called a "Hoofist" because she reads hooves (the equivalent of a Spiritualist).  
+The Magic Staff: the key to the donkey king's power this staff can conjure and transmute.

### **The Truth Pond**

The truth pond not only removes curses, transmutations, and geas, it also forces any creature that bathes in it to always tell the truth.

### **The Musicker Hut**

The Musicker (a.k.a. Allegro da Capo) is a humanoid accordion that makes music with each breath. (Charismatic Hero most likely)

### **Scoodler Country**

Scoodlers are two-faced cannibals. One side of their thin bodies is all black and the other is all white. Because they have a face on both sides they are immune to flanking attacks. The heads can also detach and be thrown as weapons.

### **Scoodlers**

*Medium Monstrous Humanoids*

*Hit Dice: 5d8 +10 (33 hp)*

*Init: +5*

*Speed: 30ft*

*AC: 15 (+1 DEX, +4 nat. armor)*

*BAB: +5*

*Attack: +6*

*Full Attack: +6*

*Dam.: Claws: 1d8+1*

*Space/Reach: 5ftx5ft/5ft*

*Special Qualities: Immune to flanking*

*Special Attacks: Throw Head*

*Saves: Fort +3, Ref +5, Will +4*

*Attributes: STR 12, DEX 12, CON 14, INT 10, WIS 11, CHA 6.*

*Skills: Climb: 8, Jump: 9, Tumble: 9, Spot: 5.*

*Feats: Blindfight, Improved Initiative*

*CR: 3*

*Advancement: By class*

*Combat:*

**Throw Head (Ex):** *The scoodlers can throw their heads to either damage or knock down their enemies. If they chose to damage, then their head inflicts 2d6 bludgeoning damage plus any STR modifier. If they chose to knock down their target, then it is as if they attempted a "trip attack" on their opponent. Even while separated from its body, the head can guide the scoodler unless the head can't see the rest of its body. The range increment of the attack is 10 feet.*

### **The Deadly Desert and the Sand Skimmer**

To cross the Great Sandy Waste is filled with toxic gasses, the Shaggy Man called in a favor and had a wooden sailing sled created to shuttle the party rapidly across the sand. This marvelous craft was built by Johnny Dooit who is as close to a "Techie" as exists in Oz. Johnny Dooit is likely mechanically minded fey, brownie, or spriggan and is summoned by a rhyming couplet.

### **Pumphead's Graveyard**

As each of Jack Pumpkinhead's heads spoil, he is obliged to bury it complete with a tombstone and carve himself a new head. For convenience, Jack lives in the center of a pumpkin field and resides inside a massive pumpkin that has been hallowed out and preserved.

## Emerald City of Oz: Book 6

### **Synopsis**

The plot of this book consists of the gnome king's attempt to conquer Emerald City to regain his Magic Belt. To do this, the Nome King raised a great army that marched through a hidden tunnel dug under the Deadly Desert leading directly to the heart of Emerald City.

Most of the Characters in this book have already been covered (Dorothy (CL 12), Ozma (CL 12), and the Nome King (CL 16)) so I won't reprint them here

### **New Characters**

#### **Uncle Henry and Aunt Emma:**

Neither are heroes, just simple farmers.

#### **Guph:** Strong Hero (5)/Soldier (3)

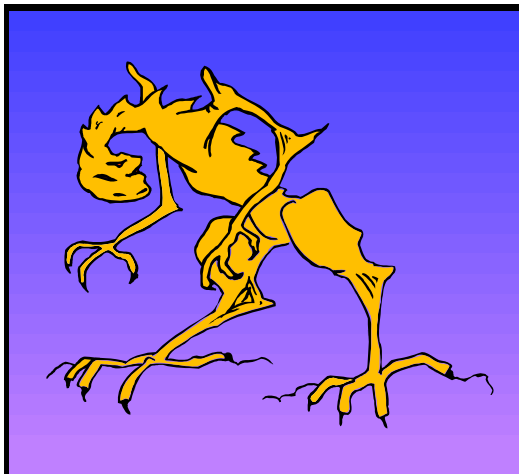
Guph is a truly evil nome that wants others to suffer in misery and resents the happiness and prosperity of others. He was put in charge of the Nome King's army because he was the only nome willing to lead the assault against Oz.

#### **Chief Whimsie:** Strong Hero(3)/Street Warrior(2)

The Chief is the leader of the whimsies and has the biggest papier-mâché headdress covering his door knob sized head

#### **Grand Gallipoot:** Tough Hero (3)/Thrasher (3)

The Grand Gallipoot is the ruler of the growleywogs and is the strongest of his muscle bound race.



#### **The First and Foremost:** Charismatic Hero (6)/Glamourist (4)

He is the ruler of the Phanfasms who reside on the dread Mount Phantastico. Each phanfasm is the equivalent of a

**Doppelganger** (MM1) as they can assume any form they wish. Many phanfasms are skilled in illusion magic which they use to trick and trap the unwary. Their city is surrounded by a moat of lava spanned by a narrow stone bridge. In the lava moat swim scarlet alligators.

#### **Scarlet Alligator**

*Huge Magical Beast (Fire)*

*Hit Dice: 7d10+28 (67 hp)*

*Initiative: +1*

*Speed: 20 ft. (4 squares), swim 30 ft.*

*Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15*

*Base Attack/Grapple: +5/+21*

*Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)*

*Full Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)*

*Space/Reach: 15 ft./10 ft.*

*Special Attacks: Heat, Improved grab*  
*Special Qualities: Hold breath, low-light vision*  
*Saves: Fort +9, Ref +6, Will +3*  
*Abilities: Str 27, Dex 12, Con 19, Int 10, Wis 12, Cha 2*  
*Skills: Hide +5\*, Listen +10, Spot +10, Swim +18*  
*Feats: Alertness, Endurance, Skill Focus (Hide)*  
*Environment: Volcanic areas*  
*Organization: Solitary or colony (6–11)*  
*Challenge Rating: 5*  
*Advancement: 8–14 HD (Huge)*

*These bright red reptiles usually live in volcanoes or lava pools and can be more than 20 feet long from tooth to tail.*

#### Combat

*Heat (Ex): The scales of the scarlet alligator inflict 5d10 fire damage to anything that touches the reptile.*

*Improved Grab (Ex): To use this ability, the alligator must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the alligator establishes a hold on the opponent with its mouth and drags it into deep magma, attempting to pin it to the bottom.*

*Hold Breath (Ex): The scarlet alligator can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.*

*Skills: A scarlet alligator has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A scarlet alligator gains a +4 racial bonus on Hide checks when in lava. Further, it can lie in lava with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.*

## ***Places of Interest***

### **The Athletic College**

The Athletic College only teaches sports since all knowledge is supplied by "education pills".

+Education Pill: This magic pill has the same effect as a potion. It provides a +10 to a specific **Knowledge** skill for one hour. Each pill taken requires a **Fortitude** save to swallow (DC:10 plus the number of pills x2 used in a 24hr period). Taking the same two pills will not provide a bonus greater than +10 to any single Knowledge skill.

### **City of the Cuttenclips**

The cuttenclips are a group of magic paper dolls created by Miss Cuttenclip. These paper constructs live a high walled compound to protect them and their paper country from damaging breezes. Cuttenclips are even more fragile than China People because they are so small and made from such flimsy material. Miss Cuttenclip has a vast supply of magic paper (very similar to the magic origami paper of Oriental Adventures) from which she can create any creature imaginable only tiny.



### **Paper Construct Template**

CR= Reduce by half.

Size=Reduce size by three steps (i.e. Medium becomes Diminutive)



*Hit Dice= Change HD to D4.*

*Speed= Reduce by half*

*AC/Defense= Halve any natural armor and apply changes from new size and DEX modifier.*

*BAB= Same*

*Damage= Change to the appropriate damage for its size.*

*Space/Reach=Change according to size*

*Special Qualities: Same plus Fire Vulnerability: Double Damage, -2 to resist Bull Rush or "wind" spells.*

*Saves: Same plus DEX Modifier change.*

*Attributes: Reduce STR by 8 points, Increase DEX by 8 points.*

*Skills: Same*

*Feats: Same*

*Advancement: Same but resize.*

### **Rippling Lands**

The Rippling Lands continually undulate making hills into valleys and valleys into hills. As a result, anyone crossing this area is reduced to half speed and tires twice as quickly. Also a Fort Save (DC: 15) must be made or the creature suffers motion sickness and has a -1 morale penalty for the next 6 hours.

### **Mountain of Phantastico**

This is the home of the Phanfasms and is hostile to intruders. The mountain itself is surrounded by lava pools that are home to many fire creatures such as fire serpents, salamanders, and scarlet alligators. The windy peak on which the Phanfasms reside is covered with horrific carvings and wind stones that howl when the frigid air blows over and through them.

### **Fuddlecumjig**

This is the home town of the fuddles. A fuddle is a creature that falls apart into small picture block pieces when surprised. When used in a d20 campaign, this seems more of a curse or hex than a specific creature or character class. So this is a spell I created to based on this idea:

#### **Fuddle Hex**

*Transmutation*

*Level 9*

*Components: V, S.*

*Casting Time: 1 action*

*Range: Touch*

*Target: Creature touched*

*Duration: Instantaneous*

*Saving Throw: Fortitude*

*Spell Resistance: Yes*

*When you cast a Fuddle Hex on someone, he or she breaks apart into one inch puzzle pieces. Until all the pieces are put back together the character exists in a state of suspended animation. To solve the puzzle, a person must make an Intelligence check. For every person assisting him, he gains a +2 to his check roll. The difficulty class of the puzzle is equal to the casters experience level plus his intelligence modifier plus any ranks in Craft (puzzles). The only way to prevent anyone from solving the puzzle is to scatter the pieces, since a side effect of the incantation prevents any puzzle piece from being destroyed.*

## Utensia

All the creature constructs of Utensia are utensils. These are best represented as "Animated Objects" of Small and less size.

## Bunbury

All the creature constructs of Bunbury are edible breadstuffs.

## Dough Golem

CR: 2

Large Construct

Hit Dice: 4d10+20 (42 hp)

Initiative: +0

Speed: 30ft

AC: 8 (-1 size, -1 DEX)

BAB: +3

Attack: Slam: +9

Full Attacks: 2 Slam: +9

Damage: Slam: 1d8+6

Space/Reach: 10ftx10ft/10ft

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Immune to bludgeoning attacks,

Half damage from slashing and piercing attacks,

Construct Immunities, Darkvision (60ft), Fast

Healing 5.

Saves: Fort +1, Ref +0, Will +1

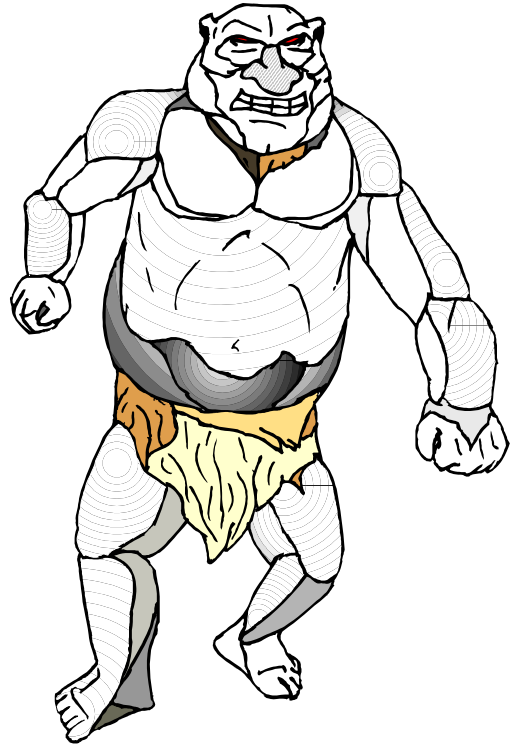
Attributes: STR 23, DEX 8, CON --, INT --, WIS 10,

CHA 4

Skills: None

Feats: None

Advancement: 5 to 7 HD (Large), 8 to 14 HD (Huge)



*The Dough Golem is a large white gooey biped. It is highly resistant to physical attacks and quickly heals from any wound.*

### Combat

**Improved Grab (Ex):** To use this ability, the golem must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the golem establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Swallow Whole (Ex):** A dough golem can try to swallow a grabbed opponent of a smaller size than itself by making an additional successful grapple check. Once inside, the opponent takes 1d8+6 points of crushing damage per round and may suffocate. Any character can hold his breath for a number of rounds equal to his CON score. After that, he must make a CON check (DC 10+1 for each previous check) each round or sustain 1d6 damage from oxygen deprivation. A swallowed creature can attempt to wiggle his way free from the mass by making a Escape Artist check (DC: HD of the golem) as a full round action. Once the creature exits, the hole seals; another swallowed opponent must cut its own way out. A Large dough golem can hold 1 Medium, 2 Small, 4 Tiny, or 8 Diminutive or smaller opponents.

## Bunnybury

Bunnybury is a city of intelligent albino rabbits.

### **Rigmarole Town**

A town full of babblers.

### **Flutterbudget Center**

A town full of nervous hysterics.

### **The Forbidden Fountain**

Built in the palace courtyard of Emerald City, this fountain will cause anyone who drinks from it to forget everything he has ever known.

### ***The Nome King's Invasion***

When General Guph and the Nome King realized that their nome army was insufficient to conquer Emerald City; they allied themselves with several "Evil Powers" to augment their invasion strength.

### **Evil Powers**

### **Whimsies**

Whimsies are a Giant race with large and powerful bodies but extremely tiny door knob sized heads. To hide this physical flaw, the Whimsies construct immense pasteboard heads fastened to their bodies by a studded leather harnesses. Eye holes are placed in the neck of the mask while the rest of it is heavily decorated and garishly colored. Because of this physical defect, whimsies are moronic even compared to other giant races. They are very bitter and sensitive about their appearance, so the nomes were able to bribe them by promising them larger heads. The average height of a whimsie is 27 feet and weight is 7,000 pounds.

#### ***Whimsies***

*CR: 12*

*Huge Giant*

*Hit Dice: 14d8 +140 (203 hp)*

*Init: -2*

*Speed: 40ft*

*AC: 16 (-2 size, -2 DEX, +2 studded leather, +8 natural)*

*BAB: +10/+5*

*Attack: Falchion +20*

*Full Attack: Falchion +20/+15*

*Damage: Falchion (Gar.): 2d8+6*

*Space/Reach: 15ftx15ft/10ft*

*Attacks: Rock Throwing,*

*Special Qualities: Rock Catching, Spell Resistance 20.*

*Saves: Fort +19, Ref +2, Will +2.*

*Attributes: STR:32 , DEX: 6, CON: 30, INT: 3, WIS: 6, CHA: 8.*

*Skills: Climb +20, Swim +20, Jump +20, Craft (false head) +2*

*Feats: Power Attack, Cleave, Great Cleave, W. Focus: Falchion*

*Advancement: By class*



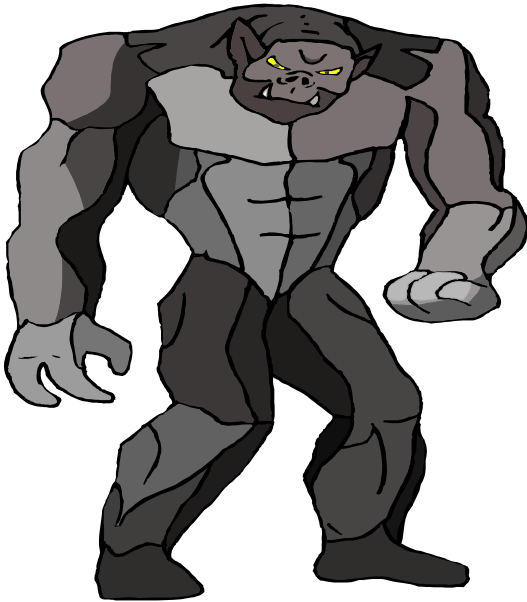
*Special*

Combat:

**Rock Throwing (Ex):** Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

**Rock Catching (Ex):** A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.



## Growleywogs

The Growleywogs are monstrous humanoids of pure muscle, bone, and tightly stretched skin. They are no taller than ordinary humans, but they barrel-chested and bulging with muscle. Their enormous strength isolates them and their sour dispositions gain them no friends. They are also very poor speakers a mumble and growl their words.

