

# GEESE

**G**eese are small, elegant, and unassuming, these waterfowl 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 or weigh much more 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 can often 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 combines 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., fly 30 ft., swim 20 ft.

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

**Skills** Intimidation +4, Perception +3

**Senses** darkvision 60 ft. passive Perception 13

**Challenge** 1/8 (25 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.

## Actions

**Multiaction** The goose makes one Goose Attack and can use its Frightful Presence.

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

**Frightful Presence.** Each creature of the goose's choice that is within 30 ft. of it and aware of it 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.



**Gaggles of Geese.** While an individual goose is generally not dangerous, 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 Guardians.** Sometimes, a druidic apprentice will be tasked with watching over a minor 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 animals 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 GESE

*Large swarm of small beasts, unaligned*

**Armor Class** 10

**Hit Points** 55 (10d8 + 10)

**Speed** 20 ft., fly 30 ft., swim 20 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, petrified, prone, restrained, stunned

**Skills** Intimidation +4, Perception +3

**Senses** darkvision 60 ft. passive Perception 13

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

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

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

## Actions

**Multiaction** The gaggle makes two Goose Attacks and can use its Frightful Presence. If it has half its hit points or less, it can only make one Goose Attack.

**Goose Attack** **Melee Weapon Attack:** +4 to hit, reach 0 ft., one target. **Hit:** 10 (4d4) bludgeoning damage. **Miss:** If the target creature has disadvantage on the next saving throw it makes against the gaggle's Frightful Presence before the end of the gaggle's next turn.

**Frightful Presence.** Each creature of the gaggle's choice that is within 30 ft. of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. If the gaggle has less than half its hit points, the DC is 12. 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 gaggle's Frightful Presence for the next 24 hours.

# 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, travelers 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 (natural armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Intimidation +4, Perception +3

**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.

## Actions

**Multiattack** The goose makes one Goose Attack and can use its Frightful Presence.

**Goose Attack** **Melee Weapon Attack:** +3 to hit, reach 0 ft., one target. **Hit:** 6 (2d4+1) bludgeoning damage. Hit or miss, the target creature has disadvantage on the next saving throw it makes against the gaggle's Frightful Presence before the end of the gaggle's next turn.

**Frightful Presence.** Each creature of the goose's choice that is within 30 ft. of it and aware of it must succeed on a DC 12 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.

# 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 are the supernatural eggs 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. As such, 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., fly 30 ft., swim 20 ft.

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

**Skills** Intimidation +9, Perception +3

**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 used 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.

## Actions

**Multiaattack.** The goose makes one Goose Attack and can use its Frightful Presence.

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

**Frightful Presence.** Each creature of the goose's choice that is within 30 ft. of it and aware of it 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.

# MISCHIEVOUS GOOSE

Though geese excel at disrupting the daily lives of humanoids, they are simple creatures. Their disruptions are limited to chasing, honking, and sometimes attacking those who draw their ire. But occasionally, 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 is far and above that of a typical goose, and they are known for their ability to sneak, steal, and escape from most humanoids with surprising ease. Mischievous geese use these abilities to achieve a seemingly random variety of arbitrary tasks. These tasks may involve something as simple as stealing and hoarding matching sets of items to elaborate tasks resulting in people injuring themselves in embarrassing ways, becoming trapped in buildings, or seeing their belongings destroyed. These disruptions usually aren't dangerous, and the greatest injuries the goose's victims receive are 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 villages might be infiltrated by multiple mischievous geese, leaving the whole town in chaos.

## MISCHIEVOUS GEESE IN ADVENTURES

The following table provides some ways to incorporate these troublemakers into your games.

### MISCHIEVOUS GOOSE ADVENTURES

d6

#### Plot Hook

- 1 The players are ready to set off on their first quest, 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" that has stolen the artifact.

- 3 A druid protecting a pond near a village has had enough of the villagers littering the pond's waters and summoned a gaggle of mischievous geese. If the villagers aren't 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 troublemaking.

- 5 The players attempt to transport a dangerous artifact when a goose attempts to steal it while 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, chaotic neutral*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

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

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

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

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 1 (200 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.

**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.** A surprised creature that fails a saving throw against the goose's Frightful Presence is incapacitated and has a speed of 0. These effects last until it is no longer frightened, takes any damage, or someone else uses an action to shake the creature out of its stupor.

## Actions

**Multiattack** The goose makes one Goose Attack and can use its Frightful Presence.

**Goose Grab.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If it hits a creature, instead of dealing damage, the goose may make a Dexterity (Sleight of Hand) check contested by a Dexterity (Acrobatics) check from the target creature. If the creature fails the check, the goose may steal a small object of its choice that the target is holding or carrying on its person. Hit or miss, the target creature has disadvantage on the next saving throw it makes against the goose's Frightful Presence before the end of the goose's next turn.

**Frightful Presence.** Each creature of the goose's choice that is within 30 ft. of it and aware of it 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.

## 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.

## 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 the 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

- Gilded Goose (Secret Lair Drop) – Allen Douglas, Wizards of the Coast
- Birds of N. Carolina 1919 Canada Goose – R.B. Horsfall
- Garganornis ballmanni Meijer – Stefano Maugeri
- Gilded Goose – Lindsey Look, Wizards of the Coast
- Mischievous Goose – Joseph Snouwaert
- The Village Pond at Ring, Zealand (1890) – L.A. Ring

### **1.0.0 CHANGES**

- Public Release

### **1.1.0 CHANGES**

- Document clean up