

# BEDTIME BESTIARY

A submission to the  
#CouchDungeon Jam  
by Jacob Gobhar

## ***About***

This is a game about a child's toys overcoming the terrible creatures of that child's imagination. The protagonists of the story are a collection of children's toys that face danger together. The story should fit the imagination of a young child. The violence should not be graphic. In most cases, all but the final encounter should be easy.

This game provides some alternate rules for character creation and story development, but otherwise uses the rule systems present in the 5<sup>th</sup> edition of the world's most popular role playing game. Of note is that one role in the game is referred to as the facilitator. This is partly because of copyright reasons and partly because it is a better word for describing how game play will work in this game.

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# BEDTIME BESTIARY

V1.5



# Dedication

This work was inspired by my son's imagination. During bedtime we often tell collaborative stories in which his loviess defeat some monstrous creatures he has dreamed up. Over the past few years, I have tweeted some of these stories using the handle #bedtimebestiary. But only some of them.

# Inspirations

Several things have inspired the specific design of this game. I believe they are worth sharing in order for you to have a better understanding of whether this is a game that would interest you.

The biggest inspiration has been the imaginations of my young children. I don't believe this is unique to them, but they have a way of imagining actions, movements and entire worlds that is truly magical and completely unironic. Once they start learning things like time and physics some of this magic starts to fade. This game is about that place before the magic fades.

An additional inspiration is the action cartoons of the 80s that I grew up on: *Voltron™*, *Masters of the Universe™*, *Spider Man and his Amazing Friends™*, and of course the one that I might not be allowed to say by name in this product because of the OGL. You knew it was the really exciting part when they ran that one minute power up segment that was the same each episode before beating the big bad guy. Some aspects of the mechanics are designed to emulate this.

Mechanically, some aspects of this game are also inspired by *Tales from the Loop*, which is about slightly older children. Particularly, the fact that the loovies are not allowed to die is related to some of the safety rules in *Tales from the Loop*.

I have received many comments about Threadbare, another game about roleplaying toys. I was not aware of this game when I wrote Bedtime Bestiary, but it looks very interesting. If you like the general premise of roleplaying children's toys but aren't interested in the system I'm not allowed to name please consider picking up Threadbare. Feel free to incorporate any ideas you get from Bedtime Bestiary that seem to fit.

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# Introduction

This is a game about a child's toys overcoming the terrible creatures of that child's imagination. The protagonists of the story are a collection of children's toys which face danger together. The story should fit the imagination of a young child. The violence should not be graphic. All but the final encounter should be relatively easy.

This game provides some alternate rules for character creation and story development, but otherwise uses the rule systems present in the 5<sup>th</sup> edition of the world's most popular roleplaying game. Of note is that one role in the game is referred to as the facilitator. This is partly because of copyright reasons and partly because it is a better word for describing how game play will work.

This game is not designed specifically for young children to play and any simplified mechanics are not introduced for that reason. The reasons for any simplified mechanics will be discussed when they are introduced. The game is designed for anyone who has an interest in roleplaying a child's lovie, and an interest in using this rule system. Feel free to adapt these ideas to other rules systems if you would prefer.

This game contains 4 chapters: Character Creation, Lovie Adventures, Sample Adventure, and Bestiary. Chapter One details ways in which creating your characters will differ from regular play. There are both mechanical differences and playstyle differences. This is not a gaming supplement that can simply be picked up to have something to do when it is time for the next level and you run out of ideas. This should be considered a separate gaming system, and will only work with games designed for this system. Fortunately, there are guidelines within this and the following chapter on what to consider when creating your own adventures within this game system.

The next two chapters detail adventures. Chapter Two provides a general framework for what an adventure using this system could look like. Chapter Three provides an example. If you want to use Chapter Three as written, remember that many of the details of what the game will look like are developed using the information provided in Chapter One. So it is possible that you will need to make significant changes to this

adventure based on the results of character creation. This could be a challenge if you are attached to the use of realistic miniatures as part of your game. It is best to treat Chapter Three as a template which informs how you design a game that will fit the interests of your own players.

Chapter Four contains descriptions and mechanics for four creatures created for the adventure provided in Chapter Three. Footnotes in Chapter Three indicate when the encounter contains a creature detailed in Chapter Four. Creatures not referenced in this way during Chapter Three can be found in the Basic Rules. You can re flavor any of these

creatures based on the nature of the conversations in Chapter 1. For example, if your final villain is a giganto-daddy wielding stone pillows, replace the slashing damage of the Three Rex with bludgeoning damage.

Finally, there are a few footnotes throughout the game. As mentioned earlier, footnotes found in chapter three are an indication of creatures referenced in chapter four. The explanations for the remaining references are found in the Notes section at the end of the book.

Happy gaming! May your loviess prevail.

# Chapter One: Character Creation

Lovies are powerful creatures and shouldn't start at any level lower than four. You will choose ability scores and class as normal, loviae can excel at any ability and any class. Choosing race, religion, equipment, and background will be different for loviae than for other types of characters.