### Growleywogs

CR: 12

Medium Monstrous Humanoids

Hit Dice: 16D8+96 (168 hp)

Init: +0

Speed: 30ft

AC: 14 ( +4 natural armor)

BAB: +16/+11/+6/+1

Attack: Maul: +29 melee attack or Claw: +28

Full Attack: Maul: +29/+24/+19/+14 or 2 Claw: +28

Damage: Maul: 1d10+18 (x3), Claw: 1d6 +12.

Space/Reach: 10ft x 10ft/10ft

Special Attacks: Rend: 2d6+18

Special Qualities: Damage Resistance 5/piercing

Saves: Fort: +11, Ref +10, Will +10

Attributes: STR 34, DEX 10, CON 22, INT 10, WIS 11, CHA 3

Skills: Intimidate +6, Climb +22, Jump +22, Tumble +10, Balance +10.

Feats: Power Attack, Improved Bull Rush, Archaic Weapons Proficiency.

Advancement: By class

Combat

**Rend (Ex):** A growleywog that hits with both claw attacks automatically latches onto the target and inflicts an additional 2d6+18 slashing damage.

### ***Adventure Seeds***

- The Nome King raising an unstoppable army to invade Oz. Ozma sends the PC party to hamper him and spread chaos and discord among the ranks of his army.
- The Nome King's Invasion Army entrenches itself within Oz. The PC party is asked to infiltrate its camp and discover what it plans. Additionally, they should look for weaknesses and strife within the invasion force.
- The battle for Oz has commenced. The PC party must help maintain the battle lines and inspire the troops. Likely the PC party will be rushed all along the battle lines as enemy forces break through the ranks of the Oz battle formations.
- The final battle between Oz and the Nome King has started. Devastating magic is unleashed by both sides. The PC party is asked to circle behind the enemy force and attack from the rear. They are to specifically target leaders and army supplies.





# Patchwork Girl of Oz: Book 7

## ***The Main Characters***

### **Unc Nunkie:** Dedicated Hero

A man of few words and uncle to Ojo. He speaks so little he is nicknamed the Silent One. Early in the story he is accidentally turned into a marble statue and leave Ojo on his own. Unc Nunkie would be the King of Munchkins, but Ozma is acknowledged the sole ruler of all of Oz.

### **Ojo the Unlucky:** Smart Hero

Not a builder, but a clever problem solver. He grew up in the lonesome Blue Forest of Munchkin Country.

### **The Crooked Magician** (aka Dr. Pipt): Smart Hero/Mage

Maker of the Powder of Life and Wish Pills (both introduced in "LAND OF OZ". Both substances take years to create.

+*Powder of Life*: Gives life to inanimate objects and gives them mental attributes (3D6 each). Creating it requires continuously stirring four simmering kettles at the same time for six years until the contents are completely boiled away. The ingredients and incantations required to create the powder are a closely held secret of Dr. Pipt.

+*Wish Pills*: Wish pills will grant a "wish" to the person who swallow one, but they are extremely toxic and require a high fortitude save to safely digest (DC: 30). They are even harder to make than the powder of life and only three are known to exist.

+*Liquid Brains*: These potions are each distillations that grant mental qualities (and the D20 skill equivalent) to a construct before it is animated. They are labeled *Obedience* (Profession {lawyer} ), *Cleverness* (Bluff or Decipher Script), *Judgment* (Gamble or Sense Motive), *Courage* (Concentration or Intimidation), *Ingenuity* (Craft or Repair), *Amiability* (Gather Information or Handle Animals), *Learning* (Knowledge (any)), *Truth* (Investigate or Research), *Self Reliance* (Treat Injury or Survival), and *Poesy* (Perform (any)). The manufacture of each is similar to the brewing of a 3rd level spell potion. Each

potion will grant 4 skill points but the maximum amount used on any construct is 3 plus its hit die total and can only be used before the construct is animated.

+*Liquid of Petrification*: If poured on an object, the liquid turns it to stone. The cure for this solution is a six-leaf clover, the left wing of a yellow butterfly, a gill of water from a pitch dark well, a drop of oil from a live man's body, and three hairs from the tip of a Woolly's tail.



### **Patchwork Girl:** Charismatic Hero Construct

The patchwork girl is made from a patchwork quilt with button eyes, yarn hair, and strung pearl teeth. She is an intelligent rag golem that was created to act as a housework girl. During her manufacture, she was given an overdose of "Cleverness" which made her rebel against a life of slavery in Dr. Pipt's household.

## **Rag Golem**

A rag golem is a construct made of bundled cloth. Its body can be stitched cloth or a ragged mass. Both versions have the same qualities, but a carefully crafted rag golem will have more hit dice. Like most constructs any damage it suffers does not heal and must be repaired. A skill check on Profession (tailor or seamstress) for DC: 15, will restore 1d10 hit points per hour of work.

### **Rag Golem**

*CR: 1*

*Size: Medium*

*Hit Dice: 1d10 +10 (15 hp)*

*Initiative: +0*

*Speed: 30ft*

*AC: 10 (DEX +0)*

*BAB: +0*

*Attack: +2 slam, +0 ranged*

*Full Attack: +2 slam*

*Damage: Slam: 1d6 +2 non-lethal*

*Space/Reach: 5ftx5ft/5ft*

*Special Attacks: None*

*Special Qualities: Construct Traits, Darkvision 60ft, Stuffed, Sponge*

*Saves: Fort: +0, Ref +0, Will +0*

*Abilities: STR 14, DEX 10, CON --, INT --, WIS 10, CHA 10*

*Skills: Same but +5 Escape Artist (Racial Ability) and can't Swim*

*Feats: None*

*Advancement: By class (ECL: +1)*

#### Special:

**Stuffed (Ex):** Bludgeoning attacks inflict half damage and fire attacks inflict double damage.

**Sponge (Ex):** A rag golem sucks up water (half speed in the rain, swaps, etc.) and will sink like a stone if it tries to swim.

### **Glass Cat: Fast Hero Construct**



The glass cat is a vain construct that feels too dignified to chase mice. She has little pink brains you can watch work and a cold, hard, ruby heart.

### **Glass Construct Template**

A glass model is made of the imitated corporeal creature and then brought to life by magic (i.e. Powder of Life or incantation).

Like most constructs, a glass construct must be repaired rather than healed. A craft (glass) check (DC: 15) will restore 1d10 hit points for every hour of glass soldering done.

#### **Glass Construct**

*CR: Add +1 CR*

*Hit Dice: Convert to D10*

*Size: Same*

*Initiative: Same*

*Speed: Same*

*AC: Add an additional +5 to natural armor*

*BAB: Same*

*Attacks/Damage: No change*

*Space/Reach: No change*

*Special Attacks: Same*

*Special Qualities: Same plus Construct Immunities, Darkvision 60ft, and Translucent: 20% miss chance, Immune to all Light based attacks.*

*Saves: Same*

*Abilities: Same, but no Constitution.*

*Skills: Same*

*Feats: Same*

*Advancement: Same (ECL: +2)*

### **The Troublesome Phonograph**

This record player was brought to life by the Powder of Life, but the poor condition of its recordings make it a nuisance to everyone.

#### **Woozy: Tough Hero**

A woozy is a four legged animal that looks as if it is made from leather covered cubes. There is only one known woozy in Oz. It is very thick skinned, it can shoot fiery sparks from its eyes, and its favorite food is honey-bees.

#### **Woozy Player Character:**

*Size: Medium.*

*Attributes: +2 CON, -2 DEX.*

*Shoot Sparks (Su): As a standard action, the woozy can fire sparks from its eyes in a ranged touch attack (Inflicts 1d6+CON Modifier fire damage, Range Increment is 5ft).*

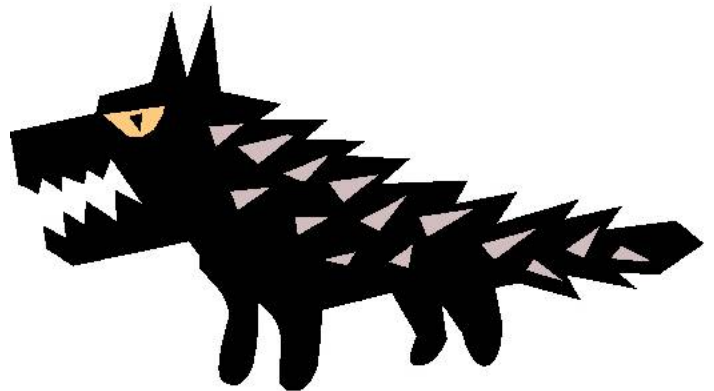
*Quadruped: Since the woozy has four legs and a tail it gains a +4 stability bonus to resist trip attacks, but lacks hands needed for most skills, holding objects, or using weapons.*

*ECL: +0*

### **Places and Events of Interest**

#### **The Wolf's Cabin:**

Employing cunning illusions and enchantments, a young woman offers travelers shelter for the night, but the bed and food provide no rest or relief from hunger. Instead this cabin is bait for a werewolf's nefarious activities.



#### **The Foolish Owl and the Wise**

##### **Donkey:**

These animals offer advice to locals.

Contrary to their titles, the donkey is not very wise, and the owl is not entirely foolish.

#### **Garden of Man-Eating Plants**

A row of these plants line both sides of the yellow brick road and prey upon creatures that travel beneath them. Ojo was captured by one, but was released by the Shaggy Man's music.

#### **Man-Eating Plant (or Giant Fly Trap)**

*Huge Plant*

*CR: 7*

*Hit Dice: 10d8 +50 (95 hp)*

*Initiative: -2*  
*Speed: None*  
*AC: 12 (Size: -2, DEX: -2, Nat.: +6)*  
*BAB: +7/+2*  
*Grapple Modifier: +24*  
*Attack: Slam: +16*  
*Damage: Slam: 2d6 +9*  
*Space/Reach: 15ftx15ft/10ft*  
*Special Attacks: Improved Grab, Swallow Whole*  
*Special Qualities: Plant Immunities, Blindsight 60ft, Low-light Vision.*  
*Saves: Fort +12, Ref +1, Will +3*  
*Attributes: STR 28, DEX 6, CON 20, INT --, WIS 10, CHA 1*  
*Skills: +8 Hide among plants.*  
*Feats: None*  
*Advancement: 11-15 (Huge), 16-20 (Gargantuan).*

**Improved Grab (Ex):** If the plant successfully strikes a creature, he can immediately attempt to start a grapple as a free action.

**Swallow Whole (Ex):** A Man-Eating Plant can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+9 points of crushing damage plus save vs. 1d4 Constitution damage (DC= 10 + CON MOD of the plant) per round from the plant pod. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the pod (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge plant's interior can hold 1 Large, 4 Medium, 16 Small, 64 Tiny, or 256 Diminutive or smaller opponents.

#### **Square Meal Pills:**

Each pill takes the place of a day's ration.

#### **Moving Yellow Brick Road:**

This is a patch of the yellow brick road is designed to move under the victim's feet and prevent him or her from proceeding. This is a spell that creates the same effect.

#### **Endless Road**

*Illusion (Glamour)*

*Level: 4*

*Components: V, S, M: pinch of gold dust*

*Casting Time: Attack Action*

*Range: Close: 25 +5ft/2 levels*

*Area: 20ft +10ft/level diameter.*

*Duration: 10 min per level*

*Saving Throw: Will Standard*

*Spell Resistance: Yes*

*This spell warps the perspective anyone that travels through it. The victims of this spell believe they are moving forward but are actually walking in circles. This spell affects all creatures within a 20ft diameter plus an additional 10ft per level.*

#### **The Giant Porcupine**

Unlike mundane porcupines, this magical beast can throw its quills at its enemies.

## Giant Porcupine

*Large Magical Beast*

CR: 3

Hit Dice: 5d10

Initiative: +6

Speed: 30ft

AC: 13 (-1 size, +2 DEX, +2 nat. armor)

BAB: +5

Attacks: +7 thrown quills, +8 melee bite/claw.

Full Attacks: Bite +8 and 2 Claw +6 or Quills +7

Damage: Quills: 2d6+3, Bite:

1d8+3, Claw: 1d6+3,

Special Attacks: Quill Pelt

Special Qualities: Low-light Vision, Darkvision 60ft.

Saves: Fort +7, Ref +6, Will +2

Attributes: STR 16, DEX 14, CON

16, INT 10, WIS 12, CHA 6

Skills: Spot +8, Listen +8, Climb +8, Survival +6

Feats: Improved Initiative, Multiattack

Advancement: 6 to 7 (Large), 8 to 12 (Huge)

Special Attacks:

**Quill Pelt (Ex):** Any creature that strikes the giant porcupine bare handed inflicts 2d6 damage to itself.



### Magic Gate:

An illusionary gate that looks and feels real but isn't. To cross through the gate a traveler must close their eyes and run through the gate without stopping.

### The Tottenhot Tribe

A Tottenhot is a small humanoid with dusky brown skin and wiry, scarlet hair. They wear loincloths, heavy gold jewelry (such as bracelets, anklets, and pendant earrings), and body paint. Tottenhots hide in round black huts during the day because they are nocturnal creatures and hate the bright light. They are very fierce and aggressive and often attack creatures of much larger size, but are frail and have little tolerance for pain. Tottenhots are simple hunter-gatherers who possess few material goods and have little knowledge of modern technology.

### Tottenhot Player Character

**Species Traits:** ECL: +0

Size: Small humanoid

Speed: 20ft

Attributes: +2 DEX, -2 CON

Darkvision: 60ft

Species Skill Bonuses: +2 Perform (Dance) and Survival



*Feat Bonus: Archaic Weapon Proficiency*

*Light Sensitivity (Ex): Tottenhots take a -1 Attack Bonus penalty in sunlight or brightly lit areas.*

### **The Captive Yoop:**

Mr. Yoop is a pink velvet wearing "Hill Giant" (Height: 21ft, Weight: 1640 lbs.) imprisoned in a cave that the adventurers have to pass.

### **The Hopper and Horner Cave**

Both of these humanoids live inside a mountain plateau in Quadling Country. They are constantly feuding and have a deep seated hostility to each other.

### **The Hoppers:**

A hopper is a round fat humanoid that posses a single oversized leg rather than two. They dress elegantly and live in polished marble homes.

### **Hopper Player Character**

#### ***Species Traits:***

*ECL: +0*

*Size: Medium*

*Speed: 30ft*

*Attributes: STR +2, DEX -2*

*Species Skill Bonus: +2 Balance and Jump*

*Feat Bonus: Brawl*

*Power Kick (Ex): This standard action attack inflicts double unarmed damage, but the hopper lies prone after the attack.*

### **The Horners:**

A Horner is a short round humanoid with a large horn grows from the center of its head and long donkey like ears. Horners generally have light brown skin and always dye their beards and topknots in three contrasting colors. The color pattern displays their rank and bloodline. Horners wear white robes, walk bare footed, and live in drab grey domiciles that conceal the inner richness of their lives.

### **Horner Player Character**

#### ***Species Traits:***

*ECL: +0*

*Size: Medium*

*Speed: 20ft*

*Attributes: WIS: -2, CHA +2*

*Species Skill Bonus: +2 Listen and Intimidate*

*Feat Bonus: Athletic*

*Natural Weapon: The Horner's horn inflicts 1d6 damage.*

*Stocky: A Horner is +4 to resist any bull rush or trip attack.*

### **The Trick River**

The current of river randomly changes in direction. This can cause severe problems in a boat without sails or oars.

