

GESE

Geese are small, elegant, and unassuming, these water fowl are a common sight at parks, ponds, and even small town squares. Geese congregate in large, migratory flocks and generally don't reach sizes much longer than 3 feet and weights much heavier than 10 pounds. But, despite their small stature and lack of obvious natural weapons, these fearsome fowl are known to terrorize creatures many times their size.

Terror of the Ponds. While geese lack the true combat abilities of many deadlier creatures, they are often able to make up for it through sheer stubborn confidence. A goose is not easily frightened, and will even stand its ground against adversaries as menacing as rhinos.

When they combine this stubbornness with a fearsome display of honking and flapping, geese are often able to send huge creatures running in fear. This can lead to geese taking over entire parks and driving townsfolk out of their own village squares.

Goose Attacks. While geese don't possess the most deadly of natural weapons, a furious goose makes the most of what it has at its disposal. Small nips from their beaks are common and generally more annoying than anything else. But a goose unleashing a full assault combine bites with furious strikes from their wings and raking claws attacks to their target's face. Even if the onslaught does minor damage, it is often enough to break the resolve of the creature, sending the goose's victim fleeing in terror.

GOOSE

Small beast, unaligned

Armor Class 10

Hit Points 4 (1d6+1)

Speed 20 ft., swim 20 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 4 (-3) | 10 (+0) | 12 (+1) | 4 (-3) | 12 (+1) | 10 (+0) |

Skills Perception +3, Intimidation +4

Senses darkvision 60 ft. passive Perception 13

Challenge 0 (10 XP)

Proficiency Bonus +2

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

Stubborn. The goose has advantage on saving throws against being charmed or frightened.

Frightful Presence. Each creature of the goose's choice that is within 30 ft. of it and aware of its presence must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the goose's Frightful Presence for the next 24 hours.

Actions

Goose Attack *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage. Hit or miss, the targeted creature has disadvantage on its next saving throw against the goose's Frightful Presence.

