

# DUNGEONS AND DRAGONS: SUPER MARIO EDITION

## SPECIES

Species, also sometimes called “races”, are the types of living entities that exist throughout the multiverse. Listed below are the ones available for players in the Mario Universe.



## HUMAN

Humans are more recently arrivals to the Mario Universe, instead being native to other realms. They're mostly hairless apes that tend to have relatively tall proportions compared to their contemporary species. They come in a variety of proportions, hairstyles, and clothing and have wildly varying dispositions. Humans have had a knack for maneuvering into positions of power and rapidly creating infrastructure. They're pretty rare in the Mushroom Kingdom and most of the Mushroom World, but many have immigrated to the Metro Kingdom, particularly New Donk City.

**Names.** Humans have a variety of names from a multitude of cultures, but they tend to be in a two-name format, with a first and last name, like Peach Toadstool. Despite this, humans in the Mushroom World often don't bother using a last name, like Mario.

**Creature Type.** You are a Humanoid.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your ability scores each increase by 1.

**Languages.** You could speak, read, and write Common and one other language of your choice.

## TOAD

Toads are the dominant native species of the Mushroom Kingdom. They're mushroom people with mushroom caps of various colors. Most Toads have white caps with red spots, but other primary colors are common for spots. Still, other combinations exist, like black, brown, and pink. Toads' caps are irremovable, but they can have their color altered with grooming. They tend to be small, less capable of taking a hit, but are speedier than most species. They also have a natural synergy with mushrooms and fungus, and their preferred fashion leans Arabian. Toad Town has the highest population of Toads, and a specific Toad simply named Toad is famous among their people.

**Names.** Many Toads name themselves something with “Toad” in the name, like Toadette, but names that end in “Toad” and are abbreviated are also common, like Minh T. However, some just break tradition, like Gaz.

**Creature Type.** You are a Humanoid.

**Size.** Your size is Small.

**Speed.** Your walking speed is 35 feet.

**Ability Score Increase.** Your Dexterity score increases by 1. Your Intelligence score increases by 2.

**Weaker Frame.** You have a weaker body structure than most species. You use a lesser die for determining your max hit points from whichever one your class recommends. If your class tells you to use 1d12, this feat overrides it, and you use 1d8 instead. If it says 1d8, then you use 1d6 instead.

**Quick Retreat.** You know how to escape. Once per long rest, you can use the dash action as a bonus action or as a reaction to becoming frightened.

**Shroom Familiarity.** You know your mushrooms. You have advantage when identifying types of mushrooms of 1 bulk or smaller. If you fail to identify the mushroom, you still know whether it is generally beneficial, harmful, or neither. If you critically fail, you learn nothing about the mushroom.

**Languages.** You could speak, read, and write Common and one other language of your choice.



## PIANTA

Piantas are the dominant native species of Isle Delfino. They’re plant people with palm trees growing out of their heads. They tend to be a bit heavyset, and they come in a variety of colors, with no one color taking precedence. Unlike most factions in the Mushroom World, the Piantas of Isle Delfino run a liberal democracy, which makes them less authoritative in politics but does mean they have a bloated bureaucracy. Piantas tend to be physically strong, particularly with upper body strength, but they are slow and not particularly charismatic to outsiders.

**Names.** Pianta names tend to be short one-word names or few-word epithets, like Captain or Don Pianta.

**Creature Type.** You are a Humanoid.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 25 feet.

**Ability Score Increase.** Your Strength, Intelligence, and Wisdom scores each increase by 1.

**Long Hurl.** You have notable upper body strength. Any time you use a thrown weapon, or throw any other object or creature, your range is extended by 60 feet.

**Tree Familiarity.** You know your trees. You have advantage on all ability checks related to trees, and you can immediately identify palm trees specifically.

**Languages.** You could speak, read, and write Common and Delfinan.



## PENGUIN

Penguins are flightless birds capable of rational thought, and they tend to live in enclaves in very cold regions where other species cannot harm them. This tends to give them a false sense of confidence in their abilities, most notably in defense. Most Penguins grow up learning to snowball fight with marginal effectiveness, but Penguins do benefit from being resistant to cold and being capable of navigating icy environments with ease. They tend to be short, though a few have grown quite large, and they tend to only wear accessories, not full outfits.

**Names.** Penguin names tend to be relatively unimaginative and simple, like Penguin King or Penguru.

**Creature Type.** You are a Humanoid.

**Size.** Your size is Small.

**Speed.** Your walking speed is 25 feet, and you have a swimming speed of 30 feet.

**Ability Score Increase.** Your Dexterity score increases by 2. Your Constitution score increases by 1.

**Breath Control.** You hold your breath when swimming for long periods. If you take an action to hold your breath, you can hold it for 20 minutes.

**Thick Coat.** The cold doesn't bother you. You have resistance to cold damage.

**Snowballer.** You know snow. As an action, you can scoop up any nearby snow into a snowball. You can then throw it as an improvised thrown weapon that deals 1d4 cold damage. You have proficiency in snowballs.

**Languages.** You could speak, read, and write Common and Polar.

## KONG

Kongs are hairy apes from far off lands known for their love of bananas. They tend to live in close-knit families with little structure in society beyond respecting strength and community. Most Kongs are either stronger or more dextrous than their peers, and so often they end up being protectors of weaker beings, though banana tributes are not uncommon. In jungle environments, they swing through the trees easily, but in city environments they have more trouble and resort to using scaffolding or skyscrapers. The males tend not to wear clothing, but the others always do.

**Names.** Kongs tend to take pride in their species, and so they usually use "Kong" as a last name across the board. Meanwhile, their first names tend to describe their aesthetic, like Funky Kong.

**Creature Type.** You are a Humanoid.

**King of Swing.** Your climbing speed can be used to travel through tree branches and the canopies of forests and jungles with ease.

**Languages.** You could speak, read, and write Common and Kong.

**Subspecies.** Choose from one of the more common subspecies of Kongs, such as Common, Chimp, Orangutang, and Lunar.



## COMMON KONG

Common Kongs resemble gorillas. Though not all of them are muscular, they all have significantly more strength than other types of Kongs, at the cost of their speed on land.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 30 feet, and you have a climbing speed of 15 feet.

**Ability Score Increase.** Your Strength score increases by 2. Your Dexterity score increases by 1.

**Multitalented.** You have a knack for doing specific tasks. You have advantage on all performance checks.

## CHIMP KONG

Chimp Kongs resemble chimpanzees. They are the fastest of the Kongs, at the cost of their strength. As such, many maintain wooden weaponry to augment their abilities.

**Size.** Your size is Small.

**Speed.** Your walking speed is 35 feet, and you have a climbing speed of 30 feet.

**Ability Score Increase.** Your Strength, Dexterity, and Constitution scores each increase by 1.

**Wooden Weaponry.** You know how to craft wooden guns that shoot nuts, and you have proficiency with wooden weapons and nut guns.



## ORANGUTANG KONG

Orangutang Kongs resemble orangutangs. They are the slowest of the Kongs, but they have long and nimble arms that they can use for various things in place of their legs, even walking for brief distances.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 25 feet, and you have a climbing speed of 15 feet.

**Ability Score Increase.** Your Strength score increases by 1. Your Dexterity score increases by 2.

**Extended Arms.** Your arms have a reach of up to 10 feet.

**Handstanding.** You can use your arms to walk instead of your legs. When you do so, once per long rest, your walking speed can increase to 35 feet for 1 minute. Attempting to handstand again before resting gives you a point of exhaustion.

## LUNAR KONG

Lunar Kongs are the descendants of Kongs that tried to colonize the Moon. They are very few in number and exhibit a fierce monarchist hierarchy unlike their earthen brethren. They have green skin and dark fur, and they have developed enough magical ability to survive the Moon's harsh environment.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 30 feet, and you have a climbing speed of 10 feet.

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

**Lunar Living.** You have adapted to the Moon's environment. You do not need to breathe, and rocks are edible to you.

**Corruption.** Starting at 5<sup>th</sup> level, you can cast Thaumaturgy at will.

**Languages.** In addition to all of the languages a Kong knows, you could speak, read, and write Lunar.

# YOSHI

Yoshis are slightly larger than human-sized dinosaurs that hatch from eggs and can operate both independently and as a steed for other species. They are intelligent, but most speak only the Yoshi language, leaving some people unaware of just how smart they are. Many Yoshis even understand the Common language but just refuse to engage in it themselves in secrecy. Yoshi exist in basically every color, though green is the most common color. They have long, frog-like tongues they use to eat small creatures easily. Yoshis take child-rearing very seriously, and their population is most numerous on Yoshi's Island. They tend to wear saddles and shoes, even when not operating as steeds. A specific Yoshi simply named Yoshi is famous among their people as Mario's steed.

**Names.** Yoshis often tend to be named with parts of the name "Yoshi", like Boshi.

**Creature Type.** You are a technically a Dragon.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 40 feet.

**Steedfolk.** As long as you are wearing a saddle, you can act as a steed, and another creature that is Medium or smaller can mount you. If the creature is Tiny, you suffer no adverse effects. If the creature is Small or Medium, you can only be their steed for 4 cumulative hours per short rest without gaining 1 exhaustion point for each successive hour.

**Sticky Tongue.** You have a long, retractable tongue that can snag unsuspecting prey. As an action, you can make an unarmed attack with your tongue upon a target. If the target is a Tiny creature or an object of less than 1 bulk, and if making contact does not result in any damage towards you, it is grappled by your tongue and brought to your mouth. You can choose to swallow it or spit it out as part of the same action. If you swallow a creature, it dies. If you spit it out, it takes 1d4 acid damage. Your stomach is resilient, but your DM might decide there are adverse effects to eating random things. If the target is a Small or larger creature or an object of 1 bulk or more, your unarmed attack fails. Your tongue has a reach of 15

feet, and your tongue is vulnerable to all types of damage.

**Egg Utility.** Every time you swallow a living creature whole, you immediately lay an unfertilized egg. It can be cooked and eaten, healing 1d4 hit points. You can also throw the egg as a thrown weapon with a 30 foot range, dealing 1d8 bludgeoning damage. The egg is destroyed upon impact. Every egg magically follows behind you, and you have proficiency with eggs. The egg rots in 1 day, and rotten eggs lose their magical, healing, and damaging properties.

**Languages.** You could speak, read, and write Common and Yoshi.

**Subspecies.** Choose from one of the more common subspecies of Yoshis, such as Common, Blue, Red, Yellow, and Juice.



## COMMON YOSHI

Common Yoshis are the standard variety, and they come in every color. They can flutter jump to hover in the air for brief periods.

**Ability Score Increase.** Your Wisdom score increases by 1. Your Charisma score increases by 1.

**Flutter Jump.** You can attempt to run up through the air, resulting in a jump height of 20 feet. If you are carrying a significant load, your DM might require an athletics check.



## BLUE YOSHI

Some Blue Yoshis found in other realms have special attributes. They can use Koopa shells to fly with temporary wings.

**Ability Score Increase.** Your Constitution score increases by 1. Your Charisma score increases by 1.

**Flying Shell Siphon.** You can use your Sticky Tongue feat to also eat Small Koopa shells, even if a Koopa Troopa is currently using it. It is too big to swallow immediately, and you must hold it in your mouth for 5 minutes before it will automatically fall down your throat. During these 5 minutes, you absorb magical energy from the shell and grow temporary wings that give you a flight speed of 25 feet. The wings disappear when the shell leaves your mouth. If there is a living creature in the shell, it can attempt to escape your mouth each turn with a contested Strength check at disadvantage. Holding the shell in your mouth requires concentration. Spitting out the shell will send it sliding away at a sliding speed of 40 feet.

## RED YOSHI

Some Red Yoshis found in other realms have special attributes. They can use Koopa shells to breathe a limited amount of fire.

**Ability Score Increase.** Your Constitution score increases by 1. Your Charisma score increases by 1.

**Fiery Shell Siphon.** You can use your Sticky Tongue feat to also eat Small Koopa shells, even if a Koopa Troopa is currently using it. It is too big to swallow immediately, and you must hold it in your

mouth for 5 minutes before it will automatically fall down your throat. During these 5 minutes, you absorb magical energy from the shell and can melt the shell into fire. If there is a living creature in the shell, it can attempt to escape your mouth each turn with a contested Strength check. Holding the shell in your mouth requires concentration. As an action, you can melt the shell within your mouth and spit it out as a casting of Scorching Ray with three targets. The shell is destroyed, and any creature inside it is killed.

## YELLOW YOSHI

Some Yellow Yoshis found in other realms have special attributes. They can use Koopa shells to shake the earth below with their feet alone.

**Ability Score Increase.** Your Constitution score increases by 1. Your Charisma score increases by 1.

**Frenetic Shell Siphon.** You can use your Sticky Tongue feat to also eat Small Koopa shells, even if a Koopa Troopa is currently using it. It is too big to swallow immediately, and you must hold it in your mouth for 5 minutes before it will automatically fall down your throat. During these 5 minutes, you absorb magical energy from the shell and become incredibly heavy, being treated as a Large creature in regards to weight. Any damage that is a result of your body weight is double during this period. If there is a living creature in the shell, it can attempt to escape your mouth each turn with a contested Strength check at disadvantage. Holding the shell in your mouth requires concentration. Spitting out the shell will send it sliding away at a sliding speed of 40 feet.

## JUICE YOSHI

Juice Yoshis native to Isle Delfino are filled with juice as their life essence. They can spray acidic juice as both a weapon and cleaning agent, though doing so increases their hunger. Also, any contact with water poses a lethal risk to them.

**Ability Score Increase.** Your Dexterity score increases by 1. Your Charisma score increases by 1.

**Juice Bod.** Juice runs through your veins, and you require a diet of juice to survive, though this is solved by just eating fruits whole. Your body and juice change color are based on your diet of fruits. Physical contact with a body of water deals 4d4 radiant damage to you every turn, as your body begins to disperse in the water. This happens in any type of water except for juice or similar beverages.

**Juice Blast.** Starting at 3<sup>rd</sup> level, as a ranged attack, you can fire a blast of juice that is capable of cleaning and damaging at a 30 foot range. You have proficiency in juice, and enemies hit by it take 1d8 acid damage. However, you can only use this 5 times per long rest without dying of starvation on the 6<sup>th</sup> time, but each fruit you eat restores one use of this feat.

**Languages.** In addition to all of the languages a Yoshi knows, you could speak, read, and write Delfinan.

## BIRDO

Birdos are native to Subcon, a dream realm, but occasionally they crossover into corporeal universes. Their origin is why they look so strange, and some believe they are alternate universe versions of Yoshi. Birdos historically served the warlord, Wart, but it seems to mostly be a duty of obligation. They can shoot generic eggs from their face hole as their primary attack. Birdos are notoriously gender non-conforming, and most tend to have a feminine appearance, regardless of gender. A specific Birdo simply named Birdo is famous in the Mushroom Kingdom for living her best life with a Yoshi.

**Names.** Birdos often tend to be named after birds, despite not overtly appearing to be bird-like, like Birdette or Ostro.

**Size.** Your size is Medium.

**Egg Shot.** You can shoot unfertilized eggs out of your face hole as a ranged attack with a 60 foot range, dealing 1d8 bludgeoning damage, and you have proficiency with eggs. You can only do this ten times per long rest. The egg is destroyed upon impact. If an egg is somehow intercepted, it can be cooked and eaten, healing 1d4 hit points. The egg

rots in 1 day, and rotten eggs lose their magical, healing, and damaging properties.

**Loud Horn.** You can use your face hole to toot a loud horn-like sound that can be heard clearly in a half-mile radius and hard to hear within a 1 mile radius. Birdos recognize the source of the sound, and other creatures only recognize it if they are previously familiar with the sound.

**Languages.** You could speak, read, and write Common and Subcon.

**Subspecies.** Choose from one of the more common subspecies of Birdo, such as Common and Robirdo.

## COMMON BIRDO

Common Birdos are the standard variety, and they come in every color, though pink is the most common.

**Creature Type.** You are a Fey.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your Constitution score increases by 2. Your Intelligence score increases by 1.

**Nourishment.** Like most creatures, you have to eat sometimes. You cannot use the Egg Shot feat if you have not eaten anything that day.



## ROBIRDO

Robirdos are robotic duplicates made in the image of Birdos, commissioned by Wart to supplement his army's numbers as Birdos left. The eggs they shoot are fiery, and they require alternative sustenance than organic beings. They have wheels that boost their speed but make stairs a nightmare for them.



**Creature Type.** You are a Construct.

**Speed.** Your walking speed is 35 feet.

**Ability Score Increase.** Your Strength, Constitution, and Intelligence scores each increase by 1.

**Mechanical.** You are a robot, which means you do not need to eat or drink. You have a magical core that powers you and keeps you alive, but you still must sleep to recharge it. You can still be healed by magical means, but you do not heal by resting. Instead, you use your hit dice upon being successfully repaired.

**Four Wheeler.** Instead of legs, you have four wheels. In most cases, these function just as well as legs, but you are unable to walk up stairs. If one wheel breaks, your walking speed is unaffected. If two wheels are broken, your walk speed is halved. If three are broken, your walking speed becomes 0 feet until at least two are repaired.

**Languages.** In addition to all of the languages a Birdo knows, you could speak, read, and write Binary.



## GOOMBA

Goombas are petite mushroom creatures that are distant cousins of Toads. Once upon a time, they lived in concert with Toads, but they betrayed the Mushroom Kingdom and sided with Bowser's Kingdom when he offered them better conditions than they had under the Toad-dominated mushroom rule. Most Goombas are still loyal to Bowser, though there are many dissenters and those that wish to remain neutral. Lacking torsos, they wear only shoes and sometimes hats. While they can manipulate objects with their feet, lacking arms makes equipping items very difficult. They are even faster than Toads but are also even frailer.

**Names.** Goombas tend to have names that start with "Goom", like Gooma, or the letter G, like Gary, but sometimes they forgo tradition entirely, like Frankly.

**Creature Type.** You are an Aberration.

**Weaker Frame.** You have a weaker body structure than most species. You use a lesser die for determining your max hit points from whichever one your class recommends. If your class tells you to use 1d12, this feat overrides it, and you use 1d8 instead. If it says 1d8, then you use 1d6 instead.

**Armless.** You do not have arms, but you can still manipulate objects with your feet, which are treated as simple arms when used for that purpose. Wearing bulky shoes can inhibit foot dexterity. If you are standing, you can only use one foot to interact with an object or creature, as your other foot is holding you up. When using a foot to interact with something, your walking speed becomes 0 feet. Your walking speed returns to normal once you are using both feet on the ground to walk. Drawing a weapon or object with a foot is a free action, and so is stowing. However, you cannot do both in the same turn unless another feat grants that ability, and so this means that you will not be able to use both your movement and action every turn when trying to wield things.

**Languages.** You could speak, read, and write Common and one other language of your choice.

**Subspecies.** Choose from one of the more common subspecies of Goombas, such as Common, Para, Big, Gold, and Green.

## COMMON GOOMBA

Common Goombas are the standard, brown variety. Due to their sheer numbers, they tend to get along with others of their kind, allowing for some amazing coordination.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your Dexterity score increases by 2. Another ability score of your choice increases by 1.

**Comraderie.** You are able to work well with others of your kind. You have advantage on Persuasion checks with other Goombas,

**Formation.** You can form acrobatic formations with other Common Goombas. The most common formation is a Goomba Stack, where, as an action, you can rally nearby, friendly, Common Goombas to jump on top of each other to form a stack. You decide where you are on the formation. You lead the Goomba Stack, and you can attempt to rush towards an enemy with your movement. Doing so counts as an unarmed attack, and a successful one pushes them 5 feet away from you, with you taking their place. The target takes 1d4 bludgeoning damage for each Goomba in the stack. If the stack is composed of 20 Goombas or more, each movement requires a Acrobatics check against a DC of the number of Goombas minus 5. Failing the check results in the stack falling apart. No Goomba in the stack will join a new formation for 1 hour. Your DM may allow other formations.



## PARA-GOOMBA

Para-Goombas are Goombas that have naturally grown wings. The wings can fall off when they're hurt too badly, but they'll grow back in a number of days if the Goomba survives the encounter.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your Dexterity score increases by 2. Another ability score of your choice increases by 1.

**Fallible Wings.** Your wings give you a flight speed of 30 feet for as long as you have them. However, if your health dips below half your max hit points, your wings fall off, and you fall to the ground, taking any fall damage depending on your height off the ground. Your wings will naturally grow back in 3d4 days. The effect of Lesser Restoration can immediately restore your wings.

## BIG GOOMBA

Big Goombas are larger than even humans, which acts to boost their strength but slow their speed and worsen their stealth. Upon death, there is a chance a Big Goomba will undergo budding and split into numerous Common Goombas.

**Size.** Your size is Large.

**Speed.** Your walking speed is 20 feet.

**Ability Score Increase.** Your Strength score increases by 2. Another ability score of your choice increases by 1.

**Budding Personality.** Whenever your health reaches 0 hit points, roll a Constitution saving throw against DC 6. On a failure, you split into 1d4 Common Goombas. Reroll if the 1d4 lands on a 1. Your skills are split between the remaining Goombas, and this might affect their personalities. Your DM will decide which Goombas receive which skills and how that affects your class levels, and you then pick which one you want to keep as your successor. From that moment forward, you play as that Goomba, and your Subspecies is now Common. The other Goombas are non-player characters. Upon splitting, all of the Goombas are at full health.

## GOLD GOOMBA

Gold Goombas have skin that matches the texture of gold, making it look like they are made of gold. They have a knack for fortune, but these Goombas are incredibly skiddish out of fear of being hunted for coins.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your Dexterity score increases by 2. Another ability score of your choice increases by 1.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.



## GREEN GOOMBA

Green Goombas have green skin. They're noticeably different from other varieties in that they are deceptively strong and able to deal some real damage, but their attacks are notoriously slow to pull off.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet.

**Ability Score Increase.** Your Strength, Dexterity, and another ability score of your choice each increase by 1.

**Charge.** You can use an action to charge an inner magical fury within yourself, and you begin to emit a faint aura. On your next successful attack that deals damage, add 1d12 of force damage, and the charge dissipates. Your charge only lasts 3 turns before dissipating.

## KOOPA TROOPA

Koopa Troopas are the natives of Bowser's Kingdom and are the predominant forces in his army. They aren't all evil, but many feel they owe their lives to Bowser. The rest run away to live their own lives outside his influence. They are small turtle people with shells that they can hide within to protect their bodies, though their shells are slippery and can slide into unexpected places. The shell is often considered to be the Koopa's outfit, though they usually also wear underwear beneath and shoes on their feet.

**Names.** Koopas tend to have names that start with the letter K, like Kylie Koopa, but sometimes they forgo tradition entirely, like Jagger.

**Size.** Your size is Small.

**Speed.** Your walking speed is 25 feet.

**Koopa Shell.** You have proficiency with shell armor and have your own shell. It is removable, but you are vulnerable to bludgeoning, slashing, and piercing damage when not wearing any armor. For you, wearing a shell does not count as wearing armor for the purposes of any class feat. When you heal, your shell heals as well.

**Languages.** You could speak, read, and write Common and one other language of your choice.

**Subspecies.** Choose from one of the more common subspecies of Koopa Troopas, such as Green, Red, Green Para, Red Para, Dry Bones, and Special.



## GREEN KOOPA TROOPA

Green Koopa Troopas tend to not be as bright as the others, but that results in them being quite foolhardy and often on the front lines. They're notorious for jumping off cliffs in their patrols, but their lack of discipline leads to a lot of them defecting to other factions.

**Creature Type.** You are a Humanoid.

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores each increase by 1.

**Foolhardy.** You tend to disregard cliff edges. You have advantage against being frightened and with ability checks when falling from a height great enough to give fall damage.

**Green Shelled.** Your natural shell is a Green Shell. You can swap it out for another one, but if your shell is destroyed or missing, you can attempt to grow a new one. You will always grow a Green Shell, and it takes 3d4 days to grow back to a usable state. Consult the Green Shell item description for more information.

## RED KOOPA TROOPA

Red Koopa Troopas tend to be more disciplined than others, and as such most of them exhibit loyalty to Bowser. Unlike their Green counterparts, these ones refuse to jump off cliffs unless forced, for their own safety.

**Creature Type.** You are a Humanoid.

**Ability Score Increase.** Your Dexterity, Constitution, and Intelligence scores each increase by 1.

**Hesitance.** You tend not to disregard cliff edges. You have advantage with perception checks where a clear and present danger to yourself seems to be present.

**Red Shelled.** Your natural shell is a Red Shell. You can swap it out for another one, but if your shell is destroyed or missing, you can attempt to grow a new one. You will always grow a Red Shell, and it takes 3d4 days to grow back to a usable state. Consult the Red Shell item description for more information.

## GREEN KOOPA PARATROOPA

Green Koopa Paratroopas share all qualities with their wingless counterparts, aside from their disregard of cliffs, but they also have naturally grown wings. The wings can fall off when they're hurt too badly, but they'll grow back in a number of days if the Koopa survives the encounter.

**Creature Type.** You are a Humanoid.

**Ability Score Increase.** Your Constitution score increases by 2. Your Wisdom score increases by 1.

**Green Shelled.** Your natural shell is a Green Shell. You can swap it out for another one, but if your shell is destroyed or missing, you can attempt to grow a new one. You will always grow a Green Shell, and it takes 3d4 days to grow back to a usable state. Consult the Green Shell item description for more information.

**Shell Wings.** You have wings on your shell that give you a flight speed of 25 feet for as long as you are wearing this shell. However, if your health dips below half your max hit points while wearing the shell, or if the shell's health itself dips below half of its max hit points, your wings fall off the shell, and you lose the flight speed. Your wings will naturally grow back in 3d4 days if you consistently wear a single shell during that length of time. You can only have one set of wings on a shell at a time. The effect of Lesser Restoration can immediately restore your wings, as long as you have a shell.



## RED KOOPA PARATROOPA

Red Koopa Paratroopas share all qualities with their wingless counterparts, aside from their trepidation of cliffs, but they also have naturally grown wings. The wings can fall off when they're hurt too badly, but they'll grow back in a number of days if the Koopa survives the encounter.

**Creature Type.** You are a Humanoid.

**Ability Score Increase.** Your Constitution score increases by 2. Your Intelligence score increases by 1.

**Red Shelled.** Your natural shell is a Red Shell. You can swap it out for another one, but if your shell is destroyed or missing, you can attempt to grow a new one. You will always grow a Red Shell, and it takes 3d4 days to grow back to a usable state. Consult the Red Shell item description for more information.

**Shell Wings.** You have wings on your shell that give you a flight speed of 25 feet for as long as you are wearing this shell. However, if your health dips below half your max hit points while wearing the shell, or if the shell's health itself dips below half of its max hit points, your wings fall off the shell, and you lose the flight speed. Your wings will naturally grow back in 3d4 days if you consistently wear a single shell during that length of time. You can only have one set of wings on a shell at a time. The effect of Lesser Restoration can immediately restore your wings, as long as you have a shell.

## DRY BONES

Dry Bones are undead Koopa Troopas that were brought back to life by dark magic. They are easy to defeat but very difficult to kill, as they can get back up even after seemingly being dead. They often throw bones as a form of attack, but their shells are pretty brittle.

**Creature Type.** You are an Undead.

**Ability Score Increase.** Your Constitution score increases by 3.

**Skeletal Form.** You are a skeletal skeleton of a Koopa, and so you have proficiency in throwing bones as improvised weapons.

**Bone Shelled.** Your natural shell is a Bone Shell. Unlike other Koopas, it is inseparable from your skeleton, and you cannot swap it out for another shell. For as long as you are conscious, if the shell is targeted, you take the damage instead. If both you and the shell are targeted, only you are targeted. Consult the Bone Shell item description for more information.

**Liminality.** If your hit points are brought to 0 by non-magical damage, instead of entering a dying state, you enter a liminal state between life and death. On your next turn, roll a liminal saving throw, which is a flat d20, against DC 16. You can attempt this check at the beginning of each turn, and you can do nothing else. On a success, or at the end of your 3<sup>rd</sup> turn in this liminal state, you heal 1 HP, your bones mend, your shell fully heals, you stand back up, you end your turn, and the liminal state ends. The liminal state ends early, your shell fully heals, and your bones mend if you are healed by some other means.

**Languages.** In addition to all of the languages a Koopa Troopa knows, you could speak, read, and write Ephemeral.

## SPECIAL KOOPA

Special Koopas are a generic term for non-standard Koopas with special shells or abilities. They are often employed as special units in Bowser's forces and can be quite unpredictable. Sometimes they have yellow, blue, black, or other shells. Sometimes they have spikes.

**Creature Type.** You are a Humanoid.

**Ability Score Increase.** Your Constitution score increases by 2. Another ability score of your choice increases by 1.

**Special Shelled.** Your natural shell is unusual. When you select the Special Koopa subspecies, decide which shell you want to have, such as Yellow, Blue, Gold, Spiny, Buzzy, Electro, Bomb, Dark, or Bowser. Spiked Blue Shells and Bone Shells are discouraged. Regardless of your natural shell, you can later swap it out for another one, but if your shell is destroyed or missing, you can attempt to grow a new one. You will always grow the type of shell you initially chose, and it takes 3d4 days to

grow back to a usable state. Consult the chosen shell item description for more information.



## SHY GUY

Shy Guys were originally native to Subcon, a dream realm, but they have entire populations in the Mario Universe as well. They often grow up in sheltered enclaves and fear outsiders, though inevitably some venture out into society. They wear masks to hide their true faces, and revealing the secret of the Shy Guy is the ultimate taboo for them. They have their own language and are quite short. Shy Guys usually dress in onesies with belts and shoes to complement their masks, but there is a remarkable variety on a case by case basis.

**Names.** Shy Guys tend to name themselves as any given word, followed by "Guy", like Stilt Guy.

**Creature Type.** You are a Fey.

**Size.** Your size is Small.

**Ultimate Taboo.** Your mask is firmly affixed to your face, but it can be removed with enough force. What you look like under the mask and under your clothes is considered by all Shy Guys to be an absolute secret for only Shy Guys to know. You cannot wear anything that would show skin and can only change in private. If someone does find out, consult your DM and work out what your true form might be. There is no prescriptive answer for what your true form is, or even if all Shy Guys have the same true form.

**Languages.** You could speak, read, and write Common and Subcon.

**Subspecies.** Choose from one of the more common subspecies of Shy Guys, such as Common, Beezo, or Lantern Ghost.

### COMMON SHY GUY

Common Shy Guys are usually red, but they dress in other colors and even entirely different outfits based on their specialty if they choose one. These Shy Guys often pick a specific item, element, or force to intimately understand and use in combat or vocation and renaming themselves after that thing.

**Speed.** Your walking speed is 25 feet.

**Ability Score Increase.** Your Wisdom score increases by 2. Another ability score of your choice increases by 1.

**Specialization.** As a Shy Guy, you can specialize in one very specific thing. When you select this subspecies, decide what is your specialty, which can be with a specific item, melee weapon, improvised weapon, ranged weapon, armor, power-up, skill, or elemental theme. You have expertise with whatever that is, and your DM might decide you gain other benefits like resistances, skills, or special effects, based on the specialty. You can choose to not have picked a specialty yet, instead choosing it later, but you must gain familiarity with the chosen subject before you can select it. Examples include Spear Guys, Fly Guys, Stilt Guys, Pyro Guys, Animal Trainer Guys, Mace Guys, Petal Guys, and Woozy Guys, which would have expertise with spears, flying, stilts, fire, animals, maces, plants, and dodging, respectively.

### BEEZO

Beezos are a type of flying Shy Guy that still live in Subcon, and they exhibit more avian features. They can fly and wield pitchforks, but they're not very versatile.

**Speed.** Your walking speed is 25 feet, and you have a flight speed of 25 feet.

**Ability Score Increase.** Your Dexterity, Wisdom, and another ability score of your choice each increase by 1.

**Trusty Bident.** You have a trusty bident, and you have proficiency with bidents and tridents, which are mechanically identical to spears.

## LANTERN GHOST

Lantern Ghosts are not actually ghosts, but some people insist they are just from how they act and behave. Darkness is their home, and they carry robust lanterns to light things up for them just enough to see things better. They can be grey, green, orange, or brown, and their masks are more hood-like than traditional Shy Guys.

**Speed.** Your walking speed is 25 feet.

**Ability Score Increase.** Your Intelligence, Wisdom, and another ability score of your choice each increase by 1.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Trusty Lantern.** You have a trusty lantern, and you have proficiency with lanterns. Your trusty lantern has a knob to adjust the amount of light it gives off. At its brightest, it emits bright light in a 20 foot radius and dim light for an additional 20 feet. However, it can also be used to emit dim light in a 20 foot radius, and it can be turned off altogether.



The light source within it is magical, and you know how to create a magical flame that you can use to make a replacement lantern. You can only have one magically lit flame at any time.

## BOB-OMB

Bob-ombs are a species of sentient bombs created so long ago that not even they know how they came into being. Their bodies work on mechanical clockwork, and as long as they have their keys wound, they can keep functioning without even eating or drinking. There are two main varieties which have been at odds for a long time, but that wedge was solidified when Bowser rose to prominence. They have fuses that can be lit by fire, which results in detonation. Bob-ombs can survive a detonation, but the bigger the blast, the higher likelihood they have of being blown to bits. They often follow rigid rules in whatever communities they're in, and often they only wear hats and decorative pieces to signify their roles in their societies.

**Names.** Bob-ombs tend to have simple, one-word names, sometimes with a rank or title, like General White.

**Creature Type.** You are a Construct.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet.

**Vigilance.** You don't need that much sleep to be on alert. You qualify for a long rest even if you only rested for as little as 4 hours.

**Carapace Armor.** Your carapace provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

**Wind-Up Arm.** You lack conventional arms, but you have a wind-up key on your back that can be used as a singular arm. The key can be used to hold things and swing weapons, but it is not capable of gripping or wielding objects. Other creatures can affix objects to your key with the following: scrap metal or some kind of adhesive, 10 minutes of time, and a successful tool skill check. Attempting to do a melee attack or use a shield with your key

requires you to face away from your target. You are unable to grapple.

**Last Resort.** As an action, you can ignite your fuse. In exactly 3 turns, you must use your next action to explode. The fuse can be doused with non-flammable fluid or by spending an action smothering the flame. If you ever take fire damage, the fuse ignites automatically. When you explode, every creature in a certain radius makes a contested Dexterity saving throw against a Strength check from you. If the target fails, it takes 1d12 fire damage. If the target succeeds, they take half damage. At 1<sup>st</sup> level, the radius is 5 feet. At 5<sup>th</sup> level, the radius is 10 feet, and the damage is instead 2d12. At 10<sup>th</sup> level, the radius is 15 feet, and the damage is instead 4d12. When you explode, you die, with no death saving throws.

**Languages.** You could speak, read, and write Common and Bomb.

**Subspecies.** Choose from one of the more common subspecies of Bob-ombs, such as Common and Buddy.

## COMMON BOB-OMB

Common Bob-ombs have black carapaces, though it's not uncommon to find them having had their bodies painted another color if they want to stand out. These Bob-ombs tend to more easily able to trigger, and most of them sided with Bowser.

**Ability Score Increase.** Your Strength, Wisdom, and another ability score of your choice each increase by 1.

**Shockwave.** As an action, you can emit a shockwave within a 5 foot radius. Each creature, besides you, in that radius makes a contested Dexterity saving throw against a Strength check from you. If the target fails, it takes 1d8 force damage.