### **Adventure Seeds:**

- Ozma has assigned the PC party to road patrol. They must eliminate any dangers such as giant porcupines or man eating plants that prey upon the yellow brick roads of Oz.

- While on a road patrol for Ozma the PC party finds that they can not control the path which they take. Every time they try to go one way they end up coming right back to the same spot. They must find a way to break this “endless road” spell to continue.
- Some creature is preying upon yellow brick road travelers. Ozma sends the PC group to investigate reports of a vicious black wolf.
- The PC party spends the night in a log cabin. When they awaken they are inside a cubical black and white checkered marble room with six doors, one on each wall, the ceiling, and the floor. Every door that they open leads to a room identical to the one they are standing in, but on the face of each door is a different symbol. These symbols are “Glyphs of Warding”. Suspended in the center of the room is a riddle or puzzle. The answer to the riddle is the password for the correct glyph and brings them towards the exit of the Maze of Cubes.

# Tik-tok of Oz (Book 8)

## ***Synopsis***

The Queen of Oogaboo sets off to conquer new territories with her tiny army, but she finds the rest of Oz difficult to overcome.

## ***Main Characters*** 🏆

**Queen Ann Soforth:** Dedicated/Charismatic Hero

**Tik-tok:** Strong Clockwork Construct Hero

**Betsy Bobbin:** Dedicated Hero

**Hank the Mule:** Strong/Tough Animal Hero

**The Shaggy Man:** Tough/Charismatic Hero

**Ozga the Rose Princess:** Charismatic Hero

**Private Files:** Smart Hero

**Polychrome:** Fast Hero

## ***Places and Events of Interest***

### **Ann's Army**

The Queen of Oogaboo's restless spirit inspires her to attempt to conquer all of Oz. Unfortunately, it suffers from an overabundance of officers and not enough soldiers.

### **Artifact Trees**

Created by magic, these trees grow manufactured objects like loaves of bread, ice cream cones, clocks, nails, cakes, three course nuts, silk stockings, candy, glassware, and steel files. In the D20 universe, these trees are magical artifacts created by 10th level spell casters.

## **Item Creation Feat: Spawn Artifact Tree**

### Requirements:

10th level spell caster, Profession (Gardener) 12 ranks, Knowledge (Nature) 12 ranks, Knowledge (Arcane): 12 ranks.

### Effect:

Instead of crafting a mundane object, the spell caster can attempt to create a tree that will grow a tree that will produce the object.

So to create a specific tree the caster must apply must succeed on with a Knowledge (Nature) and Knowledge (Arcane) check equal to the creation DC of the item. On each harvest, the tree will produce a crop of 1 Large item, 2 Medium, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine items. The cost of creating the tree in gold pieces is 10 times the market cost of the item, for the required magical soil and rituals used to raise a proper seedling.

The time it takes to produce a proper magical hybrid is equal to the DC check in weeks minus the amount each knowledge check roll surpasses the creation check in days. For example, the two rolls required to breed a bullet tree (DC: 20) are 21 and 30; therefore, it takes 20 weeks minus 11 days to create a bullet tree seedling.

### **Examples**

#### **Book Tree**

Book trees go books instead of fruits. Unlike normal books, once one of these books

*is read the words disappear from its pages.*  
*Creation DC: 20 for light reading, 30 to 40 for technical books.*  
*Creation Cost: 1000gp or 4000 to 6000gp.*  
*Crop: 4 Small Books or 8 Tiny Dime Novels.*

### **Gun Tree**

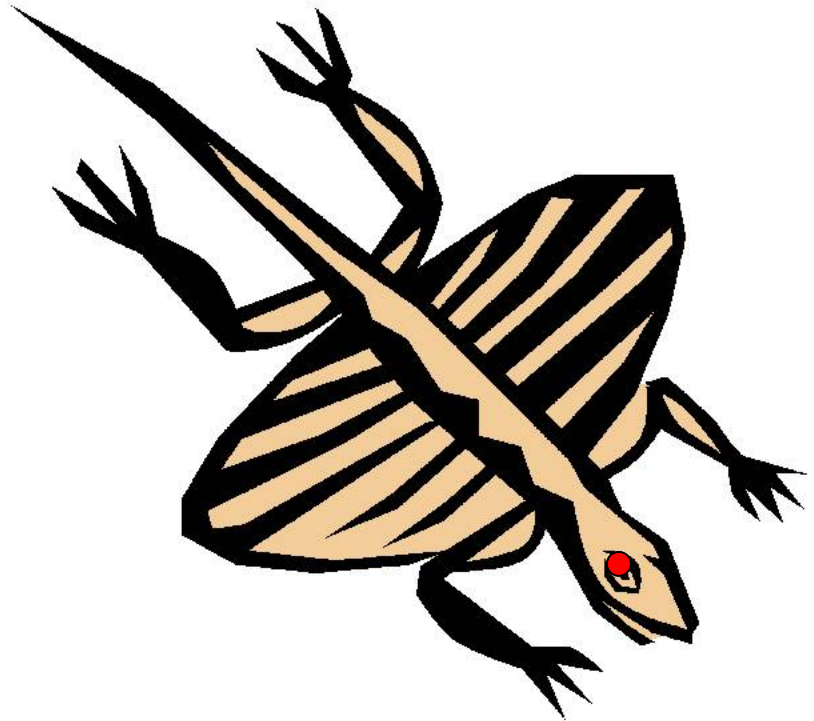
*On this tree grows a number of muskets and musket ball berries.*  
*Creation DC: 30*  
*Creation Cost: 6000gp for a flintlock musket.*  
*Crop: One Large Flintlock Musket*

### **Bullet Tree**

*This tree grows bullets like an oak grows acorns.*  
*Creation DC: 20*  
*Creation Cost: 10gp*  
*Crop: 16 diminutive musket bullets.*

### **Rak**

The Rak is the first creature to challenge the Oogaboo Army. It can fly like a bat, swim like a fish, and run like a deer. Its belly burns like a furnace and it breathes out a cloud of smoke that hides it from its prey. The odor of salt and pepper distinguishes Rak breath from an ordinary cloud of smoke. Its eyes glow red as traffic lights.



#### *Rak*

*Colossal Magical Beast*

*Hit Dice: 48d10+594 (858 hp)*

*Initiative: +7*

*Speed: 30 ft. (6 squares), Flight 60ft (average), Swim 20ft.*

*Armor Class: 15 (-8 size, +3 Dex, +10 natural), touch 5, flat-footed 32*

*Base Attack/Grapple: +48/+81*

*Attack: Bite +57 melee (4d8+17/18-20/x3)*

*Full Attack: Bite +57 melee (4d8+17/18-20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)*

*Space/Reach: 30 ft. /20 ft.*

*Special Attacks: Augmented critical, frightful presence, improved grab, rush, wing flap*

*Special Qualities: Smoke Breath, damage reduction 15/+3, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32*

*Saves: Fort +38, Ref +29, Will +20*

*Abilities: Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14*

*Skills: Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)*

*Feats: Alertness, Awesome Blow, Blindsight (60ft), Cleave, Combat Reflexes, Dodge,*

*Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6)*

*Environment: Any*

*Organization: Solitary*

*Challenge Rating: 20*

*Treasure: None*

*Alignment: Always neutral*

*Advancement: 49+ HD (Colossal)*

*Level Adjustment: —*

### **Special Attacks:**

**Wing Flap (Ex):** As a standard action, the Rak can flap its wings and attempt to knock everyone within 10ft a ten foot radius prone. The Rak makes a single trip attack roll against everyone within 10ft of the Rak due to the shockwave.

### **Special Qualities:**

**Smoke Breath (Ex):** The Rak constantly emits a cloud of smoky breath that conceal it from enemies and its prey. The cloud covers a 30ft radius and renders all creatures without blindsight blind.

## **Rose Kingdom**

The Rose Kingdom is populated by intelligent plants of all sorts. Some live outside while others live in vast greenhouses. The humans that live in the Rose Kingdom toil in the fields and greenhouses of the land caring for its plant citizens.

## **Rose People**

*Small Monstrous Humanoid Plant*

*Hit Dice: 1d8+1 (5 hp)*

*Initiative: +1*

*Speed: 30 ft. (6 squares)*

*Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14*

*Base Attack/Grapple: +1/-3*

*Attack: Thorns +2 melee (1d4) or javelin +3 ranged (1d4)*

*Full Attack: Thorns +2 melee (1d4) or javelin +3 ranged (1d4)*

*Space/Reach: 5 ft. /5 ft.*

*Special Attacks: Thorns*

*Special Qualities: Vulnerability: Cold (double damage)*

*Saves: Fort +3, Ref +1, Will -1*

*Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6*

*Skills: Hide +5, Listen +2, Profession (Herbalist): +3, Knowledge (Nature) +4, Spot +2*

*Feats: Alertness*

*Environment: Temperate plains and greenhouses*

*Organization: Bunch (4-9), bed (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), patch (10-24 with topiary mounts), or garden (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 topiary animals, and 2-4 dire topiary animals)*

*Challenge Rating: 1/3*

*Treasure: Standard*

*Alignment: Usually lawful neutral*

*Advancement: By character class*



*Level Adjustment: +0*

#### *Special Attacks*

**Thorns (Ex):** *Roses have a natural weapon with their thorns. This weapon also automatically wounds any creature that attempts to grapple a Rose.*

#### **PC Option:**

Favored D&D Class: Monk

Size: Small Humanoid (Plant)

Speed: Standard (Land: 20ft)

Attribute Modifications: STR -2, DEX +2,

Immune to critical attacks and "Sleep" spells.

Racial Skills: +2 Knowledge (Nature) and +2 Profession (Herbalist).

Vulnerability: Cold (double damage), All abilities that target plants may affect this creature (Will save).

Special Attack: **Thorns (Ex):** Natural Weapon (1d4 piercing, Crit: x2). Can be used as a "martial arts" weapon.

#### **Topiary Animals**

These plant creatures are bushes and hedges that have been pruned into the shape of animals. Rose people use these animals for mounts and beasts of burden. In fairylands such as Oz, these plants act like meat animals. Both normal and dire animals are common topiary sculptures. Topiary Animals are especially common in the Rose Kingdom.



#### **Topiary Animal Template**

*Size and Type: Size remains the same but type changes to plant.*

*Hit Dice: Same*

*Initiative: Same*

*Speed: Same*

*Armor Class: Same*

*Base Attack/Grapple: Same*

*Attack: Same*

*Full Attack: Same*

*Space/Reach: Same*

*Special Attacks: Same*

*Special Qualities: Same plus Plant Immunities, Immune to Critical Attacks.*

*Saves: Same but apply the lack of a CON score.*

*Abilities: Same except no Constitution*

*Skills: Same*

*Feats: Same*

*Environment: Same*  
*Organization: Same*  
*Challenge Rating: Same*  
*Treasure: Same*  
*Alignment: Usually Neutral*  
*Advancement: Same as base animals*

### **The Great Hollow Tube**

The Hollow Tube travels through the center of the earth. It connects opposite sides of the globe and was built by Hiergargo the Magician. Unfortunately, he traveled too quickly through his tube and shot free of the Earth's gravity. Tube travelers accelerate towards the center of the tube but decelerate as the travel up the opposite tube end. Tube travelers have to have sufficient entrance speed to prevent being stuck within the center of the tube. The tube is not dug perfectly straight but corkscrews so that travelers slide rather than free-fall.

### **Land of Kings and Queens**

In this country all its citizens have achieved mastery in their specific area of magical interest. For example there is a Queen of Light, King of the Tube, and a King of Animals. They are ruled by a Private Citizen that is actually a powerful jinn as well as a spell caster.

### **Metal Forest**

The Metal Forest is a special form of Artifact Trees. Each is made of gold and grows gemstones rather than fruit. These trees are unique to the Nome Kingdom and only gnomes know how to formulate them.

### ***Adventure Seeds***

- The Land of Oz may not be the only magic kingdom in existence. Use your creativity to craft other countries founded on the magic of dragons, genies, elementals, plants, and aberrations.
- The Army of Oogaboo is no threat to anyone, but that doesn't mean that all Oz armies are made of fools. Construct an army of Oz creatures, such as Kalidahs, Flying Monkeys, Fairies, Rose People, Munchkins, or some other race which is a true threat to peace and prosperity in Oz. The Character group can lead the army, scout for the army, or fight the army to stop it. If a war breaks out between the Munchkins and the Winkies, Ozma will have to stop it or choose sides.
- A metal tube has been discovered in the Land of Oz, but no one knows where it leads. Will the PC group be brave enough to explore the tube and report back?

## Scarecrow of Oz: Book 9

### ***Synopsis***

This is a story about how Trot and Cap'n Bill found their way to Oz. They are caught in a whirlpool while boating off the coast of California and become trapped in a sea cave. They journey underground and surface on Pessim's Island. To leave the isle they eat some magic fruit that shrinks them to doll size and are carried by the Ork to the Land of Mo. Huge birds are used to fly them over the Great Sandy Waste into Oz. They land in Jinxland which is one of the few pockets of witchcraft left in Oz after Ozma's anti-witchcraft pogroms.

### ***Main Characters***

**Trot:** Charismatic Hero

Trot is a little girl that has had many other magical adventures before she traveled to Oz by way of the Sea Cave. She once traveled with Cap'n Bill to the lair of the Sea Faeries. She also flew to Sky Island with the help of Button Bright's Magical Umbrella.

**Captain Bill:** Tough Hero/Dedicated Hero

Cap'n Bill knows a great deal about the ocean from his young life as a sailor. After he lost his leg, he moved ashore and has become a good friend and mentor Trot since both live in the same boarding house.

**The Ork:** Strong Monstrous Hero

The Ork is a unique creature that resembles a camel but possesses four bowl shaped wings and a tiny propeller tail. Even though its wings look to small to support it, the Ork is a strong flyer. Most Orks live on the island of Orkland.

**Pessim:** Dedicated Villain

Pessim is always pessimistic about every situation and has nothing good to say about anyone.

**The Bumpy Man:** Tough Hero/Acolyte

The bumpy man is covered with lumps that disfigure his face and body. He lives alone on a dormant volcano in the Land of Mo. He is called the Mountain Ear which semi-religious calling and acts as the custodian of the mountain and tries to prevent it from erupting or quaking. He is resistant to heat and is able to drink boiling liquids without injury.

**King Krewl:** Smart Villain

As his name implies, this king is a cruel ruler.

**Googly-Goo:** Dedicated Villain

He is obsessed with marrying the Princess Gloria and is extremely wealthy.

**Princess Gloria:**

Extremely beautiful but not very heroic.

**Blinkie the Wicked Witch:** Smart Villain/Occultist

She is called Blinkie because she has only one eye. To prove her superiority to Cap'n

Bill she turns him into a grasshopper, but even as an insect the captain retains his wooden leg.

## ***Things and Places of Interest***

### **Contraction and Expansion Berries:**

These berries change whoever eats them by **four** class sizes. The lavender berries reduce a creature's size and the purple increase an individual's size. Cap'n Bill and Trot first reduced their size to "Fine" to escape Pessim's Island. They increased the size of three Mo birds in order to carry them across the deadly desert into Oz.

### **The Land of Mo**

The Land of Mo is consists mostly of candy. The mountains are rock candy. The three main rivers are the Milk River, the Root Beer River, and the Maple Syrup River. It rains lemonade, snows popcorn, and trees are covered by cotton candy foliage. Any ooze monsters in this country are likely to be puddings and jellies made of sugar, fruit juice, or taffy rather than protoplasm. There is something deliciously ironic about candy that eats people rather than visa-versa.



