



MUNCHKIN

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

- L. Frank Baum
The Wonderful Wizard of Oz

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

CHILD-SIZED PEOPLE

The majority of munchkins are no taller than human children. Their voices range from high-pitched and mousy to low and gravelly, and rarely anything in between. While their height remains the same, they do appear to age as humans do. Older munchkin's faces are creased with laugh lines, complemented by rosy cheeks and bright eyes. Blue is the favored color of munchkins, and nearly all munchkins wear blue clothing from head to toe.

WEALTHY AND HUMBLE FARMERS

Munchkins are hard-working, simple folk with large families. They are often referred to as the "wealthiest and healthiest of all the Ozians." They live in tight-knit communities, each close to their neighbors. Capable gardeners and farmers, almost all munchkins are all born with "green thumbs." Lander ownership is common among munchkins, with massive fields of stocks stretching for miles in the Munchkinland backcountry.

HISTORY OF ENSLAVEMENT

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



THE THRILL OF ADVENTURE

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

MUNCHKIN NAMES

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

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

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

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

RACIAL TRAITS

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

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

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

Alignment. Munchkins are good-natured, humble, and always friendly. It's rare that there is ever a munchkin that is anything but good. As community-driven folk, they tend to be lawful, too, but there are exceptions. Adventuring munchkins, especially, possess chaotic aspects.

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

Speed. Your base walking speed is 25 feet.

Healthy Living. You have advantage on saving throws against diseases.

Green Thumb. You have proficiency in the Nature skill.

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

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

