5E

SEEDS OF DECAY

A DOBBERTON ADVENTURE

INTRODUCTION

*A campaign in the world of the Dobbers and
the terrible darkness that has come to the forest.*

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SPLATTERED INK GAMES

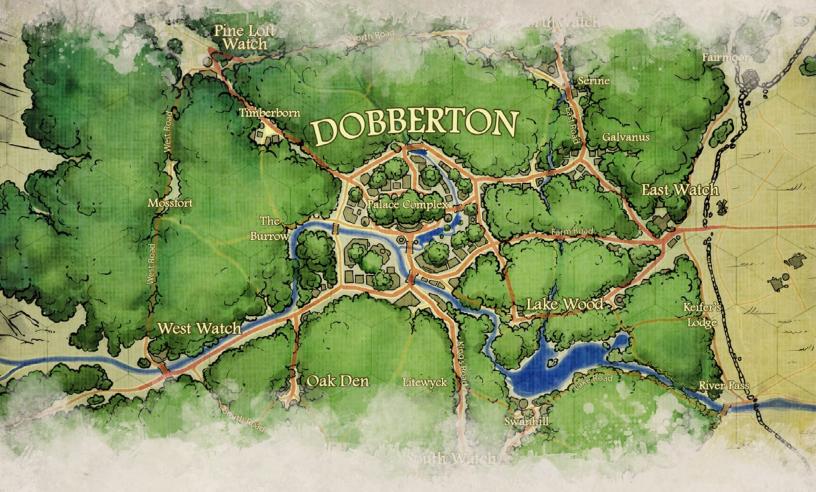HITPOINT PRESS

Contents

Credits

It is not wise to wander the rocky bed of the Dry Bones Creek, especially at night. It attracts the worst kind of scavengers. But, Gavin was never one to heed such concerns. He had heard about a rich merchant who'd lost her traveling bag, for which she was offering a reward to whomever could return it. That sounded like easy money to Gavin and the clues had led him here.

The bright moon bounced off the large rocks and amplified the shadows around him. He was crouched between two large rocks, listening to his surroundings. He could hear a chitinous crunching echoing among the boulders, but couldn't identify the direction it was coming from. He took one careful step, doing his best to keep the loose rock under his feet from shifting. Leaning out from the crevasse, he could see it, a giant stag beetle. It was huge! Each one of the creature's mandibles were as long as he was tall. It crunched through the bones of some remains it had found then raised its head. Gavin froze. Did it see him? It darted forward, its six legs clattering on the rocky ground.

With a gasp, the young dobber fled. He found his way back to the roots he'd used to climb down into the creek bed and scrambled back up them. He dashed into the forest and didn't look back. No amount of reward was worth getting bitten in half, but at least he'd have a story to tell. He was already thinking of fun embellishments as he slowed his pace, believing he was now safe from the huge insect.

The Alwaysgreen Forest

The Alwaysgreen Forest is a lush and beautiful land, full of ancient, towering trees; magical, life-giving waters; and deep crystal lined caves. It is teeming with life and magic. The awakened Woodkin, the majestic Deeret, Goblins, Ratkind, Dobbers of all traditions, and many more call it their home. Dobbers are the most populous. They are friends to the forest, belonging to it and it to them as a leaf does to a tree.

Dobbers are tiny people, often described as three apples tall, though in truth, they are taller. They range between 14 inches and 2 feet tall, though 2 feet tall would be quite rare. For what they lack in size, they make up for with intelligence, wisdom and creativity. Their bodies are often stocky, built with a sturdy frame, and large hands and feet. Their most famous feature is their overly large, round nose and equally large ears.

Their tiny size is perfect for their life in the forest where they build their homes into the bases of tree trunks and use wood as their primary resource. Anywhere sun breaks through the canopy, their gardens flourish. They love vegetables and fruits, berries and nuts. Most prefer working with their hands, spending their time farming, building or crafting. Some build amazing contraptions and tools to aid their chores. They are hard working and love their community, always willing to lend a hand, share a story, or enjoy a warm cup of tea by a roaring fire.