### **Grape Jelly**

#### **Species Traits**

**Ooze:** Grape Jelly has the traits and immunities common to oozes.

**Sticky Goop (Ex):** Any creature that takes damage from a gape jelly's slam attack will lose mobility since the drying goop of the ooze will bind the victim's limbs together if the victim fails a *Reflex* roll equal to the attack roll of the slam. The sticky goop reduces the victim's mobility dealing 1d4 points of DEX damage for 1d4 rounds as it dries. The DEX penalty will remain until the goop is washed with at least 1 pint of water (or some other cleaning liquid).

**Immunities (Ex):** Grape jelly is immune to ballistic and piercing weapons.

**Vulnerabilities (Ex):** Grape jelly takes double damage from attacks that deal cold or water-based

damage. Immersion in water deals 10 points of damage to the creature each round.

**Grape Jelly:** CR 15; Colossal ooze; HD 32d10+256 plus 40 (extra hit points); hp 472; Mas —; Init — 2; Spd 10 ft.; Defense 6, touch 0, flat-footed 6 (–8 size, –2 Dex, +6 natural); BAB +24; Grap +53; Atk +37 melee (2d8+19 plus 1d6 acid, slam); Full Atk +37/+32/+27/+22 melee (2d8+19 plus 1d6 acid, slam); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ ooze, sticky goop, immunities, vulnerabilities, blindsight 60 ft.; AL none; SV Fort +18, Ref +8, Will +5; AP 0; Rep +0; Str 44, Dex 6, Con 26, Int —, Wis 1, Cha 1.

**Skills:** None.

**Feats:** None.

**Advancement:** 33–56 HD (Colossal).



### Jinxland

This country is ruled by King Krewl who usurped the throne from Princess Gloria. Unlike the rest of Oz, Jinxland possesses a large coven of wicked witches. The young witches are very beautiful but their leader Blinkie is very wizened and scarred.

### Frozen Heart

This magical curse makes the victim unable to love or be loved. In game terms, anyone bestowed with this curse treats all

friendly contacts as neutral and neutral as hostile because of their poor manners and lack of emotion.

### Orkland

This island is the birthplace of the Ork race. Orks resemble hairless camels with four bird-like feet and a beak. They have four bowl-like wings on their back that allow for vertical movement. It also has a propeller like tail that propels it equally well through water as in the air.

### ORK

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 30 ft. (6 squares), swim 60ft (12 squares), fly 60 ft. (good)

Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d6+4) and peck +2 melee (1d3+2)

Space/Reach: 5ftx10 ft./5 ft.

Special Attacks: —

Special Qualities: None

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8

Feats: Flyby Attack, Iron Will

Environment: Temperate forests

Organization: Solitary, pair, or herd (6–10)

Challenge Rating: 2

Treasure: None

Alignment: Usually chaotic good

Advancement: 5–8 HD (Large)

PC Option:

Level Adjustment: +4

Attribute Modification: +4 STR, +2 DEX, +2 CON, +2 CHA



# Rinkitink In Oz (Book 10)

## ***Synopsis***

King Rinkitink helps Prince Inga rescue his parents from the Nome King, and punish the leaders of the kidnappers, King Gos and Queen Cor.

## ***People of Interest***

**King Rinkitink:** He is as wide as his is tall, but possesses a merry disposition, **Charismatic Hero**

**Prince Inga:** Solemn and introspective little boy and heir to King Kitticut.

**Dedicated Hero**

**Zella:** She is the daughter of a poor charcoal burner, **Ordinary human.**

**Captain Buzzabub:** Head of the Twin Island Navy, and made ruler of the Twin Islands after the flight of King Gos and Queen Cor. **Strong Villain/Soldier**

**King Gos:** Ruler of Regos; **Fast Villain/Swashbuckler**

**Queen Cor:** Ruler of Coregos; **Smart Villainess/Mastermind**

**Bilbil the Goat:** Works as a mount and companion for King Rinkitink, but is later found to be the polymorphed Prince Bobo of Boboland. **Tough Hero**

**Kaliko the Gnome King:** Made to forget most of his magic and his previous deeds by the waters of forgetfulness, he is not quite as wicked as he was but is still very cunning and spiteful. **Smart Villain**

**Nikobob:** A poor charcoal burner that finds Prince Inga's lost shoes. Prince Inga attempted to proclaim him King but he refused for fear of failure. **Ordinary human.**

## ***Places of Interest***

**Nonestic Ocean:** This is the ocean that surrounds the continent of Oz. Hundreds of island kingdoms are scattered upon its surface. Unlike most oceans, its waters are deep purple but violet in its shallows.

**Gilgad:** Gilgad is a coastal country ruled by King Rinkitink that borders on the Nonestic Ocean. Between it and the Kingdom of Oz lie the Nome King's lands and the Impassible Desert.

**Pingaree:** Pingaree Island lies four day's of sailing north of Rinkitink. At the north end of this tropical emerald island, the land is a mile from shore to shore, but at the south end it is scarcely half a mile broad. The island is famous for its oyster beds and provides the largest and finest pearls in all of Oz. This has made the island residents extremely wealthy. Pingaree's major partner in the pearl trade is the Kingdom of Rinkitink. The royal family of Pingaree is King Kitticut, Queen Garee, and Prince Inga

**Isle of Phreex:** This island lies within a day's sail to the southwest of Pingaree.

**Twin Islands:** These islands lie north of Pingaree and are inhabited by two tribes that constantly fighting and engage in acts of piracy through out the Nonestic Ocean. One island is called Regos and the other Coregos.

\* *Regos*: The island of Regos is ten miles wide and 40 miles long. It is populated by a warlike people called the "Goes" who are notorious pirates and slavers. The island is too rocky for farming, but it possesses large silver and gold mines. The Goes raid other isles to keep a constant supply of slaves to work these mines.

\* *Coregos*: Coregos is only half the size of Regos and possesses large fields suitable for planting. A log bridge connects the two islands.

*Nome Kingdom*: Once again the underground nome kingdom is involved in an evil plot. This time they attempt to aid King Gos and Queen Cor by holding Prince Inga's parents hostage. Two nomes act as sentries to defend the Nome king's realm. The "Long Eared Hearer" can hear sounds miles away and the "Lookout" can see over hills and around corners with his unique eyes.

*Three Trick Caverns* This is actually a ritual punishment given to criminals. Each cavern possesses a deadly trap that the criminal must pass through. If the criminal passes through all three caverns he is acquitted of all charges. The traps are regularly changed in order to prevent cheating the Nome king of his entertainment. Additionally, different types of barriers are sometimes placed between each cavern to increase the difficulty of the test. In this book, the first trap that Prince Inga faced was a set of manacles that magically entrap the first person to enter the cave. The second trap was a giant waiting to ambush travelers, and the third was a field of burning coals that extended for the length of a 100ft cavern.

## ***Objects and Creatures of Interest***

### ***Golden Thread:***

This magic item resembles a ball of gold twine. When this wondrous magic item is thrown as a ranged touch attack, it has the same effect as a *web* spell on a 40ft diameter area. The golden thread "web" will last until it is given the command word to re-spin back into a ball. If the web is damaged (but not destroyed) it will re-grow in 10 minutes.

Moderate conjuration; CL: 10th, Craft Wondrous Item, *web* spell, Weight: 1lb, Price: 40,000gp

### ***Knife Room***

This magical trap room is simply a group of daggers given the "dancing" ability and released into the Nome King's throne room.

## ***The Magic Pearls (Minor Artifact)***

These magic pearls are each the size of a shooting marble. Each is a different color and each provides a different magical power. These three pearls were given to the rulers of Pinagree by the Mermaid Queen as a symbol of their pact with that undersea kingdom.

Minor Artifact: CL 20th, Purchase DC: 80, Weight: NA

**Blue Pearl:** Provides the possessor with a +8 to STR.

**Rose Pearl:** Casts the *prismatic sphere* spell at will.

**White Pearl:** Intelligent Item: Lawful neutral, INT 15, WIS 15, CHA 10, Communication: Speech (Common, Aquan, Draconic), 60ft darkvision, hearing. *Item*

Ego: 11.

*Powers:* status at will, clairvoyance at will, locate creature at will. All these spells are CL: 20th.

*Special Purpose:* Defend merfolk.

*Dedicated Powers:* prying eyes at will (CL:20th)

### **Silver Boat (Minor Artifact)**

This small rowboat is black is lined with mirror polished silver and can expand from rowboat size to a war galley. It is controlled by a single rower even at war galley size and possesses a silver canopy to protect its occupants from the sun. It is a Minor Artifact it is nearly indestructible.

Fairy Boat Magical Powers (CL:20th), Purchase DC: 70

*Unsinkable* This boat will stay afloat even in the worse storms. The only way to sink it is to utterly destroy it. It magically travels at full speed no matter how heavily loaded.

*Expandable:* At row boat size this ship can carry 4 medium individuals. At war galley size it can carry 44 medium individuals plus a small cargo of 10 cubic feet.

*Inexhaustible:* The rower of the boat never tires from rowing, and the boat's supply of sea biscuits and fresh water is never depleted.

*Dependable:* The boat will always travel back to the owner when physically possible if he claps his hands three times. Once the boat is anchored only the owner of the boat can free it.

**Polymorph Curse:** This power curse is greater than a normal polymorph. The transformed creature must be polymorph in steps rather than straight back to its original form to break the curse. In this book, the curse on Prince Bobo was broken by first transforming his goat form into a lamb, and then an ostrich, tottenhot, mifket, and finally into a human.



### **Choggenmugger:**

#### **Gargantuan Magical Beast**

**Hit Dice:** 16d10+112 (200 hp)

**Initiative:** -2

**Speed:** 20 ft. (4 squares), burrow 20 ft., swim 10 ft.

**Armor Class:** 19 (-4 size, -2 Dex, +15 natural), touch 4, flat-footed 19

**Base Attack/Grapple:** +16/+40

**Attack:** Tongue +10 ranged touch attack or Bite +25 melee (2d8+12)

**Full Attack:** Bite +25 melee (2d8+12) and 2 claw +20 melee (2d6+6 plus)

**Space/Reach:** 20 ft./15ft.

**Special Attacks:** Improved grab, swallow whole, disease.

**Special Qualities:** Blind-Sight 60 ft., Immune to disease.

**Saves:** Fort +17, Ref +8, Will +4

**Abilities:** Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

**Skills:** Listen +18, Swim +20

**Feats:** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus

(bite), Weapon Focus (claw)

**Environment:** Any

Organization: Solitary

**Challenge Rating:** 12

**Treasure:** No coins, 50% goods (stone only), no items

**Alignment:** Always neutral

**Advancement:** 16–32 HD (Gargantuan); 33–48 HD (Colossal)

**Level Adjustment:** —

A choggenmugger is an ancient menace that has existed since the world was made. Each year of its life the huge scales that covered its body grow thicker and harder, its jaws grow wider, its teeth grow sharper and its appetite grows keener. The choggenmugger will instantly attack anything edible as it travels by sea, by land, and underground to find prey.

A choggenmugger is an asexual reptile with black grimy scales and yellow eyes. Its body closely resembles a colossal armadillo, but with four rows of sharp teeth that snap together to form its jaws. It also possesses a long red, protruding tongue useful dragging food out of small openings. Every hundred years the chuggenmugger builds a nest in which she lays a dozen eggs which she guards for their year long gestation.

#### COMBAT

**Improved Grab (Ex):** To use this ability, a chuggenmugger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Swallow Whole (Ex):** A chuggenmugger can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the reptile's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan chuggenmugger's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Tongue Snatch(Ex):** The choggenmugger can also attempt to capture its prey with its long sticky tongue up to **30ft** away. On a successful touch attack, the tongue latches onto the opponent's body. This attack inflicts no damage, but the tongue drags the struck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 30 Escape Artist check or a DC 25 Strength check. A chuggermugger can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. The tongue has 20 hit points and can be attacked by making a successful sunder attempt. However, attacking a choggenmugger's tongue does not provoke an attack of opportunity. If the tongue is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing the tongue deals no damage to choggenmugger, and tongue regenerates within 1d6 rounds.

**Skills:** A choggenmugger has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## Royal Honey Bee Swarm

### Diminutive Magical Animal (Swarm, Vermin)

**Hit Dice:** 9d8 (40 hp)

**Initiative:** +4

**Speed:** 5ft (1 square), Fly 30 ft. (perfect)

**Armor Class:** 18 (+4 natural armor, +4 Dex), touch 14, flat-footed 14

**Base Attack/Grapple:** +6/—

**Attack:** Swarm (2d6 plus poison)

**Full Attack:** Swarm (2d6 plus poison)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Distraction, poison

**Special Qualities:** Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits, hive mind.

**Saves:** Fort +6, Ref +7, Will +4

**Abilities:** Str 1, Dex 18, Con 10, Int 6, Wis 10, Cha 2

**Skills:** Craft (wax) +12, Spot +4, Listen: +4

**Feats:** Weapon FinesseB

**Environment:** Temperate Forests and Plains

**Organization:** Solitary swarm, field (2–4 swarms), or plague (7–12 swarms)

**Challenge Rating:** 4

**Treasure:** Honey (1d10–1 vials, 50gp per vial)

**Alignment:** Always neutral

**Advancement:** None

**Level Adjustment:** —

Royal honey bees differ from normal bees in abilities, but little in appearance. Royal honey bees possess a rudimentary intelligence when found in swarms. They also have an appreciation of beauty, and build wax sculptures and elaborate honey combs for their own enjoyment. To defend their hives, these bees often create wax concealed "pit traps" (Search DC: 20) as well as "wax reinforced" obstacles and barriers (hardness bonus: +2). The greatest treasure of these bees is their magical honey which restores 1d8hp per vial consumed or applied to the wound.

### Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

### Vulnerabilities of Swarms

Swarms are immune to physical attacks. However, they have a few special vulnerabilities listed here:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.



**Distraction (Ex):** Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 13, initial and secondary damage 1d4 DEX. The save DC is Constitution-based.

**Hive Mind (Ex):** Any royal honey bee swarm with at least 1 hit point per Hit Die (or 9 hit points, for a standard swarm) forms a hive mind, giving it an Intelligence of 6. When a swarm is reduced below this hit point threshold, it becomes mindless

**Skills:** A royal honey bee swarm has a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Craft (wax) checks, and uses their DEX modifier rather than INT on their *Craft (wax)* skill checks.

## Forge Giant

### Large Giant (Fire)

**Hit Dice:** 14d8+70 (133 hp)

**Initiative:** -1

**Speed:** 40 ft. (8 squares)

**Defense:** 24 (-1 size, -1 Dex, +9 natural, +7 half plate) touch 8, flat-footed 21

**Base Attack/Grapple:** +10/+23

**Attack:** Greatclub +19 melee (2d8+13/x2) or slam +19 melee (1d4+9) or rock +9 ranged (2d6+9)

**Full Attack:** Large greatclub +19/+14 melee (2d8+13/x2) or 2 slams +19 melee (1d4+9) or rock +9 ranged (2d6+9)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rock throwing, Fiery Eyes, Fiery Blows

**Special Qualities:** Immunity to fire/heat, low-light vision, rock catching, vulnerability to cold

**Saves:** Fort +14, Ref +3, Will +6

**Abilities:** Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

**Skills:** Climb +13, Craft (armorsmith) +10, Craft (weaponsmith) +10, Intimidate +10, Jump +17, Spot +6

**Feats:** Improved Overrun, Power Attack, Weapon Focus (Greatclub), Weapon Focus (Slam).

**Environment:** Volcanic mountains

**Organization:** Solitary, gang (2-5)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Often lawful evil

**Advancement:** By character class

**Level Adjustment:** +4



A forge giant has light brown skin and bright red hair. Its eyes are twin flames that glow fiercely when the giant is angry, but make it an easier target in the dark. They often wear metal armor or simple loincloths while working at the forge. This giant is highly skilled in the creation of armor and weapons and commonly manufacture





weapons for themselves and other giants.

