

CHAPTER 1: INTRODUCTION

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

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

CHAPTER 2: RACES OF OZ

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

HUMANS

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

OTHER HUMAN VARIANTS

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

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

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

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

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

MUNCHKINS

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

—L Frank Baum, *The Wizard of Oz*

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

CHILD-SIZED PEOPLE

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

WEALTHY FARMERS

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

HISTORY OF ENSLAVEMENT

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

THE THRILL OF ADVENTURE

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

MUNCHKIN NAMES

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

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

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

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

MUNCHKIN TRAITS

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

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

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

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

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

Speed Your base walking speed is 25 feet.

Green Thumb. You have proficiency in the Nature skill.

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

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

CONSTRUCTS

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

'Why, I guess so,' Dorothy answered.

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

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

VARIED PEOPLE

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

DRIVEN BY A PURPOSE

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

PLUCKY LONERS

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

MAGICAL LIFEFORMS

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

CONSTRUCT NAMES

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

CONSTRUCT TRAITS

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

Ability Score Increase. Your Constitution score increases by 1.

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

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

PORCELAIN

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

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

Natural Armor. Despite being seen as fragile, you're still tougher than the average human. While you aren't wearing armor, your armor class is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

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

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

Breakable. You are vulnerable to bludgeoning damage.

STRAW

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

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

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

Flammable. You are vulnerable to fire damage.

TIN

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

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

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

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

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

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

TALKING ANIMALS

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

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

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

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

TALKING ANIMAL TRAITS

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

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

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

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

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

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

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

APE

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

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

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

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

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

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

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

BLACK BEAR

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

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

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

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

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

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

CAT, HOUSEHOLD

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

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

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

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

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

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

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

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

CAT, LARGE

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

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

Speed. Your base walking speed is 40 feet.

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

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

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

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

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

CHICKEN

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

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

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

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

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

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

DOG

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

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

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

Speed. Your base walking speed is 40 feet.

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

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

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

FIELD MOUSE

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

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

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

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

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

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

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

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

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

CHAPTER 3: CLASSES OF OZ



Overall, Oz has many of the classic class options, although, the more "heroic" classes are much more common. This chapter details how each of the classes fit into the Marvelous Land of Oz. Any changes made to the classes are detailed below, along with notes on how the traditional Fifth Edition classes fit into an Oz campaign

setting. As always, you're free to adjust things as you see fit in your own campaign.

BARBARIANS

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

BARDS

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

CLERICS

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

DRUIDS

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

FIGHTERS

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

MONKS

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

PALADINS

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

RANGERS

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

ROGUES

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

SORCERER

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

CHAPTER 4: EQUIPMENT

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

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

INEXPENSIVE EQUIPMENT

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

EQUIPMENT OVER 25 GP

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

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

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

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

WARLOCKS

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

WIZARDS

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

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

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

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

- **Major Quest.** Major quests take a lot longer to accomplish, sometimes as long as a month or two. Defeating a Wicked Witch, fighting a battle against the Nome King's armies, or even traveling away from Oz to another world could all be considered major quests.

CHAPTER 5: THE WORLD OF OZ

Oz is unlike any Fifth Edition campaign setting, mostly thanks to its pre-Tolkien fantasy origins. In many ways, Oz has much more in common with fairy tales. Magic is everywhere, but mostly to care for basic necessities. Food, water, and shelter are everpresent. People work because they enjoy it and they play just as much. Disease doesn't exist and danger is only there if you go looking for it. Therefore, the same things that motivate adventurers in a typical Fifth Edition campaign are largely absent from a Land of Oz campaign. Instead, adventurers adventure to do good or because it's there. For them, it's the experience rather than the rewards that come with it. And if treasures are to be found, it is only a means to an end.

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

Lurline Created Oz. The sky goddess Lurline was the original force who created Oz and enchanted it, then separated it from the other material worlds. Her enchantments are what gave animals the ability to speak and constructs a semblance of life. Ozians believe that she pervades the land of Oz; she is literally in the trees, air, and soil. As such, she is seen as a divine being and worshipped as one by the intelligent races of Oz. Lurline rarely makes appearances in Oz and she never intervenes, preferring true neutrality. Ozma is a direct descendent of Lurline and one of her fairy band.

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

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

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

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

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

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

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

GEOGRAPHY OF OZ

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

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

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

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

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

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

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

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

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

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

OZIAN CULTURE

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

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

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

Absolute Monarchy. Oz has one absolute ruler: Ozma. However, not all of the creatures of Oz are aware of her existence. When made aware, they are expected to respect

and honor her rule. Each country in Oz has its own sub-ruler: the Emperor of the Winkies, the Monarch of the Munchkins, the King of Quadlings, and the Sovereign of the Gillikins. All act as vassals to Ozma.

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

MAGIC ITEMS IN OZ

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

GOLDEN CAP

Wondrous item, uncommon (requires attunement)

While you are attuned to this cap, you can magically call 2d4 winged monkeys to you. The winged monkeys arrive in 1d4 rounds. While the winged monkeys are in your presence, you can command the monkeys to complete one task which they must perform to the best of their ability. You can use the golden cap three times. After the third command you give to the flying monkeys, the cap no longer works for you. A new wearer can then take control of the cap.

SILVER SHOES

Wondrous item, legendary (requires attunement)

Sometimes referred to as "ruby slippers", these beautiful shoes appear to be made out of pliable silver. While attuned to the shoes, you have advantage on saving throws against spells and magical effects. As an action, you cast plane shift using the shoes, except you can only target yourself. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use the shoes.

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

CHAPTER 6: MONSTERS AND NPCs OF OZ

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

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

Beasts: all

Celestials: pegasi, unicorns

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

Dragons: pseudodragons, red dragons (all ages)

Elementals: elementals, gargoyles, genies, magmin, mephits

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

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

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

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

Plants: awakened shrubs, awakened trees, shambling mounds

OZ CREATURE TEMPLATES

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

ANIMATED OBJECTS

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

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

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

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

FLYING ANIMALS

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

MECHANICAL CREATURES

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

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

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

Damage Immunities. The creature is immune to poison damage.

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

TALKING ANIMALS

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

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

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

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

WHAT ABOUT WICKED WITCHES?

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

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