Lovies don't generally have a race, religion, or backstory, and don't need to have a background<sup>1</sup>. Lovies don't have a race because your players shouldn't make a racist child, but appearance and extra special fill the roles that race would often occupy in the source material. The loviae entire world is

completely influenced by the child to which they are friends, so instead of choosing a religion, you will choose a child. The loviae don't have a purpose without their child, so instead of determining a background for each lovie, you will be determining a party role.

Some aspects of character creation in a Bedtime Bestiary game are more collaborative than in more traditional games. For the best results, create your characters in the order listed here. First each player selects a class for their character independently. Then discuss the remaining

## **The Problems with Race**

There are several problematic issues with how the source material addresses race: racial ability bonuses, drow, orcs, and various other "evil" races<sup>3</sup>. The company that publishes this game has issued some statements about doing better but hasn't actually done better yet. Please do better than they did when using Bedtime Bestiary.

Race is a social construct that unfortunately has very real and damaging effects in the real world. When new races have been created in fantasy settings, they generally continue this pattern of causing harm. So there is really no good reason to include race in the game.

Remember, the nature of the loviae is determined by the child. Don't have a racist child.

aspects of your character and the game with the group as a whole in the following order: Your Child, party role, and appearance. You may select extra special, equipment, ability scores, class features and spells at any time, but it will often produce a better gaming experience to wait on these details until after all other choices have been made. And it is polite to listen to the conversations the rest of the group is having about the game instead of focusing on these details. If you are running this game on a limited time frame (such as at a convention) it might be best to bring a collection of pregenerated character sheets that can be easily modified to add the traits discussed with the group (Your Child, party role, and appearance.)

## **Your child**

Who is your child? What is their age? What is their gender? What sorts of things fill their imagination?

These are questions that must be answered by all of the players in conversation. Your group can spend as much or as little time answering these questions as you like, but there are a few things that should be decided on before moving on to the next step.

- Is there a Special Lovie?
- What kinds of monsters fill the imagination of your child?
- Is there a particularly powerful villain who comes up often in their imagination?
- Is your child interested in exploring the origins of their lovies?

In some cases, the game facilitator might have some ideas for these answers prior to the game, but it is important to check in with the other players at this point to make sure everyone is on the same page. For a one shot, it might be necessary for the facilitator to have made some decisions related to the monsters ahead of time. For a longer campaign, session zero might simply be discussions about character creation, allowing the facilitator to prepare appropriate encounters for the next session.

The discussion about the child is a great place to establish the types of conversations you are going to have in the game. Introduce whatever safety tools you plan on using before having this conversation<sup>2</sup>. Bedtime Bestiary games are generally lighthearted. But if everyone is interested in exploring darker themes, the conversation about the child is the best place to figure that out. As this conversation is taking place, it is

everyone's responsibility to make sure that everyone else is engaged and feels safe with the direction of the conversation. The child's personality will determine the direction of the story and influence the types of party roles that are available to the lovies.

## **Party Role**

Each lovie fills a particular role in the party. Typically there will only be one party member filling each role. The types of roles that are possible will be determined by the choices that were made in deciding on your child. Explicitly you should know whether a Protagonist Lovie and Special Lovie are options for the type of game you are playing. Implicitly you should decide whether the other options make sense for your child.

The following list some options for what party roles could look like, but feel free to create others as appropriate for your game. If you want to create a new party role, it should be a little bit more powerful than a feat, or could resemble a class feature.

### ***Protagonist Lovie***

Choose this lovie if the quest that the lovies are participating in is related to one particular lovie. There will be a boon associated with the protagonist lovie which

becomes available during a particularly dramatic encounter such as the final boss encounter. It's OK if you want to keep some of the details of this boon as somewhat of a surprise, but the player should have some sense of what kind of boon to expect. (Will they gain healing abilities? Combat abilities? Start shooting frogs out of their butt? It's good to know these things ahead of time.) You may use the fiction of the game to help establish what this boon will look like.

If you intend on a longer campaign, the Protagonist Lovie will usually need to change from one adventure arc to another. You may have some adventure arcs in which there is no Protagonist Lovie. In this case, the previous Protagonist Lovie should either have an additional party role or gain access to an additional party role upon the completion of the adventure arc in which they were the Protagonist Lovie.

### ***Special Lovie***

This lovie is the most beloved of all the lovies and is the leader of all quests. Once per short rest, the Special Lovie may grant inspiration to any of the other lovies. Additionally, during any one particularly dramatic encounter of an adventure arc, the Special Lovie gets an additional magic item

or companion that comes to their aid. The fiction should determine the details of this benefit, and it should be a collaboration between the facilitator and the player of the Special Lovie. In general, a companion should have a CR equal to half the level of the Special Lovie, and a magic item should be selected from a treasure horde table appropriate for the level of the Special Lovie. Whatever benefit is granted here lasts only for the particular dramatic encounter.

### ***Loving Lovie***

This lovie is always looking out for others and does whatever they can to restore their friends when things go poorly. The Loving Lovie has access to the Lay on Hands class feature, using their character level as their class level when determining the size of their pool of healing. If this lovie had access to this feature from another source, the effect from that other source is instead doubled.