#### *Combat*

Most forge giants like to charge through their enemies and pound them as they pass. More difficult opponents will be pelted with rocks to soften them for the kill.

#### **Special Attacks**

**Rock Throwing (Ex):** The range increment is 120 feet for a forge giant's thrown rocks.

**Fiery Eyes (Su):** The Giants eye are twin burning flames that illuminate a 10ft cone in front of the giant. This feature provides a +4 racial bonus to Intimidation skill checks, but gives his opponents a +8 spot bonus to see the giant in darkened areas.

**Fiery Blows (Su):** If the giant wishes, it can ignite its fists so that an additional +1d6 fire damage is inflicted with each unarmed "slam" attack. This ability can be used once per day for a number of rounds equal to the giant's CON modifier.

**Skills:** With its inherent affinity with fire, a forge giant gains a +4 racial bonus on Craft (armorsmith) and Craft (weaponsmith) skill checks when creating archaic weapons and armor.

### **Forge Giant Characters**

Many forge giants become acolytes, but others are strongly drawn to the martial artist or archaic weapon master advanced class. All Forge Giants practice fire worship of some sort.

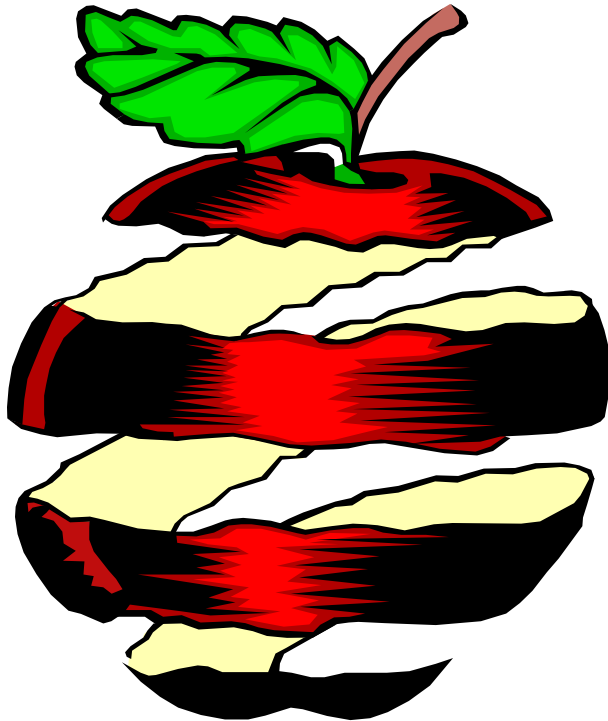
### ***Adventure Seeds***

- Rinkitink In Oz is the first book to take place mostly in the Nonestic Ocean. This is an opportunity to use nautical vessels and pirate themes in your Oz campaign.
- The Oceans of Oz are heavily populated with Sea Fairies and Mermaids. Perhaps a war erupts between sea folk and island fishermen. Ozma and her subjects may be dragged into the battle as arbitrators or fellow combatants.
- The Pearls of Pingaree are famous through out the continent of Nonestica. While the Prince is visiting Ozma the pearls are stolen. Ozma tasks the PC group to recover them

# Lost Princess of Oz: Book 11

## ***Synopsis***

In this book, Ozma is kidnapped and all the most powerful magical artifacts of Oz are stolen in a single night. Search parties are formed by all her friends (Dorothy, Scarecrow, Nick Chopper, etc.) to search for her and the thief. Four groups are formed and each looks for her in one of the four different countries of the Land of Oz. She is rescued by Dorothy and her friends and restored to the throne.



## ***People of Interest***

**Princess Ozma:** Charismatic (6), Arcane Arranger (5), Glamourist (5).

**Cayke the Cookie Cook:** Cayke is famous for her diamond studded gold dishpan and her excellent cookies. It is Cayke's prized possession since with it she can make delicious cookies. Unknown to Cayke, her dishpan has other magical powers. It can be flown like a "magic carpet" by any one that utters the secret command word and sits in the golden tub. Smart Hero

**The Frogman:** The frogman possesses no special wisdom, but because he is a giant talking frog that walks upright as a man the Yips hold him in great esteem and often seek

his advice. He was once an ordinary frog, but he feed upon the algae of an enchanted pool that transformed him into a medium sized humanoid and granted him enhanced intelligence. Fast Hero

## **Frog and Toad Men (OPTIONAL PLAYER CHARACTERS):**

**Hit Dice:** By Class

**Size:** Medium

**Attribute Modifiers:** +2 Charisma and -2 Wisdom

**Breathe Underwater (Ex):** Amphibious creature

**Webbed Toes and Fingers (Ex):** +2 Swim checks, Swim is always a class skill.

**Leapfrog (Ex):** +2 to Jump checks, Jump is always a class skill

**War Croak (Ex):** Once per day the character attempts a +4 Intimidate check on all creatures within 30ft as a "swift" action. The frogman's inflated throat sack emits a booming croak. This ability affects creatures with an INT attribute and capable of hearing. The War Croak check is resisted by either a Sense Motive check or a Will check, whichever is higher. Victims who fail their roll gain a -1 morale penalty on all attack rolls and skill checks during this attack round.

**ECL:** +0.

**The Lavender Bear:** The Lavender Bear is an intelligent toy bear that is an accomplished spell caster. He is one of the few medium sized citizens of Bear Center. His main focus is illusions and the welfare of the teddy bears of BEAR CENTER. The Lavender Bear is a Dedicated 8, Acolyte 8 character.

### **Plush Toy PC Option**

**Type:** Small Construct

**Attribute Modification:** No Constitution, Strength: -2, Charisma: -2. Stuffed toys are not very strong but they are extremely cute. If you are using point cost system to generate the character's attributes subtract 10 points to represent the missing Constitution attribute.

**Gang Up (Ex):** For every two plush toys that are engaged in melee combat with the same foe, all the plush toys gain a circumstance +1 attack and damage bonus on that foe.

**Bunching (Ex):** Plush toys can harmlessly climb and scramble over each other. Up to three plush toys can occupy the same 5ft by 5ft square.

**Candy Heart (Ex):** Plush toys have an innate appeal to intelligent creatures. All plush toys possess a +2 bonus on Bluff, Gather Information, and Perform checks against foes with an INT attribute greater than 3.

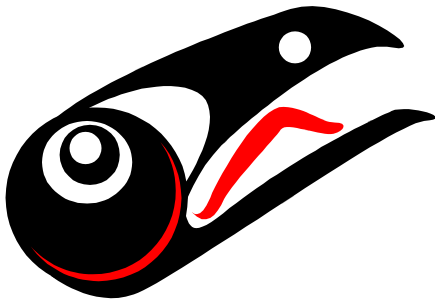
**Sewn-By-Hand (Ex):** A plush toy can not heal and must be repaired by others. A Profession (Tailor) check of 15 DC costs 1gp in fabric and thread (or Purchase DC: 5), but repairs 5 hit points to the toy for 10 minutes of work. A failed check repairs no damage.

**Wash-By-Hand (Ex):** Plush toys can not swim, but they can not drown either. If thrown into a pool of water the teddy will sink to the bottom and must climb out of the pool if it can.

**Construct Traits:** Plush toys have all the attributes common to constructs including Darkvision: 60ft and an inability to use "POTIONS". Constructs with sentience (3d6 INT) are not immune to mental influence based attacks or spells.

**ECL:** +2

**Ugu the Shoemaker:** Ugu is the villain of the book. Once he was just an ordinary shoemaker, but he discovered in his attic the magic books of his ancestor. After studying the magical tomes of his great grandfather for years, he proclaimed himself the most powerful wizard in Herku. He now seeks to become the most powerful magic user in Oz by stealing the magic of everyone else. His first theft was the diamond studded dishpan that he used to fly about Oz and steal the MAGIC PICTURE, the BOOK OF RECORDS, the WIZARD'S BAG OF TRICKS, and all of Glinda's magical tools. Unfortunately, he forgot Dorothy's MAGIC BELT which proved to be his undoing when Dorothy turns him into a dove.



### **Dove of War**

Large Magical Beast

Hit Dice: 4d10+4 (26 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 80 ft. (average)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack Bonus/Grapple: +4/+6

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d8+4) and bite

+2 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Ferocity, Rage

Special Qualities: Low-light vision, evasion

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +6, Sense Motive +4, Listen +15, Survival +3

Feats: Alertness, Flyby Attack

Environment: Temperate mountains

Organization: Solitary, pair, or eyrie (5–12)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral good

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: +3 (cohort)

A typical war dove stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins closely except its size, red eyes, and grey or black plumage. It weighs about 500 pounds.

War Doves speak Common and Auran.

#### COMBAT

A war dove typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary war dove is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a war dove takes no damage.

Ferocity (Ex): A war dove is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Rage (Ex): A war dove that takes damage will fly into a berserker rage the following round and can not be controlled by its trainer. It will continue to rage until it or its opponent is dead. It gains a +4 STR, +4 CON, and a -2 AC penalty. The dove can not end its rage voluntarily.

Skills: War Doves have a +4 racial bonus on Listen checks.

#### TRAINING A WAR DOVE

Although intelligent, a war dove requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly war dove requires six weeks of work and a DC 25 Handle Animal check.

Riding a war dove requires an exotic saddle, but most owners use the war dove as a weapon rather than a mount. A war dove can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

War Dove eggs are worth 2,500gp apiece on the open market, while chicks are worth 4,000gp each. Professional trainers charge 1,000gp to rear or train a war dove.

Carrying Capacity: A light load for a war dove is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

### ***Places of Interest***

**Yip Country:** Within the Land of Oz exist various communities that seek to isolate themselves. Many of these communities have no desire or need to explore their surroundings and prefer to be left alone. The Yips live on a high plateau surrounded by a tangle of bramble bushes. In addition a great rift encircles this mesa and makes it nearly impossible for creatures that can not fly to enter or leave the land of the Yips.

**Bear Center:**

Bear Center is a small kingdom of animated teddy bears ruled by a sorcerer called the Big Lavender Bear. Any toy bear brought into bear center is automatically magically animated (i.e. "animate object" spell). Most of the teddy bears of bear center are small constructs that are fully bipedal and capable of holding and manipulating devices with their forepaws. The most unique bear within bear center is the mechanical pink bear that can answer any question asked of it other than the future. The pink bear is a magical artifact and is inanimate.

**Rolling Prairie:** The rolling prairie ripples like the ocean beneath the feet of travelers. It is not particularly dangerous but takes twice as long to cross as normal and can cause motion sickness.

**Merry-Go-Round Mountains:** The Merry-Go-Round Mountains are a series of spherical hills that rotate at extreme velocity. Fortunately these particular mountains are made of rubber and once a creature leaps upon one they are ricocheted from hill to hill until they cross the entire range. The search party merely has to conquer their fear to pass through this barrier. IN A CAMPAIGN, these mountains can be dangerous or even deadly obstacles that require a series of difficult skill checks (i.e. Jump, Tumbling, and Balance) or magical means (i.e. wish, levitation, teleportation, etc.) to cross.

**The City of the Thi:** The city of the thistle-eaters has both magical and mundane defenses. The city itself lies in the center of a TWISTING PLAIN. Anyone approaching the city must constantly adjust their course since the land twists beneath their feet. For example, if a traveler was walking north, he might suddenly find himself walking south without warning. One must have a landmark in sight or the traveler will become hopelessly lost when traveling across twisting lands. Additionally, the city is surrounded by vast fields of stickers that hamper anyone approaching the city on foot. The city is also surrounded by a vast wall that looks real but is actually an illusion.

The thistle-eaters themselves are very unusual in appearance. Their heads are shaped like diamonds and their bodies like hearts. All the hair they have is a little bunch at the tip top of their diamond-shaped heads and their eyes are very large and round and their noses and mouths very small. Their clothing is tight-fitting and of brilliant colors, being handsomely embroidered in quaint designs with gold or silver threads; but on their feet they wear sandals, with no stockings whatever.

The thistle-eaters call themselves Thists and are named for their ability to eat thistles without injuring themselves. The insides are gold lined and protect them from injury from poisons as well as the sharp points of a thistle bush. Thistle are the favorite food of Thists but they can eat any type of plant.

**Thist PC option**

Type: Humanoid

Size: Medium

**Attribute Modification:** +2 CON, +2 INT, -2 DEX, -2 WIS.

**Skill Bonuses:** +2 Survival, +2 Knowledge (nature), +2 Spot

**Low-Light Vision (Ex):** Thists have very good night vision.

**Golden-Lining (Ex):** The thistle-eaters possess a DR 3/adamantine versus any object they swallow. This enables them to ingest thistles, cacti, and thorn bushes; but Thists are also able to hide small metal objects and weapons inside their bodies such as coins, knives, needles, and shurikens. Only one object can be hidden this way and it require a full round action to store or retrieve any object concealed this way.

**City of Herku:** The Herku are ruled by a dictator called the Vig, the Czarover of Herku. They were once a country of weaklings, but they discovered a secret elixir made from zosofo that made them stronger than giants. With this magical strength they enslaved an entire tribe of giants that wait on them hand and foot.

### Herku PC Option

Herku were once ordinary people, but they have be transformed by magic. The herku are humanoids that are little more than skin and bone and look as if they are ravaged by famine. They have a reddish hear, deep brown eyes, and pale waxy skin. The repeated use of their strength elixir has granted the race great strength, but has weaken their natural constitutions and hampered their mobility.

**Size:** Medium

**Attribute Modifier** +4 STR and -4 CON. No attribute can be zero or less when the character is generated.

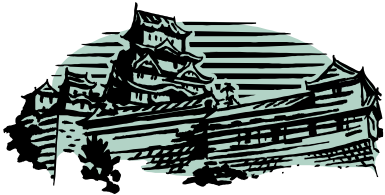
**Slow:** The herku's Speed is reduced to 20ft due to their poor health.

**Heavy Lifter (Ex):** Herku weapons are oversized for a normal medium humanoid.

They are one size level heavier and larger than ordinary human weapons. Fortunately, Herku do not suffer any penalty for wielding a weapon normally employed by "Large" humanoids. For example, a club built for a "medium" humanoid would inflict 1d6/x2, but the herku version would inflict 1d8/x2.

**Giant Wrestling (Su):** A herku is treat as one size level larger during all grappling checks.

**ECL: +0**



**The Wickerwork Castle:** Instead of stone, this castle is constructed from interwoven bands of steel. Its walls have the hardness of steel and twice the hit points of a ordinary masonry wall (hardness: 12, hit points:180 per 10ft x 10ft section). It is the home

and laboratory of Ugu the Shoemaker. One of the cleverest traps inside the wickerwork castle was a vaulted ceiling room that flipped upside down when Ozma's search party entered it. Trapped at the peak of the ceiling, they could not escape since the floor level doors were high above their heads and out of reach.

**The Truth Pond:** Anyone that falls into the pond is cursed to ever afterward tell THE TRUTH.

**The Ferryman:** In the land of Oz, animals are able to freely converse with people. Once, long ago, the ferryman cut off the tail of a fox which had taunted him. He also stole some bird's eggs from a nest to make an omelet with, and pulled a fish from the river and left it lying on the bank to gasp for lack of water until it died. So the Emperor of the Winkies -- who is the Tin Woodman and has a very tender tin heart - - punished him by denying him any communication with beasts, birds or fish.



This sort of bad karma curse would be a good idea to inflict on players that antagonize the powerful of Oz. Getting the curse lifted could be the basis for an entire adventure.

## ***Objects of Interest***

**Diamond Studded Gold Dishpan:** This dishpan provides its owner with a +10 bonus to all profession (cook) checks and can carry one medium sized passenger in flight.

