



## TURKEYS

**T**hese fowl are prized by hunters and a common feature at large celebratory feasts. Some domesticated variations of turkey are kept by farmers specifically to provide food to locals. These turkeys are incapable of flight and 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, combined with their talons and aggressive behavior, can make them a threat to commoners.

## 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 inside of crumbling walls.

Once adventurers have discovered a dungeon turkey, it will gleefully taunt its discoverers 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 the vitality and magical reserves of weary heroes.



### 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

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

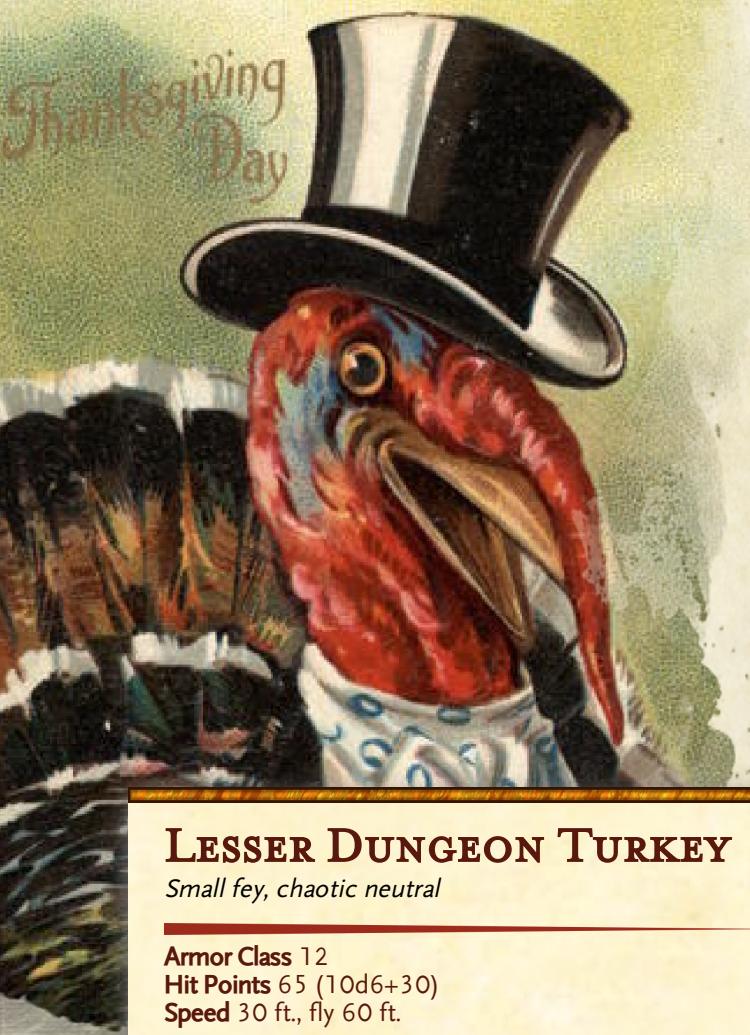
**Keen Sight.** The turkey has advantage on Wisdom (Perception) checks that rely on sight.

**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: 2 (1d4) slashing damage.

"O.JOY! BUCKETS OF JOY!  
I GAVE THEM THE SLIP!"



## 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)	14 (+2)	16 (+3)	6 (-2)	16 (+3)	12(+1)

**Saving Throws** Dex + 4, Int + 0, Str + 1, Wis + 5

**Skills** Acrobatics +6, Perception +7, Stealth +6

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Sylvan, telepathy 60ft.

**Challenge** 1 (200 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.

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

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

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

**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, waiting 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.

**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.

**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 and disappears at the end of that time, and the beneficial effects don't set in 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 of this meal gains several benefits. The creature is cured of all diseases and poisons, and its exhaustion level is reduced by 1. The creature also regains 3 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 3rd level or higher, the new slot is 2nd level.

### Actions

**Talons.** Melee Weapon Attack: +4 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 has line of sight with it must make 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)	16 (+3)	18 (+4)	10 (0)	18 (+4)	16 (+2)

**Saving Throws** Dex + 6, Int + 3, Str + 3, Wis + 7

**Skills** Acrobatics +9, Perception +10, Stealth +9

**Condition Immunities** charmed

**Senses** Truesight 120 ft., passive Perception 20

**Languages** Common, Sylvan, telepathy 60ft.

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

**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.

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

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

**Mobile** When the turkey takes the Dash action, difficult terrain doesn't cost it extra movement on that turn.

**Slippery.** The turkey has advantage on saving throws and ability checks made to escape a grapple or 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 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.

**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 and disappears at the end of that time, and the beneficial effects don't set in 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 of this meal gains several benefits. The creature is cured of all diseases and poisons, and its exhaustion level is reduced by 1. The creature also 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 4th level or higher, the new slot is 3rd level.

## Bonus Action

**Misty Step (3/day).** The turkey teleports up to 30 feet to an unoccupied space that it can see.

## Actions

**Talons.** Melee Weapon Attack: +4 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 has line of sight with it must make 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

- Turkey Country - Ryan Kirby
- Thanksgiving Turkey Wears a Top Hat and Ascot - Raphael Tuck & Sons
- Thanksgiving Dinner - Shana Rowe Jackson