## BOB-OMB BUDDY

Bob-omb Buddies have pinkish-red carapaces and different accents. They sided against Bowser and constantly try to fight and set themselves apart from the "evil" Bob-ombs. Due to being lesser in

number, they prefer to fire cannons than detonate themselves.

**Ability Score Increase.** Your Wisdom, Charisma, and another ability score of your choice each increase by 1.

**Explosives Expert.** You have advantage on any attack roll, skill check, or saving throw that is related to explosives or might result in force damage, with the exception of your Last Resort feat.



## BOO

Boos are naturally born ghosts, unlike many ghosts that are considered undead versions of other species. They are small, orb-like, and hover about and phase through walls. They are resistant to physical attacks, but sunlight and bright artificial lights prove deadly to them. Boos don't like for people to look at them, and they get shy when seen. They are not normally able to walk, and their hovering speed is noticeably slow. They tend to live in clusters in haunted manors or places with a high rate of death.

**Names.** Boos tend to have simple names, like Peepa, or names with the phrase "Boo" in it, like Booregard.

**Creature Type.** You are an Undead.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Light Sensitivity.** Light is your foremost weakness. If you are the target of a bright light, if you are in the immediate vicinity of a bright light, or if direct sunlight makes contact with your body,

you take 4d8 magical radiant damage each turn. The source of the bright light must be a white or yellow-white light like the sun or a sufficient artificial light. Torches, open flames, lava, colored lights, and the refracted light from dawn or dusk do not affect you.

**Ghostly Form.** Your body behaves in special ways due to your ghostly form. You have resistance to all forms of non-magical damage. If you go unconscious, your body does not fall to the ground. Instead, it just slowly drifts. If you die, your body dissipates and disappears entirely, with all of your possessions falling to the ground.

**Phase Walk.** You can phase through walls. As an action, you can change your flying or climbing speed into a phasing speed that allows you to move through solid objects for the rest of your turn. You must end your turn in an open space to avoid becoming stuck in a solid object. While you are phasing, your vision is obscured unless the solid objects are transparent, and you have advantage on stealth checks except against Temorsense. During this time, you take damage equal to any damage taken by the objects through which you phase. The moment you enter an open space after phasing, your phasing speed returns to whatever speed it had been before activating Phase Walk. If you do somehow get stuck in a solid object, you take 4d8 magical force damage at the beginning of each turn that you remain.

**Languages.** You could speak, read, and write Common and Ephemeral.

**Subspecies.** Choose from one of the more common subspecies of Boos, such as Common, Red, Big, Bomb, and Stretch.

## COMMON BOO

Common Boos are stark white. To avoid being seen, they'll often turn incorporeal and invisible for brief periods when seen, but they cannot move when doing that.

**Size.** Your size is Small.

**Speed.** Your walking speed is 0 feet, and you have a flight speed of 25 feet.

**Ability Score Increase.** Your Constitution score increases by 1. Your Wisdom score increases by 2.

**Invisify.** As an action, you can turn your body invisible and incorporeal. You become invisible, gain advantage on stealth checks, and all creatures and objects can simply move through you. You are not able to be targeted by anything besides attacks that would deal psychic damage. However, remaining in this state requires concentration, and you cannot use any movement when Invisify is in effect. Remaining in this state works like holding your breath. Attempting to stay in this state for longer than 30 seconds results in an exhaustion point for each additional 6 seconds.

## RED BOO

Red Boos are a pinkish-red and smaller than Common Boos. While they cannot normally turn incorporeal, they can instead turn into walkable blocks when they make contact with water. In this state, they are immune to physical attacks but cannot move.

**Size.** Your size is Small.

**Speed.** Your walking speed is 0 feet, and you have a flight speed of 25 feet.

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores each increase by 1.

**Blockify.** If your body ever makes contact with water, you bloat to the size of a square, floating platform and remain that way until 1 minute has passed since you were no longer in contact with water. While you are in this state, your flight speed drops to 5 feet, and you are unable to perform any actions with your arms. Other creatures can easily stand on you with no adverse affects, and you cannot Phase Walk in this state. While in this state, you gain a +2 bonus to your AC.



## BIG BOO

Big Boos are white but larger than Common Boos. They tend to be some of the slowest beings, but they also tend to not be as shy as their smaller counterparts. They can siphon life energy by just being near a non-ghost, non-undead entity.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 0 feet, and you have a flight speed of 20 feet.

**Ability Score Increase.** Your Strength, Constitution, and Wisdom scores each increase by 1.

**Necrotic.** Starting at 3<sup>rd</sup> level, you know the Sapping Sting cantrip. Wisdom is your spellcasting ability for this spell.

## BOMB BOO

Bomb Boos are black with yellow eyes. They have enormously long tongues they use to lick things and are a bit more erratic than Common Boos. They sneak up on enemies and detonate themselves at great personal risk.

**Size.** Your size is Small.

**Speed.** Your walking speed is 0 feet, and you have a flight speed of 25 feet.

**Ability Score Increase.** Your Constitution, Wisdom, and Charisma scores each increase by 1.

**Long Tongue.** You have a long tongue that can extend to 10 feet in length, and you can use it like an arm. It is, however, not resistant to non-magical damage like the rest of your body is.

**Kamikaze.** If you make enough of an impact that either you or something else takes damage, you will explode unless you consciously choose not to do so. When you explode, every creature in a certain radius makes a contested Dexterity saving throw against a Strength check from you. If the target fails, it takes 1d12 necrotic damage. If the target succeeds, they take half damage. At 1<sup>st</sup> level, the radius is 5 feet. At 5<sup>th</sup> level, the radius is 10 feet, and the damage is instead 2d12. At 10<sup>th</sup> level, the radius is 15 feet, and the damage is instead 4d12. When you explode, you die, with no death saving throws.

**Languages.** In addition to all of the languages a Boo knows, you could speak, read, and write Bomb.

## STRETCH BOO

Stretch Boos are white and have embraced corporeality, with parts of their form able to stick onto surfaces. These Boos thus trade the ability to turn incorporeal for the ability to walk and climb, though their hovering suffers as well.

**Size.** Your size is Small.

**Speed.** Your walking speed is 25 feet, and you have a climb speed of 30 feet.

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores each increase by 1.

**Shadow Stealth.** Once per long rest, as a reaction, you can hide within a solid surface that is not lit by bright light. This is not the same as your Phase Walk feat, and you are invulnerable to damage while hidden in this way. You exist outside the material plane, instead existing within a temporary pocket dimension of shadow. This effect remains for only one turn, and your action of your next turn must be to resurface and end the effect. You can resurface anywhere within a 30 foot radius of where you disappeared, as long as it is a contiguous surface from where you disappeared. Undead creatures count as solid surfaces. You can bring one willing creature of size Medium or smaller with you.





## BLOOPER

Bloopers are the most dominant intelligent species of the seas of the Mushroom World. They tend to be white, though they can be other colors, with pink being the second most common. They have ten tentacles, with two being used as arms, but they're smaller than humans and have small tentacles. Most Bloopers can only navigate land by crawling, but some acquire a psychic ability to float gently above the ground. Even so, they cannot survive without water indefinitely and need to hydrate for their own preservation. They also can emit a slippery and blinding black ink. While they protect their young, upon maturation, Bloopers tend to find their own paths in life, leaving their families behind.

**Names.** Bloopers simply tend to be named "Bloopie", though sometimes they have a prefix, like Gooper Bloopie.

**Creature Type.** You are a Beast.

**Tremorsense.** You can detect and pinpoint the origin of vibrations within a specific radius, provided that you and the source of the vibrations are in contact with the same body of water. For you, Tremorsense only applies in water and only for 60 feet.

**Limited Amphibian.** You can breathe air and water, but you must be submerged in water at some point during a long rest for it to count as a long rest.

**Tentacled.** You normally have somewhere between 5 and 10 tentacles. If a tentacle is

dismembered, it can grow back in 3d4 days. 2 of your tentacles are longer than the rest and function as arms. Your tentacles' suckers can hold things but do not have enough strength to allow you to climb.

**Blooper Mover.** You are able to navigate on land. When you select this species, decide whether you psychically levitate a maximum of 1 foot off the ground or you just crawl with your tentacles. If you choose the psychic option, you are technically not touching the ground, but it is still considered part of your walking speed.

**Languages.** You could speak, read, and write Common and Aquan.

**Subspecies.** Choose from one of the more common subspecies of Bloopers, such as Common, Big, and Goop.

### COMMON BLOOPER

Common Bloopers are smaller than humans and swim relatively fast.

**Size.** Your size is Small.

**Speed.** Your walking speed is 30 feet, and you have a swim speed of 30 feet.

**Ability Score Increase.** Your Dexterity, Constitution, and another ability score of your choice each increase by 1.

**Ink Jet.** Once per long rest, you can squirt a spray of black ink below you as a bonus action. If used on land or in the sky, it hits the ground, and where it hit, there is a 5 foot square that is difficult terrain. A creature that enters the area or ends its turn there must succeed on a Dexterity saving throw with DC 12 + your proficiency modifier, or fall prone. If there is a creature standing that spot when you ink it, the creature makes the Dexterity saving throw immediately. On a failure, it is also blinded. If Ink Jet is used while in weightless space, water, or some other liquid substance, you have +5 cover to your AC until the end of your next turn within a 10 foot radius of where you used it.

### BIG BLOOPER

Big Bloopers have much slower speeds but make up for it with increased strength, and they grow to

enormous sizes, though usually they reach only larger than human sizes.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 25 feet, and you have a swim speed of 25 feet.

**Ability Score Increase.** Your Strength, Dexterity, and another ability score of your choice each increase by 1.

**Ink Jet.** Once per long rest, you can squirt a spray of black ink below you as a bonus action. If used on land or in the sky, it hits the ground, and where it hit, there is a 5 foot square that is difficult terrain. A creature that enters the area or ends its turn there must succeed on a Dexterity saving throw with DC 12 + your proficiency modifier, or fall prone. If there is a creature standing that spot when you ink it, the creature makes the Dexterity saving throw immediately. On a failure, it is also blinded. If Ink Jet is used while in weightless space, water, or some other liquid substance, you have +5 cover to your AC until the end of your next turn within a 10 foot radius of where you used it.

## GOOP BLOOPER

Goop Bloopers are mutated from goop and have distorted proportions as a result. They are able to spit goop at enemies from afar and have resistance to poison.

**Size.** Your size is Medium.

**Speed.** Your walking speed is 25 feet, and you have a swim speed of 25 feet.

**Ability Score Increase.** Your Strength, Dexterity, and another ability score of your choice each increase by 1.

**Poison Resilience.** You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

**Goop Shot.** You know the Acid Splash cantrip. Constitution is your spellcasting ability for this spell. The acid you shoot is a type of goop, and any creature, besides you, that physically touches it takes 1d4 acid damage. It dissipates if it comes into contact with water.



## PIRANHA PLANT

Piranha Plants are the most common form of intelligent plant on the Mushroom World, but they are often seen as a menace due to their completely alien way of viewing life. They are fiercely territorial but will make allegiances if deemed necessary. They have bulbous heads that come in many colors, though usually red, and their bodies are made of green stalks and leaves. Piranha Plants bite with sharp teeth, but they lack eyes to see prey coming, instead having to sense nearby prey via other means. They lack much social awareness and often live in pipes, pots, or in the ground. There are many, many variations of them, as they adapt to their environments in small but significant ways.

**Names.** Piranha Plants tend not to engage in language, and as such, only the outgoing few even bother with names.

**Creature Type.** You are a Plant.

**Size.** Your size is either Small or Medium.

**Blindsight.** You can perceive your surroundings without relying on sight within a 60 foot radius. Lacking eyes, you are unable to sense your surroundings beyond 60 feet away.

**Piranha Bod.** You are vulnerable to fire damage, and your unarmed attacks deal piercing damage instead of bludgeoning damage. Also, you have two leaves that function as arms.

**Languages.** You could speak, read, and write Common.

**Subspecies Roots.** Choose one type of roots your specific subspecies uses to move from the following options:

**Potted.** You are planted in a clay pot that is filled with dirt. You can move by hopping around in the pot. You're fairly good at it, but your walking speed is only 20 feet. The pot can be destroyed, but it can be replaced. If you lack a pot or pot-like device, your walking speed becomes 0 feet until you acquire one. The default clay pot adds a +1 bonus to your AC.

**Piped.** You are planted in a pipe. You can move between that pipe and any connecting pipes with a special pipe speed of 40 feet. The pipe can be disconnected, carried, and/or wheeled about. Your DM will decide what walking speed is appropriate depending on your pipe modifications.

**Tunneling.** You are planted directly in the ground. Your walking speed is 0 feet, but you have a burrow speed of 35 feet. When you burrow, your trail is so narrow that only other tunneling Piranha Plants can fit in it, and the trail requires a Perception check to notice. Emerging or withdrawing from the ground are free actions, but you cannot breathe or end a turn within the narrow burrow trail. Stoney areas are difficult terrain for you, and you are unable to burrow through concrete, brick, metal, or wood.

**Walking.** Instead of roots, you have grown green feet for walking. Your walking speed is 25 feet.

**Jumping.** You have coiled roots that fling you into the air. Your walking speed is 0 feet, but you can jump 25 feet in any direction as a bonus action.

**Rolling.** You have retractable roots that allow you to curl into a ball to roll around. When rolled up, your walking speed becomes 30 feet, but when unrolled, your walking speed becomes 0 feet. You cannot use your arms or bite while rolling. Curling up and uncurling are free actions. Your DM might give you a movement penalty depending on what objects you are carrying while rolling.

**Flying.** Your roots are wing-like, which give you a flight speed of 30 feet for as long as you have them. However, if your health dips below half your max hit points, your wings fall off, and you fall to the ground, taking any fall damage depending on your height off the ground. Your

wings will naturally grow back in 3d4 days. The effect of Lesser Restoration can immediately restore your wings.



**Subspecies Stalk.** Choose one type of stalk your specific subspecies has from the following options:

**Standard.** You have a standard, green stalk. An ability score of your choice increases by 1.

**Nonexistent.** Your stalk is so short that it is hard to spot. If you have a speed that is more than 0 feet, you have an extra 5 feet in that speed. Jumping distance can also be extended if no speed is available.

**Spiky.** Your stalk has spiky barbs along it. You have a +1 bonus to your AC.

**Elastic.** Your stalk is stretchy. You can move your head independently 30 feet away from your body as a special stretch speed. Your AC drops by 1 point when you stretch more than 5 feet, and it drops by 2 points when you stretch more than 15 feet.

**Bean.** Your stalk sprouts from a bean. Due to your familiarity with beans, you could speak, read, and write Beanish in addition to Common. This feat is not compatible with the Bone Form feat, and you must choose one or the other.

**Subspecies Core.** Choose the core variation your specific subspecies uses to survive from the following options:

**Standard.** Your head might be red with white polka dots, but it might be other colors. An ability score of your choice increases by 1.

**Muncher.** Your head lacks teeth but is considerably tougher. It is solid white, black, orange, or purple. You always have disadvantage when doing unarmed attacks, but you have a +1 bonus to your AC.

**Ptooe Ball.** Starting at 3<sup>rd</sup> level, you know the Fire Bolt cantrip, but you spit a spiked metal ball instead of fire from your mouth with no needed components. It deals piercing damage instead of fire damage. Intelligence is your spellcasting ability for this spell. You can juggle the spiked ball with ease. You have resistance to piercing damage. Your head might be red, green, or yellow with white polka dots.

**Fire Ball.** Starting at 3<sup>rd</sup> level, you know the Fire Bolt cantrip, but you spit the fire from your mouth with no needed components. Intelligence is your spellcasting ability for this spell. You have resistance to radiant damage. Your head might be red with white polka dots or black with red polka dots.

**Ice Ball.** Starting at 3<sup>rd</sup> level, you know the Fire Bolt cantrip, but you spit a wispy ball of ice instead of fire from your mouth with no needed components. It deals cold damage instead of fire damage. Intelligence is your spellcasting ability for this spell. You have resistance to cold damage. Your head might be red or blue with white polka dots.

**Poison Shot.** Starting at 3<sup>rd</sup> level, you know the Acid Splash cantrip, but you spit a goop-like poison instead of acid from your mouth with no needed components. It deals poison damage instead of acid damage. Intelligence is your spellcasting ability for this spell. You have resistance to poison damage. Your head might be red with white polka dots or yellow with red polka dots.

**Inky Shot.** Once per long rest, you can squirt a spray of black ink with a range of 5 feet as a bonus action. It hits the ground, and where it hit, there is a 5 foot square that is difficult

terrain. A creature that enters the area or ends its turn there must succeed on a Dexterity saving throw with DC 12 + your proficiency modifier, or fall prone. If there is a creature standing that spot when you ink it, the creature makes the Dexterity saving throw immediately. On a failure, it is also blinded. You have resistance to acid damage. Your head might be black with white polka dots.

**Spiny Bod.** You have spines all over your body, including your head. Any creature that makes physical contact with you without your consent takes 1d4 piercing damage. You have resistance to force damage. Your head might be black with red spines or purple with white spines.

**Bone Form.** You are a strange plant made of bones instead of organic matter. Due to your familiarity with bones, you could speak, read, and write Ephemeral in addition to Common. You have resistance to necrotic damage. This feat is not compatible with the Bean feat, and you must choose one or the other.

**Gold Form.** You have skin that matches the texture of gold, making it look like you are made of gold. When you roll a 1 on a saving throw, you can reroll the die and must use the new roll. You have resistance to bludgeoning damage.



# CLASSES

Classes are the professions that adventurers can have. See the Player's Handbook for a breakdown of Classes. Mario-specific information on the classes and sub-classes are listed below.

## ARTIFICER



Artificers use science and engineering to make their way forward in the world. There are three common subclasses.

### MARIO DIFFERENCES

Artificers in the Mario Universe differ from artificers in other realms in the following ways:

- Proficiencies: Artificers are proficient in guns and blasters.
- Artificer Specialist: The available specialties are Builder, Chef, and Inventor.
- Replicate Magic Item: Items available in the Mario Universe can be added to the Replicable Items tables at your DM's discretion. It is advised your DM limit you to magic items your character has seen before.



## BUILDER

Builders prioritize shaping the world around them and engaging in massive construction projects. They are able to erect scaffolding at alarming speeds and have a knack for finding hidden blocks to use for platforming. Knowing the dangers of construction, Builders often don protective equipment and support systems for them and their allies. There's a saying that no cliff is too high for a Builder to climb with enough time and resources.

### TOOLS OF THE TRADE

*3rd-Level Builder feature*

You gain proficiency with blocks as improvised weapons. You also gain proficiency with carpenter's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice or hammers.

### BUILDER SPELLS

*3rd-Level Builder feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Builder Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

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### BUILDER SPELLS

Artificer Level	Spell
3rd	Tenser's Floating Disk, Jump
5th	Rope Trick, Enlarge/Reduce
9th	Leomund's Tiny Hut, Major Image
13th	Fabricate, Stone Shape
17th	Passwall, Wall of Force

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### ARCANE BLOCK

*3rd-Level Builder feature*

Your constructive pursuits have led to you making blocks a conduit for your magic. As an action, you can turn a block you are touching into an Arcane Block, provided you have carpenter's tools in hand.

You gain the following benefits while this block is in your possession:

- If the block normally has a slow effect, the Arcane Block does not slow you.
- You can use the Arcane Block as a spellcasting focus for your artificer spells.
- You find yourself able to push the block around easily, and you can also carry the block easily with one arm.
- You can doff or don the block on your head as an action.

The block continues to be an Arcane Block until you make another Arcane Block or you die.

### BLOCK COLLECTION

*3rd-Level Builder feature*

You can now collect blocks to place at a later time. As an action, you can use your carpenter's tools to remove 5 cubic feet of solid material from a natural or artificial structure. The material becomes a Special Block. You can designate a container to be your Block Storage. As an action, you can attempt to place a block into the Block Storage, and the block shrinks down to the size of a small cube that fits in your hand when it is placed in the Block Storage. Your Block Storage can hold all blocks you get with this feature or any blocks you get through other means. As an action, you can also retrieve a block or place a block. You can place a block to float in the air, at a minimum height of 5 feet.

The blocks you find can have varying properties, as seen in the Block Materials table. If a ground material has difficult terrain in any way, the block also has that difficult terrain.



### BLOCK MATERIALS

Material	Properties
Earth	The block can be crushed with a Strength check only if a tool is used.
Block	The block is a standard block, like a Coin Block, and it follows the rules of that type of block.
Brick	The block can be crushed with a Strength check.
Cloud	The block is soft but keeps its shape without support.
Food	The block can be eaten for 1d12 hit points for a full meal's worth. One block contains 4d4 full meals.
Ice	The block is slippery and is difficult terrain.
Magic	Damage done with this block counts as magical damage.
Metal	The block is very hard and very heavy.
Moon	The block is made of stone-like material, but it becomes poisonous to breathe around it if it is crushed.
Mushroom	The block can be eaten if cooked for 1d4 hit points for a full meal's worth. One block contains 2d4 full meals.
Sand	The block is soft and falls apart immediately when placed if no support is made for it.
Stone	The block is hard and heavy.
Wood	The block is vulnerable to fire.
Other	The block is made out of some other substance or a variety of substances. There are no special effects except as determined by your DM.

### QUICK SCAFFOLDING

*5th-Level Builder feature*

You can spend 15 minutes to convert one block's worth of materials into scaffolding using your carpenter's tools. The scaffolding can take numerous forms, as long as you do not exceed the single block's mass, but it can potentially be a 15 foot tall ladder for climbing. The scaffolding is made out of the same material that the block was constituted. You can do this activity multiple times and chain together scaffolding and ladders. You can

also destroy your scaffolding with this same feature. Once per long rest, you can use this feat in the span of only 5 minutes.

### BUILD INFUSIONS

#### *9th-Level Builder feature*

You can turn your Arcane Block into the form required for your artificer infusions, but it retains a cubic aesthetic and general shape. Even in the new shape, it is still considered your Arcane Block. In addition, you can now have three Arcane Blocks simultaneously. Attempting to make a 4th Arcane Block will remove that designation from one of the previous three. You can decide which loses its designation as an Arcane Block.

### ENEMY EDITOR

#### *15th-Level Builder feature*

You've learned to alter the placement of creatures. As a bonus action, you can have a creature of Large size or smaller that you can see immediately swap places with one of your Arcane Blocks. You can use this feat only three times per long rest. Your attempt to use this feat fails if it would result in the creature taking fall damage or falling into a directly harmful substance. If your Arcane Block is still in your Block Storage, your Block Storage is destroyed, and your blocks grow to their proper size and scatter about the immediate area. You do not need to know where your Arcane Blocks are when you use this feat.



### CHEF

Chefs are the alchemists of the Mario Universe and many other realms. With foods, weapons, and healing items occurring frequently in nature, they are the ones that mix and match these things as ingredients. They are trained in chemistry, but there's no replacement for real world experience. Chefs are ultimately servants, making goodies for friends and allies to use, and the most experienced of them are indispensable when prepping for severe combat.

### TOOL PROFICIENCY

#### *3rd-Level Chef feature*

You gain proficiency with alchemist's supplies and cook's utensils.

### CHEF SPELLS

#### *3rd-Level Chef feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Chef Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

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### CHEF SPELLS

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Artificer Level	Spell
3rd	Healing Word, Sleep
5th	Enhance Ability, Zone of Truth
9th	Revivify, Tongues
13th	Charm Monster, Death Ward
17th	Greater Restoration, Mass Cure Wounds

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### EXPERIMENTAL MEAL

#### *3rd-Level Chef feature*

Whenever you finish a long rest, you can magically produce an experimental meal in an empty, opaque container you touch. Roll on the Experimental Meal table for the item's effect, which is triggered when someone consumes the meal. As an action, a creature can scarf the meal or administer it to an incapacitated creature.

You can create additional experimental meals by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the meal in an empty flask you touch, and you choose the meal's effect from the Experimental Meals table.

Creating an experimental meal requires you to have cook's utensils on your person, and any meal you create with this feature lasts until it is consumed or until the end of your next long rest.

When you reach certain levels in this class, you can make more meals at the end of a long rest: two at 6th level and three at 15th level. Roll for each meal's effect separately. Each meal requires its own container.

## EXPERIMENTAL MEALS

### d6 Effect

- 1 **Healing.** The user regains a number of hit points equal to  $2d4 +$  your Intelligence modifier.
- 2 **Swiftness.** The user's walking speed increases by 10 feet for 1 hour.
- 3 **Resilience.** The user gains a +1 bonus to AC for 10 minutes.
- 4 **Boldness.** The user can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
- 5 **Flight.** The user gains a flying speed of 10 feet for 10 minutes.
- 6 **Transformation.** The user's body is transformed as if by the alter self spell. The user determines the transformation caused by the spell, the effects of which last for 10 minutes.

## EXPERIENCED COOK

### 5th-Level Chef feature

You have made enough meals that you're better able to make them come out the way you want. Whenever you use the Experimental Meal feat, instead of rolling a d6, you roll a  $d20 +$  your Intelligence modifier against DC 11. On a success, you can instead choose which effect you desire. On a failure, roll the d6 as instructed.

## NATURAL CHEMIST

### 9th-Level Chef feature

You have figured out how to merge two vastly different food sources together and preserve the taste and effects of each ingredient. You can spend half an hour using your cook's utensils to make a meal item, where you designate two objects as ingredients. The ingredients are destroyed in the process, and the produced meal has the properties and effects of both ingredients. You must have a sustained flame or significant heat source present to use this feat. The DM may decide that your attempt failed if the merged meal is completely nonsensical, if one or both of the ingredients are inedible, or if one or both of the ingredients are dubiously edible. A failure produces a mistake, which is a meal item that heals 1 hit point upon consumption.

## FOOD MASTERY

### 15th-Level Chef feature

You have tasted so many failed meals that ailments pose little risk to you, and you can quickly end certain ailments:

- You gain resistance to acid damage and poison damage, and you are immune to the poisoned condition.
- You can cast lesser restoration and heal without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.
- Whenever you eat one of the experimental meals you create, you gain temporary hit points equal to  $2d8 +$  your Intelligence modifier (minimum of 1 temporary hit point).



## INVENTOR

Inventors are often scientists, but they're defined through the construction of novel machines. Examples include nut guns, automatons, ghost devices, magic paintbrushes, and vehicles. Most inventors have a single invention as their primary focus and claim to fame, but with enough experience, they can produce a multitude of inventions to suit the situation. They may not be the fiercest in combat when unarmed, but they choose what they bring into battle more than anyone else.

### SCIENTIFIC ARTIFICE

*3rd-Level Inventor feature*

You have learned science on the job. You gain the Science background feature. If you already have the Science background feature when gaining this feature, you instead gain the Advanced Science background feature.

Also, Binary is added to the languages you could speak, read, and write.

### INVENTOR SPELLS

*3rd-Level Inventor feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Inventor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.



### INVENTOR SPELLS

Artificer Level	Spell
3rd	Shield, Identify
5th	Arcane Lock, Silence
9th	Counterspell, Nondetection
13th	Banishment, Otiluke's Resilient Sphere
17th	Mislead, Animate Objects

### PRIZED INVENTION

*3rd-Level Inventor feature*

You've learned how to create a magical or technological invention of your own design. Using tinker's tools, you can spend 4 hours to create your invention from pieces of metal, plastic, wood, or magical artifacts, whether you are creating it for the first time or recreating it at a later time. You can only use possess one instance of your invention, and so you can only make more to replace it if stolen or destroyed or to give to others.

However, you have proficiency with your invention, but no other creatures have proficiency with it due to how new it is. Your invention is considered a magical object, and the form it takes can vary. Choose one invention from the options below to be your invention, or alternatively work with your DM to have a uniquely tailored invention for your character:

**Walking Cannon.** Your invention is a Small cannon that resembles a Bullet Bill Blaster with two mechanical legs, an AC of 18, hit points equal to 5 times your artificer level, immunity to poison and psychic damage, ability scores of 10, walking speed of 15 feet, and a ranged attack. As a bonus action, you can command it to move or fire. When it fires, make a ranged spell attack originating from the cannon at a target within 120 feet of it. On a hit, the target takes 2d8 force damage from a magical blast and is pushed 5 feet away if possible.

**Handheld Blaster.** Your invention is a handheld blaster that resembles a Rabbid weapon but made to your own specifications. Choose one of the following types of damage it deals: acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. When it fires, make a ranged spell attack on a target, and on a hit, the target takes 3d4 of

that damage. If your invention is 2-handed, it is heavier, but you can add a d4 to the damage. Your invention can have a range between 30 and 120 feet. If the range is 60 feet or below, you can add a d4 to the damage. If your invention has splash damage, subtract a d4 from the damage but deal d4 damage for other creatures within 5 feet of where the blast lands.

**Handheld Wand.** Your invention is a handheld rod, staff, wand, tool, paintbrush, or other kind of technological stick. You have imbued specific magical abilities into it. Choose one 1st-level spell and one 2nd-level spell the wand can do from any spell list. You can use the invention as your spellcasting focus to cast the 1st-level spell 5 times per long rest and the 2nd-level spell 1 time per long rest. You can also use the invention as a melee weapon that deals d8 bludgeoning damage. If a creature tries to use it without proficiency, the spells might misfire on itself and allies.

**Tech Armor.** Your invention is a special form-fitting armor made to fit your body specifically. It is deceptively protective and it has the AC bonus of heavy armor despite being light armor. Choose one of the following artificer infusions it naturally has: Armor of Magical Strength, Enhanced Defense, or Resistant Armor. This infusion does not count against your maximum number of infusions.

**Psi Helmet.** Your invention is a helmet with an antenna that channels your mind. It allows you to cast the sending spell 5 times per long rest. If the target is more than 250,000 miles away from you, you must roll a d20 + your spell modifier against DC 15 when attempting the spell for it to succeed. You cannot use the spell to speak across realms, but the target can be a creature that you have only heard briefly about. If multiple creatures go by the brief description you have, the DM might decide you messaged the wrong one. You can choose an unlimited number of targets for each sending spell for only creatures within 30 feet of you. Each target of your sending can attempt an Intelligence saving throw against your spell save DC to ascertain a general idea of your current location. If a creature tries to use your invention without proficiency, they take 2d12 psychic damage for each use.

**Magic Goggles.** Your invention is a set of goggles that allow you to magically view from angles other than where you stand. The goggles

have a sensor that you can move at will when wearing them at a fly speed of 10 feet. The sensor can lock onto moving ground below it such as a planet or vehicle and only uses its movement speed in relation to the ground below it. It can also be locked onto the goggles themselves if it is within 5 feet of them. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. It is a free action to move the goggles off or onto your eyes but have them still worn. You can move the sensor as a bonus action. You can use the goggles even if you lack eyes or are blinded. As an action, you can adjust the goggles to view an equivalent area in another realm. You can either specify the realm if you are familiar with it or guess by rolling on the Other Realms table. If a creature tries to use your invention without proficiency, they are unable to move the sensor in any way.

**Artificial Power.** Your invention is a wearable, adjustably-sized belt that was made to simulate a power-up. As an action, once per long rest, you can activate the gadget on the belt buckle to temporarily give you the power-up, which lasts for a maximum of 5 minutes, until you take the belt off, until you dismiss the effect as an action, or until you lose the effect from other means. Choose one power-up from the Power-Ups table when choosing your invention to decide which power-up your invention simulates. You cannot choose anything with "Invincibility" in the name, nor a Super Star nor Giga Bell. If a creature tries to use your invention without proficiency, they gain only the appearance of the power-up but none of the effects.

**Deployable Machine.** Your invention is a technological device with a specific function, though it may be powered by magic. It is large enough that it can be packed into a backpack with room for nothing else, and it is relatively heavy, particularly for Small creatures. Work with your DM to determine the specific function it has. The function must not be directly combat related. It could be a generator that converts star magic into a phone charger, a microwave-like device, a jetpack, a powerful vacuum cleaner, or a transmutation device. If a creature tries to use your invention without proficiency, they run the risk of damaging it with each use.

**Pocket Dimension.** Your invention is a magical spray can that can spew an unlimited amount of purple goop. Any spot sprayed with the goop acts as an opening into one of the interior walls of a 10 by 10 by 10 foot space in a pocket dimension. The walls are made of the same purple goop, but it is solid to the touch and not poisonous. The room is basically an inverted bubble, and it pops only under extreme pressure. Water washes away the goop entrances. If you become trapped inside, you can attempt to spray an exit. Roll a flat d20. On a 1, roll on the Other Realms table to see where the entrance goes. On any other result, the DM decides where the entrance arrives in a 30 foot radius around the last entrance. You can breathe in here indefinitely. If a creature tries to use your invention without proficiency or try to enter without your invitation, they become poisoned upon entering.

**Automaton.** Your invention is a unique automaton that aids you. The automaton naturally has your Homunculus Servant infusion, but it does not count against your maximum number of infusions. In addition, your automaton only knows Binary and one other language of your choice. You also decide when you make it what type of damage its Force Strike instead deals, unless you want it to remain force damage. If a creature tries to non-magically command your invention without proficiency, it cannot obey without your consent.

**Vehicle.** Your invention is a vehicle of your own creation. It might be powered by a magical artifact, renewable energy, or nonrenewable energy of some kind. Choose its speeds and capacity when you make it. You have 150 movement speed you can divide between the vehicle's driving, boating, burrowing, climbing, and flying speeds. By default it carries 3 Small or Medium creatures comfortably. If you choose to lower the capacity to 2 creatures, you have 25 additional movement speed to assign. If you choose to increase the capacity, you lose 25 movement speed for each added creature. If a creature tries to pilot your invention without proficiency, they run the risk of crashing it with each use.

**Transporter.** Your invention is a pair of mechanical painting frames that are connected when their switches are turned on. When both are turned on, entering through one painting sends the user to the other. Any creature can see through the

painting to the other side, though the other side looks painted. If a creature tries to use your invention without proficiency, they roll a flat d20 and, on a 1, are caught in a limbo between the two doors, disappearing from the material plane.

#### TECHNICAL MIND

*5th-Level Inventor feature*

You can identify the function of any non-magical machine, and with a 10-minute inspection, you can identify the function of any machine whatsoever.

#### CONSIDERABLE UPGRADE

*9th-Level Inventor feature*

You have upgraded your invention. See the Invention Upgrades table to see the added effect of the upgrade for the invention you chose.



## INVENTION UPGRADES

Invention	Properties
Walking Cannon	The cannon deals an increased 1d8 of damage. As an action, you can command it to detonate if you are within 60 feet of it. Each creature in a 20 foot radius makes a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much on a successful one.
Handheld Blaster	The blaster deals an increased 2d4 of damage. The damage can be a separate type of damage from the one you originally chose.
Handheld Wand	The wand is capable of casting three different 1st-level spells, though they share the same 5 uses.
Tech Armor	Choose a second infusion that the armor has, which also does not count against your infusions. It can be any infusion for which it qualifies.
Psi Helmet	You no longer need to roll to cast sending to any creature in the same realm as you, but you can do that same roll to instead cast sending on a creature in another realm.
Magic Goggles	You can use the goggles to cast scrying at will. The sensor of the goggles is the sensor used for the spell, moving the sensor to scry on the target on a success.
Artificial Power	You can spend 8 hours analyzing an available sample of a Power-Up and swapping out your belt's effect for the effect of the new Power-Up. You can still only use the applicable Power-Ups listed.
Deployable Machine	Choose a second effect that your machine can now do, in addition to the one it already had.
Pocket Dimension	Your pocket dimension is now 20 by 20 by 10 feet in size.
Automaton	Your automaton is proficient in everything for which you have proficiency and can act on its own accord without your commands.