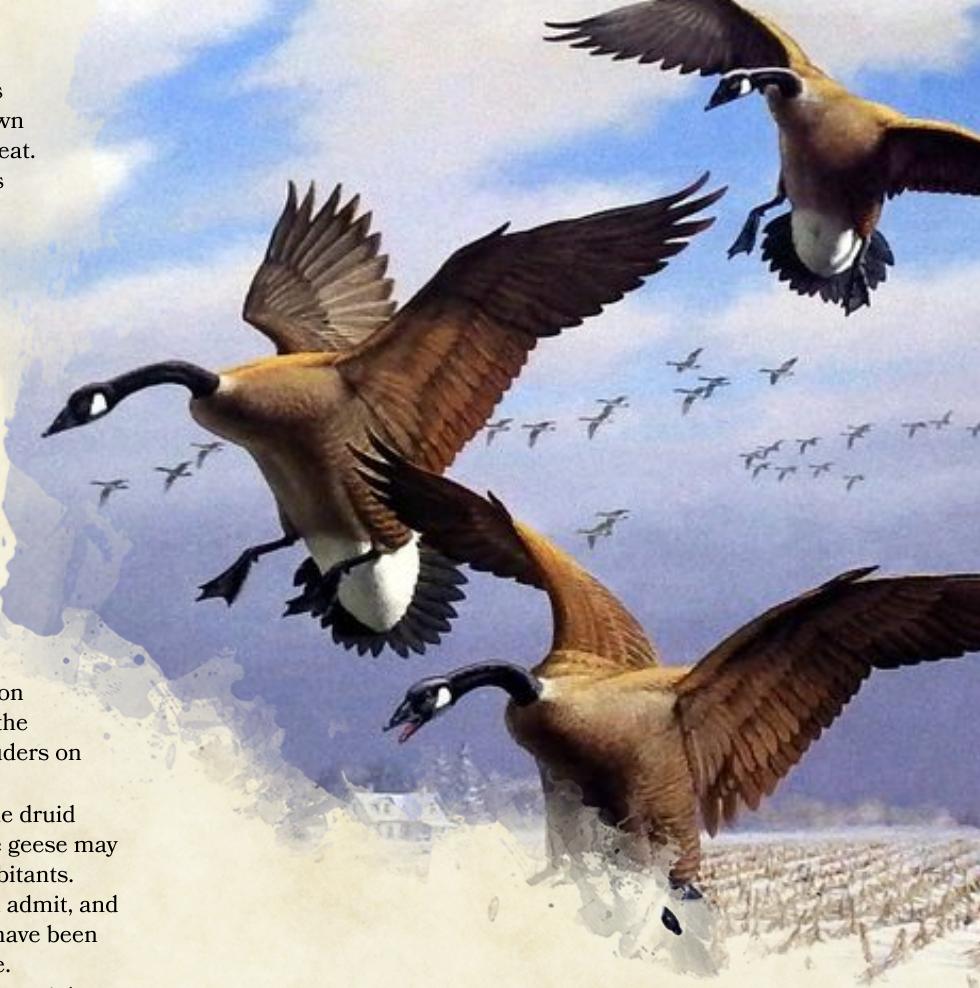


Gaggles of Geese. While an individual goose is generally not a true danger, a group of geese, known as a gaggle, can be a terrifying and formidable threat. A gaggle that has identified one or more creatures as an enemy will relentlessly swarm its victims, bombarding them with a never ending slew of nips, wing attacks, and claws to the face. A gaggle of geese that has been driven to view all humanoids as threats could easily conquer a small park and terrorize a whole village, sending all its residents fleeing to their homes for safety from the fowl assault.

Low Tier Druidic Gaurdians. Sometimes a druidic apprentice will be tasked with watching over a small natural feature, such as a pond, park, or stream. Druids often receive aid from local animals in carrying out their guardianship, with more powerful druids able to call on the aid of more powerful creatures. However, these druids in-training must rely on more modest creatures, and often turn to geese to aid them in the protection of their charges. These geese will fiercely defend the druid and their charge, ruthlessly driving out intruders on sight.

If there is a humanoid settlement nearby and the druid feels spiteful, malicious, or perhaps just bored, the geese may be sent to harass and attack the settlement's inhabitants. These incidents are more common than most will admit, and an embarrassing number of adventuring careers have been ended prematurely by malevolent gaggles of geese.

Paragons of Halfling Bravery. Halflings feel a special kinship with geese. Both enjoy quiet pastoral lives and are small and unassuming. But both can also call upon their innate stubborn bravery to overcome seemingly impossible odds. Halflings view geese in much the same way humans view lions, and they often incorporate goose iconography into icons associated with combat and courage.



Halflings encourage geese to stay in and around their villages, believing them to bring good luck. This belief is not entirely unfounded, as there are many tales of attacks on halfling villages being foiled by a sudden uprising of the local goose population.

GAGGLE OF GEESE

Large swarm of small beasts, unaligned

Armor Class 10

Hit Points 58 (8d10+8)

Speed 20 ft., swim 20 ft., fly 30 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, frightened, grappled, paralyzed

Skills Perception +3, Intimidation +4

Senses darkvision 60 ft. passive Perception 13

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small Goose. The swarm can't regain hit points or gain temporary hit points.

Frightful Presence. Each creature of the goose's choice that is within 30 ft. of it and aware of its presence must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the goose's Frightful Presence for the next 24 hours.

If the swarm has less than half its hit points, the DC is 12.

Actions

Multiattack The swarm makes two attacks with its Goose Attacks. If it has half its hit points or less it can only make one Goose Attack attack.

Goose Attack **Melee Weapon Attack:** +4 to hit, reach 0 ft., one target. Hit: 10 (4d4) bludgeoning damage. Hit or miss, the targeted creature has disadvantage on its next saving throw against the swarm's Frightful Presence.