### ***Fast Lovie***

This lovie moves more quickly than most. The Fast Lovie's movement increases by 10 feet, and it is not slowed by difficult terrain. Additionally, this lovie may take the disengage action as a bonus action.

### ***Lucky Lovie***

This lovie is always getting in trouble, but somehow is always rescued from danger before things go amiss. The Lucky Lovie gets Lucky as a bonus feat. They may take the lucky feat as many times as they like, when they do the total number of rerolls allowed per day increases by three each time. Additionally, they may continue to reroll the same die as many times as they have lucky feats. The facilitator should consider giving this lovie inspiration for any obviously poor choices that they make.

### ***Helpful Lovie***

This lovie is always trying to help their friends do better. The Helpful Lovie can use the Help action as a bonus action. Additionally, this lovie may select one of the following spells that they may cast on someone other than themselves once per day: *Bless*, *Heroism*, *Sanctuary*, *Shield of Faith*. The lovie may decide which mental ability score to use when determining the DC of the saving throws for the chosen spell. The determination of the spell and the mental ability score for save DCs are made at character creation.

## ***Inventor Lovie***

This lovie is always making new inventions to help overcome encounters. The Inventor Lovie may select one of the following:

- An uncommon magic item that will be used in a given quest.
- A trap that they created which will help in a given encounter once per long rest.

If the decision about the lovie's invention is made before the adventure starts, the Inventor Lovie has access to the item throughout the adventure. If the decision is made during an encounter, the lovie has access to the item only during that encounter.

## ***Sneaky Lovie***

This lovie is great at sneaking around without being detected. The Sneaky Lovie gets a +5 bonus to all of their hide checks, and can use their reaction to give another lovie within 10 ft. of them advantage on a hide check. Once per short rest, this lovie may discover something to hide behind that was not originally described as part of the encounter.

## **Appearance**

What does your lovie look like? Are they a stuffed animal, a windup toy, an action figure, a blanket, a kitchen utensil, an elaborate construction of interlocking blocks? Are they fresh out of the box or have they been loved a lot? Have each character take a few minutes to describe the appearance of their lovie. It is completely OK to use your imagination to create something nobody else would ever expect for your lovie's appearance. Your lovie's appearance is just their appearance, it is not mechanically linked to any attribute of the game if you don't want it to be.

## **Extra Special**

Every lovie is extra special in some way. For some lovies this could be related to their lovie role or their appearance, but it doesn't have to be. And there is no reason why any other lovies that have the same role or similar appearance would be extra special in the same exact way as any given lovie.

Each of the lovies gain the following attributes simply because they are awesome:

- **Speed:** your base walking speed is 30 ft.
- **Size:** all lovies should be the same size unless their party role indicates otherwise. Generally, small is a good default.
- **Ability scores:** Two different ability scores of your choice increase by one.
- **Feat:** you gain one feat of your choice.
- **Skills:** you gain proficiency in one skill of your choice.

## **Equipment**

Select equipment as normal. However, if you would prefer to describe the equipment differently that is fine. A suit of chainmail armor could be the fluffy exterior of the lovie. A maul could be a hoof. A longbow could be a backpack that shoots swords. The only limit to the type of equipment that you use is your child's imagination.

## **Wrap up**

Ability scores, feats, spells, and class features for the lovies may all be chosen by the individual players without having a conversation as a group. For a longer campaign, you may do this separately and reconvene for the adventure in the next session. For a one shot, you might decide to create pre-generated character sheets with these details filled out while leaving blank the characteristics decided on as a group.

# Chapter Two: Lovie Adventures

Lovies are not constrained by the same rules of physics and history, or even magic that other types of adventurers are. Time and space are not necessarily linear, nor are they necessarily curved. Things happen when and where they are supposed to happen. This will make a lovie adventure a little bit different than a typical adventure. There are no maps: the next room is whatever and wherever it needs to be. There are no clocks: a rest can be as long or short as it needs to be, and a lovie's abilities are not constrained by the time it would take a normal adventurer to complete them. While some games have mechanics that handle unexpected events with a flashback, for lovies these unexpected events can just happen if it is what is necessary for the story to occur. Remember these lovies exist in the imagination of a young child.

There are three features of a lovie adventure: combat, a wise oracle, and a couch dungeon.

## **Combat**

A lovie adventure is about how awesome lovies are at defeating the kinds of terrors that their child might imagine. The type of

encounters the lovies face should be mostly consistent with the decisions made about the child, though there can be some surprises thrown in. Most of these encounters should be fairly easy for the lovies.

However, most lovie adventures also contain one epic battle with a truly terrifying creature. This creature is much more powerful than any of the others and defeating it will require the utmost effort from the lovies. When facing this creature, the lovies will often discover they have become even more mighty than before in order to survive such a challenge. The mechanics associated with the Special Lovie and Protagonist Lovie are designed to evoke this rise to greatness.

If there is not a Protagonist Lovie or Special Lovie, instead find a way to increase the bonuses to all lovies. A good rule of thumb is to select any one bonus for that lovie and double its effect during the epic battle. (For example, the DC for a particular spell might increase to  $8 + \text{twice proficiency modifier} + \text{Ability Score}$ . The attack bonus with a particular weapon might increase to  $\text{Ability score} + \text{twice proficiency modifier}$ . Think

carefully about any of these changes to ensure that they do not unbalance the game too much. Specifically mind affecting spells that could target the leader of the loviess might be off limits.)