Physical Attributes: 10lbs, hardness: 20, hit points: 40, flying speed: 210ft (average), Max Lift: 600lbs.

Moderate Transmutation: CL: 7th, Craft Wondrous Item, "fly", Profession (cook): 10 ranks.



**Aerial Chariot:** Glinda's white aerial chariot can carry five medium sized people (one driver, and four passengers), and is pulled by twenty milk-white swans. When this chariot is not in use it can be transformed into a string of pearls. While on board, the crew is enchanted by a "Protection from Evil" spell, and all weapons used by the passengers gain the "holy" special ability. The flying chariot can speed along at 80ft (good) per round or 30 mph. After 12 hours the chariot will revert to a necklace. The necklace can only be used for 12 hours every twenty four hour day.

The chariot and swans are made of pure light and are immune to damage. Therefore, it effects all creatures with 60ft with the same effect as a "Daylight" spell.

Strong Conjuration and Evocation: CL 13th, Craft Wondrous Items, Sunburst, Protection of Evil, Wind Walk.

**Red Wagon:** The red wagon is not a magical vehicle, but with the Sawhorse harnessed to it, the wagon can race along the yellow brick roads tirelessly.

**Pink Bear:** The pink bear will answer any question it is given when is wound up (full round action). Unfortunately the question must be well worded or the answer will likely be misleading or vague. The bear can not answer questions about the future and can only answer questions with 10 words or less before it winds down. The bear can only be used three times per day. The pink bear is a "major artifact" and is priceless to the people of BEAR CENTER.

**Bejeweled Dragon Chariots of Thi:** The people of Thi travel about their cities in bejeweled chariots drawn by mechanical golden dragons. This machine seems very menacing but is extremely slow and must be given commands through a mechanical music box held by the driver of the chariot. The BEJEWELED DRAGON template described below is a more menacing version of this machine.

## **Bejeweled Dragon Template**

By taking a "base" dragon, any dragon can be turned into a mechanical dragon construct.

**Hit Dice:** Change to d10, but the creature only has 5.5 hp per hit die.

**Speed:** As base dragon



**AC:** As base dragon  
**Attacks:** As base dragon  
**Damage:** As base dragon  
**Special Attacks:** Same as base dragon plus  
*Feeding the Furnace(Su):*  
 When a bejeweled dragon robs an opponent or loots a city, it can feed upon the stolen magical treasure, devouring its magical energies. For every 8 effective caster levels possessed by the item consumed by the Bejeweled Dragon, it gains one Hit Die. Feeding destroys the magic item completely. Bejeweled dragons often hunt the most powerful magic items in order to quickly gain additional hit dice.

**Special Qualities:** Same as the base dragon plus  
*Construct Traits (Ex):* Same as a standard construct  
*Sense Magic (Su):* A constant ability with the same effect as the spell of the same name cast by sorcerer with a spellcasting level equal to the Bejeweled Dragon's HD total.

**Saves::** Same as the base dragon minus any CON modifier.

**Abilities:** As base dragon, but the CON score no longer exists and any CHA is increased by +4.

**Skills:** Same as the base dragon minus any CON modifier.

**Feats:** Same as the base dragon

**Climate/Terrain:** The City of Thi is the only place in Oz with a functional Dragon-Factory.

**Organization:** Solitary, often used as a chariot mount by Thists

**Treasure:** The Bejeweled Dragon only has the gems and precious metals that compose its body instead of the standard dragon hoard.

**Alignment:** True Neutral

**Advancement:** NA

## Herku Elixir

The Herku have perfected an extremely powerful potion that grants them extreme strength so they can dominate their giant slave labor force. The recipe for this elixir is a closely guarded secret.

Herku Potion: *Effect: +10 STR and Lethal Unarmed Attacks, Duration: 1d20 rounds. Effect of the potion is powerful but the duration of effect is unpredictable.*

**Golden Peach Pit:** The magical prison created by Ugu the Shoemaker for Ozma.

### ***Adventure Seeds***

- Princess Ozma is kidnapped along with all the most powerful magic items of Oz. It is up to the heroes to find her and retrieve all the magical artifacts.
- Without Ozma as ruler some parts of Oz may rebel. It is up to the PC “Champions of Oz” group to quell these rebellions while the Princess is missing. If the PCs are rebels, then they wish to take advantage of Ozma’s absence to gain their freedom from her rule.
- The Nome King is one of the chief suspects behind the kidnapping. A small PC group is transported across the Deadly Desert to investigate the possibility that he has kidnapped Princess Ozma.



## The Tin Woodman of Oz (Book 12)

### ***Synopsis***

The Tin Woodsman goes on a mission to find his lost love Nimmee Amee accompanied by his friend the Scarecrow.

### ***People of Interest***

*Tin Woodsman* (Dedicated/Strong Hero): Emperor of the Winkies. Souled Tin Golem

*Scarecrow* (Smart Hero): Former Ruler of Emerald City, he now lives in the Corn Tower in Winkie Country. Souled Straw Golem

*Woot the Wanderer* (Dedicated/Tough Hero): A fresh audience for the Tin Woodsman and Scarecrow who have grown bored with their own company. He inspires the Tin Woodsman to seek out his former sweet heart (Nimmie Amee).



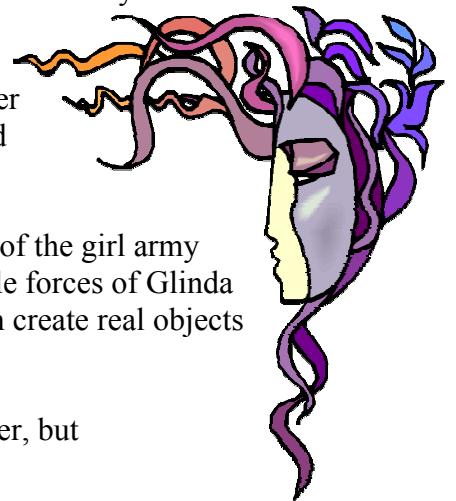
*Nimmie Amee* (Charismatic Hero): "This munchkin girl, so fair that the sunsets blushed when their rays fell upon her, lived with a powerful witch who wore silver shoes and who had made the poor child her slave. Nimmie Amee was obliged to work from morning till night for the old Witch of the East, scrubbing and sweeping her hut and cooking her meals and washing her dishes."

*Wicked Witch of the East* (Smart/Occultist Villan): The Wicked Witch of the East wished to keep Nimmie Amee as her slave and so enchanted both the axe of the Tin Woodsman and the sword of the Tin Soldier to attack them before they could run away with Nimmie Amee.

*Polychrome* (Charismatic Hero): Polychrome is the fairy daughter of the Rainbow. In this book she was captured by Mrs. Yoop and transformed into a canary-bird.

*Jinjur* (Charismatic/Dedicated Hero): Jinjur is the former leader of the girl army that conquered Emerald City until driven out by the armed female forces of Glinda the Good. Since then she has become a masterful painter and can create real objects with her magical paints.

*Tommy Kwikstep* (Fast Hero): Tommy was once a message runner, but



unfortunately once had one of his wishes granted. After a tiring day, he wished he had twenty pairs of legs so that he could deliver more packages and as a result has become a human centipede.

### **Multi-legged Creature Template**

*Type:* Change to Aberration

*Hit Dice:* Change to 1d8

*Special Attacks:* Gains "Trample" attack and adds +1d6 to trample damage per pair of extra legs.

*Speed:* +5ft to land speed per pair of legs added up a maximum of double its normal land speed.

*Skills:* +2 to *Balance* per pair of legs added.

*CR:* +1 for 2 to 6 extra legs, +2 for 8 to 12 extra legs, and +3 for 14 or more legs.

*Captain Fyter* (Strong Hero): Captain Fyter (aka The Tin Soldier) also fell in love with Nimmie Amee and was also cursed by the wicked witch of the east so that his sword would cut his limbs off when he drew it.

*Ku-Klip* (Smart Hero): Ku-Klip is the tin smith wizard that created both the Tin Woodsman and the Tin Soldier.

*Chopfyt* (Tough Hero): Chopfyt is a souled Flesh Golem made from the abandoned body parts of Nick Chopper and Captain Fyter.



*Hip-po-gy-raf:* This creature is one part hippopotamus and one part giraffe. In this book, it is used as a living draw bridge to cross a wide ravine. A grimmer version of the beast would be a catoblepas.

### **Catoblepas**

Size: Large Magical Beast

Hit Dice: 6d8 +18 (

Initiative: -2

Speed: 30ft (6 squares), Swim 20ft

Armor Class 17 (-1 size, -2 Dex, +10 natural)

Base Attack Bonus: +6 (Grapple: +6)

Attack: +10 bite (2d6+4) or tail slap (1d6+4)

Full Attack: +10 Bite (2d6+4) and +5 Tail Slap (1d6+4)

Space/Reach: 10 ft. by 10ft/10 ft.

Special Attacks: Improved Grab, Destructive Gaze (Sp): 20ft range

Special Qualities: Low-light vision

Saves: Fort +8, Ref +3, Will +6

Abilities: Str 20, Dex 6, Con 16, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +6, Sense Motive +4, Listen +15, Survival +3

Feats: Alertness, Improved Initiative, Iron Will

Environment: Rivers and Swamps

Organization: Solitary

Challenge Rating: 6

Treasure: None  
Alignment: Chaotic Evil  
Advancement: 7–10 HD (Large); 11–20 HD (Huge)  
Level Adjustment: +9

The catoblepas is a loathsome, smelly creature that lives in swamps and algae filled rivers. It resembles a buffalo with a boar head at the end of its long serpentine neck. It can attack with its long tail and tusks, or with burning rays emitted from its eyes as a full round action. The gaze of the catoblepas has the same effect as a “destruction” spell (Fort Save DC = 10 + # of HD of the Catoblepas) on a single target up to 60ft away. This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target’s Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

## ***Places of Interest***

*The Tin Castle of the Tin Woodsman:* The castle and all the objects within it are made from tin and polished to a mirror brightness. Additionally, all the servants and guardians of the castle are clothed in tin armor and silver cloth sewn with tin discs.

### **Game Options:**

**Tin Armor :** Tin armor is a variation on metal armor. It is lighter and more flexible, but not as hard or durable. Tin armor has the same cost as steel armor. Its armor check is reduced by one but its armor bonus is also reduced by one. It weighs only 2/3 as much as steel armor. Reduce both the Hardness and Hit Points per inch of any steel object converted to tin by 2.

**Mirror Coat:** A mirror coat is a feature that can be added to armor or metal fortifications to make them more resistant to light attacks and gaze attacks. When subject to a light or gaze attack a target shielded by an object with mirror coat gains a +2 save bonus against all gaze attacks and light based attacks. +4 maximum bonus from mirror coated shield and armor. *Cost:* Adding mirror coat to a metal shield or armor adds +300 gp to the price. Mirror Coated metal walls or doors cost 300 gp per 5ft by 5ft (25 sq. feet) surface area covered.

*Loonville:* Loonville is a town in Gillikin Country populated by loons. Loons are round and balloon-like creatures; round in body, round in legs and arms, round in hands and feet and round of head. The only exception to the roundness is a slight hollow on the top of each head, making it saucer-shaped instead of dome-shaped. They wear no clothes on their puffy bodies, nor have they any hair. Their skins are all of a light gray color, and their eyes were mere purple spots. Their noses are as puffy as the rest of them. They move in a series of bounces and can be easily punctured.

Loonville is ruled by King Bal Loon. All of the people of Loonville have similar names such as "Panta Loon", "Sal Loon", "Clair De Loon", and "Tril Loon".



## Loon

### Medium Monstrous Humanoids

**Hit Dice:** 2d8 +10 (19 hp)

**Initiative:** -2

**Speed:** 40 ft. (6 squares) or fly 20 ft (poor).

**Armor Class:** 8 (-0 size, -2 Dex), touch 8, flat-footed 8.

**Base Attack/Grapple:**

**Attack:** Slam 1d4 non-leathal or Trip

**Full Attack:**

**Space/Reach:** 5ft x5 ft./5ft.

**Special Attacks:** Rebound Attack

**Special Qualities:** Blind-Sight 60 ft., Immune to bludgeoning, Vulnerability: Piercing

**Saves:**

**Abilities:** Str 20, Dex 6, Con 20, Int 8, Wis 10, Cha 8

**Skills:** Listen +6, Tumble +4, Swim +6

**Feats:** Combat Expertise, Improved Trip

**Environment:** Plains

**Organization:** Solitary or Troop (1-20)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Any

**Advancement:** 3-7 HD (Medium); 8-12 HD (Large)

**Level Adjustment:**

+1

### Combat

**Rebound (Ex):** A charging loon can attack more than one opponent. If a charging attack is successful, the loon can make an additional charge at an adjacent victim with the same attack bonus minus five point cumulative penalty per rebound. The loon can continue to rebound between adjacent opponents until it fails an attack roll.

**Impervious to Bludgeoning:** The loon takes no damage from bludgeoning attacks.

**Vulnerability:** Piercing attacks inflict double damage to the loon.

*Yoop Castle:* Yoop Castle is a castle inhabited by magical giants (i.e. Ogre Mages). Mr. Yoop was confined in a cage and starved in order to guard a path through the Gillikin mountains. Anyone who passed within reach he grabbed and ate.

Mrs. Yoop herself is a Yookoohoo which is a magic-worker that specializes in transformations. She can alter her own form or that of others. Like most of the magic of Oz this power comes from a magical artifact, a lace apron. This artifact is similar to the "Gnome King's Magic Belt" but not as powerful. With her Magic Apron she transforms the Tin Woodsman into a Tin Owl, the Scarecrow into a straw stuffed teddy bear, and the boy into a green monkey. Their forms change but their creature type does not.

### Mrs. Yoop's Magic Apron

Major Artifact. The lace apron allows Mrs Yoop to cast "Polymorph Any Object" as a 15th level sorcerer at will, but can tranform any object only once and living creatures can not be turned into non-living creatures and visa-versa. The other major power of the Magic Apron is that the wearer can cast "Knock" as a 15th level sorcerer at will.

### *The Quarrelsome Dragons*

Woot discovers a tribe of ancient dragons hibernating in an underground cave.

### *Jinjur's Ranch*

This is a Munchkin candy ranch that raises cream puff and macaroon bushes and caramel corn fields. It is a major principle that artificial goods are grown rather than manufactured within Oz. Profession (farmer) is needed to run a candy ranch.

*Invisible Country:* All the creatures that enter Invisible Country become invisible so any predatory monsters with blind-sight are a greater menace when traveling through Invisible Country.

## ***Objects of Interest***

*Magic Glue:* Magic Glue can repair mundane items, sundered magical items, and reattach severed organs. Cost: 300gp, Minor Transmutation: CL 6th, Craft Wondrous Items, *Make Whole* and *Lesser Restoration*.

### **New Cursed Item**

*Mutinous Weapon:* This object can be any magical weapon. On the first round of combat, the user must make a Will save (20 DC) roll. If he fails, the first attack the weapon user makes is against himself. If the magical weapon is a dancing sword, then the weapon will attack the user for the full "dancing" duration if the d20 roll is failed. **Cost:** Unchanged.

## ***Adventure Seeds***

- The PC group may be sent to find Button-Bright, the Good Witch of the North, Ojo the Unlucky, or any character that turns up missing.
- The PC group is part of a delegation sent to make a peace treaty with one of the many enemies of the Land of Oz. Unfortunately, a Yookoohoo {Tough (3), Wild Lord (2), Shapeshifter (5): See UA web enhancement} has penetrated the expedition and is determined to sabotage it.
- A plague of magic resistant locusts have descended on the Land of Oz and destroyed all the Artifact Trees, Clothes Vines, Candy Bushes, and Meat Orchards. Everyone is reduced to eating "Square Meal Pills" and the carnivores are already sizing up their fellow animals as prey. Additionally without their gunpowder, bullet, and cannon ball trees, the Oz Army can not replace expended and spoiled munitions. Ozma sends the characters on a desperate and secret quest to scour the continent to acquire fresh seed stock before the enemies of Oz discover its vulnerability.