GIANT FLIGHTLESS GOOSE

Thought lost to the mists of time, these ancient creatures are distant relatives to the modern goose and can be found terrorizing the world's primeval ponds and rivers. Standing 5 feet tall, these geese lack the ability to fly, but make up for it with their size and fierce wing attacks. While they are thought to be long extinct, travellers visiting remote rivers and time lost islands may stumble across long lost colonies of these bizarre creatures.

Flightless Pugilists. These geese have given up the ability to fly, but in return they've gained a more formidable size advantage and more devastating natural weapons. Not only are their bites more powerful, but their wings have transformed from a means of flying into pure weapons intended for delivering bone breaking punches. Each wing ends in a large bony knob, which the goose uses to deliver powerful strikes to rival geese, would be predators, and anyone else intruding on its territory. A united gaggle of these beasts is usually more than enough to send other creatures fleeing in terror, and those who stand their ground will be subjected to an unrelenting flurry of punches and bites.

Amphibious Mounts. Some small, remote woodland folk who live around sources of fresh water will make use of giant geese as riding animals. Though they lack the land speed of other creatures, their amphibious nature makes them useful for quickly traversing various types of terrain. Remote halfling villages, forest gnomes, and even some fey will befriend these creatures thereby gaining useful mounts and fierce guardians.

Halflings in particular hold a special reverence for these creatures, believing giant geese to be heroic steeds sent by their gods to aid them in times of dire need. There are many halfling folk tales which tell of mighty heroes accomplishing great deeds upon their brave and noble goose steed.



GIANT FLIGHTLESS GOOSE

Medium beast, unaligned

Armor Class 11

Hit Points 16 (2d8+4)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 11 (+1) | 10 (+0) | 14 (+2) | 4 (-3) | 12 (+1) | 10 (+0) |

Skills Perception +3, Intimidation +4

Senses darkvision 30 ft. passive Perception 13

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Stubborn. The goose has advantage on saving throws against being charmed or frightened.

Frightful Presence. Each creature of the goose's choice that is within 30 ft. of it and aware of its presence must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the goose's Frightful Presence for the next 24 hours.

Actions

Multattack The goose makes two attacks: one with its bite and one with its wing attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage. Hit or miss, the targeted creature has disadvantage on its next saving throw against the goose's Frightful Presence.

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

GOLDEN GOOSE

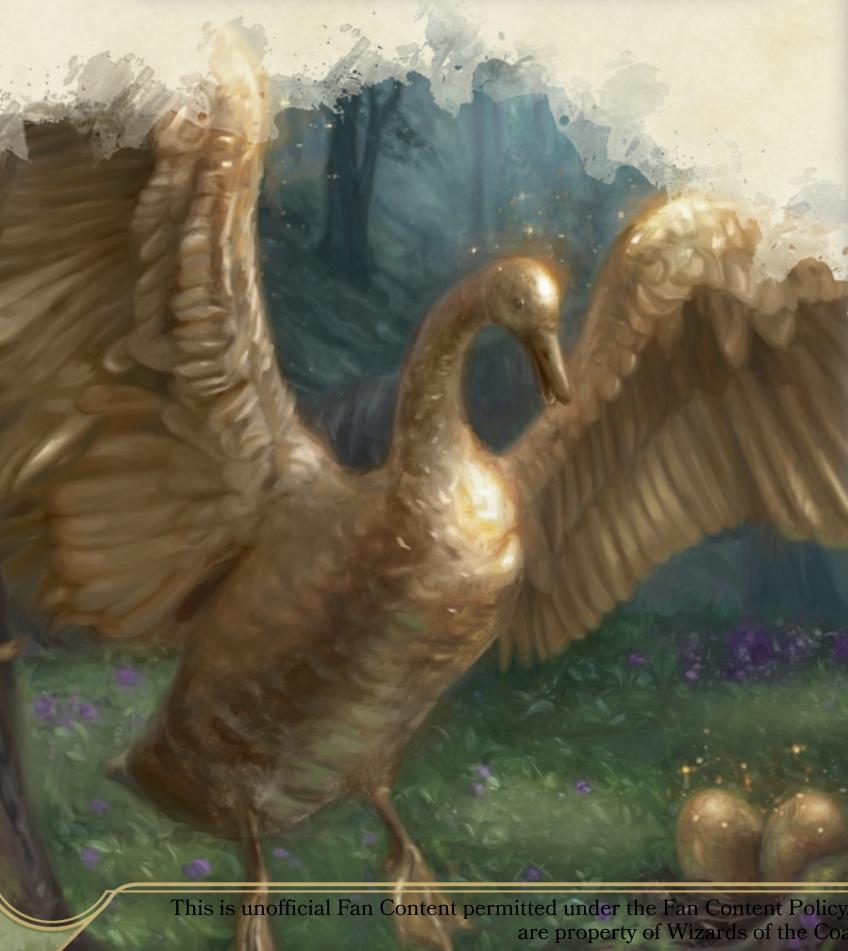
This enigmatic fey creature would appear to be a normal goose if not for the golden coloration radiating a faint magical glow, giving away its supernatural nature. These creatures can be wonderful gifts and companions to those who've won the favor of fey lords, and the bane of those who would greedily attempt to snatch the goose for themselves.