## Vehicle

Reselect your movement speed but with an additional 50 feet to allocate. Spacefaring speed is now also an option. Your spacefaring speed is multiplied by 100 after you have decided.

## Transporter

Each painting frame has an additional switch that recalls the other frame, putting it immediately behind the other.

## MASS PRODUCTION

### *15th-Level Inventor feature*

You can craft additional copies of your invention. Any creature that has personal familiarity with the invention is now capable of learning to be proficient in it.



# BARBARIAN



Barbarians focus on their brute strength and athletic potential to prove their will. There are three common subclasses.

## MARIO DIFFERENCES

Barbarians in the Mario Universe differ from barbarians in other realms in the following ways:

- Primal Path: The available paths are Power Star, Rabbid, and Olympian.

## PATH OF THE POWER STAR

Those on the Path of the Power Star derive their strength through the collection of power incarnate. Whether they be Power Stars, Shine Sprites, or Power Moons, these Barbarians increase in strength consistently with their acquisition of these artifacts. They can even absorb them and use them to power both technological or magical machines, and they can expend the potential into star-powered attacks. They must be on the lookout for Zstars though that can corrupt their collection.

### POWER ABSORPTION

*3rd-Level Path of the Power Star feature*

At 3rd level, you have learned how to harness the power of Power Stars, Shrine Sprites, and Power Moons. As an action, you can absorb or unabsorb one. Your Strength score increases by 1 when you have one absorbed. It creases again when you have 4 absorbed. 10 absorbed, 20 absorbed, and 50 absorbed. You require at least one to use any of your feats.

### STARRY FURY

*3rd-Level Path of the Power Star feature*

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack

takes extra damage equal to  $1d6 + \text{half your barbarian level}$ . The extra damage is radiant.

### FANATICAL FOCUS

*6th-Level Path of the Power Star feature*

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while you're raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

### POWERFUL PRESENCE

*10th-Level Path of the Power Star feature*

At 10th level, you learn to channel divine power to inspire courage in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

### RAGE BEYOND DEATH

*14th-Level Path of the Power Star feature*

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.



## PATH OF THE RABBID

Those on the Path of the Rabbid follow the example of the invading Rabbids and adopt a policy of brute strength combined with uncanny infiltration. They have the capacity to charm people when wearing just wretched disguises that make people think they are who they are imposting despite all common sense. Once infiltrated, these Barbarians can use their strength against enemies when their guards are down, or they can ruin the reputation of those they impost.



### RABBID FAMILIARITY

*3rd-Level Path of the Rabbid feature*

You have learned how to speak, read, and write Rabbid from your connection with them. If you already know that language, you instead learn one language of your choice.

### FORM OF THE RABBID

*3rd-Level Path of the Rabbid feature*

When you enter your rage, you can transform, revealing the Rabbid power within you. Until the rage ends, you manifest a Rabbid-like attributes. You choose an effect each time you rage:

**Chaos.** You can do chaotic unarmed attacks, which are like unarmed attacks except that every success is a critical success. The damage is doubled

on a hit. However, you still roll for damage on a miss, but instead of the target being damaged, you take half of that damage yourself. Resistances, immunities, and vulnerabilities do not apply for this self-inflicted damage.

**Charm.** You have advantage on Persuasion, Deception, and Intimidation checks due to your cuteness or appearance like another creature, but only if you do not speak during it.

**Yell.** As a bonus action, you can emit a loud yell that emanates around you. Every non-Rabbid creature within 30 feet that can hear you makes a Constitution saving throw against a Strength check from you. On a success, they each take d4 psychic damage.

### BUNNY SOUL

*6th-Level Path of the Rabbid feature*

The feral power within you increases, causing your unarmed attacks when raging to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish your next short or long rest.

- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.

### INFECTIOUS FURY

*10th-Level Path of the Rabbid feature*

When you hit a creature while you are raging, the beast within you can curse your target with Rabbid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.

- The target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **CALL THE HUNT**

*14th-Level Path of the Rabbid feature*

The rabbit within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can each use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## **PATH OF THE OLYMPIAN**

Those on the Path of the Olympian dedicate themselves to performing well in sports and athletic competitions. Whether it's the Olympics, Smash, or a more conventional sport, they will find their favored challenge and attempt to be the best. Once they've made their name in a given field, they are nearly unable to resist a challenger that comes before them. These Barbarians tend to diversify their abilities, not relying purely on strength to get the job done.

### **EXPERT ACROBAT**

*3rd-Level Path of the Olympian feature*

At 3rd level, you have proficiency in acrobatics. If you already have proficiency in acrobatics, you are now an expert in it.

### **THUNDEROUS BLOWS**

*3rd-Level Path of the Olympian feature*

Starting when you choose this path at 3rd level, your rage instills you with the strength to shove and smash your way through your foes, making any battlefield your domain. When you hit a creature with a melee attack while you're raging, you can push that creature up to 5 feet away from you in a direction of your choice. A creature that is Huge or larger makes a Strength saving throw with a DC equal to  $8 + \text{your proficiency bonus} + \text{your Strength modifier}$ . On a success, the creature is not pushed.

Starting at 10th level, you can push a creature up to 10 feet when you hit it with a melee attack while you're raging.

### **DEMOLISHING MIGHT**

*6th-Level Path of the Olympian feature*

Starting at 6th level, your melee weapon attacks deal an extra 1d8 damage to constructs, and deal double damage to objects and structures.

### **RESOLUTE STANCE**

*6th-Level Path of the Olympian feature*

Also at 6th level, you can temporarily refocus your combat ability to make yourself a bulwark of defense. At the start of your turn (no action required), you can assume a defensive stance that lasts until the start of your next turn. While in this stance, you can't be grappled, attack rolls against you have disadvantage, and your weapon attacks are made with disadvantage.

### **HURRICANE STRIKE**

*10th-Level Path of the Olympian feature*

Starting at 10th level, your blows can hurl foes through the air and into the attacks of your allies. As a reaction when you push a creature at least 5 feet, you can then leap into an unoccupied space next to the creature. If you do so, the creature must succeed on a Strength saving throw with a DC equal to  $8 + \text{your proficiency bonus} + \text{your Strength modifier}$  or be knocked prone. This leap costs no movement and does not provoke opportunity attacks.

Additionally, whenever you push a creature into a space within 5 feet of one of your allies, the ally can use its reaction to make a melee weapon attack against that creature.

#### UNSTOPPABLE

##### *14th-Level Path of the Olympian feature*

At 14th level, your fury in battle makes you unstoppable. While you're raging, your speed cannot be reduced, and you are immune to the frightened, paralyzed, prone, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still use a bonus action to enter a rage (even if you can't otherwise take actions). You aren't affected by any of these conditions while you're raging.



# BARD



Bards are the emotional support of the people, but they are known to dabble in magic to do so. There are three common subclasses.

## MARIO DIFFERENCES

Bards in the Mario Universe differ from bards in other realms in the following ways:

- Proficiencies: Instead of hand crossbows, bards are proficient with slingshots. Instead of three musical instruments, bards are proficient with one musical instrument of your choice and one set of artisan's tools of your choice.
- Spellcasting Focus: Tiaras, crowns, purses, and satchels are also eligible as spellcasting focuses.
- Song of Rest: This feat can be done by substituting a talent for singing, as long as that talent can conceivably soothe others.
- Bard College: The available colleges are Royalty, Melody, and Fashion.



## COLLEGE OF ROYALTY

Those hailing from the College of Royalty come from royal lineages and either rule entire lands themselves or are related to those that do. The most famous among them are Princesses, though Princes, Kings, Queens, and other Monarchs do exist. Their abilities are dependent on a royal accessory, like a crown or tiara, which mostly consist of charming and persuading those around them. They can tap into an internal source of divine magic to cast spells, though few develop particularly strong magic.

### SILVER TONGUE

*3rd-Level College of Royalty feature*

You are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

### UNSETTLING WORDS

*3rd-Level College of Royalty feature*

You can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

### UNFAILING INSPIRATION

*6th-Level College of Royalty feature*

Your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

### UNIVERSAL SPEECH

*6th-Level College of Royalty feature*

You gain the ability to make your speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of any level to use it again.

#### INFECTIOUS INSPIRATION

*14th-Level College of Royalty feature*

When you successfully inspire someone, the power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses. You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.



#### COLLEGE OF MELODY

Those hailing from the College of Melody are trained musicians, using the power of music to affect the world around them. They pride themselves on bringing joy to the masses, though for some the beauty of the art itself is motivation enough. While some are self-taught, most had to learn from someone who already had the skill. They can tap into a magical potential within the notes themselves to cast spells, using their instruments as the focus.

#### BONUS PROFICIENCIES

*3rd-Level College of Melody feature*

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

#### MOVING MELODY

*3rd-Level College of Melody feature*

If you have your musical instrument equipped and functional, you can use your reaction to play a series of notes that can either help or hinder another creature's skill check, attack roll, or saving throw by 1d4.

#### ADDITIONAL MAGICAL SECRETS

*6th-Level College of Melody feature*

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

#### PEERLESS SKILL

*14th-Level College of Melody feature*

Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability

check, but before the DM tells you whether you succeed or fail.

## COLLEGE OF FASHION

Those hailing from the College of Fashion include tailors, merchants, and designers of clothing. The demand for quality clothing can be difficult to find, but these Bards seek out those who have more refined tastes than the masses to provide that unique look they've always craved. Any garment can be the focus for light magical spells, so long as it is one that the caster has designed.

### **ENTHRALLING ATTIRE**

*3rd-Level College of Fashion feature*

Starting at 3rd level, you can enhance your performance with seductive magic. If you are wearing clothing that you crafted, you can attempt to inspire wonder in your audience by performing for at least 1 minute. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you.

While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

### **MANTLE OF MAJESTY**

*6th-Level College of Fashion feature*

At 6th level, you gain the ability to cloak yourself in a magic that makes others want to serve you. As a bonus action, you cast *command*, without expending a spell slot, and you take on an

appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast *command* as a bonus action on each of your turns, without expending a spell slot. Any creature charmed by you automatically fails its saving throw against the command you cast with this feature. Once you use this feature, you can't use it again until you finish a long rest.

### **ADORNED MAJESTY**

*14th-Level College of Fashion feature*

At 14th level, your clothing permanently gains an otherworldly aspect that makes you look more lovely and fierce when wearing it. In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC.

On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn. Once you assume this majestic presence, you can't do so again until you finish a short or long rest.



# CLERIC



Clerics commune with deities to a religious degree, using their symbols to cast spells. There are three common subclasses.

## MARIO DIFFERENCES

Clerics in the Mario Universe differ from clerics in other realms in the following ways:

- Divine Domain: The available domains are Star, Ancient, and Smash.

## STAR DOMAIN

Those in the Star Domain worship entities among the stars in the sky and realms beyond. Stars have a power unto their own, separate from the cosmos or the vastness of space, and these Clerics know that. They tend to believe in collective power of desperate forces uniting, as no one star shines brighter than the combination of them all. In rare circumstances, the stars will choose one to carry their message and spread the desire for harmony. These Clerics might specifically worship the Stars as an anonymous collective, the famed Star Spirits specifically, or the Millenium Star individually.



### STAR DOMAIN SPELLS

#### 1st-Level Star Domain feature

You gain domain spells at the cleric levels listed in the Star Domain Spells table.

### STAR DOMAIN SPELLS

Cleric Level	Spell
1st	Heroism, Sanctuary
3rd	Aid, Warding Bond
5th	Beacon of Hope, Protection from Energy
7th	Aura of Purity, Freedom of Movement
9th	Mass Cure Wounds, Rary's Telepathic Bond

### IMPLEMENT OF THE STARS

#### 1st-Level Star Domain feature

You gain proficiency in the Arcana, Insight, or Persuasion skill (your choice).

### EMBOLDENING BOND

#### 1st-Level Star Domain feature

You can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### CHANNEL DIVINITY: FIGHT FOR PEACE

#### 2nd-Level Star Domain feature

You can use your Channel Divinity to try to end a conflict. As an action, you can choose to shoot a series of stars. The stars attach to each creature in

a 30 foot radius that has targeted another creature within the last minute with a spell, attack, or ability. At the end of your next turn, each creature takes  $2d6 +$  your Wisdom modifier radiant damage. If combat does not end at that moment, specifically if any of the affected creatures harms another creature in the next minute, you take that same amount of radiant damage.

### PROTECTIVE BOND

#### *6th-Level Star Domain feature*

The bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

### POTENT SPELLCASTING

#### *8th-Level Star Domain feature*

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

### EXPANSIVE BOND

#### *17th-Level Star Domain feature*

The benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. In addition, your Channel Divinity: Fight for Peace range extends to 60 feet, and you only take half damage if any at all from it.



## ANCIENT DOMAIN

Those in the Ancient Domain worship gods of old, those who helped shaped the world into what it is today, who hold power that has been forgotten. In so doing, they unleash a primal power by believing in those who had no endeavored faith in millenia. These Clerics are more in touch with the earth, though they may suffer in modern society, whose customs might seem alien. The motives of the old gods can be mysterious, but they trend towards retributive, wanting to right wrongs of the past and bring about a new era. These Clerics might worship the Goomba Idols, the Creators of Hoohooros, Brighton or Twila, or other gods whose names have been lost to time.

### ANCIENT DOMAIN SPELLS

#### *1st-Level Ancient Domain feature*

You gain domain spells at the cleric levels listed in the Ancient Domain Spells table.

### ANCIENT DOMAIN SPELLS

Cleric Level	Spell
1st	Identify, Comprehend Languages
3rd	Locate Object, See Invisibility
5th	Speak with Dead, Spirit Shroud
7th	Stoneskin, Arcane Eye
9th	Legend Lore, Modify Memory

### ANCIENT KNOWLEDGE

#### *1st-Level Ancient Domain feature*

When you choose this domain at 1st level, you gain proficiency with cobbler's tools and add Ancient to your known languages.

### BLESSING OF THE ANCIENTS

#### *1st-Level Ancient Domain feature*

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and

damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.

#### CHANNEL DIVINITY: METHODS OF OLD

##### 2nd-Level Ancient Domain feature

Starting at 2nd level, you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must include some stone, concrete, or block material. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out stone with mass equal to the creation. The stone irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonstone parts of the creation.

The ritual can create a stone duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual. If you make stone weapons, the weapons operate like their metal equivalents but deal 1 less damage with each hit, resists natural elements, and breaks on natural 1s.

#### SOUL OF THE PAST

##### 6th-Level Ancient Domain feature

Starting at 6th level, your familiarity with ancient knowledge grants you special abilities:

- You gain resistance to thunder damage.
- While wearing armor that is over a thousand years old and is known by you to be so, you gain a +1 bonus to AC.
- While wielding a weapon that is over a thousand years old and is known by you to be so, you gain a +1 bonus to hit with that weapon.

#### DIVINE STRIKE

##### 8th-Level Ancient Domain feature

At 8th level, you gain the ability to infuse your weapon strikes with magical power. Once on each of your turns when you hit a creature with a

weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

#### SAINT OF HISTORY

##### 17th-Level Ancient Domain feature

Starting at 17th level, your blessed affinity with stone and others works of the past becomes more powerful.

- You are immune to direct damage originating from stone, rocks, ground, earth, and creatures made of such material. Fall damage still affects you.
- While wearing stone armor or armor that is over a thousand years old, you have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

### SMASH DOMAIN

Those in the Smash Domain worship gods of far away realms out of a desire to bring their influence upon this universe, this world. The form this takes can vary greatly, but a common throughline is that the divinity is alien to most people in this world, with goals that rarely take the current status quo into account. One can expect abilities that break down the barriers of reality, such as portals or the defying of physics. These Clerics might worship Galeem, Dharkon, Arceus, Palutena, or Jubileus.

#### SMASH DOMAIN SPELLS

##### 1st-Level Smash Domain feature

You gain domain spells at the cleric levels listed in the Smash Domain Spells table.

#### SMASH DOMAIN SPELLS

Cleric Level	Spell
1st	Absorb Elements, Chromatic Orb
3rd	Magic Weapon, Cloud of Daggers
5th	Enemies Abound, Spirit Guardians
7th	Polymorph, Death Ward
9th	Planar Binding, Teleportation Circle

#### ARCANE KNOWLEDGE

### **1st-Level Smash Domain feature**

When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

#### **CHANNEL DIVINITY: ARCANE ABJURATION**

##### **2nd-Level Smash Domain feature**

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures. As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

#### **ARCANE BANISHMENT**

##### **Cleric Level Spell**

5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

#### **SPELL BREAKER**

##### **6th-Level Smash Domain feature**

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature.

The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

#### **POTENT SPELLCASTING**

##### **8th-Level Smash Domain feature**

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

#### **ARCANE MASTERY**

##### **17th-Level Smash Domain feature**

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.



# DRUID



Druids interact with nature on a primal level. There are three common subclasses.

## MARIO DIFFERENCES

Druids in the Mario Universe differ from druids in other realms in the following ways:

- The Druidic language does not exist.
- Druid Circle: The available circles are Mushrooms, Flowers, and Wild.

## CIRCLE OF MUSHROOMS

Those in the Circle of Mushrooms have trained with mushrooms and fungus and know how to sift the good from the bad. They can manipulate the growth of mushrooms and have even been known to grow their own varieties with special effects. These Druids can even speak with the mushrooms directly, tapping into the long-gone sapiences that mushrooms once had.



### CIRCLE SPELLS

*2nd-Level Circle of Mushrooms feature*

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the chill touch cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Mushrooms Spells table. Once you

gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF MUSHROOMS SPELLS

Druid Level	Spell
2nd	Spare the Dying
3rd	Enlarge/Reduce, Enhance Ability
5th	Revify, Slow
7th	Blight, Death Ward
9th	Mass Cure Wounds, Greater Restoration

### FUNGAL FAMILIARITY

*2nd-Level Circle of Mushrooms feature*

You can always identify a mushroom if you spend enough time with it. As a 10-minute activity, you can analyze and identify any type of mushroom, whether it be an item, landmark, or living species, such as a Toad or Goomba. You can attempt to analyze non-mushroom fungi as well, but doing so requires a successful Nature check.

### SHROOM GARDENER

*2nd-Level Circle of Mushrooms feature*

You gain the ability to will mushrooms to grow. As an action, you can plant any mushroom that is not capable of speech into the ground. In a minute's time, the two copies of that mushroom grow out of the ground in that same spot, with the original destroyed. Using this ability costs your Wild Shape, and you heal 1 hit point for each turn while mushrooms are growing in this way. You can expend additional Wild Shapes to shorten the growth time by 20 seconds with each use.

### 1-UP EMULATION

*6th-Level Circle of Mushrooms feature*

You are able to make a false copy of a 1-up mushroom. As an action, you can make one. It rots and disappears if you make another one. If a beast or a humanoid that is Small or Medium dies within

10 feet of you, you can use your reaction to fling your false 1-up into it, causing it to absorb the mushroom, animate, and stand up immediately with 1 hit point. The creature uses the Zombie stat block in the Monster Manual. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

#### SPREADING SPORES

##### *10th-Level Circle of Mushrooms feature*

As a bonus action, you can expend a Wild Shape to to hurl spores up to 30 feet away, where they cling to all surfaces in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again or dismiss them as a bonus action. Whenever a creature touches a surface in the cube, that creature takes d8 poison damage unless it succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

#### FUNGAL BODY

##### *14th-Level Circle of Mushrooms feature*

The fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.



## CIRCLE OF FLOWERS

Those in the Circle of Flowers have trained with flowers and plants. They often grow their own flowers and have even been known to grow their own power-ups capable of granting interesting transformations. These Druids can even speak with the flowers directly, tapping into the long-gone sapiences that flowers once had.

#### CIRCLE SPELLS

##### *2nd-Level Circle of Flowers feature*

You have formed a bond with the spirit of a fire flower with sentience thought to have been lost long ago. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Flowers Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

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#### CIRCLE OF FLOWERS SPELLS

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Druid Level	Spell
2nd	Absorb Elements, Chaos Bolt
3rd	Snilloc's Snowball Swarm, Scorching Ray
5th	Elemental Weapon, Water Walk
7th	Elemental Bane, Fire Shield
9th	Steel Wind Strike, Flame Strike

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#### SUMMON FIRE FLOWER SPIRIT

##### *2nd-Level Circle of Flowers feature*

You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your fire flower spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. Your spirit appears as a fiery fire flower capable of moving in an ethereal manner.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

#### ENHANCED ELEMENTS

##### *6th-Level Circle of Flowers feature*

The bond with your spirit has allowed you to alter it with power-ups. If you give it a flower power-up, any fire damage that it would deal is replaced with a new damage type associated with that flower. Its damage immunity also changes to that damage type, and its appearance matches the associated flower. Check the Flower Damage Types table to see what the new damage type is. Even when summoning the spirit at a later time, its damage type remains what it last was until you give it a new flower.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit.

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#### FLOWER DAMAGE TYPES

Flower Power-Up	Damage Type
Fire Flower	fire
Ice Flower	cold
Gold Flower	radiant
Superball Flower	bludgeoning
Boomerang Flower	force
Cloud Flower	thunder
Bubble Flower	acid
Wonder Flower	psychic

#### FLOWER PRODUCTION

##### *10th-Level Circle of Flowers feature*

Your spirit can, as an action, produce a flower power-up once per long rest. It can give you the power-up, or you can command it to give it to someone else. See the Flower Damage Types table to see which power-up it produces based on which immunity and damage type it has.

#### SACRIFICIAL FLOWER

##### *14th-Level Circle of Flowers feature*

The bond with your spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points or would die, you can cause the spirit instead to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

Once you use this feature, you can't use it again until you finish a long rest. The spirit dies permanently, and its body is absorbed into you when you stand up. You can do an 8-hour activity analyzing another flower to create a new spirit if yours dies in this way. See the Flower Damage Types table to see what immunity and damage type the new spirit has.

#### CIRCLE OF THE WILD

Those in the Circle of the Wild have trained in jungles and forests, learning how violent plants operate, move, and survive. Their preferred terrain is out in the wilderness, and they have a special connection with wild plants that move on their own accord. These Druids can even speak with them, and often they're some of the few people plants will stay their attacks to hear their side of the story.

#### BONUS CANTRIP

##### *2nd-Level Circle of the Wild feature*

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

## WILD ADJACENCY

### 2nd-Level Circle of the Wild feature

Starting at 2nd level, any plant creature you have met or sufficiently learned about is added to your list of creatures you can Wild Shape into, but you must still take the CR into account.

In addition, you can magically speak to Piranha Plants, and you can choose one of the following languages to add to your known languages: Ancient, Aquan, Beanish, Cosmic, Ephemeral, or Polar.



## CIRCLE SPELLS

### 3rd-Level Circle of the Wild feature

Your mystical connection to nature infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land and consult the associated list of spells: arctic, coast, desert, forest, grassland, mountain, otherworldly, sky, spooky, or urban.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you,

## ARCTIC

Druid Level	Spell
3rd	Hold Person, Spike Growth
5th	Sleet Storm, Slow
7th	Freedom of Movement, Ice Storm
9th	Commune with Nature, Cone of Cold

## COAST

Druid Level	Spell
3rd	Mirror Image, Misty Step
5th	Water Breathing, Water Walk
7th	Control Water, Freedom of Movement
9th	Conjure Elemental, Scrying

## DESERT

Druid Level	Spell
3rd	Blur, Silence
5th	Create Food and Water, Protection from Energy
7th	Blight, Hallucinatory Terrain
9th	Insect Plague, Wall of Stone

## FOREST

Druid Level	Spell
3rd	Barkskin, Spider Climb
5th	Call Lightning, Plant Growth
7th	Divination, Freedom of Movement
9th	Commune with Nature, Tree Stride

## GRASSLAND

Druid Level	Spell
3rd	Invisibility, Pass without Trace
5th	Daylight, Haste
7th	Divination, Freedom of Movement
9th	Dream, Insect Plague

## MOUNTAIN

Druid Level	Spell
3rd	Spider Climb, Spike Growth
5th	Lightning Bolt, Meld into Stone
7th	Stone Shape, Stoneskin
9th	Passwall, Wall of Stone

## OTHERWORLDLY

### Druid Level Spell

3rd	Alter Self, Misty Step
5th	Clairvoyance, Tongues
7th	Summon Aberration, Banishment
9th	Telekinesis, Seeming

## SKY

### Druid Level Spell

3rd	Skywrite, Moonbeam
5th	Fly, Call Lightning
7th	Sickening Radiance, Storm Sphere
9th	Control Winds, Dawn

## SPOOKY

### Druid Level Spell

3rd	Invisibility, Darkvision
5th	Fear, Vampiric Touch
7th	Compulsion, Phantasmal Killer
9th	Negative Energy Flood, Hallow

## URBAN

### Druid Level Spell

3rd	Pass without Trace, Zone of Truth
5th	Nondetection, Tongues
7th	Dimension Door, Leomund's Secret Chest
9th	Creation, Animate Objects

## LAND'S STRIDE

### 6th-Level Circle of the Wild feature

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, teeth, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

## ACTIVE WILD SHAPE

### 10th-Level Circle of the Wild feature

Starting at 10th level, you gain the ability to use Wild Shape on your turn as a bonus action. You can also gain d8 temporary hit points whenever you use Wild Shape.

## NATURE'S SANCTUARY

### 14th-Level Circle of the Wild feature

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



# FIGHTER



Fighters solve problems through martial expertise. There are three common subclasses.

## MARIO DIFFERENCES

Fighters in the Mario Universe differ from fighters in other realms in the following ways:

- Fighting Style: The following Fighting Style is an additional option. **Weighted**. Falling on top of a creature can count as an unarmed attack on that creature for you, if you expend a reaction.
- Martial Archetype: The available archetypes are Jumper, Hammer Thrower, and Sword Knight.

# JUMPER

Jumpers skyrocketed in popularity as a fighting style through its use by Mario and his allies. It's simple to learn, but they can spend a lifetime mastering various jumping techniques. One doesn't even need feet to be a proper jumper, with nimble body slamming being a viable alternative. Jumpers' most valuable possessions are their shoes, as many feel they must take good care of them for optimal smushing.



## LIFT THE BOOT

### *3rd-Level Jumper feature*

You primarily use your feet to crush your enemies. You are capable of using your feet for unarmed attacks, and shoes and boots are considered melee weapons for you. You have proficiency with shoes and boots. Metal shoes add a d4 to the damage, and shoes boots can be enchanted just like weapons. If you lack feet, you are still able to wield shoes and boots as weapons.

In addition, you gain a jump height and distance of 15 feet, and you can make an unarmed or melee attack upon landing in another creature's space. On a success, you deal damage to that creature and move yourself to an adjacent space. On a failure, the creature can decide to move to an adjacent space or which adjacent space you instead fall upon.

## REMARKABLE JUMPER

### *7th-Level Jumper feature*

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the height and distance you can cover increases by a number of feet double your Strength modifier.

## SPRING JUMP

### *10th-Level Jumper feature*

Starting at 10th level, you can sacrifice your movement and add it to your jump height and distance on the same turn. You can do this only three times per long rest. If you deal damage from one of these jumps, add 2d8 bludgeoning damage. You are immune to fall damage that would occur for heights less than twice your jump height when doing one of these jumps.

## SUPERIOR CRITICAL

### *15th-Level Jumper feature*

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

## FALL MASTER

### *18th-Level Jumper feature*

Starting at 18th level, you know exactly how to land with every fall. You are immune to fall damage when conscious.

## HAMMER THROWER

Hammer Throwers are a time-honored tradition from the days of Koopas before Bowser's rise to power. The technique largely centers around having a good lobbing arm and a plethora of backup hammers to knock enemies off their center of gravity. Hammer Bros. are known for skill in the style of hammer throwing, but anyone is capable of learning if they have enough time... and hammers.

## HAMMERS

### *3rd-Level Hammer Thrower feature*

At 3rd level, you gain proficiency with thrown hammers. The hammers lob into the air, which means you can target even creatures that you do not see without disadvantage, as long as you have a general idea of their location and the hammer can actually make contact with them. Your hammer throw range is 20 feet, and each hammer deals d8 bludgeoning damage upon a hit.

## CRAFTSMANSHIP

### *3rd-Level Hammer Thrower feature*

At 3rd level, you choose to gain proficiency with either carpenter's tools or smith's tools. You can use either to create hammers out of any material. Your DM might decide to add or subtract d4 rolls to damage dealt with your hammers if the hammer is made of stronger or weaker material than the traditional stone or metal mallet with a wooden handle. You can use your tools and spend 1 hour to

create 2d4 hammers if you have enough material to do so.



## DOUBLING UP

### *7th-Level Hammer Thrower feature*

At 6th level, you can throw 2 hammers with a single action, at the same target or at different targets.

## STRATEGIC STRIKE

### *12th-Level Hammer Thrower feature*

At 12th level, your hammer throw range increases to 35 feet. The damage dealt increases to d12 instead of d8.

In addition, you can choose to throw a strategic strike at a target up to 70 feet away with one of your hammers. However, you are unable to throw any other hammers on the same turn that you throw a strategic strike hammer.

## HAMMER FLURRY

### *16th-Level Hammer Thrower feature*

At 16th level, as a bonus action, you can throw every hammer you have at your disposal all at once. The hammers fly out from you in a lob, and every creature within 15 feet of you in a straight line from where you are facing, including creatures 10 feet in the air along that line within that range (but not right above you) and including creatures

that are directly below the furthest point of the 15 foot range, makes a Dexterity saving throw.

The DC is  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$  (your choice). On a failure, each creature falls prone and takes  $1d12$  bludgeoning damage for every hammer you threw, divided by one less than the number of creatures who failed if there were more than 2 creatures who failed (round down). You can only use this feature once per long rest.

If you currently have magically reproducible hammers, such as when under the effect of a Hammer Suit, when you use this feature, the number of hammers you produce can be no higher than 20.

## SWORD KNIGHT

Sword Knights are the favored fighting style by the corps of most of the kingdoms, relying on the use of armor for protection and a sharp blade for offense. They aren't too uncommon, but finding a well-trained Sword Knight is particularly difficult, resulting in the most successful of them tending to wander to find true challenges to their prowess with the blade.

### COMBAT SUPERIORITY

*3rd-Level Sword Knight feature*

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

**Maneuvers.** You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

**Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

**Saving Throws.** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows: **Maneuver save DC** =  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$  (your choice).



### STUDENT OF WAR

*3rd-Level Sword Knight feature*

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

### KNOW YOUR ENEMY

*7th-Level Sword Knight feature*

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

## IMPROVED COMBAT SUPERIORITY

### 10th-Level Sword Knight feature

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

## RELENTLESS

### 15th-Level Sword Knight feature

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.



## MANEUVERS

The maneuvers are presented in alphabetical order.

**Commander's Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

**Disarming Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw,

On a failed save, it drops the object you choose.

The object lands at its feet.

**Distracting Strike.** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn,

**Evasive Footwork.** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

**Feinting Attack.** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

**Goadng Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Lunging Attack.** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

**Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

**Menacing Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

**Parry.** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier,

**Precision Attack.** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

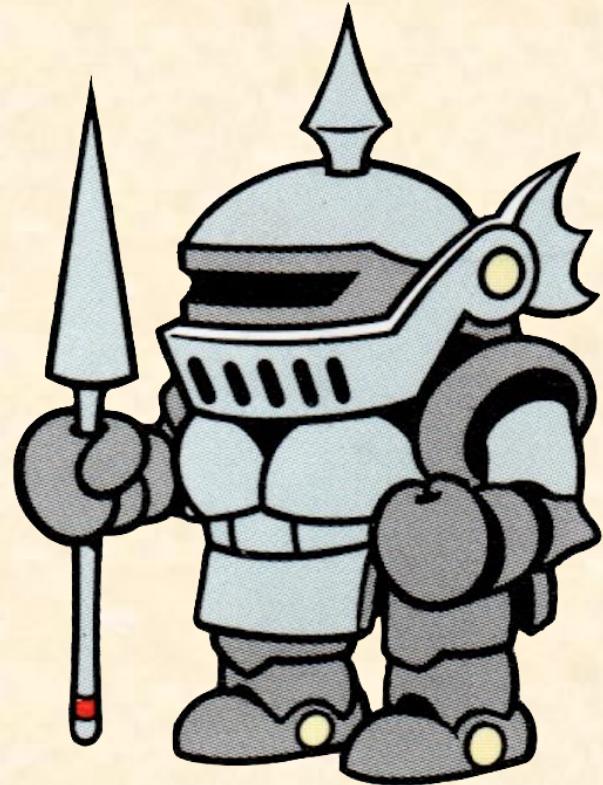
**Pushing Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

**Rally.** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier,

**Riposte.** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

**Sweeping Attack.** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

**Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.



# MONK



Monks are traditions meant to help even the weak survive threats. There are three common subclasses.

## MARIO DIFFERENCES

Monks in the Mario Universe differ from monks in other realms in the following ways:

- Monastic Tradition: The available traditions are Baby, Healer, and Master.

## WAY OF THE BABY

Those who practice the Way of the Baby likely found themselves surviving with little support in their youth. Whether they were lost by the Stork, displaced through time, or simply growing up poor, they had to learn to navigate the world and avoid direct combat unless absolutely necessary. This fighting style seeks to use cuteness and charm to disarm enemies and convince them to spare pity on the vulnerable. Even when babies grow up, knowing how to be cute can prove useful to garner empathy.

### BABY-DOLL FACE

*3rd-Level Way of the Baby feature*

When you choose this tradition at 3rd level, you gain proficiency in Persuasion and Deception, but you have disadvantage on Intimidation checks.

### ORNERY TECHNIQUE

*3rd-Level Way of the Baby feature*

At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

### TIPSY SWAY

*6th-Level Way of the Baby feature*

Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits.

**Leap to Your Feet.** When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

**Redirect Attack.** When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.

### PROTECTIVE BUBBLE

*11th-Level Way of the Baby feature*

Starting at 11th level, at any time you would reach 0 hit points, you can spend a ki point as a reaction to create a protective bubble around you. You negate the damage that would've been done to you with that one hit and are knocked back 10 feet by the triggering attack. You are trapped inside a bubble that floats with a fly speed of 10 feet. As an action, you can burst it and free yourself, but it is also burst if any attacks successfully hit you. The bubble automatically bursts after 1 minute.

### INEXPLICABLE LUCK

*17th-Level Way of the Baby feature*

Starting at 17th level, you always seem to get a lucky bounce at the right moment. When you make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, you can spend 2 ki points to cancel the disadvantage for that roll.



## WAY OF THE HEALER

Those who practice the Way of the Healer tend to end up in positions as doctors, nurses, or innkeepers, as they devote themselves to healing others. They try to stem harm before it spreads, as they know that one hurting can always lead to others hurting. However, their familiarity with healing means they also know just where to apply pain to those who wish others harm.



### IMPLEMENTS OF HEALTH

*3rd-Level Way of the Healer feature*

You gain proficiency in Insight, in Medicine, and with healing kits.

### HAND OF HEALING

*3rd-Level Way of the Healer feature*

Your mystical touch can mend wounds. As an action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.

### HAND OF HARM

*3rd-Level Way of the Healer feature*

You use your ki to inflict wounds. When you hit a creature with an unarmed strike, you can spend 1

ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Wisdom modifier. You can use this feature only once per turn.

### PHYSICIAN'S TOUCH

*6th-Level Way of the Healer feature*

You can administer even greater cures with a touch, and if you feel it's necessary, you can use your knowledge to cause harm.

When you use Hand of Healing on a creature, you can also end one disease or one of the following conditions affecting the creature: blinded, deafened, paralyzed, poisoned, or stunned.