In some cases, the loviess might not be able to prevail in the epic battle. In such cases, there will be a wise oracle who will save them from death. The powerful creature remains undefeated, but the loviess will live to fight it another day. The loviess never actually die.

## **Wise Oracle**

The wise oracle might be introduced earlier into the story, but is not generally part of most of the decisions and encounters that the loviess are facing. Perhaps the wise oracle is the one who gives them the quest, or some guidance in how to complete a quest they were already on. The wise oracle has powers even more mysterious than the loviess, and only re-enters the story to use those powers if the loviess are in dire need, and then only to deliver them to safety. The wise oracle should be used sparingly, but is the safety valve available to the facilitator in ensuring that the loviess never actually die.

## **Couch Dungeon**

The couch dungeon is a safe space within the adventure that the loviess can return to as needed in order to refresh themselves for further adventure. The couch dungeon might initially be guarded by some creatures that need to be defeated by the loviess. But once they overcome this initial challenge, they will always have ready access to the couch dungeon. You may consider granting the loviess additional bonuses beyond merely the benefits of a short or long rest whenever they use the couch dungeon.

## **Combining These Features**

The flow of a typical lovie adventure could be something like this:

- Wise oracle gives a quest or guidance on how to complete a quest and then fades from the story.
- 1-3 Easy Encounters.
- An encounter with the guardians of the couch dungeon (Medium to Hard encounter).
- 3-5 more Easy Encounters.
- Epic Encounter, loviess power surge: (Hard to Deadly).
- Rewards!

Some or all of the Easy Encounters may be adjudicated using a quick combat encounter method such as Sudden Death<sup>4</sup>. The narrative style of this method is a great way of showing how powerful these loviess can truly be.

A sample adventure is included in the following pages, showing how to combine the aspects of character creation to create an appropriate adventure.

# Chapter Three: A Sample Adventure

## The Quest for the Sacred Cake.

### **Character Creation**

Share the following information with the players prior to character creation. This adventure will feature both a Protagonist Lovie and a Special Lovie, as well as whichever lovies the remaining players choose. The adventure begins with the lovies on a quest to find the missing homeland of the protagonist Lovie. This adventure is suitable for 4-5 level four lovies.

### ***The Child***

The child for the lovies in this adventure often imagines stories which contain lots of dinosaurs and hybrid mixtures of animals. These creatures can be good or evil, depending on the situation. There are also a lot of witches, spiders, skeletons and zombies. These creatures are almost always evil. Some examples of creatures from this child's imagination: Three Rex, bearfly, web lizard, zombie spiders. Descriptions for some of these occur in the bestiary, while the others are left to the reader's imagination.

The recurring villain for this child is the King of Halloween. He is never contacted directly, but the lovies often find themselves attacking his complex to free someone or beset by his hordes of undead. He sometimes is able to control dinosaurs or create hybrid creatures to attack the lovies as well.

If your conversation about the child results in different aspects, feel free to change this adventure as necessary. A few notes to help with this: (1) the King of Halloween does not appear in the adventure itself, only as referenced by the types of creatures who do appear, (2) the sample adventure features lots of dinosaurs, so you should probably just make your own if that is not something of interest to your child.

### ***Lovie Roles***

This adventure does feature a Special Lovie and a Protagonist Lovie. Share the following information about these lovies with the characters before they finish completing their character sheets.

*Special Lovie:* The Special Lovie is known for leading the other lovies into battle. During the epic battle, they will most likely gain some boon that will make them even better in combat. This might involve a dinosaur.

*Protagonist Lovie:* The Protagonist Lovie is on a quest to return to the homeland of their ancestors, and will likely gain special powers related to healing and restoration once they arrive there and find sacred relics.

## **Encounters**

The following encounters are listed in order. Remember, there is no need for maps with a lovie adventure. Most of the descriptions are rather sparse to allow you to add as much detail as you like. You may use Sudden Death<sup>2</sup> for any of these encounters that involve combat except for encounters 4 and 9. If you are running short of time, feel free to exclude any of encounters 1, or 5-7.

### ***Encounter 1: Across the Depths of the Ocean***

The lovies start the adventure crossing the ocean on a boat looking for the missing homeland of the Protagonist Lovie. Along the way they encounter 4 **Reef Sharks**.

### **Wise Oracles in this Adventure**

The Wise Crab introduced in Encounter 2 is the Wise Oracle for this lovie adventure.