Selective Fey. Golden geese may be given as gifts by fey lords or simply choose companions of their own accord. In either case, if someone who hasn't earned the favor of the goose attempts to steal it, they may find the enchanted bird impossible to move. Worse yet, they may find themselves magically adhered to their would-be prize, helplessly dragged where ever to goose goes.

Prized Eggs. The most prized attribute of the golden goose is its ability to lay magical, golden eggs. Each of these eggs is made of enchanted gold and fetches a handsome price on the market. Most valuable of all are the supernatural eggs that they can produce once per year. It is said that anyone who swallows one of these eggs will be cured of any ailment they are suffering from, supernatural or otherwise, and the retrieval of these eggs is often the focus of entire quests.

GOLDEN EGGS

The **golden goose** can lay a golden egg worth 100g once every 2d4+1 days. Once a year, the goose can lay a special egg which is a magic item worth 500g that can be consumed to cure one disease, poison or curse.



GOLDEN GOOSE

Small fey, unaligned

Armor Class 17

Hit Points 52 (8d6+24)

Speed 20 ft., swim 20 ft., fly 30 ft.

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

Skills Perception +3, Intimidation +10

Senses truesight 30 ft. passive Perception 13

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Implacable. The goose has advantage on saving throws and opposed skill checks against effects that would move, teleport, grapple, or restrain it against its will. It can also choose to use its Charisma modifier in place of any other stat modifier for these saves as well.

Stuck Fast. When a creature fails a grapple or shove attempt against the goose, the goose can choose to adhere itself to the creature, thereby grappling it (escape DC 17). Ability checks made to escape this grapple have disadvantage. The goose treats the grappled creature as though it were tiny for the purposes of grappling.

Frightful Presence. Each creature of the goose's choice that is within 30 ft. of it and aware of its presence must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the goose's Frightful Presence for the next 24 hours.

Actions

Goose Attack *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage. *Hit or miss,* the targeted creature has disadvantage on its next saving throw against the goose's Frightful Presence.



MISCHIEVOUS GOOSE

Though geese excel at disrupting the daily lives of humanoids, they are generally simple creatures. Their disruptions are limited to chasing, honking, and sometimes attacking those who draw their ire. Occasionally though, a goose of extraordinary intelligence and guile will visit a village and bring with it a slew of mischievous disruptions, thefts, and sabotages.