When you use Hand of Harm on a creature, you can subject that creature to the poisoned condition until the end of your next turn.

### FLURRY OF HEALING AND HARM

*11th-Level Way of the Healer feature*

You can now mete out a flurry of comfort and hurt. When you use Flurry of Blows, you can now replace each of the unarmed strikes with a use of your Hand of Healing, without spending ki points for the healing.

In addition, when you make an unarmed strike with Flurry of Blows, you can use Hand of Harm with that strike without spending the ki point for Hand of Harm. You can still use Hand of Harm only once per turn.

### HAND OF RESSUCITATION

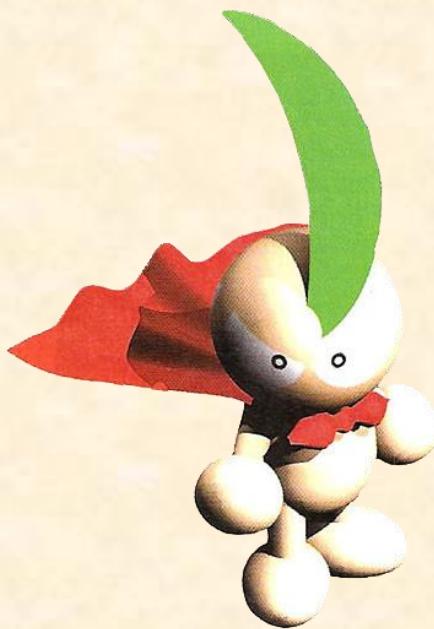
*17th-Level Way of the Healer feature*

Your mastery of life energy opens the door to the ultimate mercy. As an action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 ki points. The creature then returns to life, regaining a number of hit points equal to  $4d10 + \text{your Wisdom modifier}$ . If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned.

Once you use this feature, you can't use it again until you finish a long rest.

## WAY OF THE MASTER

Those who practice the Way of the Master have trained how to use their nimble forms to maximize damage to their forms. Even those of weaker builds can train long and hard enough to be able to protect themselves and others. They represent the trained martial artist, though they tend to not be too specific on physical build. Conspicuous but unthreatening, they don't reveal their hands unless provoked, instead hoping to just live idyllic lives.



### HAND TECHNIQUE

*3rd-Level Way of the Master feature*

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

### WHOLENESS OF BODY

*6th-Level Way of the Master feature*

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

### TRUE SELF

*11th-Level Way of the Master feature*

At 11th level, you can tap into a deeper power using your ki. As a bonus action, you can spend two ki points to enter a True state, where you add d8 radiant damage to each successful unarmed attack over the next minute. Maintaining this state requires concentration, but no damage you take during this time is capable of breaking your concentration. The state ends when the 1 minute has elapsed or if your concentration was broken by other means.

### SUPER SELF

*17th-Level Way of the Master feature*

At 17th level, you can tap even deeper into your ki. As an action, you can spend two ki points to enter a Super state, but you can only do this if you are already in your True state. The Super state is identical to the True state, except that you have resistance to all damage (except necrotic), gain an additional 10 feet of movement speed and jump height, and have a golden aura around you. The Super state lasts 1 minute and supersedes the True state. When the Super state ends, both the Super and True state effects end.



# PALADIN



Paladins are warriors for deities beyond, evangelizing and taking direct action in the name of their beliefs. There are three common subclasses.

## MARIO DIFFERENCES

Paladins in the Mario Universe differ from paladins in other realms in the following ways:

- Sacred Oaths: The available traditions are Dreams, Cosmos, and Player.

## OATH OF DREAMS

Those who take the Oath of Dreams worship entities that inhabit the dream realm. As such, their magical abilities trace their power to creativity and imagination. It's not uncommon for them to travel across dreams or see the dreams of others, but sometimes they can't cease fighting for their cause even in their dreams. Their causes tend to be the breakdown of rigid conventions that inhibit people's dreams. These Paladins might worship the Star Spirits, the Zeekeeper, or Antasma.



## TENETS OF DREAMS

The tenets of the Oath of Dreams hold a paladin to a high standard of dreaming.

**Freedom.** Expression cannot be had if the one to express is not allowed to do so. The freedom of many outweighs the freedom of the few.

**Creativity.** The great value in life originates from the infinity of possibilities that are capable in thought. Order cannot overstep into stifling creativity.

**Hope.** The most important thing of all is the ability to dream for a better tomorrow, and so you know that it is paramount to always hope if your dreams are to be achieved.

## DREAM LANGUAGE

*3rd-Level Oath of Dreams feature*

You can read, write, and speak the Subcon language in addition to other languages you know.

## OATH SPELLS

*3rd-Level Oath of Dreams feature*

You gain oath spells at the paladin levels listed in the Oath of Dreams Spells table.

## OATH OF DREAMS SPELLS

Paladin Level	Spell
3rd	Heroism, Sleep
5th	Misty Step, Mirror Image
9th	Fly, Catnap
13th	Freedom of Movement, Fabricate
17th	Dream, Scrying

## CHANNEL DIVINITY

*3rd-Level Oath of Dreams feature*

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Emissary of Peace.** You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

**Rebuke the Violent.** You can use your Channel Divinity to rebuke those who use violence.

Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

#### DREAM COMMUNICATION

##### *7th-Level Oath of Dreams feature*

You are capable of speaking to people in their dreams when they are sleeping. Any time you communicate with a sleeping creature that knows a language, whether by speaking, telepathy, or through casting a spell, you alone can magically hear a response from them if they choose to respond.

When talking to creatures in their dreams, you have advantage on Persuasion, Deception, and Intimidation checks against them, but the target might suddenly wake up if they realize they are dreaming or are in immediate danger, at the DM's discretion. The creature only remembers the conversation if they were awoken upon its conclusion or if they succeed a Wisdom saving throw against DC 12 or your spell save DC (your choice).

#### AURA OF THE GUARDIAN

##### *13th-Level Oath of Dreams feature*

Starting at 13th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

At 19th level, the range of this aura increases to 30 feet.

#### SURREALIST SPIRIT

##### *17th-Level Oath of Dreams feature*

Starting at 15th level, your refusal to give up magically mends your wounds in battle. You regain

hit points equal to  $1d8 + \text{half your paladin level}$  if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

## OATH OF THE COSMOS

Those who take the Oath of the Cosmos worship entities that control aspects of space itself. Their powers are more structural than that of star power, as they take pride in void itself, along with the structures gravity brings into being. The one group of star beings they tend to favor are Lumas, because they have the potential to grow up into practically anything in the cosmos. They know that this universe is not only one of many, but that this isn't even the first iteration of this universe. These Paladins might worship Rosalina, the Hell Valley Sky Trees, or nameless beings even further in the void.

#### TENETS OF THE COSMOS

The tenets of the Oath of the Cosmos hold a paladin to a high standard of perspective.

**Balance.** You believe in an order to the way things work, but chaos is part of that order, a known unknown. Trying to eliminate chaos is in itself a form of chaos.

**Scale.** The universe is vast, and you are small. Everything you think is important is but a passing blink to the universe, but that's okay.

**Unity.** Stardust is present in everything that has ever existed, and so at the end of the day, there is something that unites us all as fellow living beings.

#### COSMIC LANGUAGE

##### *3rd-Level Oath of the Cosmos feature*

You can read, write, and speak the Cosmic language in addition to other languages you know.

#### OATH SPELLS

##### *3rd-Level Oath of the Cosmos feature*

You gain oath spells at the paladin levels listed in the Oath of the Cosmos Spells table.

## OATH OF THE COSMOS SPELLS

Paladin Level	Spell
3rd	Chaos Bolt, Feather Fall
5th	Hold Person, Levitate
9th	Slow, Blink
13th	Dimension Door, Otiluke's Resilient Sphere
17th	Wall of Light, Hold Monster

## CHANNEL DIVINITY

### 3rd-Level Oath of the Cosmos feature

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Mobile Nebula.** As an action, you channel the space around you to create a thick cloud of stardust that surrounds you for 20 feet in all directions. The stardust moves with you, remaining centered on you and making its area heavily obscured. You and each creature within 5 feet of you instead treat the area as lightly obscured. This stardust lasts for 10 minutes, spreads around corners, and cannot be dispersed unless you choose to end this effect (no action required).

**Alter Gravity.** As a bonus action, you channel your knowledge of gravitational force to bolster your attacks for 1 minute. Once per turn for the duration, when you hit a creature with a weapon or spell attack, you can choose to push the target 10 feet away from you. If pushed into an obstacle or another creature, the target takes bludgeoning damage equal to your Charisma modifier.

## AURA OF NAVIGATION

### 7th-Level Oath of the Cosmos feature

Starting at 7th level, you fill nearby creatures with the energy to tap into the fluidity of spacetime. While you're not incapacitated, you and creatures of your choice within 10 feet of you gain a fly speed of 5 feet if they currently have less than 5. If you are submerged in a liquid, the benefit is instead a swim speed of 5 feet. If you are floating in space and not under the immediate effects of gravity (not counting orbits), the benefit is instead a spacefaring speed of 5 feet.

## LUMA HELPER

### 15th-Level Oath of the Cosmos feature

Starting at 15th level, you can make a prayer to the cosmos for aid. By next nightfall, a Luma will fall from the sky to your approximate location if it is possible for one to do so. Lumas are Tiny-sized star creatures. The Luma will assist you with one task over the course of the next day. Upon next nightfall, it will fly back into space and bid you farewell. For the duration of its presence, you have a +1 bonus to all ability checks. You can only call a Luma for aid once a week.

## VARIABLE VOLUME

### 20th-Level Oath of the Cosmos feature

At 20th level, you can alter the sizes of living creatures, including yourself. Once per long rest, as an action, you can change any Small, Medium, Large, or Huge creature to be Small, Medium, Large, or Huge. They remain this size for 1 hour.



## OATH OF THE PLAYER

Those who take the Oath of the Player worship a singular entity that they believe to control the fate of reality itself. Therefore, they tend to be fatalistic with a disregard for choice and agency, but they don't think choice is worthless. To them, the journey is the destination. Life is a game, and the goal is not to win but to have fun on the way to its eventual conclusion. Their powers tend to exist in a metatextual format, editing the world around them. These Paladins exclusively worship the Player.

### TENETS OF THE PLAYER

The tenets of the Oath of the Player hold a paladin to a high standard of experience.

**Sportsmanship.** The game can always still be won, but there's no point in winning a game without challenge. The enemy is an opponent to be dueled, never oppressed.

**Journey.** Life without fun is not life at all. There's value in enjoying the little things, no matter how trivial.

**Finality.** All games must come to an end eventually, and nothing you do will change the outcome. It's who you affect along the way that matters.

### OATH SPELLS

#### *3rd-Level Oath of the Player feature*

You gain oath spells at the paladin levels listed in the Oath of the Player Spells table.

### OATH OF THE PLAYER SPELLS

Paladin Level	Spell
3rd	Bless, Shield
5th	Augury, Enhance Ability
9th	Bestow Curse, Revivify
13th	Arcane Eye, Leomund's Secret Chest
17th	Passwall, Commune

### CHANNEL DIVINITY

#### *3rd-Level Oath of the Player feature*

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Peerless Athlete.** As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet (this extra distance costs movement as normal).

**Gamepad Boost.** As an action, you channel your connection with the Player to ask for assistance. Until the beginning of your next turn, all allies of your choice can perform any non-attack action as a bonus action.

### AURA OF ALACRITY

#### *7th-Level Oath of the Player feature*

You emanate an aura that fills you and your companions with supernatural speed, allowing you to race across a battlefield in formation. Your walking speed increases by 10 feet. In addition, if you aren't incapacitated, the walking speed of any ally who starts their turn within 5 feet of you increases by 10 feet until the end of that turn.

When you reach 20th level in this class, the range of the aura increases to 10 feet.

### PLAYER COMMUNION

#### *12th-Level Oath of the Player feature*

You have been able to obtain guidance from the Player themselves. Once per week, you can pray and ask the Player for guidance. When you do so, ask your DM a specific question on what they recommend you or an ally should do. The DM answers your question with what they, as a person, honestly believe should be done that would maximize your character's goals, without disclosing any specific game information or reasoning as to why.

You can also, as a reaction, create a Special Block in the air. Only one of these blocks can exist at a time, and it disappears after 1 minute. Any

creature that would experience fall damage does not take any if they fall onto the Special Block.

### GLORIOUS DEFENSE

#### *18th-Level Oath of the Player feature*

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can use your reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction, provided the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.



# RANGER



Rangers are oddballs and survivalists with specific skills. There are three common subclasses.

## MARIO DIFFERENCES

Rangers in the Mario Universe differ from rangers in other realms in the following ways:

- Favored Enemy: You can choose two species in the Mario Universe to be your favored enemies. Note that doing so might be seen as speciesism.
- Natural Explorer: The available choices of terrain are arctic, coast, desert, forest, grassland, mountain, otherworldly, sky, spooky, and urban.
- Archetypes: The available archetypes are Adventurer, Pirate, and Strider.

## ADVENTURER

Adventurers don't just move about for survival but as a way of life. Seeing new lands and having new stories to tell drives them forward, and not knowing what lies beyond the hill can be the most exciting thing for them. Some might just walk, but many Adventurers have vehicles, whether they be karts, cars, boats, airships, or spaceships, to take them to the most interesting places quickly. After all, life can be short.

### VEHICLE PROFICIENCY

*3rd-Level Adventurer feature*

You have a knack for vehicles. You have proficiency in driving, and you have advantage on steering your choice of vehicle: land, boat, airship, or spaceship.

### ADVENTURER SPELLS

*3rd-Level Adventurer feature*

You learn an additional spell when you reach certain levels in this class, as shown in the

Adventurer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### ADVENTURER SPELLS

Ranger Level	Spell
3rd	Jump
5th	Spider Climb
9th	Tongues
13th	Dimension Door
17th	Far Step

### NEARLY UNSHAKABLE

*6th-Level Adventurer feature*

You've seen many things and don't shake so easily, to the point it can unnerve others. You have advantage on saving throws against being charmed or frightened.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the save fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.



## **PHONING HOME**

### *11th-Level Adventurer feature*

You know the sending spell. You can cast it once per long rest. You can expend a spell slot to cast it additional times.

## **PORTAL GOER**

### *15th-Level Adventurer feature*

You can cast misty step without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast misty step, you can bring along one willing creature you can see within 5 feet of you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.



## **PIRATE**

Pirates are thought to just be about stealing, but there's so much more to them. They live by codes of honor. It's just that the codes aren't determined by society and what they in their own communities or with their own swagger think is right. They tend to lead or butt heads with others who do, and the open seas is their most familiar territory. Used to vast, open spaces, they often familiarize themselves with ranged weapons like Bullet Bill Blasters and cannons.

### **PIRATE CODE**

#### *3rd-Level Pirate feature*

You have certain attributes that are considered appropriate for a pirate. You can read, write, and speak the Aquan language in addition to other languages you know. Also, you have proficiency in sleight of hand, as well as driving and steering boats.

### **LEAP INTO BATTLE**

#### *3rd-Level Pirate feature*

You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier. In addition, you gain advantage when attacking creatures in water.

### **PANACHE**

#### *9th-Level Pirate feature*

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

### ELEGANT MANEUVER

#### 13th-Level Pirate feature

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

### MASTER DUELIST

#### 17th-Level Pirate feature

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

### STRIDER

Striders are the beast masters of the Mario Universe, and they are rarely seen without their steeds too far away. Their steed is their animal companion, and steeds are usually horses, large pigs, large birds, plesiosaurs, or Yoshis. They use their steeds to cross enormous distances, ride them into battle, or sometimes just have a friend around when in need of emotional comfort.

### RANGER'S STEED

#### 3rd-Level Strider feature

At 3rd level, you gain a steed companion that accompanies you on your adventures and is trained to fight alongside you. Choose a steed from the Steeds table. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The steed obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to.

On your turn, you can verbally command the steed where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the steed to take the Attack action.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. While traveling through your favored terrain when mounted upon your steed, you can move stealthily at a normal pace.

If the steed dies, you can obtain another one by spending 8 hours magically bonding with another steed that isn't hostile to you, either the same type of steed as before or a different one.

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### STEEDS

Steed	Description
Cloud	Living cloud that floats in the air and lets you sit inside the fluffy top.
Dorrie*	Large plesiosaur that nearly exclusively swims.
Horse	Rare but fast ungulate that is typically used by royalty or in competitions.
Jibberjay*	Alien bird that starts small but grows large enough to carry a passenger.
Kangaroo	Large marsupial that is slow but hops high and can carry you in its pouch.
Muddy Buddy	Small sticky creature that adheres you to it while it traipses along surfaces.
Ostro	Dream bird that is quick but has no flight and lets you ride it.
Pig Poppo	Large furry pig head that can roll or move like a charging snake.
Pooch	Chunky dog that is big enough to be ridden without discomfort.
Whale	Large mammal that exclusively swims but has immense stamina.
Yoshi*	Popular dinosaurs that have tongues capable of devouring small prey.

Steeds with asterisks (\*) in the Steed column of the Steeds table are all capable of speech. By default, Dorries speak Aquan, Jibberjays speak

Cosmic, and Yoshis speak Yoshi. Your steed is committed to being a steed and cannot train in its own class levels.

#### **EXCEPTIONAL TRAINING**

##### *7th-Level Strider feature*

Beginning at 7th level, on any of your turns when your steed companion doesn't attack, you can use a bonus action to command the steed to take the Dash, Disengage, Dodge, or Help action on its turn.

#### **SPEED BOOST**

##### *11th-Level Strider feature*

Beginning at 11th level, once per short rest, your steed can dash as a bonus action.

#### **SHARE SPELLS**

##### *15th-Level Strider feature*

Beginning at 15th level, when you cast a spell targeting yourself, or when allies cast a spell targeting you, the spell also affects your steed companion if the steed is within 30 feet of you and if you allow.



# ROGUE



Rogues are shady ne'er-do-wells that seek to serve themselves. There are three common subclasses.

## MARIO DIFFERENCES

Rogues in the Mario Universe differ from rogues in other realms in the following ways:

- Archetype: The available archetypes are Power Thief, Gold Seeker, and Trickster.

## POWER THIEF

Power Thieves aren't your ordinary thieves, as they specifically steal items of magical power. Whether it's your more common power-ups that they seek, or possibly grand magical artifacts and power sources, they can prove to be the bane of a society's existence. Sometimes though, they have good reasons for what they are doing. They might wish to take down a corrupt society, or they might simply wish to give to the poor.



### POWER GANK

*3rd-Level Power Thief feature*

Starting at 3rd level, as a reaction to seeing a magic item or power-up within reach, you can

attempt to immediately make a Sleight of Hand check to take it. The check is contested by a Perception check if it is being held by another creature. On a failure, you do not take it, and your attempt goes unnoticed. On a success, it is noticed only if it was plainly in the view of others. If not in plain sight, other creatures that were looking in the direction of the item can contest your Sleight of Hand check with a Perception check to catch you in the act.

### SECOND-STORY WORK

*3rd-Level Power Thief feature*

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

### SUPREME SNEAK

*9th-Level Power Thief feature*

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

### USE MAGIC DEVICE

*13th-Level Power Thief feature*

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

### THIEF'S REFLEXES

*17th-Level Power Thief feature*

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.



## GOLD SEEKER

Gold Seekers often are difficult to recognize for the uninitiated, as they aren't overtly ostracized from society unless they become too obviously brash about it. These Rogues try to accumulate as much wealth as possible as one of their top priorities. Sometimes they simply follow the example of Wario and try to amass as much wealth as possible with various schemes, but sometimes they go on adventures with the goal in mind to collect tons of gold and coins. However, the most powerful among them will start businesses like in New Donk City and amass fortunes beyond counting.

### **EAR FOR WEALTH**

*3rd-Level Gold Seeker feature*

Starting at 3rd level, you find yourself able to do a lot more when money is at stake. Whenever you make an ability check that directly concerns money, coins, gold, business, corporations, or items desired for a great monetary value, you have advantage on that roll.

Direct context includes situations where you are looking for money, trying to find a job, trying to

make a deal, assessing methods of finding wealth, or assessing value. It does not include every conceivable way any action might lead you closer to an eventual end goal that involves wealth.

### **EYE FOR WEALTH**

*3rd-Level Gold Seeker feature*

Starting at 3rd level, you are able to tell when someone has money from the way they are dressed. After spending at least 10 minutes with a creature, you can assess their status and wealth. You learn roughly how much money they might have on them and what kind of background they might have and the circumstances of that background, as it relates to wealth, such as peasant, royalty, former royalty, middle class, celebrity, merchant, sudden fortune, old money, or new money.

When using this feature on a merchant or any creature with which you want to have a deal, you obtain insight into what might be a good offer to make them for what you want based on how they've presented themselves to you during that time.



### **INSIGHT MANIPULATOR**

*9th-Level Gold Seeker feature*

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's discretion, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

#### MISDIRECTION

##### *13th-Level Gold Seeker feature*

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.



a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

#### TRICKSTER

Tricksters have selfish goals, but those goals are often just forms of self-amusement. They know how to wield some magic to perform their trickery, often with others not even knowing how they did it. To them, it's all in the finesse of the prank, and if one doesn't get the hilarity of it, they will try someone else who might better know how to be the butt of a joke. Sometimes these Rogues, however, might be more nefarious and simply using the trickery as a guise for more sinister plans.

#### ARCANE TRICKSTER

The Trickster archetype is identical to the Arcane Trickster archetype found in the Player's Handbook. See that default subclass for information on how the Trickster subclass works.



#### SOUL OF DECEIT

##### *17th-Level Gold Seeker feature*

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on

# SORCERER



Sorcerers have been imbued with innate magic from various sources. There are three common subclasses.

## MARIO DIFFERENCES

Sorcerers in the Mario Universe differ from sorcerers in other realms in the following ways:

- Sorcerous Origin: The available origins are Bowser's Legacy, Metallic Curse, and Eternal Soul.

## BOWSER'S LEGACY

Sorcerers imbued with Bowser's Legacy exhibit the latent power of the King of the Koopas. Whether it's because they are a direct descendant, a Koopa Kid, the result of a magical experiment, or the recipient of a corrupting artifact from Bowser himself, they exhibit draconic-like traits just like the fiend himself. Numerous False Bowsters have been spotted over the years, and many believe they had been of Bowser's Legacy. While it's usually Koopas that endure this, anyone is vulnerable. They cast magic from an internal wellspring of roiling fire.



### SIMULACRUM

*1st-Level Bowser's Legacy feature*

At 1st level, you choose one origin that explains how you emulate Bowser from the Bowser's Legacy table. The damage type associated with each origin is used by features you gain later.

### BOWSER'S LEGACY

d4	Damage	Origin
1	Fire	Your fire is a direct relation and burns with a red fury.
2	Lightning	Your fire is artificial and spurred by robotic or technological means.
3	Force	Your fire is spectral in nature and with an arcane semblance.
4	Necrotic	Your fire is corrupted by darkness and reacts to light strangely.

### BOWSER'S VISAGE

*1st-Level Bowser's Legacy feature*

At 1st level, your hit point maximum increases by 1 and 1 again whenever you gain a level in this class. Additionally, you take on traits of Bowser to your physical appearance, such as horns, spikes, red hair, or a tail. When you aren't wearing armor, your AC equals  $13 + \text{your Dexterity modifier}$ .

In addition, you have advantage on Intimidation checks and disadvantage on Persuasion checks. However, if the target of your Intimidation or Persuasion check is another creature with Bowser's Legacy, one of Bowser's inner circle, or Bowser himself, the target responds to the check with the opposite response. For them, an Intimidation check from you is a Persuasion check, and a Persuasion check is an Intimidation check.

### FIRE BREATH

*6th-Level Bowser's Legacy feature*

Starting at 6th level, as an action, you can use a breath weapon that extends from you in the direction you are facing, with a width of 5 feet, up to 15 feet away. Each creature caught within the blast can make a Dexterity saving throw to avoid damage. The breath weapon deals d12 fire

damage. At levels 12 and 18, an additional d12 is added to the damage.

Whenever you use your breath weapon, roll a flat d20. If it lands on 20, your breath weapon deals its damage an extra time immediately. Roll for damage once more, but this time the damage uses your damage type as chosen for Simulacrum.

You cannot use your breath weapon again until you succeed a Constitution check of DC 17 or have a short rest. You can attempt such a check at the beginning of each turn.

#### ELEMENTAL AFFINITY

##### *14th-Level Bowser's Legacy feature*

Starting at 14th level, when you cast a spell that deals damage of the type associated with your Simulacrum, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

#### BOWSER'S PRESENCE

##### *18th-Level Bowser's Legacy feature*

Beginning at 18th level, you can channel the dread of the King of Koopas, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

While using this feature, you can spend 1 sorcery point to return use of your breath weapon from Fire Breath and using it while Bowser's Presence is active results in all of the damage dealt with it being the damage type associated with your Simulacrum.



#### METALLIC CURSE

Sorcerers imbued with the Metallic Curse freeze over into an animated piece of metal. Upon first glance, it might appear that they simply used a Metal Box power up, but then others realize that this is their permanent form. They cannot eat normal food anymore, instead having to consume metal. They can appear as any type of metal, like rose gold, but usually they simply appear as an iron-like substance. Any clothes they wear instantly turns into the same metal, and those clothes cannot be removed, only replaced. No one is sure where this curse originates, but there are rumors that someone out there is trying to make doppelgangers but is having development issues.

#### METALLIC SPELLS

##### *1st-Level Metallic Curse feature*

You gain spells at the sorcerer levels listed in the Metallic Curse Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't

count against the number of sorcerer spells you know.

## METALLIC CURSE SPELLS

### Sorcerer Level Spell

1st	Mage Armor, Shield
3rd	Heat Metal, Hold Person
5th	Feign Death, Meld into Stone
7th	Stoneskin, Fabricate
9th	Wall of Force, Passwall

## METALLIC CONSTITUTION

### 1st-Level Metallic Curse feature

Your body is made entirely of a metallic substance, such as iron, rose gold, or another metal. You still need to eat and sleep, but you have the following benefits from your metallic form:

- You are resistant to acid and poison damage, but you are vulnerable to lightning damage.
- You are immune to disease.
- You normally cannot swim. Your swim speed is 0 feet, and you sink in any body of water.
- You can, however, walk along the floor under a body of water but must treat it as difficult terrain.

## METALLIC SHIELD

### 6th-Level Metallic Curse feature

You can tap into your steel will to imbue a creature with a shimmering shield of protection. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you. The ward lasts until you finish a long rest or until you use this feature again. The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

## METALLIC DISCIPLINE

### 14th-Level Metallic Curse feature

You gain the ability to manipulate your own magnetism. As a bonus action, you can enter a magnetic flux state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.



## METALLIC AURA

### 18th-Level Metallic Curse feature

You grant metallic forms to those around you. As an action, you affect an area in a 15 foot radius surrounding you. All creatures in that radius suddenly take on all of the effects of the Metal Box power-up for 1 minute. Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

## ETERNAL SOUL

Sorcerers imbued with the Eternal Soul have become undead in some fashion. Whether they are ghosts, spirits, or skeletons, they have seen death and persist on anyways. This isn't normal resurrection via 1-Ups, oh no. Something about their soul itself is eternal, and reaching any sort of afterlife is never going to be a possibility for them. While they might be killed in the short-term, their eventual resurrection is effectively fated to be. Those with this affliction that are also Boos or Dry Bones exhibit unusual resilience against death for even their own species.

### UNDEATH QUIRKS

#### *1st-Level Eternal Soul feature*

Starting at 1st level, you can have a strange quirk regarding your physical form that relates to your undead nature. If you already have selected a species, subspecies, or feature that grants you a sort of undeath status, see the Undeath Defaults table to see which quirk you have.

---

### UNDEATH DEFAULTS

State	Quirk
Bone Form	You have a Bone Form (Piranha Plant) that looks ancient and worn from centuries of use.
Boo	You are a Boo with an aura of darkness that helps you blend into shadows.
Dry Bones	You are a Dry Bones (Koopa Troopa) with an eery spirit among your bones that holds them together.

If you do not have any of those species, subspecies, or features, instead see the Undeath Quirks table and select or roll for a quirk.

---

### UNDEATH QUIRKS

#### **d4 Quirk**

- 1 You have no visible signs of undeath.
- 2 You have a ghostly, spectral form.
- 3 You are an animated skeleton.
- 4 You are a reanimated, with a decaying body.

Regardless of which table you used, you can add Ephemeral to the list of languages you can speak, read, and write.

### EYES OF THE DARK

#### *1st-Level Eternal Soul feature*

Starting at 1st level, you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

### STRENGTH OF THE GRAVE

#### *1st-Level Eternal Soul feature*

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

### TRUE UNDEATH

#### *6th-Level Eternal Soul feature*

Starting at 6th level, if you ever die from any means, unless you were killed in such a way that prevents resurrection, you are capable of resurrecting yourself. When you die, your spirit resides within your body, and if your body is destroyed, your spirit resides within the ground immediately near where your body was.

When you are dealt damage that takes you to 0 hit points, the excessive damage beyond 0 is considered your Death Points. For example, if you had 4 hit points and were dealt 6 damage, you would have  $4 - 6 = 2$  Death Points. Each time you reach 0 hit points, your Death Points are reset and recalculated. When you die, divide your Death

Points by 2, rounding up. If your Death Points are 0, add 2 Death Points.

When you are dead, your Death Points are the number of days until you can resurrect. Until your resurrection, you are considered dead but do not proceed to any sort of afterlife, and your spirit exists in a sort of limbo.

Once the required time has passed, you resurrect with 1 hit point, your Death Points reset to 0, and all of your spell slots and abilities are considered expended. You can attempt to recall any obvious events that occurred during your time spent dead and specifically around your body or death spot with an Insight check against DC 15.

You cannot be resurrected by Revivify, Raise Dead, Reincarnate, and Resurrection spells.

### SHADOW WALK

#### *14th-Level Eternal Soul feature*

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

### UMBRAL FORM

#### *18th-Level Eternal Soul feature*

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



# WARLOCK



Warlocks are granted magical abilities from powerful patrons that seek to influence elsewhere. There are three common subclasses.

## MARIO DIFFERENCES

Warlocks in the Mario Universe differ from warlocks in other realms in the following ways:

- Eldritch Invocations: These work as normal. Select any from the Player's Handbook or other DnD source books. See the Eldritch Invocations table for a reference list of all available options. Entries with asterisks (\*) come from other source books.
- Pact Boon: You do not select a Pact Boon. You will instead receive an equivalent feature upon selecting your patron. There is no equivalent for Pact of the Talisman.
- Otherworldly Patron: The available patrons are the Fallen, Forge, and Furious.

## ELDRITCH INVOCATIONS

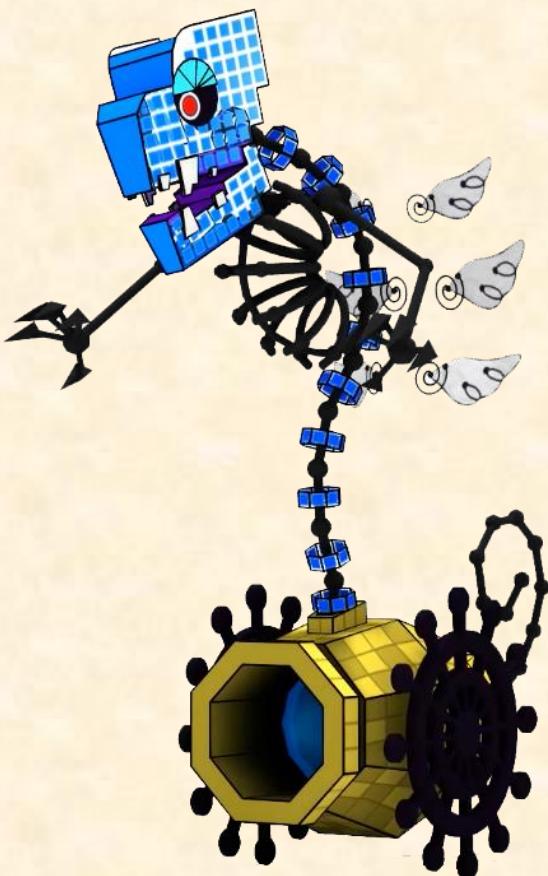
Invocation	Prerequisites
Armor of Shadows	
Beast Speech	
Beguiling Influence	
Devil's Sight	
Eldritch Sight	
Eldritch Mind*	
Eyes of the Rune Keeper	
Fiendish Vigor	
Gaze of Two Minds	
Mask of Many Faces	
Misty Visions	
Thief of Five Fates	
Agonizing Blast	eldritch blast
Eldritch Spear	eldritch blast
Grasp of Hadar*	eldritch blast
Lance of Lethargy*	eldritch blast
Repelling Blast	eldritch blast
Improved Pact Weapon*	Pact of the Blade
Gift of the Ever-	Pact of the Chain

## Living Ones\*

Investment of the Chain Master*	Pact of the Chain
Voice of the Chain Master	Pact of the Chain
Rebuke of the Talisman*	Pact of the Talisman
Aspect of the Moon*	Pact of the Tome
Book of Ancient Secrets	Pact of the Tome
Cloak of Flies*	5th level
Gift of the Depths*	5th level
Mire the Mind	5th level
One with Shadows	5th level
Sign of Ill Omen	5th level
Tomb of Levistus*	5th level
Undying Servitude*	5th level
Maddening Hex*	5th level, hex spell or warlock feature that curses
Eldritch Smite*	5th level, Pact of the Blade
Thirsting Blade	5th level, Pact of the Blade
Far Scribe*	5th level, Pact of the Tome
Bewitching Whispers	7th level
Dreadful Word	7th level
Ghostly Gaze*	7th level
Sculptor of Flesh	7th level
Trickster's Escape*	7th level
Relentless Hex*	7th level, hex spell or warlock feature that curses
Protection of the Talisman*	7th level, Pact of the Talisman
Ascendant Step	9th level
Minions of Chaos	9th level
Otherworldly Leap	9th level
Whispers of the Grave	9th level
Gift of the Protectors*	9th level, Pact of the Tome
Lifedrinker	12th level, Pact of the Blade
Bond of the Talisman*	12th level, Pact of the Talisman
Master of Myriad Forms	15th level
Shroud of Shadow*	15th level
Visions of Distant Realms	15th level
Witch Sight	15th level
Chains of Carceri	15th level, Pact of the Chain

## THE FALLEN

Those contracted to the Fallen serve the most evil entity of all. In the deepest pits of the afterlife lies an ancient, immortal, fallen Nimbi that seeks to rule over all of the dead. Chained within a deep cavern, the entity goes by the name of Bonechill, though few will ever know. Warlocks contracted with him are granted powers beyond death, often manifesting in freezing cold ice that creeps into material existence. They serve the antithesis to life itself.



### PACT OF THE CRYSTAL

*1st-Level The Fallen feature*

When selecting your patron at 1st level, your patron gives you this feature, which is equivalent to the Pact Boon called Pact of the Tome. You qualify for Eldritch Invocations that require Pact of the Tome. Any time an Eldritch Invocation mentions writing in your book, that instead manifests as inscribing or imbuing upon your crystal.

Your patron gives you an ice crystal that fits within the palm of your hand. It is cold to the touch and can never melt. It acts as a metaphysical tether from your soul to your patron, and you can use it as a spellcasting focus even when you are not holding it. However, if it is farther than 30 feet from you, you are unable to cast any spells by any means. You can attempt to use it to communicate with your patron, but you are not guaranteed a response. If you use the crystal as an improvised weapon, it deals cold damage.