They will not accompany the lovies to the cave itself, but could show up during the final encounter if they are having trouble. A giant crab, of course, is not going to be able to do much to turn the tide of battle, but feel free to give them additional magical abilities, particularly related to escaping desperate situations. Some possible spells that could aid in this endeavor are:

*Dimension Door, Expeditious*

*Retreat, Longstrider, Misty Step, Rope Trick.*

### ***Encounter 2: The Wise Crab***

The lovies land on an island they believe to be the missing homeland of the Protagonist Lovie. Here they encounter a wise crab (**giant crab** with intelligence 12, wisdom 14, and charisma 8.) who has information related to their quest. The Protagonist Lovie has advantage on any social skills check related to the wise crab. The wise crab will freely tell the Protagonist Lovie where the cave is that leads to their homeland. If at any point the lovies express an interest in finding other islands to seek treasure from, the wise crab will tell them that they are no better than those who pillaged the lands of the

Protagonist Lovie if they proceed in that direction. If the lovies insist on that plan, the wise crab will sigh heavily and refuse to help them any further.

### ***Encounter 3: Entering the Cave***

Describe the cave entrance as being somewhat foreboding to most of the lovies. The Protagonist Lovie might feel a bit of nostalgia returning to their homeland. With this feeling comes a sense of ownership. While in the cave, the Protagonist Lovie may cast *prestidigitation* on anything in order to restore it.

Once they have entered the cave and proceeded for a few minutes, they will encounter 8 **skeletons**.

### ***Encounter 4: The CouchDungeon***

As they proceed through the cave, they arrive at an open space that had clearly once been a place to gather and share stories. The only structure yet standing here is a single couch, and it is infested with 3 **zombie spiders**<sup>5</sup>. Remind the characters that zombie spiders are often encountered when facing the King of Halloween.

Once the zombie spiders are defeated, and the Protagonist Lovie has restored it, the couch is available for use. The lovies may

return to this room at any time, and if they have time to rearrange the cushions into a fort it will function as a *Tiny Hut*, except that lovies of any size are able to use it.

### ***Encounter 5: Kitchen Gone Wrong.***

The next room appears to have once been a kitchen, but something has gone horribly wrong. There is food spilled everywhere, and it congeals into a **gibbering moulder**.

Once the gibbering moulder has been defeated and the Protagonist Lovie has restored this room, it provides 1 week of rations to each of the lovies.

### ***Encounter 6: The Long Hallway***

This long hallway ends with a narrow doorway into the next room. In between here and the doorway there are 2 **zombie spiders**<sup>5</sup> accompanied by 3 **flying smartsnakes**<sup>5</sup>.

Creatures from Encounter 7 and beyond that are large or larger are not able to pass through this doorway.

### ***Encounter 7: The Garden***

The doorway passes into a large garden area. The plants have not been tended, and are weed infested and trampled upon. There is an **allosaurus** and a **flying smartsnake**<sup>5</sup> in

this room. The flying smartsnake is allied with the allosaurus and gives it advantage on saves versus any mind affecting spells.

Once these creatures have been defeated and the Protagonist Lovie has restored the room using *prestidigitation*, the garden provides fruit that grants 1d4 temporary hit points to each lovie that consumes it. This fruit is only available the first time the lovies enter this room.

If the lovies enter this room again after a long rest, there will be 1d4-3 **allosaurus** and 1d10 **flying smartsnakes**<sup>5</sup> that have reinhabited the room.

### ***Encounter 8: The Jungle***

The garden from Encounter 7 connects to a large underground jungle where many dinosaurs and other creatures roam. Roll a d20 to determine if one of these creatures is encountered prior to moving on to Encounter 9. An encounter occurs on rolls of 18-20. Roll a d100 and consult the table to determine the encounter. The table also lists how these creatures will respond to either skill checks or magic. Some of the creatures are sympathetic to the lovies cause and might be more willing to help them. Others are decidedly not interested in helping at all. Read the entries on the table carefully, as

some of the entries are the DC to convince the creature to help while others are simply the DC to avoid being attacked.

*Exploring the Jungle:* If the lovies explore the jungle prior to entering the clearing mentioned in Encounter 9, or retreat from the clearing to explore the jungle, they might encounter some additional creatures. On a DC 14 Wisdom (Survival) check, they are able to find a creature and may choose to engage with it or not (ie-they have surprised it). If they fail by 5 or more, the creature finds them and attacks before they can take any actions. In either case, use the same table to determine what creature is encountered.

*Gaining Information in the Jungle:* In general, the creatures are listed in order of increasing hostility on the table. Creatures lower on the table are most likely to be helpful, while those higher on the table are least likely to be helpful. Any additional information that the lovies attempt to gather in the jungle might provide details on which animals are most likely to support their cause and which ones should be avoided. This sort of information might be gathered with a spell like *Speak with Animals*, or with a DC 18 Wisdom (Survival) check.