# The Magic of Oz: Book 13

## **Synopsis**

*Dorothy, Trot, and the Wizard of Oz work together with the Hungry Tiger, the Cowardly Lion, and Cap'n Bill to search for the perfect birthday present for Ozma. Meanwhile, Kiki Aru falls victim to the evil influence of Ruggedo the Nome and they create much magical chaos in Oz by encouraging the animals to revolt.*

## **Characters of Note**

**Hyups:** The Hyups are a race of humanoids that live in Munchkin County. They are called the Hyups because they live high up on the top of **Mount Munch** in the crater of an extinct volcano. Hyups lack endurance, but they are very alert and stubborn. They are thinner than average humans, have bright red hair, blue eyes, and brown freckles covering their faces and limbs.

## **Hyups as Player Characters**

Medium Humanoid (Human) Attribute Modifications: -2 CON, +2 WIS <i>All other abilities are just like an average human.</i>
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### **Kiki Aru:** SMART Villain

Kiki is a young Hyup that has discovered the magic word of transformation that allows him to take any form he wishes. He can only take the form of birds, beasts, and fish. In Oz animals can talk, so Kiki can continue to transform so long he can speak.

### **Ruggedo:** DEDICATED VILLAIN

Ruggedo is the former Nome King. Even though he took a drink from the "Well of Forgetfulness", he has relearned all his wicked ways and seeks revenge on Ozma of Oz and her subjects. While in the form of a beast he remains undetected by Glinda's Great Book. He is still deathly afraid of eggs. He has stated that eggs are poison and he has also said that eggs remove immortality from Nomes. He has been hit by eggs in previous books without any visible effect, so one is led to believe that his fear of eggs is a racial phobia of Nomes.

## **Li-Mon-Eags**

A li-mon-eag is the shape that Ruggedo devised to impress all the animals in the forest. Li-Mon-Eags have the heads of lions, the bodies of monkeys, the wings of eagles and the tails of donkeys, with knobs of gold on the ends of them instead of bunches of hair.

Size/Type: Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +2

Speed: 30 ft., Climb 30 ft., fly 80 ft. (average)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +7/+15

Attack: +11 Tail Slam melee (3d4+4)

Full Attack: +11 melee Tail Slam(3d4+4) and Bite +6 melee (1d10+2)

Space/Reach: 10 ft./5 ft. (Tail Slam:10ft)

Special Attacks: Constrictive Tail, Improved Grab

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +8, Ref +7, Will +5

Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Skills: Climb +8, Listen +6, Spot +10

Feats: Iron Will, Fly-By Attack, Weapon Focus (tail slam)

Environment: Temperate hills

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 4

Treasure: Golden Ball Tails (Standard gold coins)

Alignment: Always neutral

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Level Adjustment: +3

### **Combat**

A LI-MON-EAG prefers to surprise on their prey, either diving to the attack or leaping from above. Once they achieve a grapple on a foe they squeeze the life from it with their powerful constricting tails.

#### **Constrictive Tail (Ex)**

On a successful grapple check, the tail of the creature deals 1d4+4 points of damage.

#### **Improved Grab (Ex)**

To use this ability, a constrictor snake must hit with its tail slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

### **Skills**

Li-Mon-Eags have a +4 racial bonus on Climb and Spot checks.

## ***New Places of Interest***

**Mount Munch:** On the east edge of the Land of Oz, in the Munchkin Country, is a big, tall hill called Mount Munch. One one side, the bottom of this hill just touches the Deadly Sandy Desert that separates the Fairyland of Oz from all the rest of the world, but on the other side, the hill touches the beautiful, fertile Country of the Munchkins. About a third of the way up, the side of the hill becomes too steep to climb. On top of the hill live the **Hyups**.

**Deadly Desert:** The Deadly Desert border the east side of Munchkin County. It fumes rise from the sand that are toxic to any creature that can not fly above them.

**Hiland and Loland:** Both of these counties are part of the same kingdom add lie just the opposite side of the Deadly Desert. The kingdom is ruled by the Gingerbread Man, John Dough. This country is filled with constructs made from cakes and sweets.

### **Candyman (Heritage Feat)**

Requirements: Must be a construct

Benefit: The construct is made of candy rather than ordinary materials. In addition to other methods of repairing the construct, casting Create Food and Water restores 1d10hp

per caster level. Casting Hero's Feast on the construct restores 2d10hp per caster level and grants the construct all the combat benefits of the spell. Using the candyman construct for rations costs the construct one Hit Die per ration eaten. Only the construct creator can remove food rations from a candy construct.

#### CANDYMAN EXAMPLES:

Flesh Golem= Gummy, Chocolate, or Jelly

Clay Golem= Gingerbread

Stone Golem= Rock Candy

Iron Golem= Jawbreaker

**Merryland:** Merryland is a kingdom which borders Hiland and Loland. It is a kingdom of dolls and is ruled by a lovely Wax Doll.

### Living Toy Characters

All living toys are filled with "positive energy". It is this energy that grants them life. Unlike constructs, living toys have a constitution attribute, an intelligence attribute, and are vulnerable to all spells that target living creatures. Like all living things, living toys are vulnerable to poisons, toxins, and disease. If they are wounded, they bleed positive energy. Additionally, they can be healed by spells that channel positive energy. Unlike constructs, they are not invulnerable to mental, emotional, and energy attacks. All spells that affect a standard humanoid also affect a "Toy" humanoid.

Living toys can also become filled with "negative energy". This energy turns the toy into an "Undead" creature. Toys gain negative energy in a variety of ways. A living toy that is killed can be refilled with negative energy through magic (i.e. "animate dead" spell). A living toy that is forgotten, lost, or broken by its child owner also can be filled with negative energy. Common undead templates applied to toys are skeleton, zombie, vampire, and mummy.

### Toy Character (Template)

See my [d20 WAR of TOY PDF](#) for rules to create living toys.

**Rose Kingdom:** The Rose Kingdom is not a country of living toys or gingerbread, but a kingdom of animated plants. Most of the populace lives outside in garden like communities. The royal family lives in a massive green house palace. All children in the rose kingdom grow on flowing trees and bushes. When they are ripe they are plucked. A new prince or princess is plucked when the old ruler starts to wilt.

Rose People and Topiary Animals are described in "Tik-Tok of Oz: Book 8". [VIEW HERE](#)

#### Isle of the Magic Flower

The magic flower grows in a golden pot on an isle in the middle of a forest inhabited by Kalidahs.

The isle itself is completely bare without a single pebble or weed upon it. The isle itself is enchanted so any living creature that stands upon it is slowly turned into a plant. First the feet of the creature grow roots (1d6 rounds till rooted, Fort Save:

10+CR of the trap). Only with tremendous strength can anyone rip their feet free from the ground (STR Check: 20+CR of the trap to break free per round). After 10 rounds of being trapped the victims gradually shrink away to nothing (-1 STR and -1 CON per 10 rounds and reduce size by one step if you lose 6 points from your attributes, Fort Save: 10+CR of Trap). Constructs and the undead are unaffected by the enchantment on the isle.

## ***Objects of Interest***

**An Enchanted Flower:** A pretty plant that stands in a golden flower-pot and grows all sorts of flowers, one after another. One minute a fine rose bud, and then a tulip, and next a chrysanthemum, and so on. In game terms, this flower could be an important magical artifact, a useful ingredient, or simply a valuable treasure for the PCs.

**Tin Girdle:** A present from the Tin Woodsman to Ozma. This tin belt can have any magical property common to magic belts (giant's strength, dwarven-kind, monk's, etc.) or it can be a completely new magic item.

Belt of Verdant Might

Description: This belt is made of polished wood bands linked together with tin medallions decorated with a circle of emeralds.

Power: This belt grants the wearer "Plant Traits" (MM1). In addition, the wearer gains a natural armor bonus of +5, a +5 bonus to all Fortitude saves, and a damage resistance: 10/cold iron. The wearer becomes a "plant" creature while the belt is magically active and is subject to all effects that target plants.

[i]STRONG TRANSMUTATION, CL 12TH, Craft Wondrous Item, barkskin, bear's endurance, tree shape. Market Price: 132,000gp, Creation Cost: 66,000 +5,280XP, Weight: 3lbs.

**Straw Sandals:** Like the Tin Girdle, the straw sandals can have any magic power you wish them to have.

Monk's Sandals

Description: These sandals are made of straw woven in intricate swirls.

Power: When this pair of simple sandals are worn the user gains great speed and agility. The wearer's speed and safe falling distance is treated as a monk of five levels higher. If donned by a character with the Run feat, the sandals let her move at twice her usual Speed for one round once per day. If the character is not a monk, she gains the speed and safe falling distance of a 5th-level monk. This speed bonus functions just like the monk's speed bonus and is negated by armor.

Moderate transmutation; CL 10th; Craft Wondrous Item, cat's grace, feather fall; Market Price: 13,000 gp; Weight 1 lb.

**Emerald Threads:** Emerald threads are silken threads created from emerald gemstones. These threads increase the strength of any woven object and make it glimmer with an internal green fire. In game terms, emerald threads can be used to add a DR: 3/- to padded, leather, and studded armor. An emerald whip is more powerful than a normal whip. It now inflicts 1d4 (Small)/ 1d6 (Medium) lethal



slashing damage and can ignore a hardness of 20 when making a sundering attack. It is also considered a masterwork weapon. The masterwork bonus does not stack with magic weapon enhancement. Using an emerald whip takes the same exotic weapon proficiency as a standard whip.

Emerald Armor (DR:3/-): +15,000gp

Emerald Whip: 3,000gp

	Reach	Dam (M/Sm)	Critical	Damage Type
Emerald Whip	15ft*	1d6/1d4	19-20/x2	Slashing

Special Abilities: You can make Trip Attacks with the whip. The emerald whip is a masterwork weapon

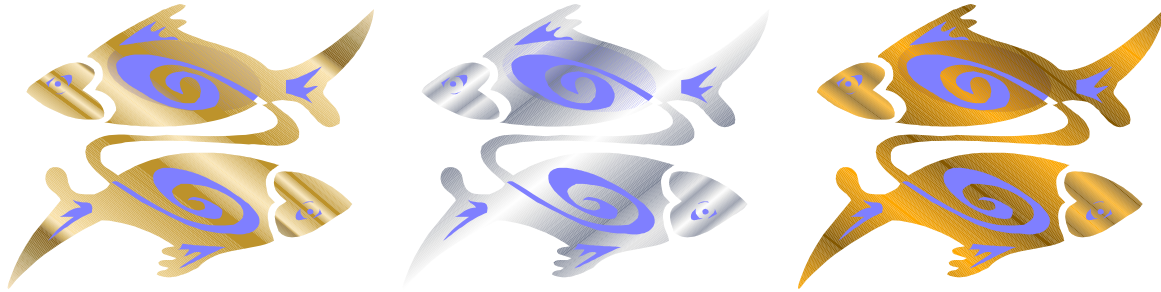
Note (\*): An emerald whip can make an attack at any target within 15ft without penalty.

### ***Adventure Seeds***

- Oz is experiencing an animal uprising. Dissatisfied with the restrictions place on them and the habitat destruction caused of humans, animals are attempting to drive all humans back towards Emerald City. PC may either join the animals, fight against the animals, or attempt to find a peaceful solution.
- It is discovered that the Nome King was again behind the recent animal uprising. Ozma has stated her resolve to end the threat of the Nome King. The character group is sent by Ozma into the desert to carry out her "Final Resolution".
- It is Ozma's Birthday Party and the PC group is sent out to acquire a unique gift from a dangerous and distant region of Oz.

## Glinda of Oz: Book 14

In which are related the Exciting Experiences of Princess Ozma of Oz, and Dorothy, in their hazardous journey to the home of the Flatheads, and to the Magic Isle of the Skeezers, and how they were rescued from dire peril by the sorcery of Glinda the Good



### **IMPORTANT CHARACTERS**

*Note: At this point in any Oz campaign many of the heroic and villainous characters have advanced to very high experience levels and are likely to be 18 to 20 in XL.*

*Princess Ozma:* The fairy girl ruler of Oz. She travels to the Magic Isle to put an end to the war between the Skeezers and the Flatheads but is imprisoned by Queen Coe-ee-oh in her glass city: Charismatic/Arcane Arranger/Glamourist

*Princess Dorothy:* Princess of Oz and friend of Ozma. Dorothy accompanies Ozma in the journey to the Magic Isle: Dedicated/Charismatic/Personality

*Glinda the Good:* The Good Witch of the South. Glinda rescues Ozma and Dorothy from imprisonment by discovering the secret word to operating the Glass City. Smart (5)/Mage (10)/Artificer (5)

*The Saw-Horse:* The Saw-Horse is a sentient wooden construct that can move at tremendous speed: Fast Hero (10)/Tough Hero (10)

*The Golden Pig* She was once the Flathead witch Rora, but was transformed into a golden pig construct. (Dedicated/Tough Villain)

*Su-dic the Supreme Dictator:* He has stolen more than his fair share of canned brains and has become a powerful wizard with them (Smart Villain/Mage)

*Queen Coe-ee-oh:* Coe-ee-oh rules 101 Skeezers and is a Krumbic Witch until she is transformed by Su-dic into a Diamond Swan. (Smart Villain/Dedicated Villain/Mystic)

*Ervic:* Ervic is the leader of the Queen's Guards, but becomes the new Prime Minister of the Skeezers after Queen Coe-ee-oh is transformed into a Diamond Swan. (Strong Hero/Soldier)

*Red Reera:* Reera the Red is a Yookoohoo and able to change her form and the forms of others at will. By observing her, Ervic discovers the key to transforming the fish back into the Three Adepts. (Dreamghast, Urban Arcana pg232)

*The Three Adepts:* These three female fairies (Aurah, Audah, and Aujah) were the former rulers of the Flatheads and the allies of the Skeezer until Queen Coe-ee-oh betrayed them and turned them into fish (gold, silver, and bronze).

**Adept of Magic (Sidhe):** CR 4, Medium Fey, HD 5d6, Hp 17, Mas 11, Init +2, Spd 30ft, Def: 14 (+2 DEX, +2 Deflection), BAB +2, Grap +2, Atk +2 melee (1d6/18-20, sword cane), FS 5ft by 5ft, Reach 5ft, AL: Chaos and Fey, SV Fort +3, Ref +3, Will +3, AP 0, Rep +0, STR 10, DEX 15, CON 11, INT 10, WIS 9, CHA 14. Advancement: By class.

**Skills:**

Craft (Structural) +12, Diplomacy +10, Disguise +12, Listen +3, Move Silently +12, Knowledge (Physical Sciences, Arcana) +12, Spot: +3.

**Special Abilities:**

*Conjure Object (Su):* An adept can use its supernatural energies to combine available natural resources to build any object within a 20ft by 20ft by 20ft cube. This ability can not create objects or buildings which are made of materials not freely available and can only be used once per day. A big building will take several days to construct.

*Change Self (Sp):* Change appearance at will as per spell cast as a 10th level mage.