### EXPANDED SPELL LIST

*1st-Level The Fallen feature*

The Fallen lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

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### FALLEN EXPANDED SPELLS

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Spell Level	Spell
1st	False Life, Ice Knife
2nd	Blindness/Deafness, Silence
3rd	Feign Death, Speak with Dead
4th	Ice Storm, Death Ward
5th	Cone of Cold, Hallow

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### SEND THE DEAD

*3rd-Level The Fallen feature*

Starting at 3rd level, anytime you kill a creature that knows a language, its soul is sent to the Fallen, and you are rewarded with 1 Sacrifice Point.

When you make an attack roll, ability check, or saving throw, you can expend all of your Sacrifice Points and add them to your roll. You can choose to do this after seeing the result of your roll but only before the DM reveals whether you were successful. You can also expend all of your Sacrifice Points to subtract from a target's saving throw in the same fashion. Your Sacrifice Points are reset to 0 whenever you expend them or take a short rest.

## DEFY DEATH

### 6th-Level *The Fallen feature*

Starting at 6th level, you can give yourself vitality when you cheat death or when you help someone else cheat it. You can regain hit points equal to  $1d8 +$  your Constitution modifier (minimum of 1 hit point) when you succeed on a death saving throw or when you stabilize a creature with spare the dying. Once you use this feature, you can't use it again until you finish a long rest.

## FALLEN NATURE

### 10th-Level *The Fallen feature*

Starting at 10th level, you have resistance to cold, necrotic, and radiant damage. In addition, anyone but you or a trusted ally that touches your crystal experiences  $4d8$  cold damage (maximum once per turn).

## INDESTRUCTIBLE LIFE

### 14th-Level *The Fallen feature*

When you reach 14th level, you partake of some of the true secrets of the Undying. On your turn, you can use a bonus action to regain hit points equal to  $1d8 +$  your warlock level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches. Once you use this feature, you can't use it again until you finish a short or long rest.



## THE FORGE

Those contracted to the Forge serve an otherworldly order. Banished from this realm is a weapons manufacturer, forged out of steel, magic, and molten metals. His entire army is composed of beings of his own creation, for he is not just a blacksmith. He is Smithy, forged of weapons, forger of armies. Warlocks contracted with him will find their weapons capable of sentience and imbued with an otherworldly magic not granted to most simple swords, shields, or cannons. They serve a propensity to violence.

## PACT OF THE WEAPON

### 1st-Level *The Forge feature*

When selecting your patron at 1st level, your patron gives you this feature, which is equivalent to the Pact Boon called Pact of the Blade. You qualify for Eldritch Invocations that require Pact of the Blade. Any time an Eldritch Invocation mentions your blade, that instead applies to your bonded weapon.

Your patron has cursed you in such a way that any weapon you wield for at least 5 minutes becomes bonded to you. Your bonded weapon can be any type of blade, sword, crossbow, gun, or blaster. Your DM might determine which improvised weapons may also be viable. Your bonded weapon can be used as a spellcasting focus, becomes sentient, and is capable of speaking Common and Arcane. It has one or more eyes and possibly a mouth. It communicates the will of the Forge to you, and you can speak to it at any time. It is still considered an object, but if it needs to use any ability checks, it uses your stats. It has hit points equal to  $d8 +$  twice your warlock level. It is broken, unusable, and unconscious when it hits 0 hit points, but it can be repaired.

If you wield a different weapon for at least 5 minutes, that new weapon becomes your bonded weapon, and your last weapon loses that status and its connection to the Forge. However, it remains sentient and might harbor resentment at being left behind and replaced.

## EXPANDED SPELL LIST

### 1st-Level *The Forge* feature

The Forge lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### FORGE EXPANDED SPELLS

Spell Level	Spell
1st	Shield, Searing Smite
2nd	Spiritual Weapon, Melf's Acid Arrow
3rd	Elemental Weapon, Conjure Barrage
4th	Leomund's Secret Chest, Staggering Smite
5th	Banishing Smite, Swift Quiver

## FACTORY WARRIOR

### 3rd-Level *The Forge* feature

Starting at 3rd level, you acquire the training to arm yourself for battle. You gain proficiency with medium armor, shields, martial weapons, crossbows, and blasters. When you attack with your bonded weapon, you can now use your Charisma modifier instead of Strength or Dexterity for the attack and damage rolls.

In addition, if you are ever incapacitated, your bonded weapon can do an action on your behalf on your turn, once per turn, performing an attack using the attack roll that you'd normally use for your bonded weapon. Your bonded weapon will only do this if it feels there is an immediate threat.

## DIMENSIONAL CURSE

### 6th-Level *The Forge* feature

Starting at 6th level, you gain the ability to place a baleful curse on someone. As a bonus action, you can curse one creature that you have hit this turn with your bonded weapon that is not already cursed by you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, you are incapacitated, or you curse another creature with this feature.

Until the curse ends, each time you successfully hit that creature with your bonded weapon, you deal an extra d12 of damage. Roll a d6 on the

Dimensional Curse Damage Bonus table to determine the damage type of the extra damage, which remains this type until you place another curse with this feature.

## DIMENSIONAL CURSE DAMAGE BONUS

d6	Damage Type
1	Fire
2	Force
3	Lightning
4	Poison
5	Psychic
6	Thunder

## REFORGING

### 10th-Level *The Forge* feature

Starting at 10th level, you can spend an hour magically reforging your bonded weapon with any type of artisan's tools to transform it into a different type of weapon that is familiar to you. Improvised weapons like plungers, spoons, etc., can be allowed at DM's discretion. You can transform it into a weapon that is unfamiliar to you, but doing so requires such a weapon to be present, which is consumed in the process. Any enchantments upon the consumed weapon are transferred to your bonded weapon.

In addition, you are proficient with your bonded weapon no matter the form it takes.



## MASTER OF ARMS

### 14th-Level *The Forge* feature

Starting at 14th level, whenever you have cursed a creature with your Dimensional Curse feature, you can release your bonded weapon as an action. It can float in the air no further than 30 feet from you. As a bonus action, you can give your bonded weapon a command, which it does immediately following your turn. When commanded for the duration, it has one action and a fly speed of 20 feet. It uses whatever rolls you would normally use for it when attacking. When the curse ends, it loses its fly speed and falls. You can recall it to your hand as a command. The Forge may override your commands if he desires.

## THE FURIOUS

Those contracted to the Furious serve the embodiment of mayhem. Tucked away in a secret location known by no others, malformed from his absorption of the Dark Star, corrupted by siphoning the powers of lesser beings like Bowser, is the remains of the mad inventor, henchman, and politician known as Fawful. He's largely forgotten, but when he is remembered, he is spoken of in hushed tones. Taking over kingdoms is not an uncommon occurrence, but few can say they controlled both the Mushroom Kingdom and Bowser's Kingdom at the same time. Warlocks contracted with him are granted powers of darkness and void. They serve antipathy at best and fury at worst.

## PACT OF THE RADIO

### 1st-Level *The Furious* feature

When selecting your patron at 1st level, your patron gives you this feature, which is equivalent to the Pact Boon called Pact of the Chain. You qualify for Eldritch Invocations that require Pact of the Chain. Any time an Eldritch Invocation mentions your familiar, that instead manifests as your communicator getting familiar-like attributes. When such a thing happens, treat your

communicator as a Tiny Construct creature, but it is still an object.

Your patron gives you a handheld communicator with his face designed around a central speaker. It has a compartment for batteries in the back, but it magically works without power. It blends into darkness well despite its bright colors, and creatures that try to spot it without knowing what it is have disadvantage at discovering it. You can use it as a spellcasting focus.

## EXPANDED SPELL LIST

### 1st-Level *The Furious* feature

The Furious lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

## FURIOUS EXPANDED SPELLS

Spell Level	Spell
1st	Bane, Tasha's Hideous Laughter
2nd	Darkness, Shadow Blade
3rd	Counterspell, Intellect Fortress
4th	Arcane Eye, Summon Construct
5th	Dominate Person, Creation

## ADVERSARIAL ADVICE

### 3rd-Level *The Furious* feature

Starting at 3rd level, you learn to tune the frequency of your communicator to speak directly with your patron. Your patron will only respond to your attempt to speak with one conversation per long rest. You can ask the Furious for advice on any subject for a price based on how valuable the information might be. You pay the cost in maximum hit points. You cannot pay the cost if your hit points would become 0, but you can offer willing allies to pay part or all of the cost on your behalf.

With each long rest, you can roll 2 dice, each matching your hit die, and the result is the number of maximum hit points you recover, up to what your maximum hit points should be. If your maximum hit points increase or decrease by other means, the affects are added. For example, if you had 20 maximum hit points but spent 8 on the

Furious, you would then have only 12. If you then leveled up and gained 4 more, your total would then be 16. After enough long rests, it could then go as high as 24.

See the Furious Advice table for some costs and information he can provide.

## FURIOUS ADVICE

### Cost Information

- |    |   |
|----|---|
| 2  | He knows only a little of politics of the worlds beyond the Mushroom World.           |
| 4  | He knows only so much of global politics around the Mushroom World.                   |
| 6  | He has heard of most of Mario's closest allies, but he doesn't know them well.        |
| 9  | He can fluently translate the Arcane, Beanish, and Binary languages.                  |
| 11 | He is intimately familiar with Beanish history and culture, though it is a bit niche. |
| 13 | He knows of each kingdom on the Mushroom Continent generally well.                    |
| 15 | He knows Mario, Luigi, and Peach as adversaries and hates them immensely.             |
| 17 | He considers Bowser to be his personal pest with a begrudging respect for him.        |
| 20 | He has experience with most common species on the Mushroom Continent.                 |
| 22 | He knows more about magic and its effects than most from his time with a witch.       |
| 24 | He is familiar with spatial and temporal physics and knows of other realms.           |
| 26 | He is a technological genius and is adept with science, inventions, and constructs.   |
| 28 | He is imbued with forbidden knowledge of dark forces and magic.                       |
| 31 | He is intimately familiar with the military capabilities of the Beanbean Kingdom.     |
| 33 | He is intimately familiar with the military capabilities of the Mushroom Kingdom.     |
| 35 | He is intimately familiar with the military capabilities of Bowser's Kingdom.         |
| 38 | He knows more about Bowser's physical abilities than almost anyone else.              |
| 41 | He will not speak of his witch unless paid.   |
| 45 | He will not speak of a Dark Star unless paid  |
| 50 | He will not speak of his identity unless paid.  |

The DM is encouraged to allow haggling and to have the Furious let hints slip when paying a lower cost.



### ENTROPIC WARD

*6th-Level The Furious feature*

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

### LIMINAL SPEAKERS

*10th-Level The Furious feature*

Starting at 10th level, you have learned how to tune your communicator to sync with other devices that have either a speaker or a microphone. Once that is done as an action, anyone can magically hear and speak through the communicator into, through, and from the synced device up to 300 feet away on the same plane of existence. You can magically mute the communicator or the synced device when holding it. There is a faint static sound that gets louder the further away the devices are,

making it difficult to hear past 200 feet. The communicator and synced device operate magically and will continue to send and receive signals even when turned off, unplugged, or unpowered.

There is no way to visually identify that the synced device has been tampered, but creatures can attempt Arcana checks against your Spell Save DC to realize what you have done to it. The synced device remains synced until you dispel the effect while holding the communicator or the synced device. You can only sync it to one device at a time.

#### CREATE FAWTHRALL

##### *14th-Level The Furious feature*

At 14th level, you gain the ability to infect a creature's mind with the dark influence of your patron. You can use your action to touch an incapacitated creature that shares a language with you. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence. The charmed creature will have a desire to adorn the face of the Furious, but you can stifle this desire.



# WIZARD



Wizards are educated on matters of magic to harness arcane abilities. There are three common subclasses.

## MARIO DIFFERENCES

Wizards in the Mario Universe differ from wizards in other realms in the following ways:

- Arcane Tradition: The available traditions are the Orders of the Magikoopa, Shaman, and Witch.

## ORDER OF THE MAGIKOOPA

Those who study the Order of the Magikoopa learn the teachings from the powerful wizards in Bowser's Kingdom. The most powerful are taught by the archmage Kamek himself, but occasionally unaffiliated Magikoopas are known to exist. Their magic focuses on manipulating the basic elements of reality for the sake of immediate utility. This can be simple blasts, fire, and visibility at first, but in time they can learn to even master resurrection.

## SCHOOL OF EVOCATION

The Order of the Magikoopa tradition is identical to the School of Evocation tradition found in the Player's Handbook. See that default subclass for information on how this subclass works.

However, you also add the Arcane language to your list of known languages.

## ORDER OF THE SHAMAN

Those who study the Order of the Shaman learn the teachings that shamans throughout the multiverse practice. Each shaman can have a different take on the teachings, and they often have names that specify their perspective. For example, a Merlon is a shaman who focuses on empowering physical combat of allies to take down a great evil. They understand fundamentally that fate is a cosmic force, but it is not set in stone. It is

merely a suggestion that some can follow but others, should they choose, alter, and they indulge in magic that alters the threads of fate.

## SCHOOL OF DIVINATION

The Order of the Shaman tradition is identical to the School of Divination tradition found in the Player's Handbook. See that default subclass for information on how this subclass works.

However, you also add the Cosmic language to your list of known languages.

## ORDER OF THE WITCH

Those who study the Order of the Witch learn through methods that are often considered heretical and nontraditional by a lot of kingdoms, but in reality they are but another tradition all their own, one of defiance and independence. Their magic focuses on the transformation of materials around them and the interaction with entities and ideas that are considered too taboo for other wizards to engage. Sometimes they know hidden truths that they feel the world should not know.

## SCHOOL OF TRANSMUTATION

The Order of the Witch tradition is identical to the School of Transmutation tradition found in the Player's Handbook. See that default subclass for information on how this subclass works.

However, you also add the Demonic language to your list of known languages.



# LANGUAGES

The Mario Universe and its adjacent realms have certain languages that are often deployed. Not everyone knows every language, and so sometimes they can be useful to advance. Sometimes sharing a less common language can also give you some camaraderie with another.

## **COMMON**

Common is the most common language spoken in the Mushroom World, being the de facto language of a majority of kingdoms, particularly those located on the continent in which the Mushroom Kingdom resides. The language is also spoken on Earth, where humans come from, due to cross-cultural exchanges over history. As such, it is often used as a shared language by people who travel to other lands, but people elsewhere who never leave home may not know it. Every traveler is encouraged to learn Common before going abroad. Also, through dimensional circumstance, many alternate realms might have languages in common, most notably Common.

## **UNCOMMON**

There are, however, a myriad of other languages across the world, universe, and multiverse.

### ANCIENT

The Ancient language was spoken by a number of mighty civilizations in the past of the Mushroom World that no longer exist. Some learn it so they can read and understand ancient runes, tombs, and texts. Occasionally, rare beings will come forward that still speak it from the old days. It sounds like a mix of Latin and Egyptian.



### AQUAN

The Aquan language is spoken by intelligent beings in the seas of the Mushroom World, along with some coastal areas, like many places in the Lake and Seaside Kingdoms. It sounds like a mix of French and bubbles.



### ARCANE

The Arcane language is spoken by many advanced practitioners of magic. The language is purely functional and incapable of metaphor, existing as a means to transfer arcane knowledge between magic users, though not every user of magic bothers to learn it. It sounds like a mix of Esperanto and mathematics.



### BEANISH

The Beanish language is spoken by residents of the Beanbean Kingdom south of the Mushroom Kingdom. Being on the border, some in the Mushroom Kingdom bother to learn it. It sounds like a mix of German and Portuguese.



### BINARY

The Binary language is spoken nearly exclusively by robots, artificial intelligences, and artificial lifeforms, as most of them inherently know it from their own programming. It's also popular in the Wooded Kingdom, as most of its residents are robots. It sounds like beeps and boops.



## BOMB

The Bomb language is spoken nearly exclusively by Bob-ombs, and they are usually reluctant to share the language with others. It sounds like a mix of small blips and the phrase "bomb".



## COSMIC

The Cosmic language is spoken by the majority of beings in the Mario Universe, as Common turns out to only be the shared language on the Mushroom World, along with some of the alternate realms that world connects. Meanwhile, galaxies are communicating in Cosmic amongst each other. It sounds like a mix of twinkling and alien tones.



## CROC

The Croc language is spoken by Kremlings and other reptilian people of the Mushroom World and in the DK Universe. Considering that King K. Rool rarely visits the Mario Universe, few outsiders have had much need to learn it. It sounds like a mix of yacking and snarls.



## DELFINAN

The Delfinan language is spoken by residents of Isle Delfino and its neighboring islands. The language is mainly a holdover from older times before tourism became such a huge industry, as most know both it and Common, aside from some more isolated natives. It sounds like a mix of yawning and Hawaiian.



## DEMONIC

The Demonic language is spoken by demons and those who are affiliated with them. As such, it is a very rare language, as demons rarely cross over into the Mario Universe. It sounds like growling and snakes.



## EPHEMERAL

The Ephemeral language is spoken by the dead and the undead. It is said that once you die, the language will come to you naturally, as only those without life can understand it without training. Those in the afterlife speak Ephemeral alone and usually forget all other languages. It sounds like a mix of whispering and murmuring.



## KONG

The Kong language is spoken by Kongs and residents of more jungle-like regions of the Mushroom World, effectively being the language of the apes. It sounds like a mix of monkey sounds and chill vibes.



## LUNAR

The Lunar language is spoken by the residents of the Moon that orbits around the Mushroom World. However, there are some micro-planets in orbit as well, and so the language is spoken in those places as well. It sounds like a mix of rabbit noises and clacking.



## POLAR

The Polar language is spoken by people that live near the polar regions of the Mushroom World, most notably the Snow Kingdom. It sounds like a mix of Russian and chirping.



## RABBID

The Rabbid language is nearly exclusively spoken by Rabbids. It originates from their homeworld, but through their meddling on the Mushroom World, the language has at least been heard by others. It sounds like a mix of yelling and gibberish.



## SARASA

The Sarasa language is spoken by the residents of Sarasa Land, the kingdom from which Princess Daisy hails. Despite the disparity of beings in Sarasa Land, they take pride in their shared language and identity. It sounds like a mix of Celtic and Maori.



## SHROOBISH

The Shroobish language is nearly exclusively spoken by Shroobs and residents of Planet Shroob. It has a complex alphabet, making it difficult to learn. It sounds like a mix of demonic noises and Toad voices.



## SUBCON

The Subcon language is spoken by residents of Subcon, as well as other dream realms. The language survives on the Mushroom World largely through the Shy Guys that still speak it in their own communities. It sounds like a mix of kazoos and trombones.



## TOSTARENAN

The Tostarenan language is spoken by residents of the Sand Kingdom and some surrounding areas in the Mushroom World. It sounds like a mix of different dialects of Spanish.



## VOLBONAN

The Volbonan language is spoken by residents of the Luncheon Kingdom and some surrounding areas in the Mushroom World. It sounds like a mix of Swiss and Japanese.



## WAFFLIAN

The Wafflian language is spoken by residents of the Waffle Kingdom in the Paper Mario Book, as this kingdom only exists within the alternate Paper World. It sounds like a mix of singing and Dutch.



## YOSHI

The Yoshi language is nearly exclusively spoken by Yoshis, though it is also known by other beings living on Yoshi's Island and in Dinosaur Land. Most Yoshis don't even bother to learn Common, instead just relying on the Yoshi language. It sounds like a mix of cute noises and the phrase "Yoshi".



# FACTIONS

It is encouraged to play the game through a political lens and have the factions have material effects upon the worlds and people that live in them. What follows are the major players in the Mario Universe(s), for different scopes.

## MAIN FACTIONS

The main factions in the game are the Mushroom Kingdom and Bowser's Kingdom, and it is the conflict between the two of them that drives much of the story. This is almost entirely due to Bowser's obsession with kidnapping Princess Peach, though he might just have a grudge from the hundreds of times her champions have defeated him.



## MUSHROOM KINGDOM

The Mushroom Kingdom is a relatively small state in the Mushroom World, but it is one of the foremost global powers due to the alliances they have with a great many heroes, kingdoms, and forces outside the world. It is the dominant power on the Mushroom Continent, and their ruler has been Princess Peach Toadstool since her father's mysterious disappearance. Mario is considered her partner and the loyal defender of the kingdom, but she keeps their relationship unofficial to avoid marriage and giving up her rule of her kingdom.

The capital of the kingdom is Toad Town, north of which is Princess Peach's Castle, a stronghold that has an archive of powerful, magical artifacts. While the kingdom has a variety of biomes and species that inhabit it, Toads are the dominant species and are favored by the princess. Still, the kingdom is considered especially diverse by the standards of most kingdoms.

The kingdom spans multiple large islands on the continent, though all but the central one are considered extraneous territory. To the southwest is Mario Land, a large personal island bestowed upon their most beloved champion. Many people and creatures live there despite Mario rarely visiting, but occasionally squatters will move in.

The kingdom has a tense relationship with the other kingdoms on the Mushroom Continent because of their outsized capabilities, but they do have allies. Sarasaland is their closest ally because their ruler, Daisy, is Peach's personal best friend. Relations with the Metro Kingdom are favorable but complicated because of Mario's history with the people there. The Comet Observatory is their most powerful ally, but Rosalina prefers to stay out of political affairs unless she deems it absolutely necessary.

Bowser's Kingdom is the primary enemy of the Mushroom Kingdom, as Bowser has sought to wed Peach and assimilate the kingdom numerous times. The kingdom's strength has in large part been due to enduring his attacks, but it can be tiresome and exhausting for the residents. Still, the kingdom rests easy knowing that Mario or another hero will inevitably save them from any threat.

## BOWSER'S KINGDOM

Before the rise of Bowser, Bowser's Kingdom was simply known as the Koopa Kingdom, home of the Koopas. The circumstances of Bowser's birth are a closely guarded secret, but it is known that, when the Stork was delivering him to his parents, he fought the Stork and fell to Yoshi's Island. From there, he was raised by a Magikoopa named Kamek until he eventually returned home to claim the throne as King Bowser Koopa.

Bowser rules with an iron fist, delegating authority through a strict but arbitrary military hierarchy. His kingdom is small because his constant aggression has given him no allies to rely upon, but he and his kingdom have a knack for bouncing back from defeat. He has two colonies known as the Dark Lands, one of which is among the Mushroom Islands and the other on the Mushroom Continent. He uses them as springboards for attacks on the Mushroom Kingdom and elsewhere.

Since Bowser's Kingdom seeks to assimilate and topple other recognized states, Bowser often makes allegiances and deals with lesser powers, sometimes in the form of direct assimilation, but also in the form of forging alliances with exiled monarchs who hope to claim land they deem as rightfully theirs. These hopeful kingdoms tend not to think Bowser is the pinnacle of trustworthiness, but they know he does keep his promises to those who show him respect.

The other nearest neighbor to Bowser's Kingdom is the Ruined Kingdom, but Bowser knows from history to not engage the Ruined Dragon that rules over that land. As such, he and the dragon have an understanding to not cross each other. The capital of his state is Bowser's Original Castle, but another popular destination is Neo Bowser City.



### MILITARY DIVISIONS

Many kingdoms have fallen to Bowser over the years, and those that chose to submit were granted divisions within his military. The Koopa Corps were there from the beginning, along with the Magikoopa Mob now led by Kamek. The Goomba Storm were the first to defect, led by Goomboss. The Bob-omb Blitz followed with King Bob-omb. The Shy Guy Squad was next, under their unknown leader.

King Boo and the Whomp King also submitted to Bowser, forming the Boo Brigade and Thwomp Romp, respectively. Since the goop events in Isle Delfino, the mutants Petey Piranha and Gooper Blooper have taken de facto positions as leaders of over the piranha plants and bloopers respectively in the kingdom.



# CONTINENTAL FACTIONS

The following are a list of factions that coexist with the Mushroom Kingdom and Bowser's Kingdom's Dark Land on the Mushroom Continent.

## BEANBEAN KINGDOM



The Beanbean Kingdom is the southernmost kingdom on the continent, ruled by Queen Bean. The dominant species are plant people known as Beanish. They share a northern border with the Mushroom Kingdom, whom they tend to distrust for their greater size and influence. As such, the Mushroom-Beanbean border is the most heavily policed border in the world, with checkpoints to only allow approved immigration into the kingdom. The powerful dictator Fawful was Beanish, and so there is a cultural overlap between the Beanish iconography and that of the infamous Fawful's Empire that the kingdom resents acknowledging.

## FAWFUL'S EMPIRE



Fawful's Empire is a defunct state that was brought down to end its tyranny. It consisted of the territory that was the Mushroom Kingdom, Dark Land, and some in between, as their dictator, the infamous Fawful, had conquered both regions. Mario and Bowser had to team up to take down

Fawful, and in so doing, the empire crumbled as a brief but concerning footnote in history.

## JUNGLE KINGDOM



The Jungle Kingdom is a heavily forested kingdom constituting the northwest portion of the continent, ruled by Cranky Kong, the elder Kong, the predominant inhabitants. Kongs are not native to this realm, having come from the alternate DK Universe. The Kongs are protective over their territory, especially the remote DK Island, which acts as a gateway between the two dimensions. Their primary rivals are the Kremling Krew, which they try to keep contained to the DK Universe. As such, only Kongs are allowed to keep watch on DK Island.

Kong society may be simple at times, but they have made many advancements in wood-based technology, along with a recent boom in kart mechanics, engineering, and greasemonkey labor. Bananas are the central currency and foodstuff.



## NIMBUS LAND

Nimbus Land is a small kingdom on the west coast of the continent that extends high into the clouds. King and Queen Nimbus rule over the cloud people known as Nimbus. They have a pacifistic culture, only defending themselves when deemed necessary, and as such they rely on their stronger ally to their east, the Mushroom Kingdom. They have a foothold below in Bean Valley, which acts as a sort of buffer zone.



Rabbid Land is a large rectangular island off the western coast of the continent, where the majority of Rabbids that came to this world settled down. It has four distinctive biomes that make for different regions, including the Ancient Gardens, Sherbet Desert, Spooky Trails, and Lava Pit, but power disputes between Rabbids are frequent and unsettled. The land has an anarchic reputation, but most Rabbids will attest that that is good. However, this has resulted in the area being shunted by most political powers.

## PENGUIN KINGDOM



The Penguin Kingdom is an icy waste, situated between the Mushroom Kingdom and Dark Land. The inhabitants are Penguins that are able to brave the harsh conditions and thrive, but they also have to endure the threat of invasions from the north. The Penguin King believes their success has been due to robust defensive training, but it has been mostly due to no one else wanting to be there.

## RABBID LAND



## YO'STER ISLE



Yo'ster Isle is a small island off the southern coast of the continent that is the home of a village of Yoshis. They live a communal life with no leader, and they are not recognized as a state by most states. The place is considered a haven for Yoshis wishing to leave the continent without committing to the long journey of getting to Dinosaur Land.

# OCEANIC FACTIONS

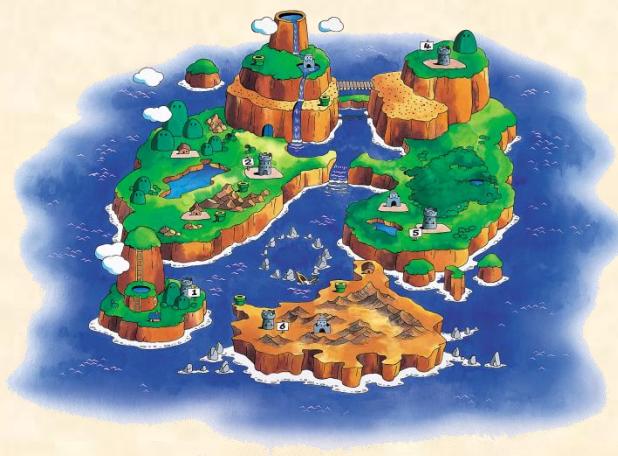
The following are a list of factions that can be found in the Greater Mushroom Sea that surrounds the Mushroom Continent.

## BASEBALL KINGDOM



The Baseball Kingdom is simply the name of a private island that Peach commissioned and was later partly hijacked by Wario and Bowser. Despite the name, it is just an artificial island for playing baseball and is not an actual kingdom.

## DINOSAUR LAND



Dinosaur Land consists of three islands off the coast of the Cascade Continent. Dinosaur Island is to the north and includes famous tourist destinations like the Donut Plains, and Chocolate Island is to the southeast, which is considerably more dangerous due to its earthy terrain.



However, the largest island is to the southwest, called Yoshi's Island. While Dinosaur and Chocolate Islands are only connected by a single bridge, they are relatively near each other. Meanwhile, Yoshi's Island is only connected to Dinosaur Island via a single, long, derelict bridge. It'd be the longest bridge in the world if it wasn't broken in places.



Yoshi's Island is the native home of Yoshis, and they have a communal society made of many Yoshi clans that support each other to survive. They raise their children like large families instead of individual family units. There are many dangers on the island as well, but the Yoshis are adept at navigating those dangers. The center of the island consists of four enormous, snow-capped mountains.

Dinosaur Land has cultural entanglements with the Cascade Kingdom, as they are both populated by dinosaur species. While some Yoshis will travel to the Cascade Kingdom, few do, since they have all they need at home. While Yoshis can communicate with the dinosaurs there, most of the dinosaurs simply aren't receptive to their conciliatory efforts.

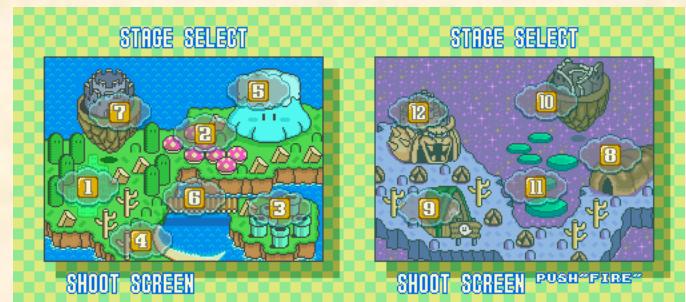


## FLOWER KINGDOM



The Flower Kingdom is a large island south of the Mushroom Continent, ruled by Prince Florian. The native inhabitants are plant people called Poplins, though they have many similarities with Toads. The region is filled with wondrous magic that results in a wacky and varied set of biomes, complete with a large central lake with mini-islands within it. Wonder Seeds come from this kingdom and are a revered resource.

## JEWELRY LAND



Jewelry Land is a small kingdom on the west coast of the continent that is bifurcated into Light and Dark regions. King Fret rules it, but the population of the kingdom is composed mostly of many species, making for a diverse but sparse population. The culture is mostly dictated by Pine, like an affinity for jewelry, but he makes sure to not anger the monarchs of neighboring kingdoms.

## KINGDOM OF BASK



The Kingdom of Bask is a defunct state that was brought to ruin in ancient times. It was on a pair of islands in a remote part of the sea. There was an ancient, evil tennis racket called Lucien that sought to possess whoever wielded it, and King Bask attempted to take Lucien's power for himself. What came next was lost to history, and the kingdom fell. Few come to the place out of fear Lucien is still there, but a spirit guardian named Aster tries to prevent any such danger.

## MUSHROOM ISLANDS



The Mushroom World are a cluster of islands between the Mushroom and Cascade Continents, but as the Mushroom World is also the name of the entire planet, the alternative term Mushroom Islands is often used instead to denote the region by outsiders.

Many small kingdoms control some of the islands with many cultural similarities. These include Grass Land, Desert Land, Water Land, Giant Land, Sky Land, Ice Land, and Pipe Land. Notably, Sky Land extends upwards into the clouds. The kingdoms have a web of alliances that result in them sometimes acting as a cohesive bloc, though they often bicker. Their rulers are all human kings with magic wands, despite how few humans can be found there.

One of Bowser's Dark Lands is among the islands, and as such the other kingdoms tend to be favorable to the Mushroom Kingdom in their opposition to Dark Land.

Pipe Land has the densest configuration of pipes in the Mushroom World, with pipes portaling to numerous other locations, in and out of the Mushroom Islands. In the midst of these islands is a hidden one called the Warp Zone, which is a neutral territory nexus point for the intrepid adventurer.



There exists an enigmatic ninth land called World-e, which is a separate state unto itself. Their king is aloof and never seen by the public, and few people live there due to the changing landscape. The central island is magically enchanted to change biomes in various deadly environments, and so often only the brave come here for a challenge. The only settlements are the castle, a few Toad villages, and E Port, the Mushroom Island's primary port town.

## Pi'ILLO ISLAND



Pi'illo Island is a remote island with its own, mixed population of different species. Once, it was a mighty kingdom of dream people called Pi'illos, who could travel between the Mario Universe and the Dream World with ease. However, the kingdom was brought to ruin by the nightmare Antasma, but the Pi'illos were preserved in shards of nightmare crystals. Nowadays, however, the island consists of just a number of communities with little governmental structure, though the revived Pi'illos seek to restore Prince Dreambert to power.

## SUNSHINE ISLANDS



The Sunshine Islands are a cluster of sealife-shaped islands to the northwest of the Mushroom Continent. While most of the islands have little development, the central, dolphin-shaped island of Isle Delfino is one of the hottest tourist spots in the world. The natives are plant people called Piantas, and they have a fairly industrialized society that trends towards coexisting with the natural environment of their home.

The state of Isle Delfino is a liberal democracy, the only notable one in the entire world. As such, their people are freer and are able to participate in elections, but they also have a bureaucracy that can be unforgiving. The surrounding Sunshine Islands are mostly devoid of civilization, and so Isle Delfino tends to claim dominion over them as surrounding territories to their central island.

Isle Delfino is politically isolated due to their refutation of monarchy, but they engage in capitalistic practices that ensure trade with others. They have the largest airport in the world, which regularly sends planes to Mushroom City and the Beanbean Airport.



## SWEET SWEET KINGDOM



Sweet Sweet Kingdom is a defunct state on a series of floating islands southeast of the Luncheon Kingdom. Unlike the Luncheon Kingdom, the edible landscape of these islands is primarily sweet and dessert-themed. However, little is known of the kingdom that once lived here, and only delicious ruins remain of what was.

## GLOBAL FACTIONS

The following are a list of factions that exist in the Mushroom World beyond the Greater Mushroom Sea.

### CAP KINGDOM



The Cap Kingdom is a modest kingdom on Cap Island, to the west of the Cascade Continent. Their capital is in Bonneton, whose native residents are ghost people called the Bonneters. They have a culture that focuses upon a Victorian, almost noir aesthetic with stylish hats and airships, and Tiara is the princess of the Bonneter royalty. While the Cascade Kingdom is their nearest neighbor, they have far much more in common with the Sand Kingdom further to the east.

### CASCADE KINGDOM



The Cascade Kingdom is a relatively large kingdom that takes up the entirety of the Cascade Continent, though it is really more of a fiefdom than a monarchy. Dinosaurs roam the land, and

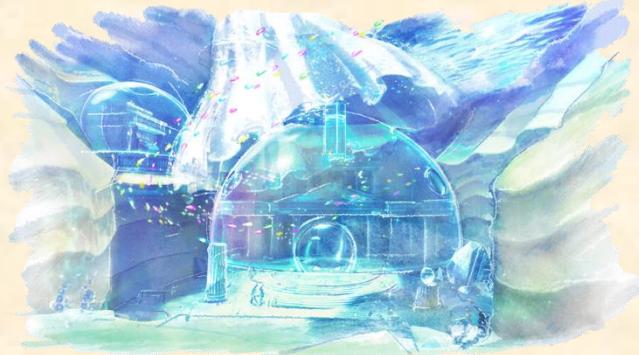
physical might and survival of the fittest determine which one is considered the leader of the dinosaurs. As it stands, a Tyrannosaurus rex in Fossil Falls is considered the toughest and de facto leader. They have limited relations with Dinosaur Land.