However, no story of the Alwaysgreen Forest would be complete without Woodkin. Awakened raccoons, badgers, chipmunks, owls and more also call the forest their home and have been embraced by Dobbers as family. Living side-by-side in peace, every town square, farmstead, and holiday gathering is a colorful menagerie of unique characters that have chosen to share their lives.

The Dobbers

Dobbers are the most common race in the Alwaysgreen Forest. Common Dobbers typically come from within the Dobberton Kingdom.

Physique: Dobbers are tiny. They average 18" tall, weighing 30 to 50 lbs. Their bodies are dense and stocky for the size with hands and feet that seem somewhat oversized. Their ears are typically quite large and their noses dominate their faces, large and round.

Age: Dobbers reach adulthood in their late teens and have been known to live nearly a century.

Alignment: Dobbers tend toward good alignments, however all alignments are found in the Dobber population. As with all cultures, the best and the worst are found among them.

Languages: You can speak, read, and write Common and one extra Language of your choice. Dobbers typically learn the languages of other peoples they deal with, including obscure dialects.

Ability Score Adjustment: +1 to Intelligence, Wisdom, and Charisma plus an additional +1 to any ability score of your choice. Your suggested maximum Strength and Constitution at level 1 is 14.

Speed: Base walking speed is 20 feet.

Gifted Learner: Dobbers are curious and gifted with learning new things. Common Dobbers may take two bonus Skill Proficiencies.

The Woodkin

Within the kingdom's capital of Dobberton, the great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. One quality is known; the water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

How the Blue River's water chooses which creatures gain knowledge and understanding is not known. Nor do they know why some trees that grow along its banks suddenly uproot, gaining the ability to walk and talk. What is known is that woodkin are just as much a part of Dobberton as the Dobbers themselves.

Common Woodkin

CHIPMUNK

Traits: +2 to Dexterity. Your maximum Strength and Constitution at level 1 is 11.

Speed: 25 ft., climb 20 ft.

Lucky: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Sneaky: You are proficient in the Stealth skill.

Magic Resistance: You have advantage on saving throws against spells and other magical effects.

GROUNDHOG

Traits: +1 to Strength and Constitution. Your maximum Strength and Constitution at level one is 15.

Speed: 20 ft., burrow 20 ft.

Sturdy: Your body and low center of gravity give you advantage against being knocked prone.

Burly: Your compact, strong body gives you advantage on Athletics checks and grappling checks.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were

Note: The Woodkin are as capable as any other being in the forest, but their physicality differs greatly. The intent is that these awakened animals are not anthropomorphized versions of themselves. They keep the same physical bodies they had as common forest creatures. Many Woodkin are tiny, this is represented in game as a first level ability score maximum for Strength and or Constitution. As these characters experience the great adventures that are before them, these attributes can increase beyond the initial max through leveling up or other magical or in-game means. Additionally, any animal can become awakened. The ones listed here have paws or other traits that allow them to use tools, and weapons or to perform the somatic requirements of spells. If you'd like to play an awakened animal not listed here, speak with your GM and refer to the "Make Your Own Woodkin" section below.

bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

OTTER

Traits: +2 to Intelligence. Your maximum Strength and Constitution at level 1 is 14.

Speed: 25 ft., swim 20 ft.

Natural Swimmer: You take to the water with ease and comfort, giving you advantage on Athletic and Acrobatic checks while in the water.

Skill Versatility: You gain proficiency in two skills of your choice.

Hold Breath: You can hold your breath for up to 20 minutes at a time.

PORCUPINE

Traits: +2 to Constitution. Your maximum Strength at level one is 15.

Speed: 20 ft.

Bad Opportunity: If you provoke an attack of opportunity, the attacker must succeed on a Dexterity Saving Throw or take 1d4 + your Constitution modifier damage. The DC for this Saving Throw is 8 + Your Proficiency Bonus + Your Constitution Modifier.

