



TURKEYS

These fowl are prized by hunters and a common feature at large celebratory feasts. Farmers keep some domesticated variations of turkey specifically to provide food to locals. These turkeys are incapable of flight and are bred to provide ample supplies of meat.

Wild turkeys are capable of short bursts of flight which they use to escape prey and ascend into the safety of tree tops. However, turkeys don't fly for extended durations and spend most of their time foraging for food on the ground.

Compared to most birds capable of flight, turkeys are relatively large, weighing up to 24 pounds and reaching 4 feet in length. Their size, talons, and aggressive behavior can make them a threat to the unprepared.

DUNGEON TURKEYS

These eccentric fey spirits take the form of turkeys, though they often embellish their appearance with exotic color variations or off-beat articles of clothing. They spend most of their time traveling to remote and dangerous locations where they will hide in out-of-the-way areas waiting to be discovered by adventurers. These hiding places might include hidden alcoves, hard-to-reach chests, or the inside of crumbling walls.

Once adventurers discover a dungeon turkey, it will gleefully taunt them as it flees from their reach. The turkey will make every attempt to goad adventurers into pursuing it as it escapes further afield into dangerous territory. If the adventurers manage to slay or capture it, the turkey will congratulate them on a good chase before its spirit returns home. The body it leaves behind will instantly transform into a magical, fully cooked turkey capable of replenishing weary heroes' vitality and magical reserves.

TURKEY

Small beast, unaligned

Armor Class 10

Hit Points 5 (1d6+2)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Keen Sight The turkey has advantage on Wisdom (Perception) checks that rely on sight.

Limited Flight. The turkey's fly speed only works in short bursts; it falls if it ends its turn in the air, and nothing else is holding it aloft. Falling this way does not result in fall damage.

Actions

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



LESSER DUNGEON TURKEY

Small fey, chaotic neutral

Armor Class 12

Hit Points 65 (10d6 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	12(+1)

Saving Throws Dex +3, Int +0, Str +1, Wis +4

Skills Acrobatics +5, Perception +6, Stealth +5

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, telepathy 60ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Death Before Capture. If the turkey is grappled, restrained, or incapacitated for 1 round or longer, it instantly dies.

Enchanted Meal. When the turkey dies, its soul returns to the Feywild, and its body transforms into a roasted turkey. The turkey takes 10 minutes to consume as a meal and disappears afterward; its beneficial effects don't take effect until these 10 minutes are over. Up to six creatures can partake of this meal. If the turkey is not consumed after 1 hour, it magically evaporates. A creature that partakes in this meal gains several benefits:

- It is cured of all diseases and poisons.
- Its exhaustion level is reduced by 1.
- It regains 3 hit die and gains the benefit of a short rest.

Magical Defenses. While dungeon turkeys enjoy being chased by adventurers, they are loath to make the chase easy. Their innate elusiveness makes them very difficult to strike or grapple, they can blind onlookers with dazzling fey magic, and they can even reflect spells back upon their casters. Especially powerful dungeon turkeys can even teleport to elude would-be captors.

Dramatic Chases. Some dungeon turkey pursuits are relatively straightforward, but most like to make the chase more interesting. They will flee through dangerous terrain, goading adventurers to chase after them. If the turkey escapes, it will usually find a new hiding spot and wait to be discovered so it can repeat the game all over again.

Most dungeon turkeys have no interest in being pursued by monsters and other dungeon denizens and will usually avoid drawing their attention. However, some particularly dramatic turkeys will wait until adventurers are engaged in a fight to pop out from a hiding spot and invite a chase mid-combat.

Unusual Means and Motivations. Dungeon turkeys generally don't provide a coherent explanation as to why they engage in the games they do beyond that 'it is just their nature.' Sometimes they are sent by other powerful fey who wish to provide adventurers aid, provided they can earn it. Whatever the reason, dungeon turkeys have a knack for making their way into even the most remote and dangerous of locations while avoiding the attention of local creatures.