### CLOUD KINGDOM



The Cloud Kingdom is a defunct kingdom that was brought to ruin in ancient times. It floats in the sky above the Greater Central Sea and the Lost Kingdom, and the only beings that live there anymore are doves. The Nimbus Arena is a special area that was used as some sort of ritual site that seemed to harbor some intrigue the ancient civilization had for the Moon.

### LAKE KINGDOM



The Lake Kingdom is a large kingdom that takes up the northeastern wing of the Western Continent. Their capital is in Lake Lamode, whose native residents are mermaids called Lochladies. Since Lochladies are all born female, the kingdom is a matriarchy with an overwhelming population of

women. Their culture is focused quite a lot on elegance, design, and fashion, and most of their population lives along cool coasts and not the more northern arctic region. They have a cordial relationship with the Sand and Wooded Kingdoms.

## LOST KINGDOM



The Lost Kingdom is a defunct kingdom that was brought to ruin in ancient times. It's composed of several islands in the Greater Central Sea, and there is no organized government in the area. The Forgotten Isle is a central island that may have been the capital of the ancient kingdom. Little is known about them, but they are believed to have invented the ground pound. Due to the toxic seas that surround the islands, most tend to stay away from these islands altogether.

## LUNCHEON KINGDOM



The Luncheon Kingdom is a relatively large kingdom that occupies an area of the Eastern Continent that is magically composed of savory, edible substances. The magic seems to originate from Mount Volbono, which spews a strange pink

lava that simmers in the surrounding seas. The volcano doubles as the capital, whose native residents are metal, pronged people called Volbonans. Their culture is primarily focused on cuisine, but they also export precious minerals hard to find in other regions. They have more invested in their land than the Snow or Seaside Kingdoms, but they have a very tense relationship with the Ruined Kingdom.

## METRO KINGDOM



The Metro Kingdom is a large kingdom that takes up the western wing of the Eastern Continent. The kingdom industrialized a long time ago with a myriad of species, but it was only recently that the kingdom had an immense boom in population and productivity.

That was with the arrival of humans. When humans originally crossed over from Earth in the Real World to the Mushroom World, they had arrived in the Mushroom Kingdom. Some of these people returned to Earth and led an exodus of people dissatisfied with life there back to the Mushroom World, but they settled in the Metro Kingdom to try to make their own space. As such, humans quickly became the dominant species of the Metro Kingdom, though the original denizens can be found in the more rural areas.

The humans were incredibly productive due to the number of construction workers that immigrated, and entire cities were constructed in the past few decades. New Donk City quickly became the largest city in the world, powered via Power Moon magical energy generators. Mario's ex-girlfriend, one of the leaders of the exodus, Pauline, leveraged her position as CEO of the Mario

Toy Company to become mayor of New Donk City, making her one of the most powerful and renowned non-monarchal figures in the world.

The Metro Kingdom is a constitutional monarchy, a compromise between the liberal values of the immigrating humans and the monarchist tendencies of most of the Mushroom World. While many mistake New Donk City for the capital, the capital is the much smaller city of Landen. Despite Pauline's influence, the Metro Kingdom royalty, a family of Goombas, maintains their power, subject to parliamentary oversight.



Another large city in the kingdom is Diamond City, where WarioWare, Incorporated is located, a business that Mario's old rival, Wario, runs with a contingent of the only employees strange enough to want to work for Wario. Child labor laws aren't present here, and many of the denizens don't seem to distinguish their world from Earth and live in a liminal understanding between the two. They are able to return to Earth via pipes.

The primary industries of the Metro Kingdom are construction, investment, and advertising. They engage in trade with nearly every kingdom in the world, engaging in capitalism far more than most. The largest corporation in the world is a Metro company with a flagship store in New Donk City called Crazy Cap, which sells unique outfits and fancy hats across the world.

The Metro Kingdom has a tense relationship with the Snow Kingdom, an easy relationship with the Seaside Kingdom, and a complicated relationship with the Mushroom Kingdom, due to Pauline having dated the champion of their princess.

## RUINED KINGDOM



The Ruined Kingdom is a relatively large kingdom that takes up the eastern wing of the Eastern Continent, though these days it is little more than a solitary fiefdom. The ancient civilization that used to live here tried to face a fierce dragon known as the Ruined Dragon, which terrorized them. Little of their society remains but its largest structures, such as those in Crumbleden, where they created a large tower to act as a lightning rod with an intent to restrain the dragon. Unfortunately, they failed, and the Ruined Dragon killed them all.

The Ruined Dragon recently received a humiliating defeat from Mario, but it still roams in the skies above this wasteland. Some say it wears an old samurai helmet obtained from the Koopa Kingdom to assert its dominion as the rightful ruler of this kingdom. It is content with its territory, but it spares no one that trespasses.

## SAND KINGDOM



The Sand Kingdom is a large kingdom that takes up the northwestern wing of the Western

Continent. Their capital is in Tostarena, whose native residents are skeletal beings called Tostarenans, which would be able to easily masquerade as the dead if they weren't so full of life. Most of the kingdom is desert, though a lot of it consists of cold deserts rather than hot deserts. Their culture is focused upon entertainment, and they have a fair amount of business dealing with precious stones and tourism. They have a cordial relationship with the Lake and Wooded Kingdoms.

## SEASIDE KINGDOM



The Seaside Kingdom is a relatively large kingdom that occupies the southern coast of the Eastern Continent, the northwestern peninsula of the Southern Continent, and the islands and seas between. Their capital is in Bubblaine, whose native residents are snail people called Bubblainians. Their culture is primarily focused on water sports, but they also export the special, naturally-occurring carbonated water found in their seas as a luxurious sparkling water. They have cordial relationships with the Metro, Snow, and Luncheon Kingdoms, though they have a mixed history with the Muda Kingdom of Sarasaland.



## SARASALAND

Sarasaland is a union of four kingdoms on the Southern Continent that sought to put aside their differences and work cooperatively. In so doing, each of the four kings appointed a high king that would act as a figurehead while the four kings made the real decisions. The position of high king eventually was passed down to Princess Daisy, who spends most of her time away in the Mushroom Kingdom. While the kings of Sarasaland are frustrated by her frequent absence, they let it slide, for the Mushroom Kingdom is a powerful ally.

## BIRABUTO KINGDOM

The native residents of the Birabuto Kingdom are lion beings called Gao, and their king is a large Gao named Totomesu. Most of the kingdom is a large desert, but the river from the coast keeps it alive.

## CHAI KINGDOM

The native residents of the Chai Kingdom are vampiric beings called Pionpi, and their king is a mysterious creature that hides within a cloud called Biokinton. The biomes of the kingdom are split between forests and taiga, and it is the largest of the Sarasaland kingdoms.

## EASTON KINGDOM

The native residents of the Easton Kingdom are statue heads called Tokotoko, and their king is a large Tokotoko named Hiyoihoi. Most of the kingdom is coastline dotted with statues of Tokotoko.

## MUDA KINGDOM

The native residents of the Muda Kingdom are seahorse beings called Yurarin, and their king is a large Yurarin named Dragonzamasu. Most of the kingdom is swampy, but the majority of the population lives in large lakes adjacent to the Seaside Kingdom or along the coastlines.

## SNOW KINGDOM



The Snow Kingdom is a large kingdom that takes up the entirety of the Northern Continent, several arctic islands, and much of the northern coast of the Eastern Continent. Their capital is in Shiveria, whose native residents are yeti people called Shiverians. Their culture is primarily focused on baking and racing. They manage to engage in trade with other kingdoms but are somewhat more isolated. They have tense relationships with the Metro, Seaside, Luncheon, and Ruined Kingdoms, largely due to their history of expansionism that has simmered in recent years.

## WOODED KINGDOM



The Wooded Kingdom is a large kingdom that takes up the southeastern wing of the Western Continent. Their capital is in the Steam Gardens, whose native residents are robots called Steam Gardeners. The modern kingdom arose out of the fall of an ancient civilization that may well have been the most technologically advanced civilization to have ever existed on the Mushroom World. However, their way of life was not sustainable. The descendants of the robots made by that society now run things, turning the industrialized landscape back into one that has harmony with nature. Their only real export are flowers. They have a cordial relationship with the Sand and Lake Kingdoms.



# SPACE FACTIONS

The following are a list of factions that exist in the Mario Universe beyond the Mushroom World.

## BEE KINGDOM

The Bee Kingdom is a kingdom that covers the Honeyhive, Honeybloom, and Honeyhop Galaxies, and their native residents are alien Honeybees. Their ruler is the Honey Queen, an enormous bee that exerts her own field of gravity and acts as mother to all of her bees. The bees have a defensive culture in part brought about by a fear of the Mandibug Clan and outsider and in part by a loyal devotion to their queen.



## COMET OBSERVATORY



The Comet Observatory is a large complex and home for Rosalina, mother of the cosmos. It is powered by Grand Stars and built upon an actual comet. It acts as a hub for Lumas that Rosalina raises until they are old enough to become planets, stars, or galaxies. There are numerous telescopes throughout the complex, with capability to launch

people to far-flung galaxies within the supercluster. The Comet Observatory used to cycle about the World 1 supercluster over periods of a hundred years each, but Rosalina has kept it parked above the Mushroom World since her last visit due to her fondness for the people there.

## EXILED GALACTIC FACTIONS



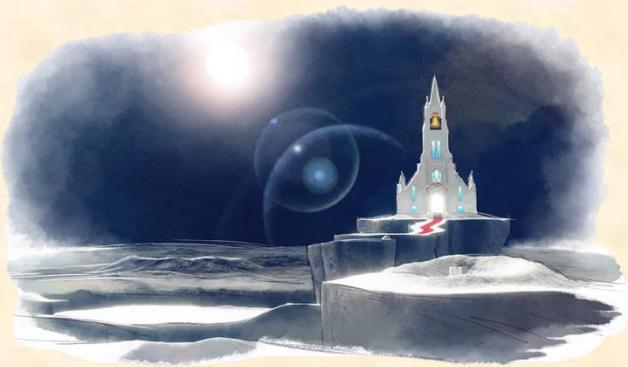
There are a number of exiled monarchs and leaders from across the cosmos that have no natural planets to call home. Seeking planets to conquer or colonize, they were recruited by Bowser to aid him in his attempt at galactic conquest. King Kaliente of the Octoomba Kingdom, along with his son, Prince Pikante, supplied Octoomba troops to his forces. Bugaboom of the Mandibug Clan exacted revenge on the Bee Kingdom. Topmaniac of the Topman Tribe provided weapons of war, spaceships, and other technologies to Bowser. Glamdozer of the Pupdozer Herd was recruited from the World 4 supercluster to provide support over there at one point. While they have not succeeded, they lie in wait for opportunities to strike.



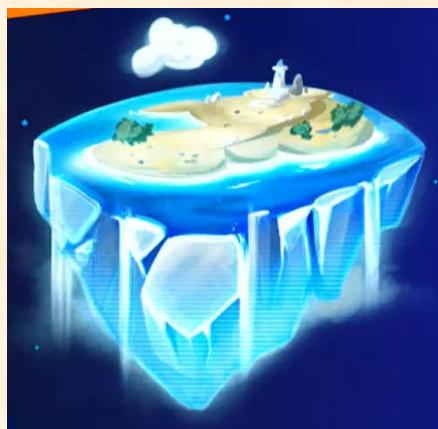
## EXILED SPRIXIE FACTIONS

There are a number of exiled monarchs and leaders from the Sprixie World that seek to oust the Sprixie Kingdom, and Bowser recruited them in an attempt to wrest control from the Sprixie Princesses. Those recruited included Hisstocrat, king of snakes; Boss Brolder, boss of Brolders, King Ka-Thunk, king of Ka-Thunks, Prince bully, prince of Bullies; and Motley Bossblob, boss of jesters. While they have not succeeded, they lie in wait for opportunities to strike.

## MOON KINGDOM



The Moon Kingdom is a kingdom that claims to be the rightful rulers of the entire Moon of the Mushroom World, but their population is so incredibly few that their influence doesn't really reach beyond Honeylune Ridge. The native residents are various kinds of lunar rabbits, led by Madame Broode. Despite calling themselves a kingdom, Broode treats it more like a business, offering the most luxurious wedding services to anyone who asks, no matter how sketchy.



## RABBID PLANETS

The Rabbid planets include a number of planets that were colonized long ago by Rabbids due to their shenanigans with the Time Washing Machine. All of these planets reside within the same galaxy as the Mushroom World, the Grand Finale Galaxy. Beacon Beach is a planet led by the Rabbid god, Augie. Pristine Peaks is led by the Rabbid captain, Orion. Palette Prime is led by the Rabbid mayor, T. S. Woodrow. Terra Flora is led by the Rabbid elder, Bea. Barrendale Mesa is led by the Rabbid mother, Momma.

After the defeat of the evil parasite known as Cursa, the special Rabbids he made, called the Spark Hunters, remain among these planets, protecting the Luna-Rabbid hybrids called Sparks, along with the planets' Rabbid populations from any threats.

## SHROOB KINGDOM



The Shroob Kingdom is the monarchy that encompasses the entirety of the Shroob Planet at the far end of the solar system. While there are mushrooms on this planet, they took a far more sinister and parasitic nature due to the darkness of being so far from the Sun. Their society idolizes assimilation, and while their people possess a great deal of genetic diversity from all the species they've assimilated, they are all Shroobish. The process of turning others into more of their kind is called Shroobification.

A few decades ago, they attempted to assimilate the Mushroom World, starting with the Mushroom

Kingdom. The attempt was a massive failure, and both of the ruling princesses died in the invasion. Since then, they have remained isolated and have a new Princess Shroob as their matriarchal ruler.

## SPRIXIE KINGDOM

The Sprixie Kingdom is a union of seven smaller kingdoms on the Sprixie World, the sister planet to the Mushroom World. Each kingdom had a fairy-like princess called a Sprixie Princess, and long ago the various kingdoms united to put the whole world under a singular rule. They don't do much governing but try to ensure peace and that more tyrannical monarchs don't oust them. There are magical lands that float in the sky, but they are so dangerous that no one really tries to claim them.

Lake Capcat is a vacation destination that is basically the Sprixie version of Isle Delfino, with a large population of domesticated cats. The area is treated as a cat sanctuary by the Sprixie Kingdom.



## DIMENSIONAL FACTIONS

The following are a list of notable factions that exist in some universes other than the Mario Universe.



### 8 BITS

The 8 Bits are a gang led by Wart that have attempted on at least two occasions to take over the realm of Subcon.

### CRAFTED YOSHI'S ISLAND

The Crafted Yoshi's Island is an alternate version of Yoshi's Island that exists within the Crafted World. It is very similar despite being made of arts and crafts.

### CRAGNONS

The Cagnrons are one of two notable factions in the Land of the Cagnrons. They have rock technology that works miraculously if they are pious to the Big Rock Who Watches. They used to fear the Floral Kingdom but have since come to an understanding.

## DEMON WORLD

The Demon World consists of all demons who answer to a singular demon called the Dark Lord Hum Gree, who once became so hungry that he caused mass famines for all other demons.

### DRY BOWSER'S KINGDOM

Dry Bowser's Kingdom is an alternate version of Bowser's Kingdom in the Special Zone where Bowser became undead. Few notable figures remain in his world, and so sometimes he crosses over into the Mario Universe to cause havoc.

### FLORAL KINGDOM

The Floral Kingdom is the most advanced civilization in the Land of the Cagnrons, where plant life in the form of Floro Sapiens developed far beyond what humanoids were able to do. Their current ruler is King Croacus IV, who is obsessed with beauty.

### KREMLING KREW

The Kremling Krew is a kingdom from the DK Universe that is the arch rival of the Kongs from DK Island. They seek to industrialize the world unsustainably, and King K. Rool won't stop until he succeeds.

### MERFLE TRIBE

The Merfle Tribe is a kingdom in the Shake Dimension, ruled by Queen Merelda. An exiled king called the Shake King tried to usurp her, but she just wants her people to exist in peace.

### PAPER BOWSER'S KINGDOM

Paper Bowser's Kingdom is an alternate version of Bowser's Kingdom that exists within the Paper World. It is very similar but with one notable difference in that Bowser has a right-hand Magikoopa that eclipses Kamek, named Kammy Koopa. Paper Bowser has crossed over to the

Mario Universe to cause havoc on previous occasions.

## PAPER MUSHROOM KINGDOM

The Paper Mushroom Kingdom is an alternate version of the Mushroom Kingdom that exists within the Paper World. It is similar, though this version of the kingdom has a much more uncontested hold upon the Mushroom Continent, resulting in a different history with different regions.



## SAMMER'S KINGDOM

Sammer's Kingdom is a kingdom that has conquered an entire albeit small realm under King Sammer. The kingdom doesn't stand for much beyond fighting for the honor of King Sammer. Some of the warriors, called Sammer Guys, are weak, but some are deadly.

## SHADOW KINGDOM

The Shadow Kingdom is a defunct kingdom beneath the ruins of Rogueport on the outskirts of the Paper Mushroom Kingdom, once ruled by the Shadow Queen from her Palace of Shadow. She has been confined within her tomb, but she awaits her next chance at dominion.

## SKELLOBIT ARMY

The Skellobit Army is an army of corrupted dead souls that serve the will of Bonechill in order to liberate or conquer the afterlife, depending on who is asking.

## SMITHY GANG

The Smithy Gang is the corporation run by the entity known as Smithy, forger of weapons, native to the realm known only as The Factory.

## SUBCON

The realm of Subcon exists in a communal state. There are fairies also known as Subcon that try to keep the peace, but no one is in charge.

## THE OVERTHERE

If a soul manages to climb the stairway from the Underwhere, they may be able to access the Overthere, a heaven where pious souls can become Nimbis and live happy afterlives.

## THE UNDERWHERE

The Underwhere is the part of the afterlife where all beings this side of the multiverse go with their games have ended and they have died. Queen Jaydes rules the dead who manifest as Shaydes with her D-Men. She has a daughter with King Grambi.

## WAFFLE KINGDOM

The Waffle Kingdom is a far-off empire in the Paper World, ruled by the Chestnut King and his lover, Princess Éclair. The kingdom is a sort of alternate version of the Luncheon Kingdom, but with more species variety. Paper Luigi saved the princess only to discover she was not looking for romance.

## X-NAUTS

The X-Nauts are a military faction of bioengineered cyborgs from the Moon of the Mushroom World of the Paper World, making them the alternate universe version of the Moon Kingdom. They are far more capable of causing mayhem, as they did when they awoke the Shadow Queen, though she immediately turned on them.

# MAPS

This section is a series of maps and information on the locations in which Mario and his allies reside, from the Mushroom Kingdom all the way out to the multiverse. However, there are many terms that the Mario Universe uses in interchangeable and contradictory ways that should be clarified first.

The term “world” usually means a planet. “Land” usually means a region. “Kingdom” usually means a monarchist state. However, the terms are often used interchangeably and inconsistently. Sometimes a world is a planet, but sometimes it is a kingdom or something else. Sometimes kingdoms are named lands. Sometimes regions are called kingdoms because there once was a monarchist state there, but that was long ago; no one rules there anymore. See the Factions section for a more comprehensive look at which things are states. Otherwise, you can assume the terms refer to pieces of land, be they regions or entire planets. The term “continent” is fortunately consistent.

The term “galaxy” does not mean the same thing it does in the Real World. In the Real World, galaxies are cosmic structures with billions of stars, often swirling around black holes. In the Mario Universe, the term “galaxy” refers to clusters of cosmic objects ranging in scale from that of a solar system to just a series of asteroids. In effect, galaxies here are micro-galaxies or micro-systems that consist of micro-planets and micro-moons, though the larger ones can contain full-size stars, planets, and moons. So in essence, a galaxy is basically just a space region.

However, there are cosmic superstructures in the Mario Universe that resemble Real World galaxies. These superclusters contain a great many stars and galaxies and often orbit a central mass, such as a black hole. Confusingly, these superclusters are also called “worlds”. Additionally, many overlapping terms refer to other realms, such as the words “realm”, “dimension”, “universe”, and of course, “world”.

# MULTIVERSE

The Mario Universe exists within a multiverse of realms. There are many different kinds, but there are a few categories. Some realms are alternate versions of the Mario Universe, including the DK Universe, Mushroomy World, Special Zone, and Minus World. These ones have a lot of similarities to the Mario Universe but also differ in their own ways. Then there are realms that are completely alien to the Mario Universe and are often composed of strange substances, magic, and beings, and this would include the Star World, Dream World, Subcon, Subspace, Darkmess Dimension, Paranormal dimension, Factory, Vanda, and Demon World. There are also realms that are nested within the Mario Universe, where they are treated as separate realms but exist within their entirety within another, leaving them vulnerable to the outside. This includes the Shake Dimension, Crafted World, Paper World, and Parallel World. Note that the Crafted and Paper Worlds are also alternate realms, and the Parallel World is an alternate realm of an alternate realm.

Next are flip realms, which include the many realms that exist beyond typical dimensions and have an optional relationship with 3D space, such as: Flipside and Flopside, Lineland, Gloam Valley, The Bitlands, Outer Space, Land of the Cragnons, Sammer’s Kingdom, The Underwhere, Castle Bleck, and Timpani’s Home. There are also special realms that have unique relationships with the Mario Universe but only sparingly, which includes the Real World, World of Trophies, and Rabbid Universe.

See the Other Realms table for a list of known realms adjacent to the Mario Universe. There are other realms not listed, but they venture beyond the realms familiar to Mario. Most of them are the home realms of foreign combatants in Smash competitions or are the result of crossovers with characters of other game series. See the Crossovers table for a full list of every other series that has had some sort of crossover with the Mario games. That table may help you infer what other realms are available. However, it is recommended to not venture too far from the main realms or even the Mario Universe beyond when the players have imminent need, lest the DM have to accommodate for going really off track.

## OTHER REALMS

d100	Realm	Description
1-3	Mario Universe	The realm that contains the Mushroom World, Continent, and Kingdom.
4-7	DK Universe	A realm filled with jungles and Kongs beset by industrializing reptiles.
8-11	Mushroomy World	An alternate realm where the Mushroom Kingdom fell long ago. Nothing lives there anymore, and all of the land is a desert.
12-15	Special Zone	An alternate realm with more magic, different lands, and familiar but deadlier foes. An undead version of Bowser hails from this realm.
16-19	Minus World	A realm with circular, dead levels that stretch on for infinity.
20-22	Star World	A realm dedicated to the stars and infused with their magical power.
23-25	Dream World	An amalgam of realms with dream logic, alterable by consciousness.
26-28	Subcon	A specific dream realm meant to be an idyllic utopia, albeit weirder.
29-31	Subspace	The dark side of Subcon and other realms, made of leftover space.
32-34	Darkmess Dimension	A realm made of darkness and otherworldly magic, exploited by Cursa and meant to be a staging ground for ambushes.
35-37	Paranormal Dimension	A realm entirely inhabited by ghostly beings and responsible for many haunted events in other realms when they bleed over.
38-40	The Factory	An industrious realm entirely dedicated to manufacturing armaments.
41-43	Vanda	A strange world that is not compatible with the Mario Universe. They conquer other realms of their alien kind but spared Mario's.
44-46	Demon World	A realm for demons, where they originate. They tend to keep to themselves, but occasionally some will wander to other realms.
47-49	Shake Dimension	A nested realm with its own kingdom, found on a magical globe.
50-52	Crafted World	A nested realm with an artsy Yoshi's Island, where everything is made out of yarn, cardboard, and other arts and crafts supplies.
53-55	Paper World	A nested realm with a paper version of the Mushroom World. Despite being paper, serious world-changing events happen in this book.
56-58	Parallel World	A realm that also exists within the Paper Book, but it's an alternate dark side of the pages that coexist with the main paper realm.
59-61	Flipside and Flopside	The two sides of a realm that acts as a nexus for other limited dimensions.
62-64	Lineland	A realm drawn with simple lines with a long-dead civilization of ancients.
65-67	Gloam Valley	A beautiful realm in a perpetual twilight and only a single biome.
68-70	The Bitlands	A realm made of square-shaped bit graphics in the form of levels.
71-73	Outer Space	A vast realm with many small planets and species, along with one long-dead intergalactic civilization that once united them all.
74-76	Land of the Cagnons	A realm with friction between the rural Cagnons and industrialized kingdom of the Floro Sapiens.
77-79	Sammer's Kingdom	A realm entirely conquered by King Sammer and his army.
80-82	The Underwhere	The realm of the dead, where all go when their games have ended.
83-85	Castle Bleck	A realm constructed as a solitary castle in the darkness.
86-88	Timpani's Home	A realm with a tribal dispute between humanoids and ghastly specters.
89-91	Real World	Our realm, with its most notable planet, Earth. Humans come from here.
92-94	World of Trophies	A realm whose gods are in perpetual conflict, often hosting fighting competitions with representatives from across the realms.
95-97	Rabbid Universe	The realm where the Rabbids came from. Little else is known.
98-100	Other Realms	Mario and his allies have met people from many other realms, many of them from Smash tournaments but some by other means.

## Crossovers

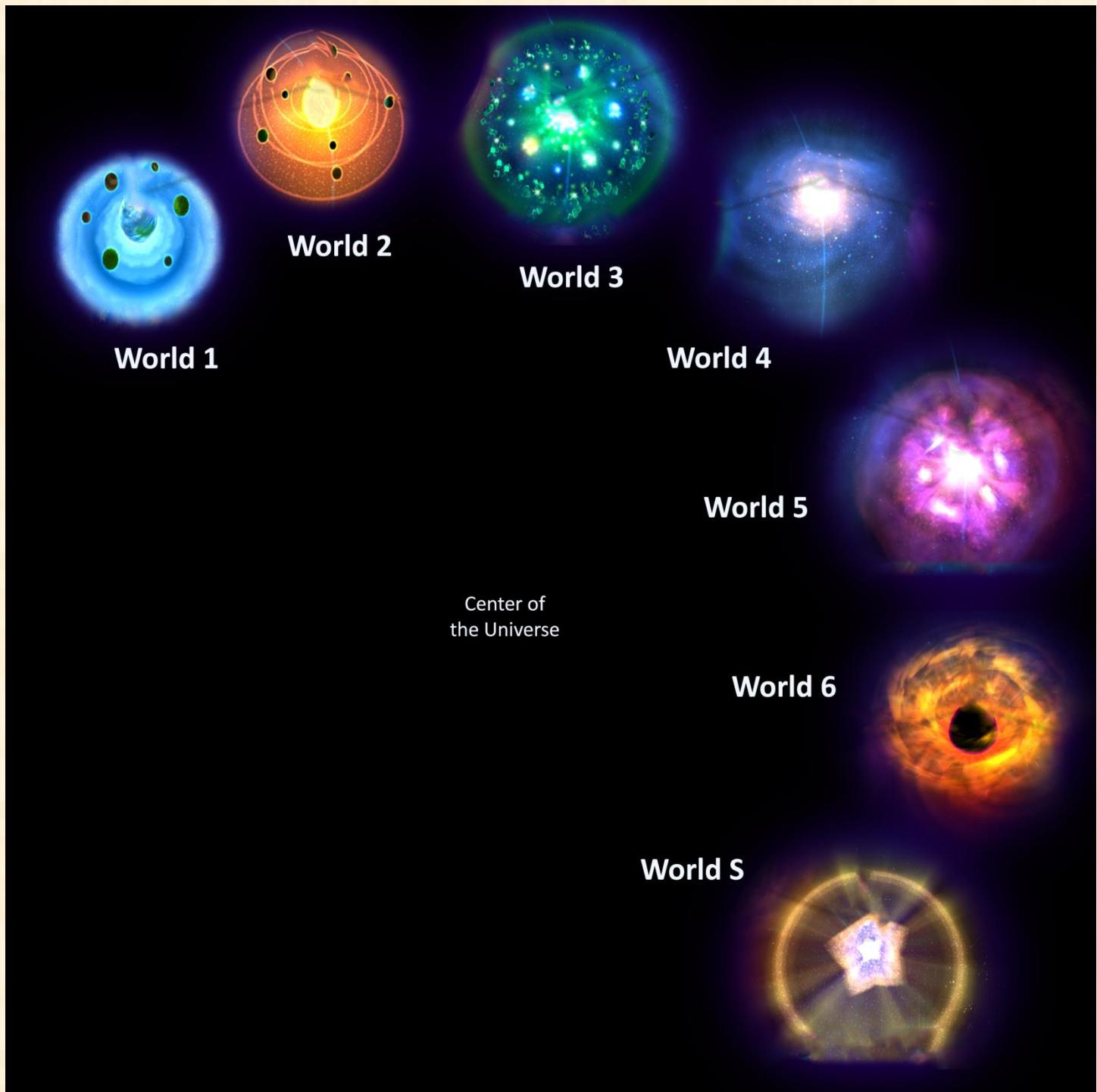
d100	Series
1-2	Animal Crossing
3-4	ARMS
5-7	Banjo-Kazooie
8-9	Bayonetta
10-11	Bomberman
12-14	Captain Rainbow
15-16	Castlevania
17-18	Dragon Quest
19-21	Duck Hunt
22-23	EarthBound
24-25	Fatal Fury
26-28	Final Fantasy
29-30	Fire Emblem
31-32	F-Zero
33-34	Game & Watch
35-37	Ice Climber
38-39	Kid Icarus
40-41	Kingdom Hearts
42-43	Kirby
44-46	Mega Man
47-48	Metal Gear
49-50	Metroid
51-52	Minecraft
53-55	Monster Hunter
56-57	Pac-Man
58-59	Persona
60-61	Pikmin
62-64	Pokémon
65-66	Punch-Out!!
67-68	Puzzle & Dragons
69-70	Rayman
71-73	Rhythm Heaven
74-75	Skylanders
76-77	Splatoon
78-79	Sonic the Hedgehog
80-82	Star Fox
83-84	Street Fighter
85-86	Taiko no Tatsujin
87-88	Tamagotchi
89-91	Tekken
92-93	The Legend of Zelda
94-95	Wii Fit
96-97	Wreck-It Ralph
98-100	Xenoblade Chronicles



# MARIO UNIVERSE

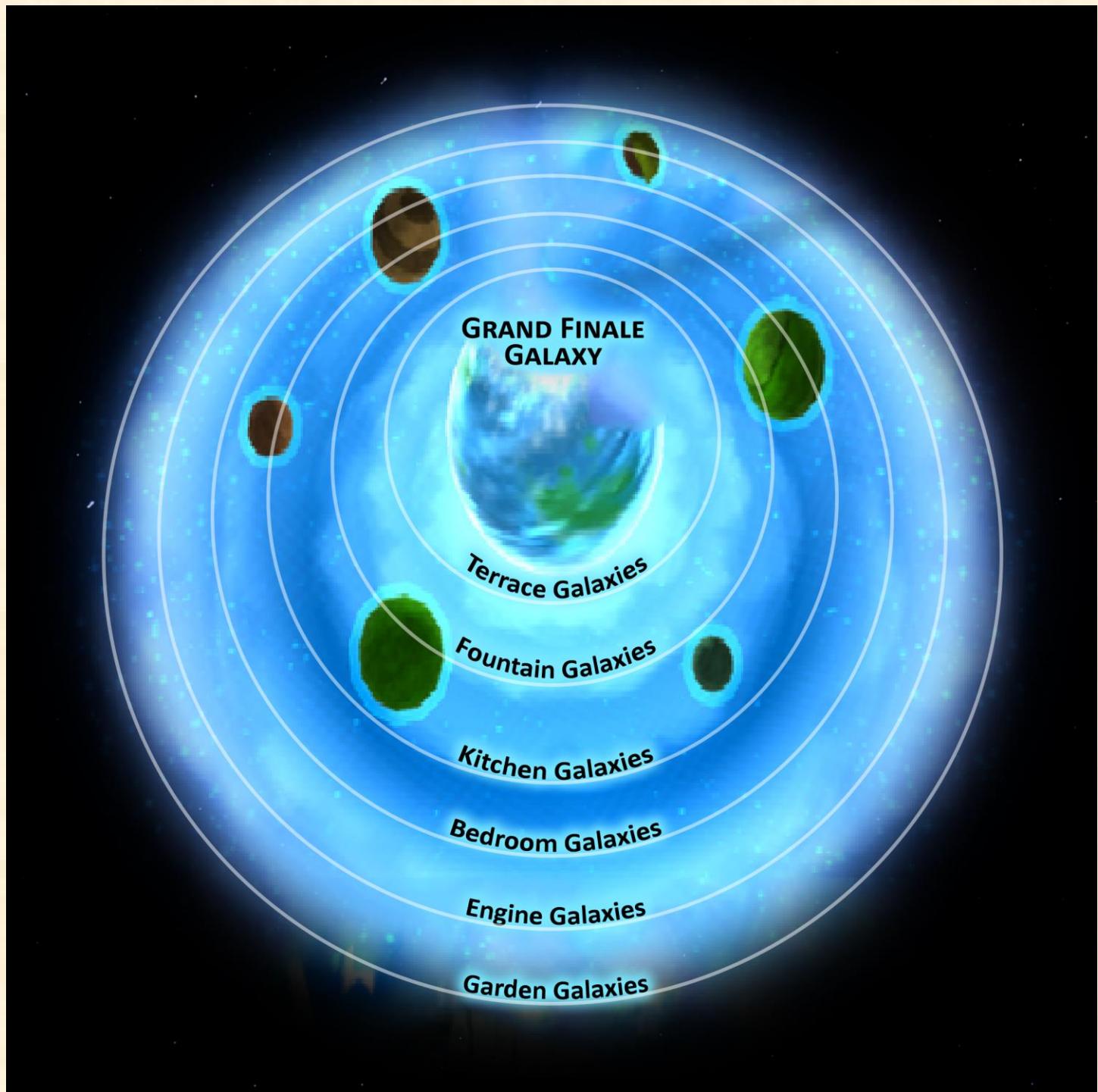
The Mario Universe is composed of 7 superclusters arranged side by side but also around a Center in the void. World 1 orbits around a supermassive black hole, while World 2 orbits around the largest sun in the universe. Worlds 3, 4, and 5 also orbit around supermassive black holes, but World 6 orbits around the most massive black hole in the universe. Meanwhile, World S orbits around a massive, magical star.

Note that the following maps will zoom more and more into documented areas, but the Mario series has a lot of conflicting and contradictory information about locations. These maps are our attempt to synthesize them into something coherent.