### ***Random Encounters in the Jungle***

<b>Roll</b>	<b>Encounter</b>	<b>Animal Handling check</b>	<b><i>Animal friendship or similar magic</i></b>
1-7	Ankylosaurus	DC 12 to convince it to be helpful. Any additional commands will also require a check.	Automatically fails any save on magic cast by a lovie. While charmed, automatically succeeds on following commands.
8-17	1d4 Pteranodon	DC 14 to convince each to be helpful. If one is convinced others will not attack lovies.	-2 modifier on any save on magic cast by a lovie. While charmed, automatically succeeds on following commands.
18-27	2d6 Axebeaks	DC 14 to convince each to be helpful. If one is convinced others will not attack lovies.	-2 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.
28-40	1d4 Giant Toads	DC 14 to convince each to not attack. If one is convinced others will not attack lovies.	+2 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.
41-53	2d6 Giant Lizards	DC 14 to convince each to not attack. If one is convinced others will not attack lovies.	+2 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.
54-66	Giant Constrictor Snake	DC 16 to convince to not attack.	+4 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.
67-74	Utahraptor <sup>5</sup>	DC 16 to convince to not attack.	-2 modifier on any save on magic cast by a lovie. While charmed, automatically succeeds on following commands.
75-84	Allosaurus	DC 20 to convince to not attack.	+4 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.
85-97	1d10 Flying Smartsnakes <sup>5</sup>	Never succeeds.	Never succeeds.
98-100	Tyrannosaurus Rex	DC 24 to convince to not attack.	+8 modifier on any save on magic cast by a lovie. Animal handling checks are still necessary while charmed.

## ***Encounter 9: The Sacred Cake***

In the center of this jungle is a clearing with a radius of 100 ft. In the center of the clearing is a table holding the sacred cake. The sacred cake is guarded by a **Three Rex**<sup>5</sup> and 4 **flying smartsnakes**<sup>5</sup>.

*Epic Battle:* This is the final epic battle! The lovies' powers rise to the occasion to help them prevail.

*Special Lovie:* The Special Lovie is able to summon an **utahraptor**<sup>4</sup> to ride into battle as a bonus action on the first round of combat. They automatically succeed on any animal handling checks related to riding this creature. If they had previously had another mount, they may transfer that mount to one of the other lovies.

*Protagonist Lovie:* The Protagonist Lovie senses that they are drawn to the sacred cake by their tie to their ancestors. If they are able to touch the sacred cake and restore it using their *prestidigitation* ability, they realize the power that it holds. As long as they are touching the sacred cake, the Protagonist Lovie gains the spell *Mass Cure Wounds* and may cast it as an action without using any spell slots.

*Tactics:* The Three Rex guards the sacred cake. It will attack any lovies who get close to it, but won't stray more than 40 ft. from the cake. If there is nobody in range, it will shoot at any lovies with its laser chainsaws. The flying smartsnakes will fly towards and attack any lovies who enter the clearing.

*Developments:* the magic of the King of Halloween will continue to empower the creatures who have stolen the sacred cake. On any turn in which the Three Rex doesn't take at least 20 hit points of damage, one more flying smartsnake is spawned out of the sacred cake. Once the Protagonist Lovie has purified the sacred cake, no more flying smartsnakes will spawn out of it.

### **Wise Oracles in Epic Battles.**

Remember that the Wise Crab introduced in Encounter 2 may be brought back into this encounter if necessary for the lovies to escape the adventure with their lives. The Wise Crab will not fight, but may use magic to aid in escape. Some possible spells that could be used are: *Dimension Door*, *Expeditious Retreat*, *Longstrider*, *Misty Step*, *Rope Trick*.

## ***Concluding the Adventure***

If the lovies are able to defeat the Three Rex, no more flying smartsnakes appear and those that were already part of the encounter will flee if able. The cave where the Protagonist Lovie's ancestors once dwelled has been restored!