Random Acts of Mischief. Though these geese have no official title, they all share a common aptitude for causing disruptions in the lives of others. Their intelligence and thievery skills are far and above that of a typical goose, and they are known for their ability to sneak, steal, and escape from most typical humanoids with surprising ease. Mischievous geese use these abilities to achieve a seemingly random variety of arbitrary tasks. This may involve something as simple as stealing and hoarding matching sets of items to elaborate tasks that result in people injuring themselves in embarrassing ways, becoming trapped in buildings, or seeing their belonging destroyed. These disruptions generally aren't truly dangerous, and the greatest injuries the goose's victims receive is to their pride.

Agents of Chaos. Sometimes a fey creature, druid, or even a god of trickery will develop a grudge against a particular village that they feel has wronged them. As a petty means of enacting revenge, a mischievous goose will be summoned and unleashed upon the unsuspecting townsfolk, ruining all of their day plans. Particularly unfortunate villagers might find themselves infiltrated by multiple mischievous geese, leaving the whole town in chaos.

MISCHIEVOUS GEESE IN ADVENTURES

The following table provides you with some ways you can incorporate these troublemakers into your games.

MISCHIEVOUS GOOSE ADVENTURES

d6

Plot Hook

1 The players are ready to set off on their first big adventure, but they spot a goose running off with their supplies.

2 The players reach the end of a dungeon, set on retrieving a powerful artifact from its dark master, only to find the dark master frantically searching for "that damnable goose" which has stolen the artifact.

3 A druid watching over a pond near a small village has finally had enough of the villagers littering the pond's waters and has summoned a gaggle of mischievous geese. If the villagers won't be responsible for their items, they deserve to have them stolen.

4 A gang of local delinquents, got on the wrong side of a wizard who turned them all into geese. They still haven't relented in their trouble making.

5 The players are attempting to transport a dangerous artifact to a safe location, when a goose attempts to steal it while they are resting. Is the goose acting of its own accord, or serving another master intent on obtaining the artifact?

6 A fickle fey transforms all the players into mischievous geese and won't turn them back unless they carry out a series of strange and seemingly arbitrary tasks.

MISCHIEVOUS GOOSE

Small beast, unaligned

Armor Class 12

Hit Points 13 (3d6+3)

Speed 20 ft., swim 20 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 4 (-3) | 14 (+2) | 12 (+1) | 6 (-2) | 14 (+2) | 14 (+2) |

Skills Perception +4, Intimidation +7, Stealth +6, Sleight of Hand +6

Senses darkvision 60 ft. passive Perception 14

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Stubborn. The goose has advantage on saving throws against being charmed or frightened.

Frightful Presence. Each creature of the goose's choice that is within 30 ft. of it and aware of its presence must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the goose's Frightful Presence for the next 24 hours.

Evasion. If the goose is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spook. Creatures that are surprised by the goose have disadvantage on their next saving throw against its frightful presence until the end of their next turn. If they are frightened by the goose while surprised, they are stunned until the end of their next turn.

Bonus Actions

Nimble Thief. The goose can take a disengage action, a hide action, a use an object action, or make a Dexterity (Sleight of Hand) check.

Actions

Goose Attack **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage. Hit or miss, the targeted creature has disadvantage on its next saving throw against the goose's Frightful Presence.

Reactions

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

NEW ITEM

GOOSE RIBBON

Wonderous item, uncommon

This enchanted ribbon is a popular gift among fey. While wearing it, you are transformed into a **mischievous goose** as though under the effects of a *polymorph* spell. You can use the ribbon to remain transformed this way for up to 4 hours, all at once or in several shorter sessions, each one using a minimum of 1 minute from the duration.

ART CREDIT

- Canadian Geese – Valerian Ruppert
- Winter Wonder Canada Geese
– David A. Maass
- Reconstruction of Garganornis ballmanni Meijer
– Stefano Maugeri
- Gilded Goose –
Lindsey Look, Wizards of the Coast
- A Criminal – ZandraArt
- Goose Red Xmas Bow – Mary Miller Veazie