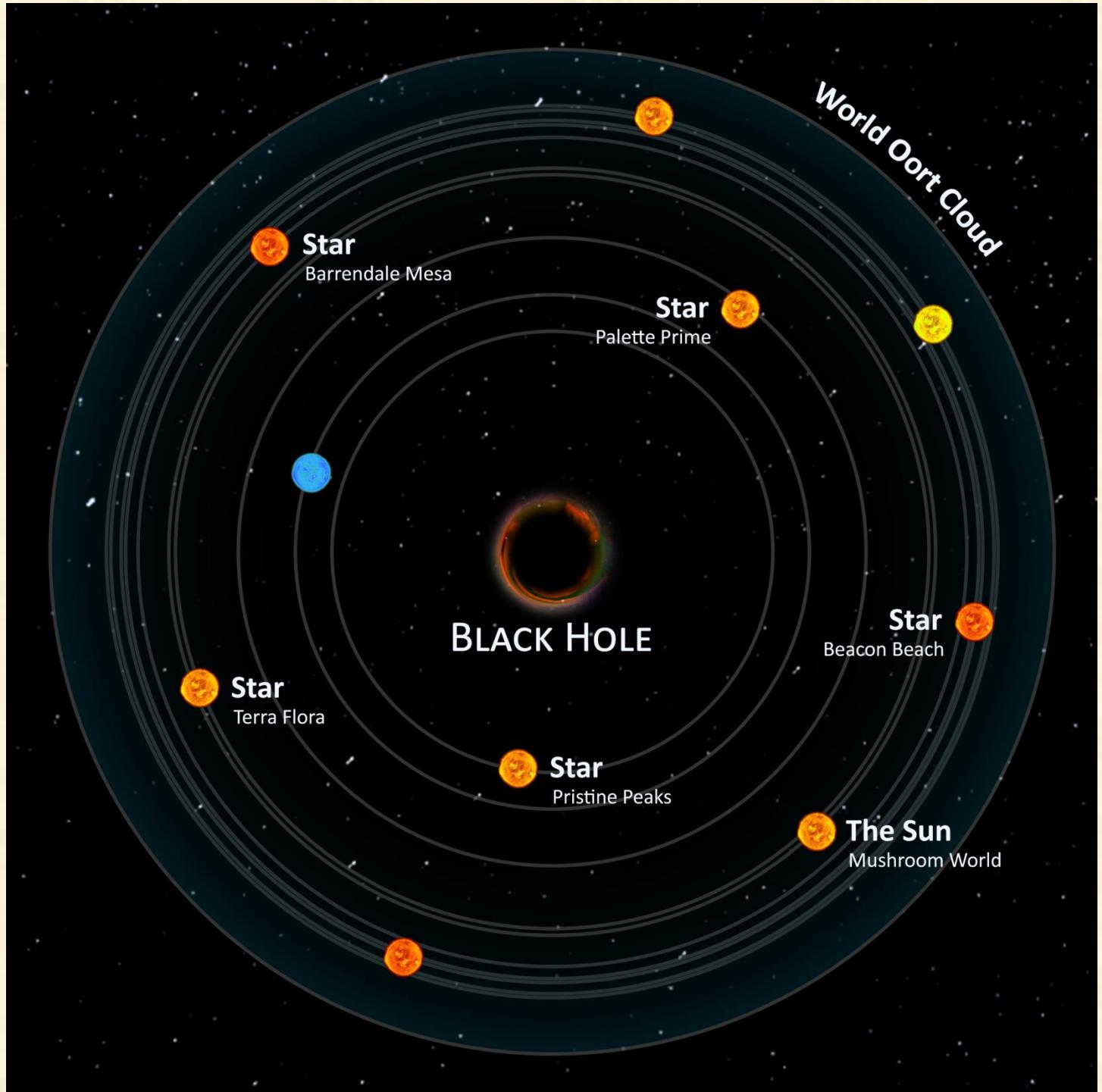
## WORLD 1 SUPERCLUSTER

The World 1 supercluster is the superstructure that contains every galaxy immediately observable by the Comet Observatory. There are 42 known galaxies, with the Grand Finale Galaxy as the largest one in the center, but there are bound to be many more that simply aren't documented. The rings of World 1 can be subdivided based on which power of telescope Rosalina has to use to view it, and normally her comet would cycle throughout this space.



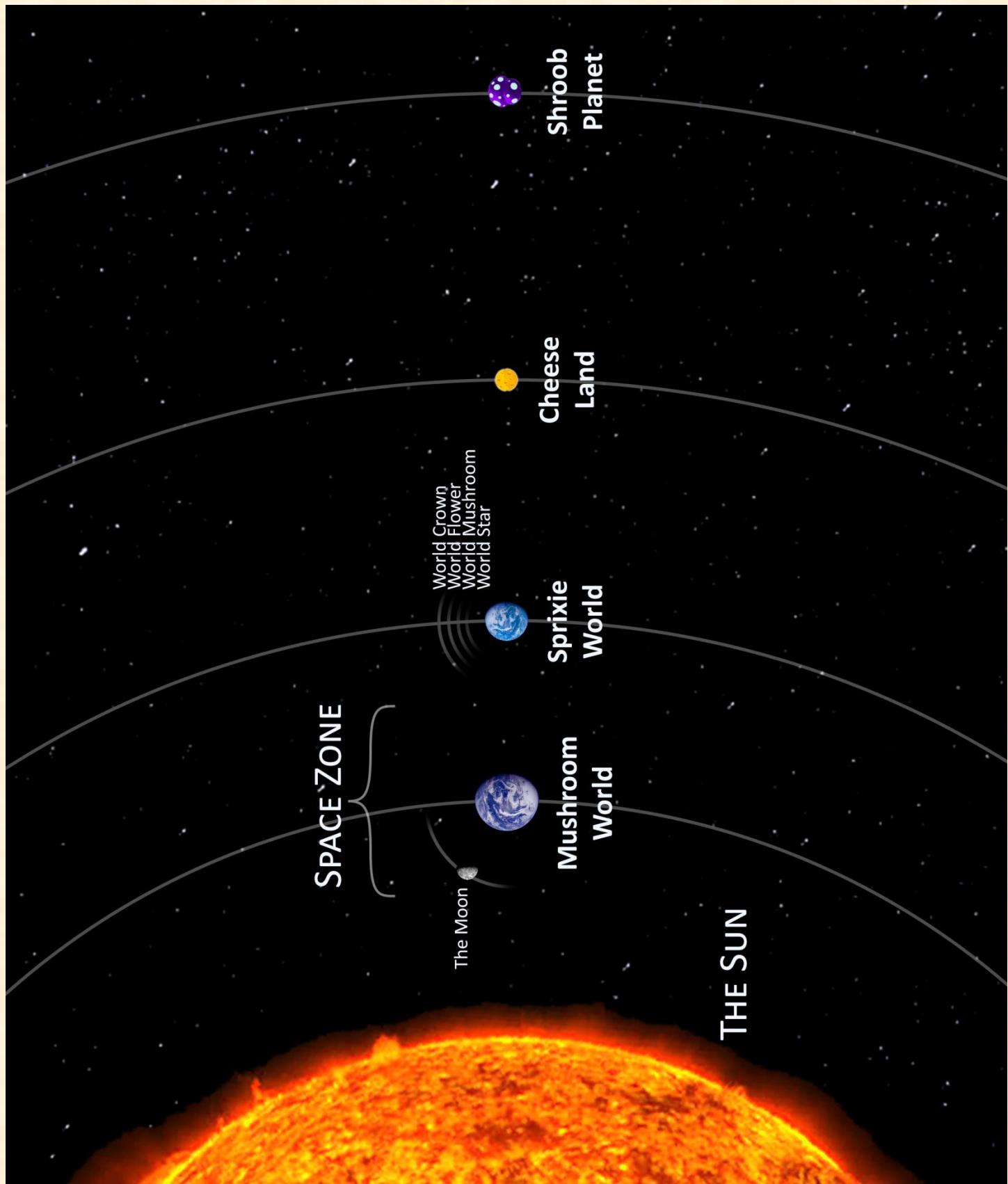
# GRAND FINALE GALAXY

The Grand Finale Galaxy is the galaxy that contains the Mushroom World's solar system, along with several other stars and planets. Many of the other planets are inhabited by Rabbids that colonized them long ago due to time machine shenanigans. The center of the galaxy is a modest supermassive black hole, and the galaxy is surrounded by a cloud that resembles a planet-like structure from afar.



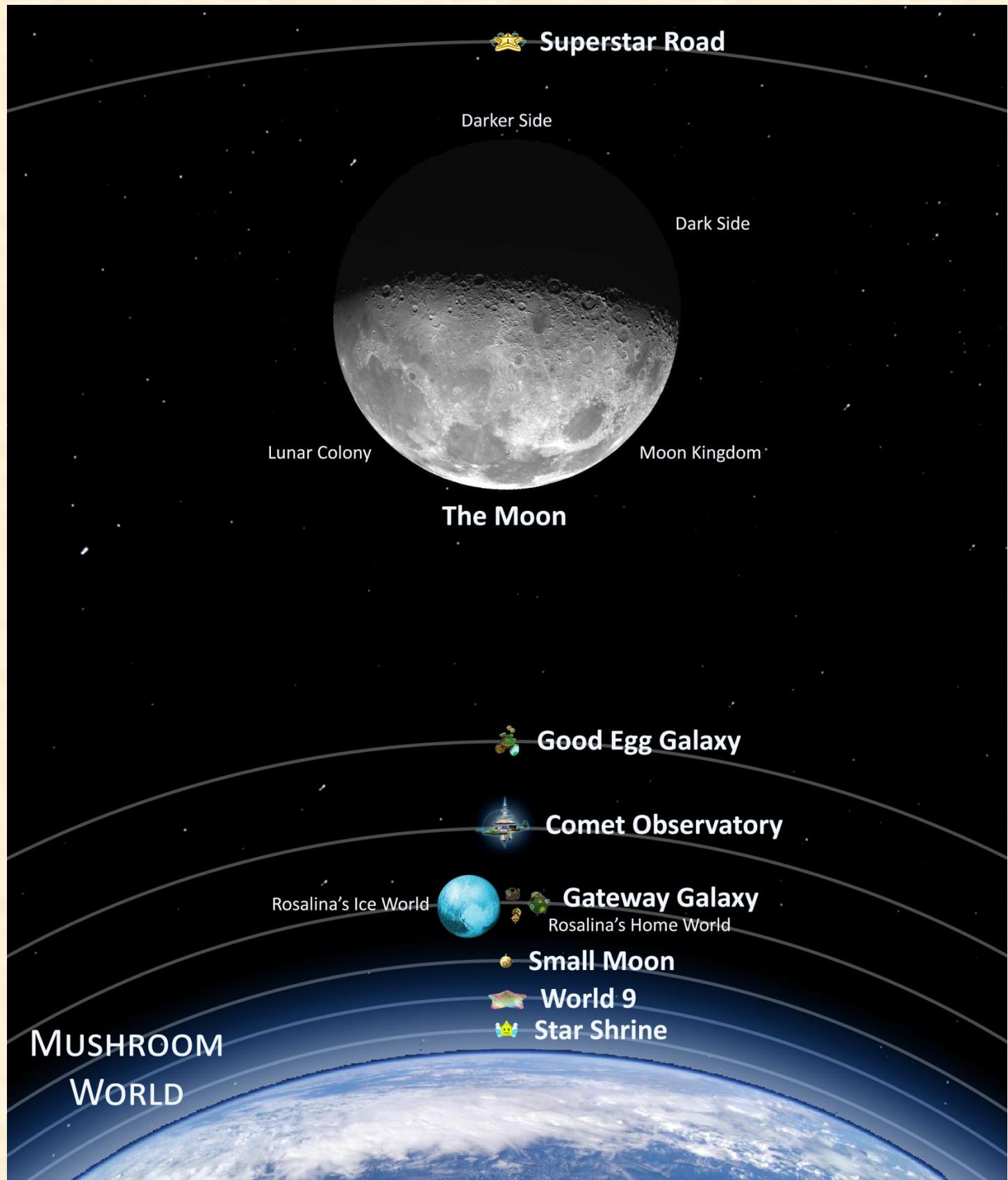
## SOLAR SYSTEM

The Solar System is the gravitationally bound system of the Mushroom World's Sun and the four planets that orbit it. The largest is the Mushroom World. The Sprixie World is a twin planet with fairies and magical lands that orbit it. Cheese Land is a no man's land of edible cheese. The Shroob Planet is on the outskirts.



# SPACE ZONE

The Space Zone is the gravitationally bound system of the Mushroom World and the satellites that orbit it, from star structures to small galaxies to the Comet Observatory to the large Moon itself.



# MUSHROOM WORLD

The Mushroom World has immense diversity of life and environments like most Earth-like full-size planets. Most of the planet is covered in oceans made of water, with ice caps on the north and south poles. Magic can be found plentifully throughout the world as well.

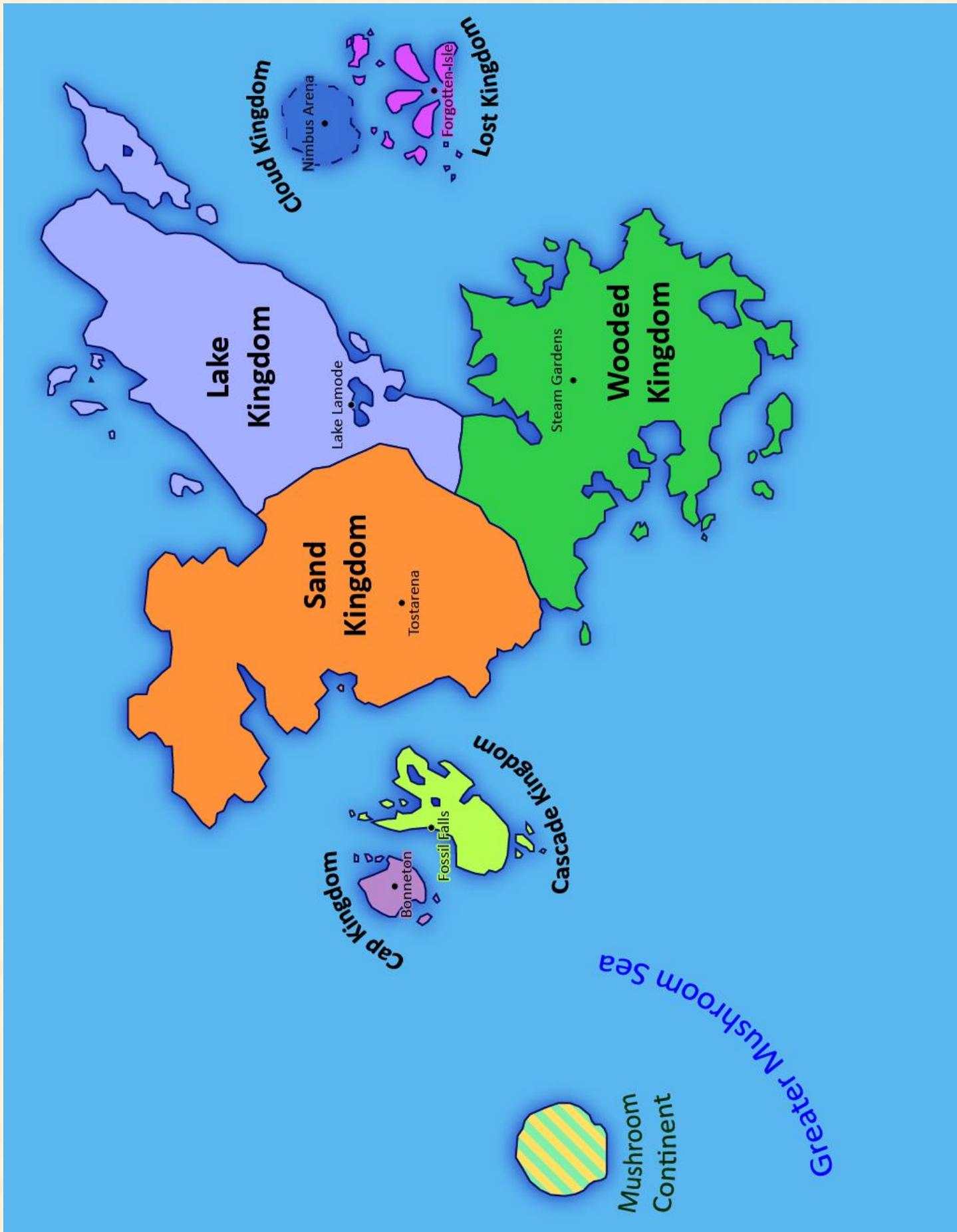
Several continents and thousands of islands disperse the seas around the planet. The largest two continents are the Western Continent and the Eastern Continent. There's also the Northern Continent and Southern Continent near the Eastern Continent. The Mushroom Continent and the Cascade Continent are the smallest continents but are still much larger than most islands. The largest non-continental islands are the Lost Kingdom's islands and the island of the Cap Kingdom.

The Greater Central Sea is a term referring to the large ocean between the west and east, and the Greater Mushroom Sea is the large ocean on the other side of the world interrupted mainly by the Mushroom Continent.

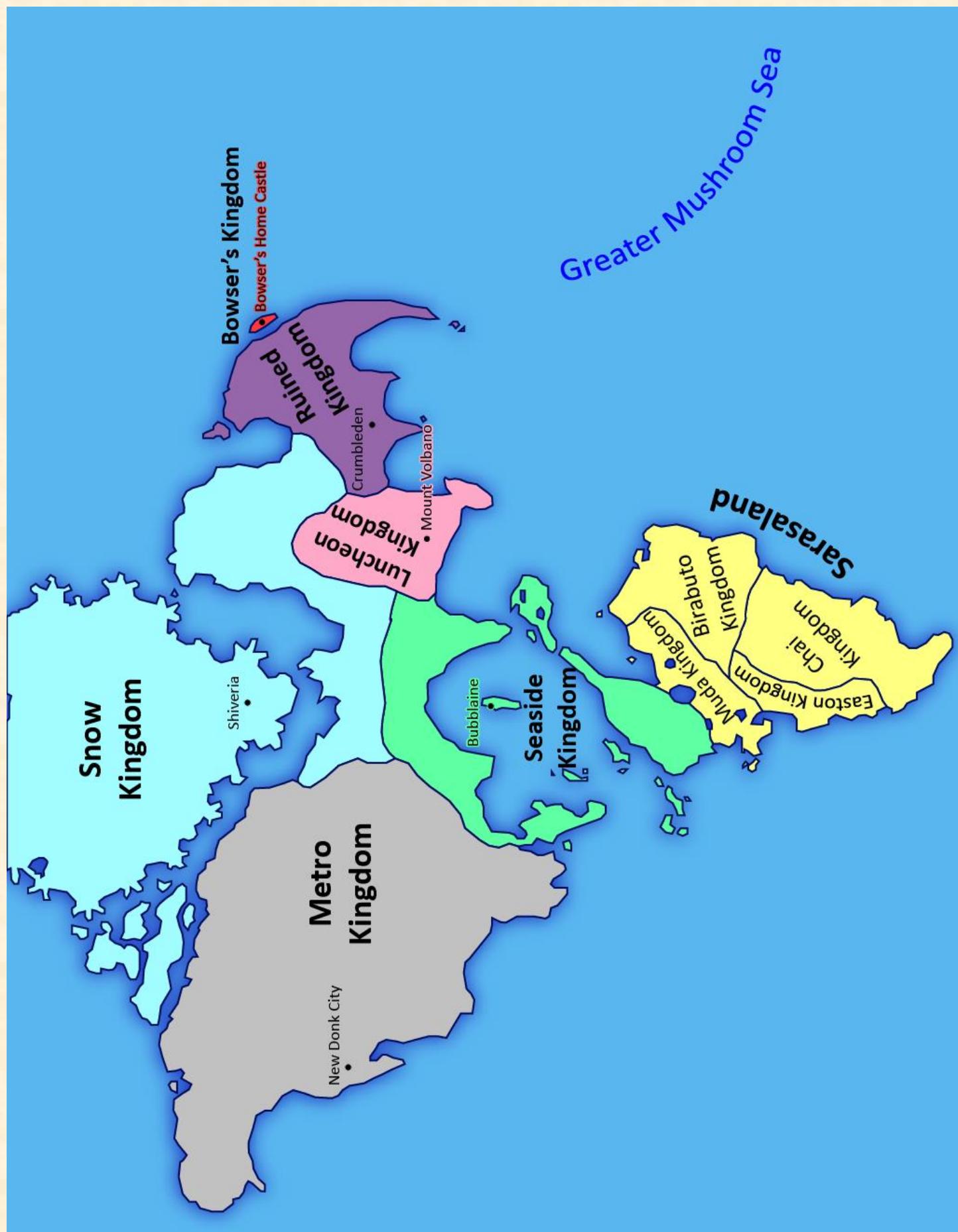
The world can be divided into Western and Eastern Hemispheres for political purposes.



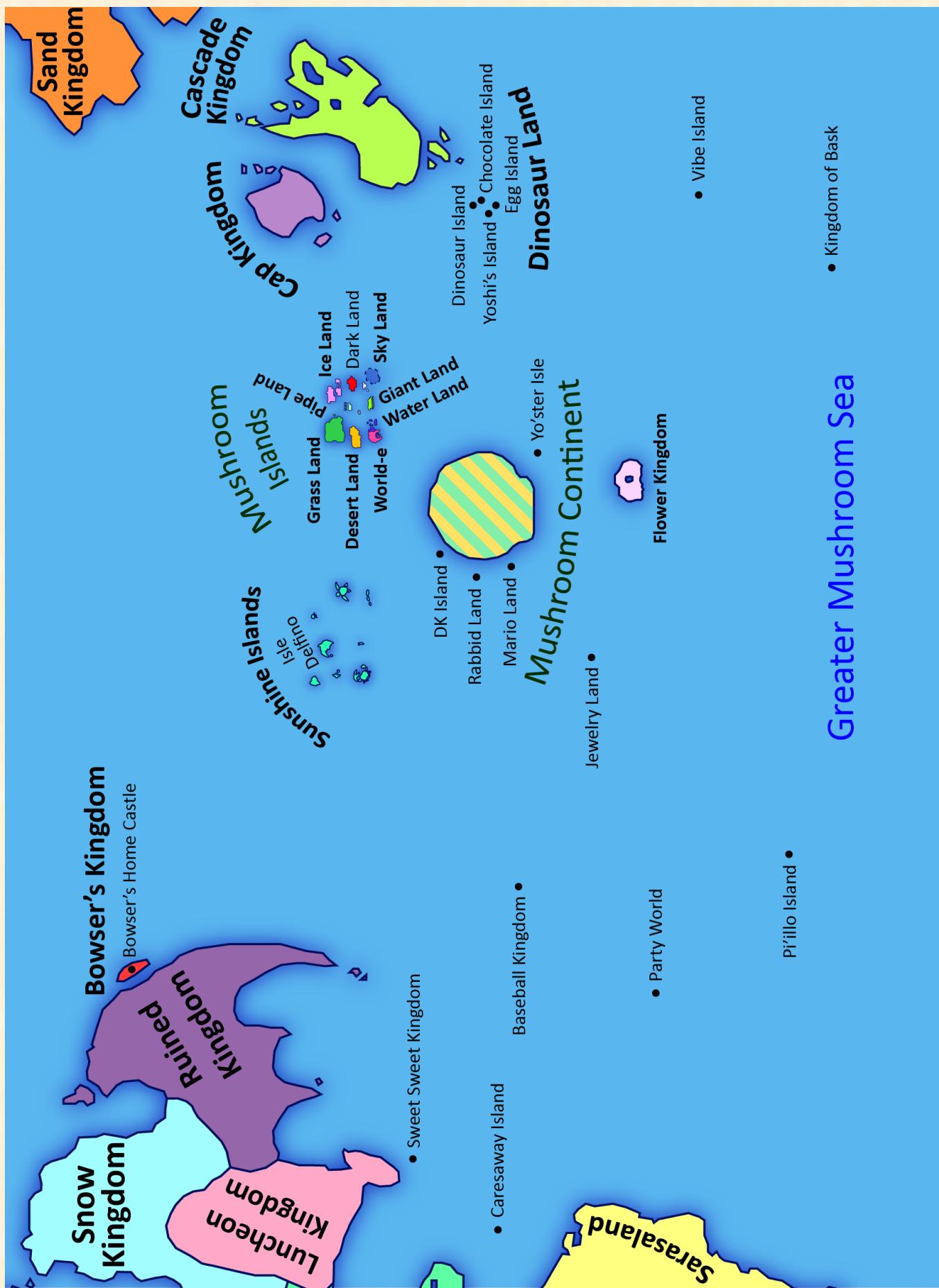
# WESTERN HEMISPHERE



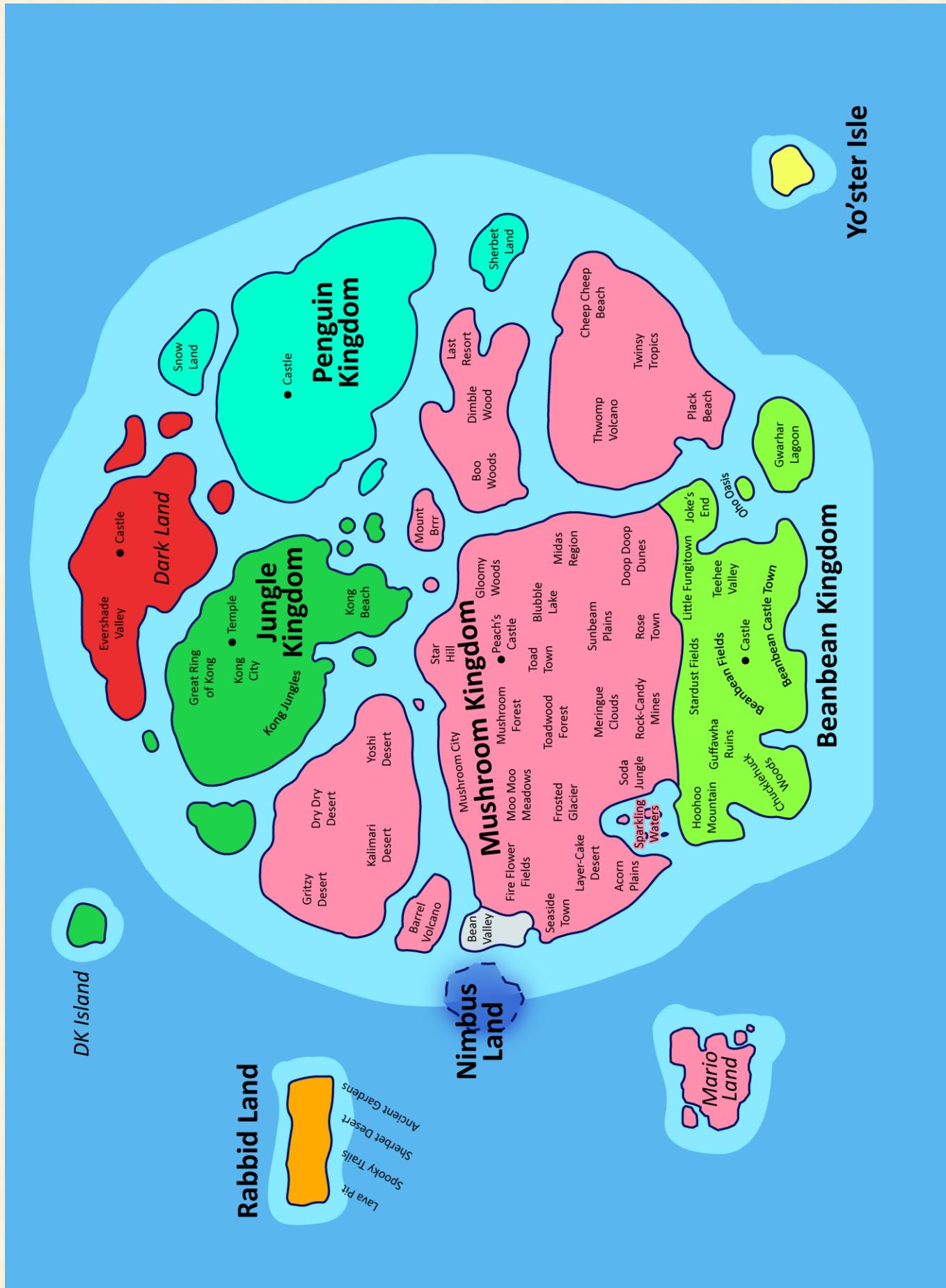
# EASTERN HEMISPHERE



# GREATER MUSHROOM SEA



# MUSHROOM CONTINENT



# ADDITIONAL INFORMATION

Here is a bunch of additional information regarding character creation in the Mario Universe but also worldbuilding information that might be important to your DM.

## BACKGROUNDS

When making your character, you should pick a background for your character. In this Mario version of DnD, we recommend that you do not use the default DnD backgrounds. Instead of making dozens of custom backgrounds, we recommend that you make your own background and work with the DM to decide which **three** of the following features you gain from your background in addition to the rest of character creation that best fits the backstory of your character. You can choose the same one twice, but you cannot choose the same one thrice.

**Ability Score Increase.** An ability score of your choice increases by 1.

**Skill Proficiency.** You gain proficiency in a skill of your choice.

**Skill Expertise.** You gain expertise in a skill of your choice with which you already have proficiency.

**Tool Proficiency.** You gain proficiency in a set of tools of your choice or a musical instrument of your choice. Note that vehicles and healing kits are also an option.

**Weapon Proficiency.** You gain proficiency with any specific weapon. Examples include a club, hand crossbow, and firearm.

**Extra Language.** You can read, write, and speak an additional language of your choice.

**Science Feature.** You have a background less in magic and more in science! You gain the Science feature. If you already have the Science feature, you instead gain the Advanced Science feature.

## SCIENCE

You have been educated in various fields of science. Select two fields from the list below when

you obtain this feature. Any time you make a skill check, you can substitute that skill check with a Science check using your Intelligence + proficiency. If the skill check is related to one of your chosen fields, the DM may lower the DC of the check. If not, the DC may rise. The DM may also tailor the outcome to fit the scientific approach.

- Astronomy
- Chemistry
- Electrostatics
- Engineering
- Geology
- Physics
- Psychology

## ADVANCED SCIENCE

You have been educated in even more fields of science. When you obtain this feature, select two fields of science to dedicate yourself in from list in the Science feature. These can be additional fields of study, or you can reselect a field you already selected, which will make Science checks for that field have double the proficiency bonus. In addition, you may select from additional fields listed below.

- Arcane sciences (science of magic)
- Nuclear physics
- Quantum mechanics
- Special relativity

## NEW ITEMS

What follows is some information regarding some common items in the Mario Universe.

## POWER-UPS

Power-Ups are magical consumable items that are consumed upon being used. Despite being magic items, they can still be destroyed. They can be used as an action by simply holding it in your hand and absorbing it with your will or through literally consuming the item.

Some of the Power-Ups induce a transformation, which works similarly to a wild shape, though it can stack with other shape feats.

These are called power forms, and they grant abilities but will not last forever. Often the power form will have its own hit points, and you lose the effect upon those hit points reaching 0. Two power forms cannot be stacked, and so using one Power-Up can override another. All power forms can be dismissed with an action.

The following lists the available Power-Ups.

**Mushroom.** Common mushroom with a red cap with white spots. This grants the user with 2d4 hit points or one use of dash as a bonus action until your next turn.



**Super Mushroom.** Uncommon mushroom with a blue cap with white spots. This grants the user with 4d4 hit points.

**Ultra Mushroom.** Rare mushroom with a lime cap with white spots. This grants the user with 8d4 hit points.

**Gold Mushroom.** Rare golden mushroom. This either fully restores the hit points of the user or grants the user with three uses of dash as a bonus action for the next three turns.

**Mushroom Drop.** Uncommon mushroom with a yellow cap with white spots. This grants 2d4 hit points to all allies in a 15 foot radius of the user, including the user.

**Life Mushroom.** Uncommon mushroom with a red cap with yellow stars. This grants the user with 2d4 temporary hit points.

**1-Up Mushroom.** Rare mushroom with a green cap with white spots. If consumed by a living creature, revivify is successfully cast upon them if they die in the next 2 minutes. If inserted within a dead body, revivify is successfully cast upon the body, and the revived creature is treated as having consumed it.

**Cursed Mushroom.** Uncommon mushroom with a purple cap with lighter spots. The user makes a Constitution saving throw against DC 16. On a failure, the user takes d8 poison damage and becomes poisoned for three turns.

**Poison Mushroom.** Uncommon mushroom with a red cap with white spots. This works exactly like the Cursed Mushroom, but it looks almost identical to a regular Mushroom.

**Bee Mushroom.** Rare mushroom with a yellow and brown stripes. This grants a Bee power form with 2d8 hit points to the user. While the power form is active, the user's flight speed and climbing speed both become 15 feet. The power form wears off if you make contact with water.

**Boo Mushroom.** Rare white mushroom. This grants a Boo power form with 2d8 hit points to the user. While the power form is active, the user gains a flight speed of 10 feet and the Invisify feature from the Common Boo subspecies. The power form wears off if you are exposed to bright light.

**Big Mushroom.** Rare large mushroom with a red cap with white spots. The user grows one size category larger and experiences hallucinations that make everyone look like Mario or another figure for 1 minute.

**Invincibility Mushroom.** Rare rainbow mushroom. The user becomes invulnerable to all damage except for lava and fall damage for half a minute.

**Mega Mushroom.** Rare large mushroom with a yellow cap with red spots. This grants a Mega power form with 4d8 hit points to the user. While the power form is active, the user grows to Huge size, or one size category larger if the user is naturally Huge or larger. The power form wears off after 1 minute of use.

**Mini Mushroom.** Rare tiny mushroom with a blue cap with red spots. This grants a Mini power form with d8 hit points to the user. While the power form is active, the user gains a jump height of 10 feet if they had less than 10 and also shrinks to Tiny size, or one size category smaller if the user is naturally Tiny or smaller.

**Mystery Mushroom.** Rare mushroom with a red cap with white spots and a question mark. This grants a Costume power form with 2d8 hit points to the user. While the power form is active, the user is magically disguised as another character or object. Roll on the Mystery Mushroom Disguises table at the end of the New Items section to choose which character you appear to be.

**Propeller Mushroom.** Uncommon mushroom with an orange cap and yellow spots and propeller. This grants a Propeller power form with 2d8 hit points to the user. While the power form is active, the user gains a jump height of 25 feet if they had

less than 25 and can fall slowly as if Feather Fall is in effect.

**Rock Mushroom.** Rare mushroom with a rocky appearance. This grants a Rock power form with 2d8 hit points to the user. While the power form is active, the user can coil into a boulder. When coiled, the user has resistance to all damage, cannot perform actions, can only jump and roll, and is treated as if they are always in difficult terrain.

**Drill Mushroom.** Rare mushroom with a drill on top. This grants a Drill power form with 2d8 hit points to the user. While the power form is active, the user gains a burrowing speed equal to their walking speed, but they cannot attack while burrowing or submerged in earth.

**Spring Mushroom.** Rare silver mushroom. This grants a Spring power form with 2d8 hit points to the user. While the power form is active, the user gains a jump height of 25 feet if they had less than 25, is immune to fall damage, and can jump as a reaction to landing.

**Weird Mushroom.** Uncommon mushroom with a red cap with white spots but a stringy appearance. This grants a Weird power form with 2d4 hit points to the user. While the power form is active, the user has an unsettling, lanky appearance that gives them disadvantage on Charisma checks and advantage on Dexterity checks.

**Fire Flower.** Common flower with yellow and orange petals. This grants a Fire power form with 2d8 hit points to the user. While the power form is active, the user can cast the Fire Bolt cantrip. Constitution is your spellcasting ability for this spell.



**Ice Flower.** Uncommon flower with blue petals. This grants an Ice power form with 2d8 hit points to the user. While the power form is active, the user can cast the Fire Bolt cantrip, but you throw a wispy ball of ice instead of fire. It deals cold damage instead of fire damage, and Constitution is your spellcasting ability for this spell.

**Gold Flower.** Rare flower with golden petals. This grants a Gold power form with 2d8 hit points to the user. While the power form is active, the

user can cast the Fire Bolt cantrip, but you throw a ball of golden fire. It deals radiant damage instead of fire damage, and Constitution is your spellcasting ability for this spell.

**Superball Flower.** Rare flower with gray petals. This grants a Superball power form with 2d8 hit points to the user. While the power form is active, the user can cast the Fire Bolt cantrip, but you throw a metal sphere instead of fire. It deals bludgeoning damage instead of fire damage, and Constitution is your spellcasting ability for this spell.

