

CONSTRUCTS

The Tin Woodman appeared to think deeply for a moment. Then he said: 'Do you suppose Oz could give me a heart?'

'Why, I guess so,' Dorothy answered.

—L Frank Baum, The Wizard of Oz

The Marvelous Land of Oz is filled with all manner of unusual creatures. Of course, you probably know about the Munchkins and Winkies and Quadlings and Gillikins. You may even know about the animals of Oz that can carry on a conversation just like a human. But did you know that Oz is also famous for its lifelike constructs? Whether they are made from porcelain, straw, or tin, the constructs of Oz are just as beloved and appreciated as any other living creature in the land.

VARIED PEOPLE

Ultimately, constructs can be made from any available material. Clockwork creatures and pumpkin-headed automatons aren't an uncommon sight. However, the three most popular construct materials in Oz are porcelain, straw, and tin, mostly due to their availability. A construct's material offers it certain innate benefits as well as drawbacks.

DRIVEN BY A PURPOSE

Constructs are not born, rather created. On their Creation Day, their first question is almost always the same: "Why am I?" While their creators may have built them for certain tasks, ultimately, a construct seeks a better answer for its existence. For this reason, many constructs eventually abandoned their duties and set out to find the meaning of life.

PLUCKY LONERS

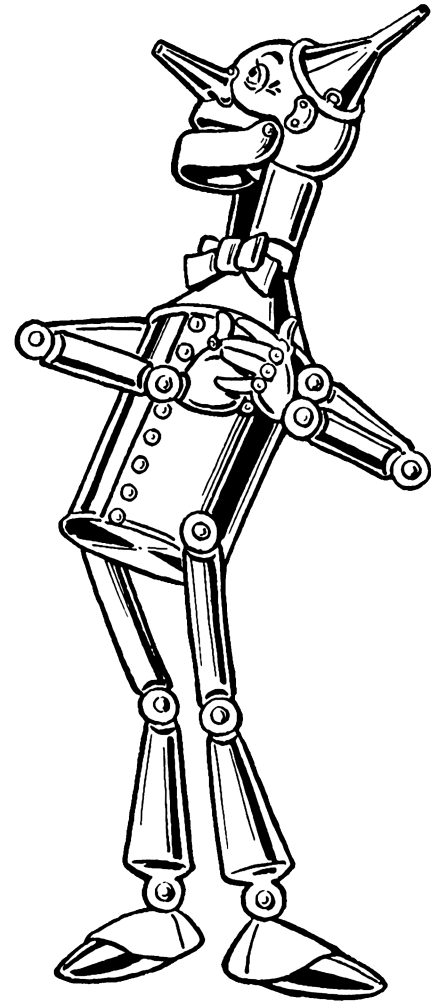
Just because constructs are respected and beloved by all creatures in Oz doesn't necessarily mean that they fit in. After all, they are "non-vitals." A talking dog may not wear clothing like a human, but it has a heart and a brain and maybe even a soul. Constructs, however, lack all these things.

MAGICAL LIFEFORMS

The magic that brings constructs to life sets them apart from other mindless machines. Constructs have an innate connection with the magic that flows through Oz. The magic of Oz, for the most part, does not recognize that constructs are different than humanoids. As such, constructs can be affected by spells and magical effects that also affect humans and other "vitals."

CONSTRUCT NAMES

Constructs—especially straw folk and tin folk—are usually given names that identify the task for which they were built. Hence "Scarecrow" and "Tin Woodsman." Still, many constructs, especially those who set out on journeys of self-discovery, give themselves human-sounding names as a way to fit in.



CONSTRUCT TRAITS

No matter what type of material your construct character is made of, you have the following traits in common with all constructs.

Ability Score Increase. Your Constitution score increases by 1.

Age. Constructs can theoretically live forever so long as repairs can be made to them. Since they are created, they have no point of maturity, although for many it takes a few years for them to learn about the world around them.