- If the creature has spell slots, it regains 1 expended spell slot. If the expended slot was of 3rd level or higher, the new slot is 2nd level.

Escape the Horde. Opportunity attacks against the turkey are made with disadvantage.

Keen Sight. The turkey has advantage on Wisdom (Perception) checks that rely on sight.

Limited Flight. The turkey's fly speed only works in short bursts; it falls if it ends its turn in the air, and nothing else is holding it aloft. Falling this way does not result in fall damage.

Slippery. The turkey has advantage on saving throws and ability checks made to escape or avoid the grappled and restrained conditions.

Spell Turning. The turkey has advantage on saving throws against any spell that targets only the turkey (not an area). If the turkey's saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on the turkey and instead targets the caster.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Dazzling Display (Recharges after a Short or Long Rest).

Each creature within 60 feet of the turkey that can see it must succeed on a DC 13 Wisdom saving throw or become blinded and lose the ability to take reactions until the start of the turkey's next turn.

Reactions

Uncanny Dodge. When the turkey takes damage from an attack, it may choose to take half the damage. The turkey must be able to see the attacker to use this reaction.

GREATER DUNGEON TURKEY

Small fey, chaotic neutral

Armor Class 13

Hit Points 150 (20d6 + 80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	18 (+4)	10 (0)	16 (+3)	16 (+2)

Saving Throws Dex +5, Int +3, Str +3, Wis +6

Skills Acrobatics +8, Perception +9, Stealth +8

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 19

Languages Common, Sylvan, telepathy 60ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Death Before Capture. If the turkey is grappled, restrained, or incapacitated for 1 round or longer, it instantly dies.

Enchanted Meal. When the turkey dies, its soul returns to the Feywild, and its body transforms into a roasted turkey. The turkey takes 10 minutes to consume as a meal and disappears afterward; its beneficial effects don't take effect until these 10 minutes are over. Up to six creatures can partake of this meal. If the turkey is not consumed after 1 hour, it magically evaporates. A creature that partakes in this meal gains several benefits:

- It is cured of all diseases and poisons.
- Its exhaustion level is reduced by 1.
- It regains 5 hit die and gains the benefit of a short rest.
- If the creature has spell slots, it regains 1 expended spell slot. If the expended slot was of 5th level or higher, the new slot is 4th level.

Escape the Horde. Opportunity attacks against the turkey are made with disadvantage.

Keen Sight. The turkey has advantage on Wisdom (Perception) checks that rely on sight.

Limited Flight. The turkey's fly speed only works in short bursts; it falls if it ends its turn in the air, and nothing else is holding it aloft. Falling this way does not result in fall damage.

Mobile. When the turkey takes the Dash action, difficult terrain doesn't cost it extra movement for the rest of its turn.

Slippery. The turkey has advantage on saving throws and ability checks made to escape or avoid the grappled and restrained conditions.

Spell Turning. The turkey has advantage on saving throws against any spell that targets only the turkey (not an area). If the turkey's saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on the turkey and instead targets the caster.

Bonus Action

Misty Step (1/day). The turkey teleports up to 30 feet to an unoccupied space that it can see.

Actions

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

Dazzling Display (Recharges after a Short or Long Rest). Each creature within 60 feet of the turkey that can see it must succeed on a DC 15 Wisdom saving throw or become blinded and lose the ability to take reactions until the start of the turkey's next turn.

Reactions

Uncanny Dodge. When the turkey takes damage from an attack, it may choose to take half the damage. The turkey must be able to see the attacker to use this reaction.

ART CREDIT

- Mammoth Bronze Turkeys
- Reliable Poultry Journal Publishing Company
- Thanksgiving Turkey Wears a Top Hat and Ascot - Raphael Tuck & Sons
- Gervorn still life with turkey pie
- Wikimedia Commons



1.0.1 CHANGES

- Public Release & Updates

1.1.0 CHANGES

- Document clean up