**Boomerang Flower.** Uncommon flower with boomerang-shaped petal. This grants a Boomerang power form with 2d8 hit points to the user. While the power form is active, the user can throw a boomerang with a Dexterity attack roll. On a hit, it deals d8 force damage and flies back to you. You can catch it as a reaction and spend an action to magically recall your boomerang to your hands intact. The boomerang disappears when the power form wears off.

**Cloud Flower.** Rare flower with cloud-like petals. This grants a Cloud power form with 2d8 hit points to the user. While the power form is active, the user can make a reaction to create a 10 by 10 foot platform made of cloud below their feet, but that reaction only has three uses.

**Bubble Flower.** Rare flower with purple and white petals. This grants a Bubble power form with 2d8 hit points to the user. While the power form is active, the user can use an action to spawn a 5 foot bubble in front of them that blows forward at a speed of 10 feet per turn. The bubble bounces off objects but traps Tiny, Small, and Medium creatures that pass through it. A trapped creature can make a Dexterity saving throw of DC12 to escape and pop the bubble. On a failure, they remain restrained and take d4 acid damage. The bubble pops if it ever takes damage or is pierced, and the DM can rule a bubble's movement is altered by wind, water, or other significant forces. Multiple bubbles can be active at a time.

**Wonder Flower.** Rare flower with blue petals. Roll on the Wonder Effects table at the end of the New Items section to see the result. Each effect temporarily lasts for 1 minute and affects a 500-foot radius of the user. A Wonder Seed, which can eventually be grown into another flower, is

spawned in that area. The DM may request a re-roll if the initial result is not physically possible in the given situation.

**Super Leaf.** Common brown leaf. This grants a Raccoon power form with 2d8 hit points to the user. While the power form is active, the user grows a tail that can be used to fly and make melee attacks. The user gains a flight speed of 30 feet but must land before it can be used again. If the user does not land, or falls for any reason, they will descend at 10 feet per turn and do not take fall damage.



**Tanooki Suit.** Rare furry suit. This grants a Tanooki power form with 2d8 hit points to the user. While the power form is active, the user gains the same abilities as the Super Leaf, but they also can spend an action to turn into a magical stone statue. While a statue, the user can still perceive their environment and is immune to damage but cannot make any actions or movement, except an action to dismiss the statue state. The power form wears off if 100 points of damage are done to the statue.

**P-Wing.** Rare disembodied wing. This grants a P Raccoon power form with 2d8 hit points to the user. While the power form is active, the user gains the same abilities as the Super Leaf but without the restrictions on the 30 foot flight speed.

**Invincibility Leaf.** Rare white leaf. This grants a White Raccoon power form with 1 hit point to the user. While the power form is active, the user gains the same abilities as the Super Leaf, but they also become invulnerable to all damage except for lava and fall damage for half a minute.

**Cape Feather.** Uncommon yellow feather. This grants a Cape power form with 2d8 hit points to the user. While the power form is active, the user gains a flight speed of 30 feet but must make a Dexterity check against DC 12 every 60 feet. On a success, the user keeps flying as they desire. On a failure, the user falls and cannot fly until landing. The user can make a reaction to land safely without fall damage, and the user can use their cape for melee attacks.

**Super Bell.** Uncommon golden bell. This grants a Cat power form with 2d8 hit points to the user. While the power form is active, the user gains a

climbing speed equal to their walking speed, and all of their unarmed attacks deal piercing damage instead of bludgeoning damage.

**Lucky Bell.** Rare bronze bell. This grants a Lucky Cat power form with 2d8 hit points to the user. While the power form is active, the user gains the same abilities as the Super Bell, but they also can spend an action to turn into a magical stone statue. While a statue, the user can still perceive their environment and is immune to damage but cannot make any actions or movement, except an action to dismiss the statue state. The power form wears off if 100 points of damage are done to the statue.

**Invincibility Bell.** Rare white bell. This grants a White Cat power form with 1 hit point to the user. While the power form is active, the user gains the same abilities as the Super Bell, but they also become invulnerable to all damage except for lava and fall damage for half a minute.

**Giga Bell.** Rare huge golden bell. This grants a Giga Cat power form with 4d12 hit points to the user. While the power form is active, the user gains the same abilities as the Super Bell, but they also grow to Gargantuan size if smaller than Gargantuan for 1 minute. While Gargantuan size, they have resistance to non-magical damage from Huge creatures and are immune to non-magical damage from creatures smaller than Huge.

**Super Acorn.** Uncommon striped acorn. This grants a Flying Squirrel power form with 2d8 hit points to the user. While the power form is active, the user can cling upon most wall surfaces. The user gains a flight speed of 30 feet but must land before it can be used again. If the user does not land, or falls for any reason, they will descend at 10 feet per turn and do not take fall damage.

**P-Acorn.** Rare white acorn. This grants a P Flying Squirrel power form with 2d8 hit points to the user. While the power form is active, the user gains the same abilities as the Super Acorn but without the restrictions on the 30 foot flight speed.

**Elephant Fruit.** Rare elephant-shaped fruit. This grants an Elephant power form with 2d8 hit points to the user. While the power form is active, the user grows to Large size if their size was less than Large. In addition, they gain advantage on Strength checks and can add a d4 of bludgeoning damage to unarmed strikes. They also grow an elephant trunk, which functions as an extra appendage that can

hold both objects and fluid. However, they have disadvantage on Dexterity checks.

**Stone Cap.** Rare gray cap. This grants a Stone power form with 4d12 hit points to the user. While the power form is active, the user turns into magical stone and is still able to perceive their environment but is unable to make any actions or movement, except to dismiss the power-up.

**Vanish Cap.** Rare translucent cap. This grants a Vanish power form with 2d8 hit points to the user. While the power form is active, the user is invisible but can be noticed with a Perception check contested against a Stealth check from the user with advantage.

**Mario Cap.** Rare red cap. This grants a Mario power form with 2d8 hit points to the user. While the power form is active, the user is magically disguised as Mario and gains a jump height of 10 feet if they had less than 10.

**Luigi Cap.** Rare green cap. This grants a Luigi power form with 2d8 hit points to the user. While the power form is active, the user is magically disguised as Luigi and gains a jump height of 10 feet if they had less than 10.

**Wario Cap.** Rare yellow cap. This grants a Wario power form with 2d8 hit points to the user. While the power form is active, the user is magically disguised as Wario and gains a jump height of 10 feet if they had less than 10.

**Peach Crown.** Rare golden crown. This grants a Peach power form with 2d8 hit points to the user. While the power form is active, the user is magically disguised as Peach and gains a jump height of 10 feet if they had less than 10.

**Hammer Suit.** Rare Koopa suit. This grants a Hammer power form with 2d8 hit points to the user. While the power form is active, the user gains the Hammers feature from the Hammer Throw subclass of Fighter. You can magically produce two hammers at a time, and hammers that make contact with a target or the ground disappear.

**Frog Suit.** Rare amphibious suit. This grants a Frog power form with 2d8 hit points to the user. While the power form is active, the user gains a jump height of 10 feet if they had less than 10. In addition, their swimming speed becomes 30 feet, and their walking speed becomes 15 feet.

**Penguin Suit.** Rare bird suit. This grants a Penguin power form with 2d8 hit points to the

user. While the power form is active, the user gains the same abilities as the Ice Flower, but their swimming speed also becomes 30 feet.

**Bowser Suit.** Rare boss suit. This grants a Bowser power form with 2d8 hit points to the user. While the power form is active, the user gains Bowser's body, but their head remains identifiable. The user gains advantage on Strength and Intimidation checks but disadvantage on Persuasion and Dexterity checks.

**Metal Box.** Uncommon green block. This grants the user the Metallic Constitution feature from the Metallic Curse subclass of Sorcerer for 1 minute, and they are also resistant to fire damage during this time.

**Red Star.** Rare red star. This grants a Flying power form with 2d8 hit points to the user. While the power form is active, the user gains a flight speed of 30 feet, a spacefaring speed of 3000 feet, and the ability to go without breathing. The power form wears off after 1 minute of use.

**Super Star.** Uncommon yellow star. This star bounces around and disappears if left uncontained for longer than 30 seconds. When consumed, the user becomes invulnerable to all damage except for lava and fall damage for half a minute.



**Rainbow Star.** Rare rainbow star. The user becomes invulnerable to all damage except for lava and fall damage and loses the need to breathe for half a minute.

**Magic Carrot.** Uncommon magical carrot. This grants a Bunny power form with 2d8 hit points to the user. While the power form is active, the user gains a jump height of 25 feet if they had less than 25 and takes no fall damage when doing so.

**Power Balloon.** Uncommon magical balloon. This grants a Balloon power form with 1 hit point to the user. While the power form is active, the user begins floating in the air and has a sole movement speed in the form of a flight speed of 10 feet.

**Double Cherry.** Rare big cherries. This power-up creates a duplicate of the user, and the user shares a single consciousness between the two bodies. If the user succeeds an Intelligence check against DC 18, the bodies can perform different actions at the same time or on the same turn. Otherwise, the two

bodies act in lockstep, performing the same actions and movements by each other. Each successive consumption of a Double Cherry can add an additional body. Each time a body takes damage, that body disappears until there is only one remaining, at which point this effect has concluded.

## POWER STARS

Power Stars are magic items that can be used to power magical sanctuaries, arcane devices, and machines. They are relatively rare, though some locations are bountiful with them. They also can bestow a benefit to creatures holding them.

If a creature carries a Power Star with them, they gain an effect from it without needing to attune to it. This effect is temporary and cannot be stacked by carrying multiple Power Stars. Different kinds of Power Stars have different effects and priorities. If one has multiple Power Stars with different priorities, they are only affected by the Power Star with the highest priority and then that which was obtained most recently.

Creatures following the Path of the Power Star subclass of Barbarian that absorb Power Stars still receive the effects.



### BRONZE STAR

**Priority.** One.

**Value.** 10 gp.

**Appearance.** Bronze star.

**Location.** Can be found throughout the Mario Universe.

**Effect.** Boosts your Arcana skill by 1.

### SILVER STAR

**Priority.** Two.

**Value.** 50 gp.

**Appearance.** Small silver star.

**Location.** Can be found throughout the Mario Universe.

**Effect.** Boosts your maximum hit points by 1.

### POWER STAR

**Priority.** Three.

**Value.** 100 gp.

**Appearance.** Golden star.

**Location.** Can be found throughout the Mario Universe, especially in the Mushroom Kingdom.

**Effect.** Boosts your maximum hit points by 5.

### POWER MOON

**Priority.** Three.

**Value.** 100 gp.

**Appearance.** Comes in various colors of crescent moons.

**Location.** Can be found throughout the Mushroom World, but rarely on the Mushroom Continent.

**Effect.** You can re-roll any healing roll, but you must take the result after re-rolling.

### SHINE SPRITE

**Priority.** Three.

**Value.** 200 gp.

**Appearance.** Golden sun.

**Location.** Can be found throughout the Sunshine Islands.

**Effect.** You can add a d4 to any healing roll.

### GREEN POWER STAR

**Priority.** Four.

**Value.** 300 gp.

**Appearance.** Green star.

**Location.** Can be found throughout the Mario Universe, though rarely in the World 1 supercluster.

**Effect.** Boosts your Acrobatics skill by 4.

## RED POWER STAR

**Priority.** Four.

**Value.** 400 gp.

**Appearance.** Red star.

**Location.** Can be rarely found in the Mario Universe, such as the Gateway Galaxy.

**Effect.** Boosts your Insight skill by 4.

## POWER ZSTAR

**Priority.** Four.

**Value.** 5 gp.

**Appearance.** Black star.

**Location.** Can be found in the darker regions of the Mushroom World and the Mario Universe.

**Effect.** Reduces your maximum hit points by 10.

## CAT SHINE

**Priority.** Four.

**Value.** 300 gp.

**Appearance.** Golden cat sun.

**Location.** Can be found throughout Lake Lapcat on the Sprixie World.

**Effect.** Boosts your Animal Handling skill by 4.

## GRAND STAR

**Priority.** Five.

**Value.** 1000 gp.

**Appearance.**

Big golden star.

**Location.** Can be found in the Comet Observatory and far-flung starry locations.

**Effect.** Boosts your maximum hit points by 10, and you can add a d4 to any healing roll. You can also use the star as a vehicle with a 1000 feet spacefaring speed.



## SHELLS

Koopa shells are grown on Koopa bodies, but when a Koopa dies or loses its shell, the shell can find use by someone else. Shells can slide on the ground, and creatures can attempt to ride them as they slide, but doing so requires an Acrobatics check again DC 16. Shells can also generally be worn as shell armor, which is a form of medium armor, by creatures that are Medium size or smaller.

When a shell slides, whether the wearer is inside it or no one is inside it, it can slide with a sliding speed. When a shell is worn, it only takes damage if specifically targeted or if it is hit by an area of effect. However, there are different kinds of shells with different effects, and the different kinds of shells are listed below.



## GREEN SHELL

**Rarity.** Common.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 40 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop.

## RED SHELL

**Rarity.** Common.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 40 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell heads straight for the nearest creature in the direction it was pushed. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop. If no creature is in sight, it continues forward until it makes contact with a surface, where it takes d12 bludgeoning damage and stops.

### YELLOW SHELL

**Rarity.** Uncommon.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 40 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, but then continues in the exact opposite direction, no matter what angle it hit the surface. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop.

### BLUE SHELL

**Rarity.** Uncommon.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 40 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction but at a temporarily reduced 10 feet of sliding speed. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop. If shell is unoccupied and slides off an edge, it continues in its trajectory, unaffected by gravity.

### GOLD SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.



**Hit Points.** The shell has 30 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction. Upon making contact with a creature, both the shell and creature take d12 bludgeoning damage and stop.

**Special.** When inside the shell or when riding the shell, you can cast a beam of bright light as an action. You can also dismiss the effect as an action.

### SPINY SHELL

**Rarity.** Uncommon.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 30 hit points.

**Sliding Speed.** The shell has a sliding speed of 20 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop.

**Special.** If a creature makes an unarmed attack against the shell or you when you are wearing the shell, or if a creature tries to ride this shell, the creature takes d8 piercing damage.

## BUZZY SHELL

**Rarity.** Uncommon.

**Armor Class.** You gain an AC of 16 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 50 hit points.

**Sliding Speed.** The shell has a sliding speed of 10 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop. If it makes contact with a surface, it takes d8 bludgeoning damage and stops.

## ELECTRO SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 30 hit points.

**Sliding Speed.** The shell has a sliding speed of 20 feet.

**Sliding Pattern.** When sliding, the shell acts like a boomerang, going no further than 20 feet from where it was launched. It can be caught, but if it is not caught, it keeps going in a circle, slowing down by 5 feet of slide speed with each circle. If it makes contact with a creature, it stops. If it makes contact with a surface, it takes d8 bludgeoning damage and stops.

**Special.** If a creature makes an unarmed attack against the shell or you when you are wearing the shell, or if a creature touches or tries to ride this shell, the creature takes d8 lightning damage.

## BOMB SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 30 hit points.

**Sliding Speed.** The shell has a sliding speed of 20 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction. Upon making contact with a creature, both the shell and creature take d8 bludgeoning damage and stop.

**Special.** When the shell's hit points reach 0, the shell explodes, dealing 4d8 fire damage to every creature within 5 feet of it.

## DARK SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 40 hit points.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. It bounces off each surface it hits, takes d4 bludgeoning damage, and then continues in the new direction. Upon making contact with a creature, both the shell passes right through a creature and keeps going, unless you are inside it and choose for it to stop.

**Special.** Whenever the shell passes through a creature after making contact with it, the affected creature attempts a Wisdom saving throw against DC 13. On a failure, it is frightened of the shell.

## BOWSER SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 15 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 50 hit points.

**Sliding Speed.** The shell has a sliding speed of 20 feet.

**Sliding Pattern.** When sliding, the shell goes in the direction it was pushed and cannot be controlled. Upon making contact with a creature, both the shell and creature take d12 bludgeoning damage and stop. If it makes contact with a

surface, it takes d12 bludgeoning damage and stops.

**Special.** If a creature makes an unarmed attack against the shell or you when you are wearing the shell, or if a creature tries to ride this shell, the creature takes d8 piercing damage. In addition, the shell is resistant to bludgeoning damage, including that incurred in its Sliding Pattern. This shell can usually only be worn by Medium or Large creatures, with DM discretion.

### BONE SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.

**Hit Points.** The shell has 1 hit point.

**Sliding Speed.** The shell has a sliding speed of 0 feet.

**Sliding Pattern.** If pushed, the shell does not slide. It only tumbles.

### SPIKED BLUE SHELL

**Rarity.** Rare.

**Armor Class.** You gain an AC of 14 + your Dexterity modifier (for a maximum of 2) when wearing the shell.



**Hit Points.** The shell has 1 hit point.

**Sliding Speed.** The shell has a sliding speed of 40 feet.

**Sliding Pattern.** When sliding, a creature who threw it or inside of it can pick a specific creature that they can see or know of its general location. Then the shell speeds off on the most efficient path to hit that creature, though it cannot make turns of less than 30 degrees. If the target moves, it adjusts its path to ensure it hits the creature. Once it makes contact with anything, it explodes, deals 4d12 force damage to every creature within 10 feet of it, and is destroyed. Other creatures can attempt to make the shell prematurely make contact and explode. If done, the creature must succeed an Acrobatics check against DC 16, or the shell will dodge it.

### MYSTERY MUSHROOM DISGUISES

#### d100 Costume

1 Mr. Game & Watch

2 R.O.B.

3 Bubbles

4 Pac-Man

5 Starfy

6 Bike

7 Wii Fit Trainer (Female)

8 Mega Man

9 Shulk

10 Captain Falcon

11 Little Mac

12 Felyne

13 Necky

14 Kitty White

15 Sonic the Hedgehog

16 Bulbasaur

17 Squirtle

18 Jigglypuff

19 Pikachu

20 Greninja

21 Lucario

22 Charizard

23 Mewtwo

24 Pikmin

25 Captain Olimar

26 Dark Pit

27 Pit

28 Palutena

29 Samus

30 Zero Suit Samus

31 Ike

32 Robin

33 Marth

34 Lucina

35 Inkling Boy

36 Inkling Girl

37 Callie

38 Marie

39 Master Belch

40 Mr. Saturn

41 Ness

42 Lucas

43 Ganondorf

44 Tingle

45 Link

46	Toon Link
47	Zelda
48	Sheik
49	Tetra
50	Falco Lombardi
51	Fox McCloud
52	Villager (Male)
53	Tom Nook
54	K. K. Slider
55	Resetti
56	Blathers
57	Mabel
58	Kapp'n
59	Celeste
60	Kicks
61	Isabelle
62	Cyrus
63	Reese
64	King Dedede
65	Meta Knight
66	Kirby
67	Question Block
68	Trampoline
69	Sky Pop
70	GLA Kart
71	Fighter Fly
72	Sidestepper
73	Shellcreeper
74	Goomba
75	Shy Guy
76	Nabbit
77	Yamamura
78	Undodog
79	Mary O.
80	Ashley
81	Foreman Spike
82	Professor E. Gadd
83	Diddy Kong
84	Donkey Kong Jr.
85	Donkey Kong
86	Birdo
87	Yarn Yoshi
88	Yoshi
89	Toadette
90	Toad
91	Waluigi
92	Wario
93	Luigi
94	Baby Mario

95	Mario
96	Daisy
97	Peach
98	Bowser Jr.
99	Bowser
100	Rosalina
WONDER EFFECTS	
d20	Effect
1	The user and their allies grow to 30 feet tall in height alone and are considered a unique Tall size. All limbs remain the same size.
2	The user and their allies have the effects of the Metal Box power-up.
3	The user and their allies become sentient spike balls. They become resistant to all damage and can roll around but cannot speak. They cannot attack normally but can instead damage any who come into contact with them with d8 piercing damage.
4	The user and their allies become Goombas, using the Goomba stat block, but retaining their HP.
5	The user and their allies become Wubbas, using the Wubba stat block, but retaining their HP.
6	The user and their allies become Hoppycats, using the Hoppycat stat block, but retaining their HP.
7	Hundreds of the same kind of creature (one unable to speak a language and native to the area) suddenly appear, confused and agitated.
8	A single Huge or Gargantuan creature is transported to the immediate area.
9	A natural disaster occurs, such as an earthquake, avalanche, or storm. While the disaster itself is temporary, the aftermath from it may not be.
10	All tangible, non-creature surfaces are coated with grease from the Grease spell with DC12.
11	The entire area is filled with magical darkness, like from the Darkness spell.
12	Gravity in the area is altered. All creatures have a hover flight speed of 15

- feet.
- 13 The terrain changes in such a way that it is made difficult terrain, and blocks appear in the air.
  - 14 Large objects in the environment animate, becoming Animated Objects and moving of their own accord.
  - 15 Time dilates. For every turn spent in the area, 1 minute passes in the outside world.
  - 16 Time dilates. For every minute spent in the area, 1 turn (6 seconds) passes in the outside world.
  - 17 All creatures participate in a magical musical. A Performance check (DC12) is required to perform any action or movement, maximum once per turn. On a success, the creature does as it wills but in the format of a song and dance. Actions to sing or dance automatically succeed. Creatures that don't know a language sing with whatever noises they can make. All speech must be in song.
  - 18 Super Stars rain from the sky. Any creature can make a Dexterity check (DC 15) to catch one once per turn. The effects of the Super Stars wears off when this effect does.
  - 19 A creature, corpse, or skeleton within the region is revived, only for the duration. The revived creature may be underground.
  - 20 The user fuses with up to two nearby creatures, objects, and/or buildings into a single entity at the DM's discretion. The DM determines what powers they get from their choices. This fusion does not reverse when this effect ends. It reverses only when you fall unconscious or die.

appeared in more recent games as just another playable character. In essence, the problem is that she is a god-like character that the players could physically meet in person.

As such, we recommend that the DM not make Rosalina easily accessible for the players. Have her disinterested in politics and less than willing to intervene unless the situation is dire. She can function as a deus ex machina, but overusing her can really counter player agency. If she does become involved in the story, we recommend that Bowser take notice and accelerate his plans immediately, allying with every big bad possible to try to match Rosalina's power level.

Alternatively, Rabbid Rosalina can be employed as a character with some of Rosalina's abilities but without the godhood status. Rabbid Rosalina does not live in the Comet Observatory, however.

## SEXUALITY

Nintendo is a conservative corporation, and so progressive representation for LGBTQIA+ (queer) folks is not common within the Mario series. If you're playing with any queer people, this could make the game seem disconcertingly cisnormative, and so we just wanted to point out the known cases of deviance from gender and sexuality norms that are present.

**9-Volt and 18-Volt.** 9-Volt and 18-Volt are two male elementary school students in Diamond City that work part-time for Wario. Apparently there aren't child labor laws there. 18-Volt looks like an adult but is actually a kid. The two are said to be soulmates, implying these kids are gay.

**Asexual Reproduction.** Goombas reproduce by budding but are shown to form family units at times. Also, Bowser has had 8 children, even if he has since disowned all of them except Bowser Jr. He is a genetic amalgamation of his minions, and there has never been an answer to who his children's mother is. One popular theory is that his irregular physicality includes him reproducing asexually like Goombas.

**Birdo.** Birdo is transgender. She was born as a male Birdo and wanted to change her name to Birdette to better match her femininity. At some

## ROSALINA

Rosalina is a unique character and also arguably the most powerful figure in the Mario Universe. She is the operator of the Comet Observatory and mother of the Lumas. She is comparable to a god with her magical abilities, even though she has

point it seems that she changed her mind and came to accept the name Birdo.

**Bowsette.** When the Peach Crown was introduced, many fantasized about Bowser using it to turn gain Peach's body. There is dubious material to support this, but you could choose to include it. If you include it, Bowser would be using the Peach Crown to turn into Bowsette and effectively perform a sort of drag or engaging in genderfluidity. Bowser doesn't have issues with masculinity, but he'd probably be the kind of tyrant to enjoy causing mayhem as a woman from time to time.

**Croacus IV.** King Croacus IV of the Floral Kingdom wears makeup and is very concerned with his beauty, implying that he is either a stereotypical gay man or a femboy.

**Dibble and Spitz.** Dibble is a dog man, and Spitz is a cat man. They work as a team of taxi drivers and for Wario. Their partnership seems unnecessary, and it's possible their bond is more than platonic.

**Edge and Midnight.** Edge and Midnight are two Rabbids that were created as members of the Spark Hunters. When Edge had a falling out with Midnight, it is heavily implied that the relationship between the two of them was more than professional and that the two of them were lesbians.

**Genderlessness.** Numerous species in the Mario Universe are not visibly gendered at all. While gendered pronouns are prevalently used, it may well be that some species lack sex or gender entirely or have only adopted gender. This may prove exceptionally true with robotic species like Steam Gardeners.

**Grandma.** Princess Peach's grandmother is a Toad. Not only does this mean that Peach is one-quarter Toad and three-quarters human, but it also reveals that Toads are able to somehow engage in sexual reproduction with humans. Her Grandma apparently does bear some resemblance to her as well.

**Lochladies.** Lochladies are an all-female species. While some might choose to deviate in gender, the majority of Lochladies are women. This implies that Lochladies are able to reproduce without the need for males at all and are presumed to be lesbians as the norm.

**Luigi in Drag.** Luigi has at numerous points in the series worn a dress, such as a disguise to pretend to be Princess Peach. While he shows embarrassment, his willingness to do this may reveal that he is into crossdressing.

**Metro Kingdom.** Since the Metro Kingdom has a huge population of human immigrants, many of whom are from New York City, it is fair to assume that a significant percentage of them are queer in some fashion, even if most of them dress in business attire.

**Peasley.** Prince Peasley of the Beanbean Kingdom is an enormous fan of Luigi, but he showers him in compliments that imply a more romantic goal, especially considering that he is far more renown than Luigi in his own kingdom. Therefore, Peasley is likely to be a gay man.

**Smash.** Many Smash fighters deviate from the norm in various ways. Bayonetta and Byleth are both bisexual, and Shiek is a woman crossdressing as a man. There are also a number of fighters that are gender indeterminate and had invites from alternate universes with both male and female versions, including Byleth, Corrin, Robin, Villager, and Wii Fit Trainer.

**Toads.** Some developers working for Nintendo have commented on the sex of Toads, with many proportioning that Toads are sexless. This would mean that gender is entirely cultural and not based on sex for them, and it implies that what is seen as the masculine Toad was just the default until femininity became prevalent at some point.

**Toadstool's ???.** Princess Peach had an item mysteriously called Toadstool's ????. While it might have been just undergarments, the portrayal implies it might've been something scandalous that Mario shouldn't know about, implying Peach engages in sexual activity.

**Vivian.** Vivian is transgender. She is a Shadow Siren who betrayed the Shadow Queen in part because she was bullied by her sisters for being trans. She was the only male of the shadow beings, but she was happy to transition to being a woman. She fell for Paper Mario because he was the first person to simply treat her as a woman and not berate her.

Also, you should work with your DM to determine who sex will work in your game. The

Mario series has historically been devoid of sex, but it is a natural part of the Real World. If you are playing a game that tries to do a more real take on the Mario characters, decide ahead of time how realistically lascivious the characters are allowed to be.

## SPACEFARING

We wanted to explain the rules of spacefaring, or traveling through outer space, in the Mario Universe. Most realms require a large gravitational field for there to be a breathable atmosphere, but that is not the case in the Mario Universe. Air goes a lot further and is able to cling around micro-planets and micro-galaxies.

If your players leave the Mushroom World and go higher into orbit, up to about the Comet Observatory, they will still be able to breath air, because the atmosphere extends higher than it would in the Real World. Likewise, the Moon has an atmosphere of breathable air, as do all planets in the Mario Universe. Gravity works in a similar fashion, and even micro-planets can exert a gravitational field when they are in space and not immediately adjacent to a larger gravitational body.

Spaceships work similarly in the Mario Universe. It is a standard part of spacecraft to have atmosphere emitters to give an invisible bubble of breathable air surrounding a spaceship in case of a breach or a need to walk the exterior. In addition, there is a natural, low gravitational field surrounding the ship, allowing people to walk upon it. The ship can be designed in such a way to give a directionality to the gravitational pull.

However, if players are blasted off into space or fall off a spaceship, away from any nearby planetary bodies, then they may experience the harshness of space and suffocation from a lack of air. The players can breathe on the Mushroom World, Moon, Sprixie World, Cheese Land, and Shroob Planet, but they won't be able to breathe in the space between them unless they have a ship to bridge the journey.

It is worth noting that the Outer Space realm has a more realistic take on space travel that matches the Real World, but it does have aliens that can

navigate vacuums and an optional relationship with the third dimension like most flip realms.

Spaceships have spacefaring speeds that are usually 100 times larger than speeds you'd find in land travel. As such, any vehicle converted for space travel should usually get a spacefaring speed of 100 times the normal speed. Minimum speeds for space travel tends to be in the thousands, but they can be as high as one million feet per 6 seconds.

Factions that travel between different galaxies tend to have faster speeds, whereas factions more new to the experience will be a lot slower. Rosalina has the fastest speeds in the World 1 supercluster, but Starship Mario is the fastest spaceship in the entire Mario Universe.

## SUGGESTED PLOTLINE

What follows is a suggested way to get your Mario DnD campaign started. We felt the need to add a 1-Up plague into the story, as it would make death a much more serious consequence for adventuring heroes, and it would also be the driving force for conflict in the story. We like the idea of taking the factions of the Mario Universe and doing actual political intrigue with them, where the players can seriously upset the status quo.

**1-Up Plague.** The game kicks off with a 1-Up Plague. The origin is natural and occurred somewhere else in the Mario Universe, but it enters the Mushroom World when Captain Toad's Starshroom crashes down in the Mushroom Kingdom, putting Toad in critical condition and a coma. All organic beings and mushrooms are capable of carrying the plague, but the effect upon any type of 1-Up Mushrooms is that they begin to wilt and rot pretty quickly, creating a scarcity of 1-Ups.



**Plague Effects.** The plague spreads throughout the world before the players can stop it, and any attempts to cross other realms for 1-Ups or similar things can prove successful for only a short time, as

doing so will only spread the plague into that realm as well. Most major factions refuse to acknowledge the plague because it would be a dramatic upset for the status quo, and they won't really need 1-Ups until the next major conflict. So it's easier for them to just ignore the problem.

**Bowser Opportunism.** Bowser, always looking for an excuse to try conquest again, does not ignore the 1-Up Plague when it is brought to his attention. In fact, Bowser's Kingdom is the first major faction to actually take note of the plague. He creates a 1-Up vault to keep a stash just for himself, and he begins planning a massive invasion upon the Mushroom Continent. He knows that death is on the table this time, and so he is careful to arm himself and slow to build up his army before invading. However, he will eventually attack if enough time passes, trying to kill Mario and his friends once and for all.

**Koopa Kid.** When Bowser starts rallying his forces, he mobilizes even old minions like the Koopa Kids. One Koopa Kid is shocked, as this is the first time they've been mobilized in years, and that Koopa Kid does not want to see actual combat. So, Koopa Kid tries to defect and claim asylum in the Mushroom Kingdom, but he doesn't get very far due to a lot of stigma and refusal to serve Bowserkin. So, Koopa Kid remains on the outskirts of the Mushroom Kingdom in hiding, and he gives all of his coin savings to the only businessperson unscrupulous enough to aid him: Wario.

**Ashley the Witch.** Wario is paid to facilitate Koopa Kid's asylum into the Mushroom Kingdom. He sends one of his employees, Ashley, by plane to hire some folks outside the Mushroom Kingdom to do the actual work. Ashley was supposed to land at the Beanbean Airport but instead spent her allowance money on a ticket to the Delfino Airport. She then hitched a ride on a yacht to get to World-e to meet the prospective adventurers. She brings her demon, Red, with her,



and the whole exercise for her is just an excuse to spend money on food and luxuries.

**Player Motivation.** The player characters can have a myriad of backgrounds, but a few things are essential. One, they must have somehow heard about some shady work that they can get from Ashley. Perhaps there was some telepathy, couriers, or phone calls. The idea is that few people would want to take this shady job, and so Wario will accept anyone that bothers. Also, the players should have some investment in the upcoming conflict between the Mushroom Kingdom and Bowser's Kingdom, either wishing to prevent it or to upset the status quo. They can be from anywhere but will likely have some familiarity with the Mushroom Islands.

**Player Start.** The players meet up for the job at E-Port in World-e, where Ashley's ship lands. She gives them the details of their job and passes out some coins to help them on their journey. She was supposed to give them enough coins for plane tickets, but she spent that. She tells them that the client can be found in a secluded location in the Dry Dry Desert and that Wario will pay them properly upon completion.

**Adventuring.** The players will then be tasked with crossing borders to get into the Mushroom Kingdom. The most direct path is by boat, but the players would be on their own. Alternatively they could earn money and take a plan, or they could try to find a useful pipe in Pipe Land. Once they've met the client, the goal is to either take him with them or to clear a path for him legally and come back for him later.

**Granting Asylum.** Granting Koopa Kid asylum would necessarily acknowledge that Bowser is planning an invasion, and acknowledging an incoming attack from Bowser is not something that the Mushroom Kingdom ever does. They naively hope that he will be good from now on. In fact, a kart race is scheduled in the coming months, and Bowser will be a participant. So getting asylum for Koopa Kid will be incredibly difficult, and Toads will just keep referring the players to other Toads.

**To the Throne.** Eventually the players will discover that only Princess Peach could allow Koopa Kid to stay in the kingdom, and so their journey will require them to go to the capital. However, Peach thinks she is very good at her public image and

running her kingdom, and will refuse granting asylum or acknowledging the plague or oncoming invasion for as long as possible. Only with a natural 20 or similar situation will she finally acknowledge the plague. Direct evidence can make it easier, but it is still difficult. However, she is ideologically opposed to bracing for an invasion and simply will not do it, even if the players convince her the invasion is coming.

**Bowser Threat.** As the players progress through the game, they should be able to investigate the seriousness of Bowser's planned invasion, even if that means trying to infiltrate the faction. They should discover the threat is serious, and that Bowser is mobilizing all of his notable minions.



**Political Maneuvering.** Since Peach cannot simply be convinced to take action, the players should be encouraged to gain the assistance of other heads of state on the Mushroom Continent and around the Mushroom World and beyond. With enough political pressure, Peach can be pressured into taking action despite her desire to be complacent. Ambitious players might even try to make a sort of united defense against Bowser's Kingdom, with a sort of League of Nations with representatives from every state.

**The War.** Eventually, Bowser's Kingdom will attack. There is not a set date, as the attack is mostly up to Bowser's whims. He will attack when he thinks it is most advantageous to strike. When he attacks, the war begins, and convincing monarchs to take action at that point becomes significantly easier unless they are far removed from the conflict. Peach can enlist her champions, like Mario, though if Peach gets kidnapped early on, a real possibility, champions like Mario might have to nominate themselves.

**End Goals.** The players can choose to ally the Mushroom Kingdom, Bowser's Kingdom, or neither. There's no way to ally Bowser's Kingdom without being effectively evil. If allying the

Mushroom Kingdom, the players can enlist the aid of figures like Mario. However, the players could also choose at some point that all of these monarchies aren't worth supporting. Even if they acknowledge that Peach is a better monarch than Bowser, one possible endgame for the session is the players opposing the Mushroom Kingdom when they are weak after defeating Bowser, making figures like Mario to be the true end bosses.

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*Document and maps made by kylemarshiku with the aid of kiramarshiku.*