*Immune to Sonic/Concussive Damage (Ex)*

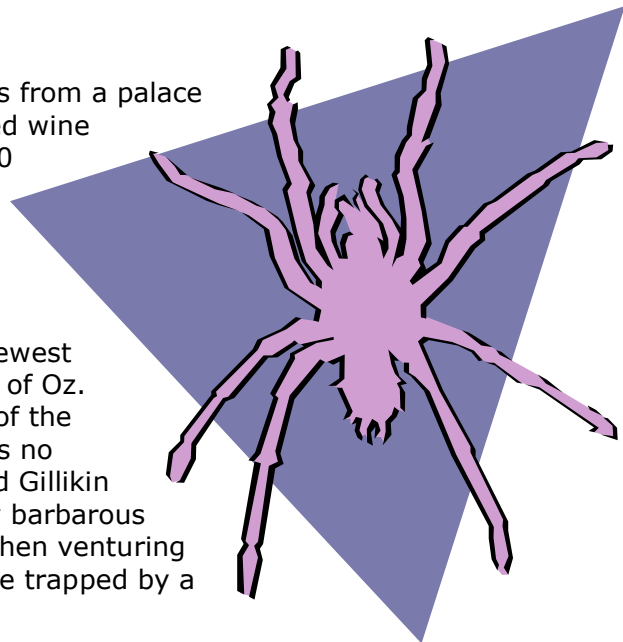
*Damage Resistance (Ex):* 10/+1

*Low Light Vision (Ex)*

## **IMPORTANT PLACES**

*Glinda's Palace:* Glinda rules the Quadlings from a palace made from red marble surrounded by a red wine vineyard. This palace is protected by a 100 maidens chosen for their beauty and skill from all the people of Oz. They are equally accomplished at embroidery and warfare.

*Gillikin Country:* Gillikin Country has the fewest human inhabitants of any of the countries of Oz. Originally it was ruled by the Good Witch of the North, but after her disappearance there is no central government for the region. Instead Gillikin Country is broken into a patchwork of tiny barbarous kingdoms and monster hunting ranges. When venturing into a purple forest, Ozma and Dorothy are trapped by a tribe of purple **Cordon Spiders**.



## **CORDON SPIDER**

SIZE HUGE VERMIN (INTELLIGENT)  
 HIT DICE 8D8+32 (64 HP), MAS 19  
 INITIATIVE +1  
 SPEED 50FT (CLIMB 50FT)  
 ARMOR CLASS 12 (-2 SIZE, +1 DEX, +4 NAT)  
 BAB/BASE GRAPPLE +6/+14 GRAPPLE  
 ATTACK BITE +14 (2D8+12 PLUS DISEASE), OR BOLAS +7 (1D8+8\* OR TRIPPING, RI: 10FT)  
 SPACE/REACH 15FT/10FT REACH  
 SPECIAL ATTACKS WALL OF STONE (SP): AT WILL, MIND ROT DISEASE  
 SPECIAL QUALITIES BLINDSIGHT: 60FT, DARKVISION: 60FT, RESIST MASSIVE DAM: +5 Fort  
 SAVES Fort +10, Ref +3, Will +2  
 ABILITIES Str 27, Dex 12, Con 19, Int 10, Wis 10, Cha 10.  
 SKILLS Move Silently: +6, Listen: +5, Spot: +5, CLIMB: +16  
 FEATS Exotic Weapon Prof. (Bolas)  
 ENVIROMENT Forests, Underground  
 ORGANIZATION Solitary or Tribes (10 to 20)  
 CHALLENGE RATING 6  
 POSSESSIONS HUGE BOLAS: 1D6  
 Trophies from previous victims  
 ALLEGIANCE Evil, Chaos, Spiders  
 ADVANCEMENT By Class  
 ECL +9

A cordon spider is an intelligent spider with the spell-like ability to create Walls of Stone at will. These magical walls are not actual stone, but made of thin purple spider webs of equal strength. In addition, the cordon spider can spit bolas made of webbing at prey as a ranged attack in order to trip it or knock it unconscious. Cordon spiders create massive magical web walls to entrap prey into a small room so that they can bite their prey and infect them with "Mind Rot" that reduces the target's INT and WIS scores. Victims of diminished mental capacity are used as slave before turned into food. Cordon Spiders have an aversion towards white crabs which they believe brings bad juju.

### **Special Traits:**

Wall of Stone (Sp): At will, as a full round action the spider can cast "Wall of Stone" as an eighth level mage as a spell-like ability.

Mind Rot (Ex): The spider can infect its victim on a successful bite attack.

**Mind Rot: Injury, Fort DC: 16, Incubation: 1 day, Damage: 1d4 INT and 1d4 WIS. The disease will heal naturally.**

Darkvision: The spider can see 60ft in pitch blackness.

Blindsight: The spider can detect motion up to 60ft away.

Resistance to Massive Damage: +5 Fort Save to negate effects of massive damage.

Vulnerability: White Crabs: Cordon Spiders have an aversion to white crabs which are taboo to them. A spider confronted with a white crab must make a Will Save (DC 15) or move 1d4x10ft away. If the spider can not move far enough away it suffers a -2 morale penalty on attack rolls, damage rolls, and skill rolls for the duration of the encounter.

*Mist Valley:* The valley is perpetually enveloped in a foggy blanket. This humid valley is the home of the mist maidens.



## MIST MAIDEN

SIZE Medium Fey (Incorporeal)

HIT DICE 4d6 (14 hp), MAS 7

INITIATIVE +2

SPEED 30FT (Can't Run), 60ft Fly (clumsy)

ARMOR CLASS 14 (+2 DEX, +2 Deflection)

BAB/BASE GRAPPLE +2/+2 Grapple

ATTACK No Physical Attacks

SPACE/REACH 5ft by 5ft/ 5ft reach

SPECIAL ATTACKS FREEZING TOUCH: 2d6 cold plus -1d4 Str, FREEZING FOG BREATH: 1d6 cold damage plus blindness for 1d4 rounds.

SPECIAL QUALITIES Low Light Vision, Incorporeal Traits, Maiden Seed, Immunities (Cold, Critical Hits, Disease, Petrification, Poison, Polymorph, Sleep, Paralysis, Stunning), Two Natural Spells, Regeneration 5 (Cold Iron).

SAVES Fort +3, Ref +3, Will +4

ABILITIES Str 0, Dex 14, Con 10, Int 10, Wis 10, Cha 14

SKILLS Move Silently: Always, Hide: +16, Diplomacy +8, Perform (Dance and Sing): +8, Spot: +8, Listen +8.

FEATS Great Fortitude, Alertness

ENVIRONMENT Clouds, Fog

ORGANIZATION Solitary or Flocks (2d20)

CHALLENGE RATING 4

POSSESSIONS None

ALLEGIANCE Chaos, Fey, Nature

ADVANCEMENT By Class

ECL +5

Mist Maidens are incorporeal creatures that live in fog banks and cloud castles. They can be extremely dangerous if angered because they are difficult to block or injure. They resemble the mist in which they live and are grey and light blue in color. A kiss from a mist maiden may infect the host with parasites called "Maiden Seeds" from which Mist Maidens are born.

## SPECIAL TRAITS

Low Light Vision (Ex): Like all fey, mist maidens possess low light vision

Incorporeal Traits (Ex): Mist Maidens have all the traits of an incorporeal creature, including non-magical damage immunity, have a 50% chance to ignore any damage from a corporeal creature's attack, and are always silent. Mist Maidens can not make physical attacks.

Maiden Seed (Su): A creature immobilized by the mist maiden can be implanted with "maiden seed" parasites as a full round action. If the victim fails a Fortitude Saving Throw (DC: 20), then he is infected by maiden seed. Every 24 hours, the infected victim must make a Fort. Save (DC: 20) or lose 1d6 CON points in ability damage. If the character is killed by this damage a pair of adult mist maidens will erupt from his flesh. The character can have the maiden seed removed by a "remove disease" spell, otherwise the parasites will remain until he dies.

Immunities (Ex): Mist Maidens are immune to Cold, Critical Hits, Disease, Petrification, Poison, Polymorph, Sleep, Paralysis, and Stunning Attacks.

Natural Spells (Sp): The maiden can cast "mage hand" and "levitate" at will as a 4th level spell caster.

Regeneration 5 (Cold Iron) (Su): The maiden supernaturally regenerates at a rate of

5 hp per round unless struck by an enchanted cold iron weapon or "cold iron" based spell.

*Flathead Mountain* The Flatheads live on an extinct volcano. The central crater has become their home. The sides of the mountain are so steep that it prevents easy climbing (Climb DC: 40). Instead the Flatheads use a volcanic rock stairway sealed by an invisible wall of force at the bottom of the stairs. The 10ft wide stairs zigzag up and down and are rigged with alarms and traps as a secondary defense. All the 100 Flatheads of Flathead Mountain hold the title Dictator and are government officials of some type of public office. The Supreme Dictator is an elected official voted into office every year. The current Supreme Dictator has made a law that only he can count the election votes, and so he is elected every year.



## FLATHEADS

Flatheads are named after their most distinguishing feature. Their heads are flat, as if they had been sawn off just above the eyes and ears, and perfectly bald, with no hair at all. The ears are big and stick straight out, and the noses are small and stubby, while the mouths of the Flatheads are bow shaped and vibrant red. Their eyes are perhaps their best feature, being large and bright and a deep violet in color.

The garments of the Flatheads are all made of metals dug from their mountain. Small gold, silver, tin and iron discs, about the size of pennies, and very thin, are cleverly wired together and made to form knee trousers and jackets for the men and skirts and waists for the women. The colored metals are skillfully mixed to form stripes and checks of various sorts, so that the costumes are quite gorgeous and functional chain mail as well.

### Species Traits

**Size:** Medium

**Ability Modifiers:** +2 DEX, -2 INT, -2 WIS.

**Base Speed:** 30ft

**Low-Light Vision:** Flatheads can see in Low-light Vision

**Canned Brains:** Each Flathead is given a can of brains by its fairy godmother. This magical object provides the flathead with a +2 INT attribute bonus. This bonus lasts so long as the powdered brains are kept on the flathead's person. The can of brains can be stolen and used by another flathead and combined with his canned brain bonuses. Type: Wondrous Item, Purchase DC: 40 (priceless to Flatheads).

**Racial Feat:** Archaic Weapon Feat

**Bonus Racial Class Skills:** Sleight of Hand and Pick Locks are always class skills.

**Skill Point Penalty:** As a non-human a Flathead gain one less skill point per class level.

**Free Language Skills:** Flathead and Common Oz (English)



**Other Languages:** Any  
**Level Adjustment:** +0 ECL



*The Magic Isle:* The Skeezer live on the Magic Isle in the middle of a massive lake. This lake is in the northwestern edge of Gillikin Country near the edge of the northern desert. The lake itself is surrounded by a wall of close growing palms three trees deep. The Magic Isle in the center of the lake is actually an immense glass enclosed arboretum. To reach it from the lake shore, a steel telescoping bridge extends and allows access to the Magic Isle. In addition, the isle can be submerged into the lake because it is sealed with glass. During the war between the Skeezer and

Flatheads the city is submerged beneath the lake and Queen Coo-ee-oh leads her troop of Skeezer to shore in a magically powered submarine. On shore, the Supreme Dictator throws a vat of magical poison at the queen and transforms her into a diamond swan. After this battle Ozma and Dorothy find themselves trapped in the underwater city and must summon Glinda the Good to rescue them. After much study Glinda is able to discover that the City is controlled by a magic word "Coo-ee-oh", the name of the former Queen.

## Two New Construct Templates

### Gold Construct Template

SIZE Unchanged

HIT DICE Change to d10, Gains extra HP based on size (Table 8-5, pg 219)

INITIATIVE Unchanged

SPEED Unchanged

ARMOR CLASS Add +3 to Natural Armor

BAB/BASE GRAPPLE Unchanged

ATTACK Unchanged

SPACE/REACH Unchanged

SPECIAL ATTACKS Unchanged

SPECIAL QUALITIES Gains Darkvision 60ft, Construct Immunities, Repairable, Noble Metal

SAVES Unchanged

ABILITIES Unchanged

SKILLS Unchanged (No CON)

FEATS Unchanged

ENVIROMENT Any

ORGANIZATION Solitary usually

CHALLENGE RATING +1 CR

POSSESSIONS Golden body (Purchase DC 10 +4/ 1HD)

ALLEGIANCE Unchanged

ADVANCEMENT By class only

ECL +3

**Noble Metal (Su):** The gold body of the construct is immune to rusting damage and is immune to bludgeoning and slashing attacks. In addition its new body provides a 1HD to 8HD construct with a +1 magic weapon bonus on all natural weapon and

unarmed attacks. A 9HD to 15HD construct is a +2 magic weapon. A 16HD to 20HD construct is a +3 magic weapon.

## Diamond Construct Template

SIZE Unchanged

HIT DICE Change to d10, Gains extra HP based on size (Table 8-5, pg 219)

INITIATIVE Unchanged

SPEED Unchanged

ARMOR CLASS Add +6 to Natural Armor

BAB/BASE GRAPPLE Unchanged

ATTACK Unchanged

SPACE/REACH Unchanged

SPECIAL ATTACKS Unchanged

SPECIAL QUALITIES Gains Darkvision 60ft, Construct Immunities, Repairable, Eternal Diamonds

SAVES Unchanged

ABILITIES Unchanged

SKILLS Unchanged (No CON)

FEATS Unchanged

ENVIROMENT Any

ORGANIZATION Solitary usually

CHALLENGE RATING +2 CR

POSSESSIONS Diamond Body (Purchase DC:10 +5/1HD)

ALLEGIANCE Unchanged

ADVANCEMENT By class only

ECL +5

**Eternal Diamonds (Su):** The diamond body of the construct is immune to energy based attacks. In addition its new body provides a 1HD to 3HD construct with a +1 magic weapon bonus on all natural weapon and unarmed attacks. A 4HD to 7HD construct makes +2 magic weapon unarmed attacks. An 8HD to 10HD construct has a +3 magic weapon body. An 11HD to 15HD construct is a +4 magic weapon. A 16HD to 20HD construct is a +5 magic weapon.

### ***MAGICAL ITEMS***

*Great Book of Records:* This is a red leather bound book locked with golden chains on the pages of which are constantly printed a précis of every significant event that happens in any part of the world, at exactly the moment it happens. And the records are always truthful, although sometimes they do not give as many details as one could wish. This object is a priceless and a unique magical treasure. Type: Wondrous Item, Caster Level: 20th, Spell: Legend Lore, Purchase DC: 50+, Weight: 100lbs.

*Ozma's Wand:* Ozma's wand is a silver tipped with an emerald, and is the focus of her magic spells. It does not have any powers of its own, but allows Ozma to channel her fairy powers into it to cast various effects.

**SPELL BATON:** Instead of providing a specific spell and charges for the use of that spell, the spell caster MUST channel his own spells of equal level to gain the use of a spell preset into the spell baton. The casting level of the substitute spell is based

on the user's casting level. A spell baton contains no more than three preset spells, but is limited to spell levels 0 to 2 for choices. *Type: Spell Baton, Caster Level: At least 3rd, Spells: One spell for each level from 0 to 3. Purchase DC: 30 +the level of each spell set into the wand. Weight: Less than a pound*

Example: ARACHNID BATON: Spells: Hold Portal, Spider Climb, Web, Purchase DC: 35.

*Fairy Tent Spell:* Same effect as the "Secure Shelter" spell (PH pg247).

*Alarm Ring:* By twisting this ring on her finger, Dorothy is able to set off an alarm bell in Glinda's Castle.

**Alarm Ring:** The wearer of this ring can set off a mental alarm in the mind of the rings creator so long as the creator is within one mile of the ring. *Type: Ring, Caster Level: 10th, Purchase DC: 26*

*Skeezzer Submarine:* This submarine is controlled and powered by magic. It is both a vehicle and a magical device that only spell casters can pilot.

### **Iron Submarine**

Crew: 1, Passengers: 5, Cargo: 2100lbs, Init: -2, Maneuver: -2, Top Speed: Surface 50 (5), Underwater 50 (5), Defense: 8, Hardness: 8, Hit Points: 28, Size: Huge  
*Type: Wondrous Magic Item, Caster Level: 7th, Spells Required: Freedom of Movement and Arcane Lock, Purchase DC: 35*

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