Alignment. There seems to be no overall leaning towards one alignment or another with constructs. Nor do constructs seem to favor true neutrality. Constructs are free to live their lives however they so choose.

Size. Most constructs are built to human size, ranging from 5 to 6 feet tall. A construct's weight ultimately depends on the material from which it's built. Your size is Medium.

Speed Your base walking speed is 30 feet.

Construct Resilience. As a creature that lacks the vitals of a living organism you have a number of advantages:

- You are immune to poison and the poisoned condition.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Downtime. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Languages. You can speak, read, and write Common plus one other language of your choice.

Hybrid Nature. While you are a construct, your innate connection to magic recognizes you as a humanoid. You can be affected by a game effect if it works against a humanoid, and you are immune to those that affect constructs.

Material Composition. As a construct, you can be made from many different materials. Choose one of the following material compositions: porcelain, straw, or tin.

PORCELAIN

Porcelain constructs are often lavishly decorated, courteous, and above all, charming. While many of a porcelain construct's peers fear for their hollow and breakable nature, porcelain constructs embrace their innate destructibility: after all, what is life without a little risk?

Ability Score Increase. Your Intelligence score increases by 1 and your Charisma score increases by 1.

Natural Armor. Despite being seen as fragile, you're still tougher than the average human. While you aren't wearing armor, your armor class is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Friendly Face. You know the *friends* cantrip. Charisma is your spellcasting ability for this spell.

Spell Immunity. After you finish a long rest, choose a spell of 3rd-level or lower. Until you start another long rest, you are immune to that spell.

Breakable. You are vulnerable to bludgeoning damage.

STRAW

Aloof? Sure. Fun-loving? Always. Loyal and brave? Absolutely! Straw constructs—also called scarecrows—are frequently seen in the Munchkin farmlands east of the Emerald City. After Scarecrow (that's with a capital 'S', mister!) made a name for himself as a companion of Dorothy, all straw constructs are recognized as dashing heroes and fearless adventurers (even if it isn't always true).

Ability Score Increase. Your Dexterity score increases by 2.

Darkvision. Accustomed to working long nights in farmers' fields, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Conjure Crows. While outdoors, you can cast the *conjure animals* spell, except you have the following limitations when using this trait to cast the spell: You can only summon 2 swarms of crows (use the **swarm of ravens** stat block) and the duration of the spell is 1 minute instead of "concentration, up to 1 hour." Your spellcasting ability is Charisma for this spell. As you gain levels, the number of swarms of crows you can summon increases. At 3rd level, you can summon 4 swarms of crows and at 5th level, you can summon 8 swarms of crows.

Once you use this trait to cast the spell, you can't use it again until sunrise seven days later.

False Appearance. While you remain motionless, you have advantage on ability checks made to disguise yourself as an ordinary, inanimate scarecrow.

Flammable. You are vulnerable to fire damage.

TIN

Tin constructs (also known as Tinmen or Tinwomen) are usually built for labor and defense. They are sometimes seen as cold and callous, lacking sympathy or remorse. Some believe this is because they lack a true heart. Others think it might be because they are adept at hiding their true feelings. Winkies are well-known for creating tin folk.

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

Brute. After you hit a creature with a melee attack roll, you can choose to add one more die of the weapon's damage to the damage roll. Once you use this trait, you can't use it again until you complete a long rest.

Natural Armor. Tin constructs are essentially walking suits of armor. While you are not wearing armor, your AC is 16. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Water Susceptibility. If you have 5 gallons or more of water splashed on you, or if you start your turn completely submerged in water or you are being heavily rained upon, make a DC 10 Constitution saving throw. On a failed save, your joints begin to rust and you are restrained. You must repeat the saving throw at the end of your next turn. If you are still in water or still being rained upon, you automatically fail the saving throw, otherwise, on a success, the effect ends. On a failure, you are petrified until you receive magical healing or another creature uses its action to apply oil to your rusty joints.