### *Rewards*

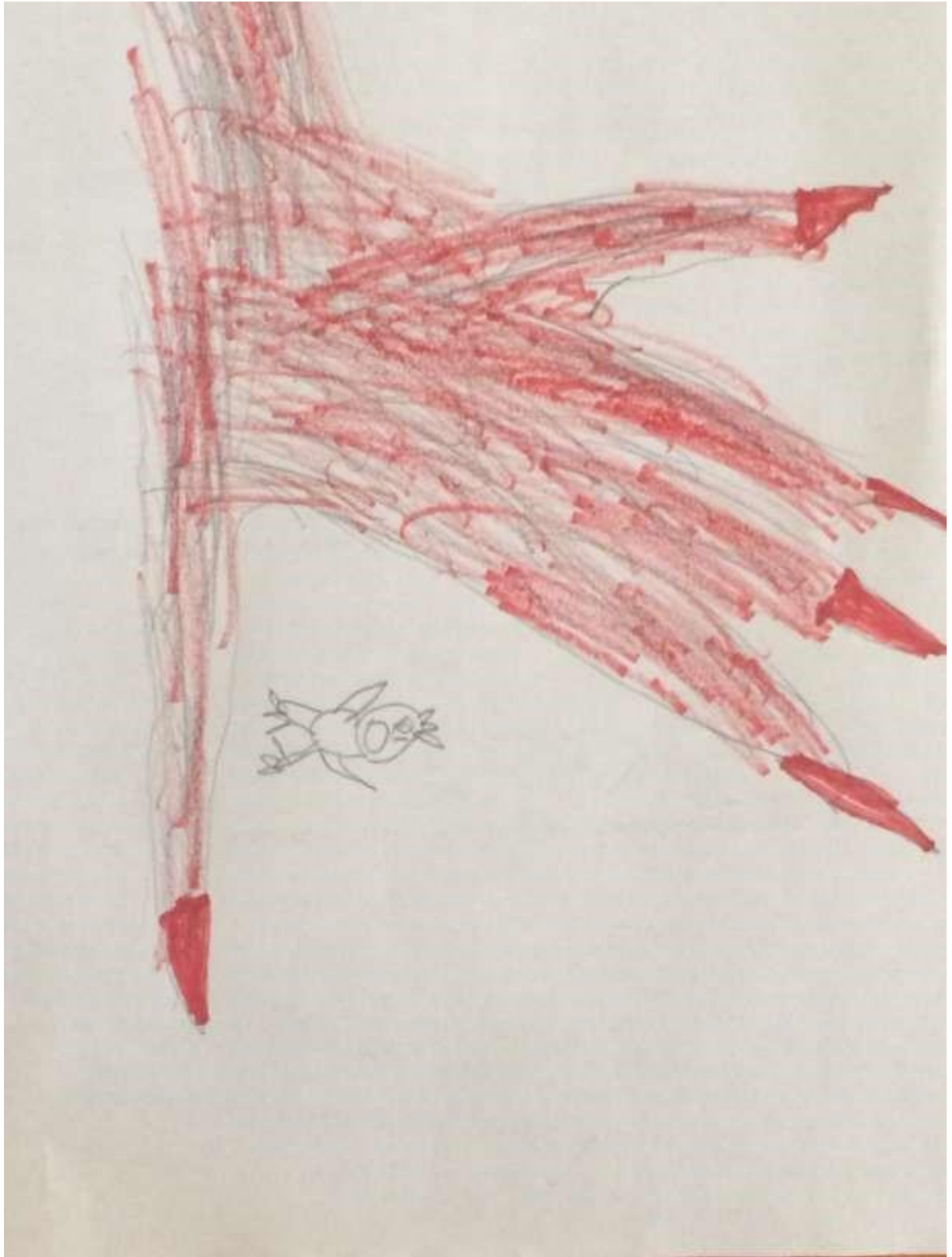
You may reward the lovies with an appropriate treasure horde. Remind them that much of what they found once belonged to the Protagonist Lovie's ancestors and should be treated with some reverence.

The Protagonist Lovie might gain an additional boon at the completion of the adventure. Perhaps the sacred cake will continue to function as a source of healing magic that can be used in later encounters (though not as strong, obviously). If the Protagonist Lovie does not already have

another lovie role, one should be assigned for further adventures, as this lovie is no longer the Protagonist Lovie. Perhaps a lovie role that fits the sort of actions the Protagonist Lovie took in this adventure would be appropriate.

### *Further Adventures*

Further adventures are possible for the lovies after completing this one. Perhaps they are able to figure out how to track the monsters back to the lair of the King of Halloween. Perhaps another lovie is now interested in their own history and a similar quest can occur in which they are the Protagonist Lovie. Perhaps the Wise Crab is able to provide some guidance as to what they should do next. The only limit to what they do next is the imagination of their child.



## Chapter Four: Bestiary

The following are creatures introduced in this adventure. Creatures mentioned in the adventure which are not found in this bestiary may be referenced in the Basic Rules.



## **Flying Smartsnake**

*Tiny beast, evil*

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**Armor Class** 14

**Hit Points** 5 (2d4)

**Speed** 30 ft, fly 60 ft

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**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

4 (-3) 18(+4) 11(+0) 12(+1) 13(+1) 7(-2)

---

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Damage Resistance** psychic

**Condition Immunities** charmed

**Challenge** 1/8

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**Flyby.** The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Hypnotic Presence.** If an effect would give another beast within 30 ft. of the snake the charmed condition, the snake can use its reaction to give that beast either advantage or disadvantage on the saving throw to avoid that effect.

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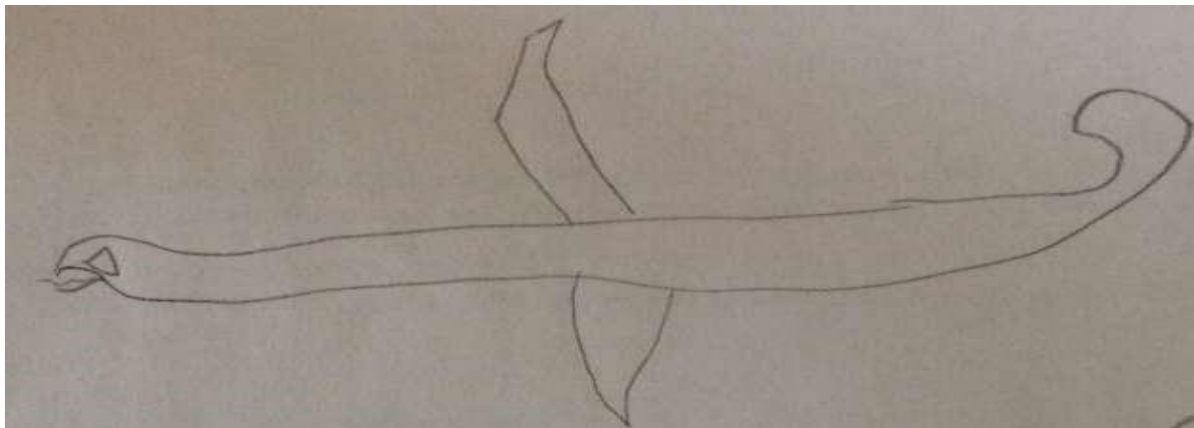
### **Actions**

**Bite:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

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### **Flying Smartsnake**

A flying smartsnake is a brightly colored winged serpent native to jungles. These snakes have been altered by contact with a malevolent power to increase their intelligence and allow evil powers to have greater sway over natural beasts. They often act as guides for more powerful creatures.



## **Zombie Spider**

*Large undead, evil*

---

**Armor Class** 12 (natural armor)

**Hit Points** 34 (4d10+12)

**Speed** 20 ft, climb 20 ft

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**STR** 14 (+2) **DEX** 12(+1) **CON** 16(+3) **INT** 2(-4) **WIS** 6(-2) **CHA** 5(-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 8

**Challenge** 1

---

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Undead Fortitude.** If damage reduces the spider to 0 hit points, it must make a Constitution saving throw with a DC of 5+ damage taken, unless the damage is radiant or from a critical hit. On a success, the spider drops to 1 hit point instead.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

---

### **Actions**

**Multiattack.** The spider can make 2 slam attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage, and the target must make a DC 11 Constitution saving throw, or gains the poisoned condition for 1 hour.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. If the spider hits the same target with two slam attacks on the same round, it may also make a bite attack on the same target as a bonus action.

**Web (Recharge 5-6).** Ranged Weapon Attack: +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the web on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

### **Zombie Spider**

These desiccated corpses of giant spiders shamble about instead of skittering as they did in life. Though most of their poison has dried out, their webs remain as dangerous as ever and their undeath is as relentless as that of any zombie.

## **Three Rex**

*Huge beast construct, evil*

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**Armor Class** 13 (Natural Armor)

**Hit Points** 108 (12d12+36)

**Speed** 40 ft

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**STR** **DEX** **CON** **INT** **WIS** **CHA**

25 (+7) 10(+0) 16(+3) 2(-4) 13(+1) 7(-2)

**Skills** Perception +4

**Senses** passive Perception 14

**Challenge** 8

---

### **Actions**

**Multiattack:** The Three Rex makes two attacks, one with its bite and one with its tail. Or it can make three attacks, one with its bite and two with its laser chainsaws.

**Bite:** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* (4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Three Rex can't bite another target.

**Tail:** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* (3d8+7) bludgeoning damage.

**Frightful Sound:** Each creature within 60 ft. of the Three Rex must succeed on a DC 13 Wisdom saving throw or be Frightened until the start of the Three Rex's next turn. If a creature's saving throw is successful, the creature is immune to the Three Rex's Frightful Sound for the next 24 hours.

**Laser Chainsaws (Recharge 5-6):** These can be used as either ranged or melee weapons. The Three Rex also uses Frightful Sound as a bonus action prior to the attack

roll for these weapons. If both laser chainsaws were used for ranged attacks, they automatically recharge for the next turn. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (3d10) slashing damage plus (2d8) radiant damage. *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* (2d8) radiant damage.

### **Three Rex**

A Three Rex is a Tyrannosaurus Rex which has had its arms replaced with laser chainsaws by some malevolent power. Although these additions make it much more dangerous in battle, they do cost the poor beast in terms of its health and prowess. These added weapons certainly make it more deadly, but are often unreliable. The terrible sound of them revving into action is often enough to scare away would be adversaries. The procedure for creating such a beast is complicated and resource intensive. Only the most powerful and evil of magic users are able to create such creatures, and then only as guardians for their most important purposes.

## **Utahraptor**

*Medium beast, unaligned*

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**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8+18)

**Speed** 40 ft

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**STR DEX CON INT WIS CHA**

17 (+3) 14(+2) 16(+3) 2(-4) 12(+1) 5(-3)

**Skills** Perception +3 Stealth +3

**Senses** passive Perception 13

**Challenge** 2

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### **Actions**

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage. The target is also grappled (escape DC 13). If the target is large or larger, the Utahraptor may also make a claw attack as a bonus action for as long as that target is grappled. Until this grapple ends, the Utahraptor can't bite another target.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

### **Utahraptor**

An utahraptor is a fierce predator that relies on its ability to hide more than its speed. It can take down creatures much larger than itself using its potent rear claws.

Utahraptors are uncharacteristically prone to domestication under the right circumstances, especially for such fierce predators.

# Notes

[1]- In some cases, a particular love's ancestry might be related to an individual quest. The sample adventure included here is a good example of this.

[2]-if you are unfamiliar with safety tools, the following creators often post updated safety tools information on twitter: @KiennaS, @lj\_nicegirl. They have also compiled a safety tools toolkit that can be [found here](#).

[3]-If this is new information for you, I would recommend [the following](#) as a good place to start reading on some of the issues related to race and fantasy RPGs:

[4]- Sudden Death allows you to resolve easy combat encounters with a single die roll and a conversation. Please [go here](#) to read more about Sudden Death.

[5]-The statistics for this creature can be found in the Bestiary in chapter four. Creatures not marked in this way can be found in the Basic Rules.