Quill: Your quills are a natural weapon, which you can use to make Strength based, ranged (30/60 ft.) attacks. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, 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.

RACOON

Traits: +1 to Dexterity and Charisma. Your maximum Strength and Constitution at level 1 is 13.

Speed: 25 ft., climb 20 ft.

Nimble Fingers: You gain advantage on Sleight of Hand rolls.

Always at Home: Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, 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.

RARE WOODKIN

DEERET

Traits: +1 to Dexterity, Charisma, and Wisdom.

Speed: 30 ft.

Majestic Presence: Your grace and impressive antlers grant you proficiency in Performance and Persuasion.

Antlers: Your antlers can be used as weapons, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, 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.

TREE

Traits: +2 to Constitution and + 1 to Intelligence. Your maximum Dexterity at level 1 is 13.

Speed: 20 ft.

Natural Armor: Your base AC is 14 + your Dexterity modifier, adding any bonuses granted by class, spells, or magic items accordingly. You cannot wear crafted armor.

Forest Stealth: Your natural ability to move through the forest grants you proficiency in Stealth and you roll Stealth checks with advantage.

Natural Appearance: While you remain motionless, you are indistinguishable from other trees in your surroundings.

Speech of the Forest: You have an innate ability to communicate with beasts and plants. They can understand the meaning of your words, though their communication in return is not audible, they can convey emotions or simple mental images. You have advantage on all Charisma checks you make to influence them.

creature points. You are allotted eight (8) creature points to spend when building your woodkin race during character creation.

WOODKIN RACIAL TRAITS

ABILITY SCORE BONUS

Your woodkin's ability scores are established by building your character in the manner established by your GM. However one or more woodkin's ability scores may have a bonus because of the unique type of creature your character is.

You can spend up to 3 creature points to improve ability scores. Each ability score can be modified one time.

1 creature point = +1 to a single ability score

3 creature points = +2 to a single ability score

SPEED

Base walking speed for tiny and small creatures is 20 feet. Spend creature points to increase your woodkin's base speed.

1 creature point = 30 feet.

2 creature points = 40 feet.

ALTERNATIVE MOVEMENT

Usually your character's movement speed for alternate types of movement, such as climbing or swimming, is one-half your character's base walking speed. However, some woodland creatures are adept at these alternate types of movement. Choose the movement type that fits your woodkin and establish its speed by spending creature points.

1 creature point = 20 feet.

2 creature points = 30 feet.

ALTERNATIVE MOVEMENT: FLIGHT
3 creature points

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

ALTERNATE MELEE ATTACK
1 creature point

Many creatures have natural defensive and offensive traits. A claw is the most common alternative melee attack among woodkin, but you may also consider options like a bite, antler or sting.

CREATE YOUR OWN WOODKIN

The Blue River has streams and tributaries throughout the Alwaysgreen Forest. Any variety of plant or creature may be awakened by the Blue River's magic. You can build your own woodkin race by selecting the racial traits that fit the type of creature you want to play. Speak with your Game Master about your Woodkin idea to ensure that the traits you desire fit well with the setting and story you'll be telling.

Spend creature points to select your traits. Each racial attribute costs either one, two, or three

Your character gains:

[Name of Trait]: Your [____] are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal [damage type] damage equal to 1d4 + your [Strength or Dexterity] modifier.

Example:

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

ALTERNATE RANGED ATTACK
2 creature points

Some creatures have natural defensive and offensive traits that are ranged. These are very rare, but can add a lot of fun for a player. The porcupine woodkin included here is an example. Check with your GM before selecting this trait.

Your character gains:

[Name of Trait]: Your [____] are a natural weapon, which you can use to make ranged (30/60 ft.) attacks. If you hit with it, you deal [damage type] damage equal to 1d4 + your [Strength or Dexterity] modifier.

Example:

Quill: Your quills are a natural weapon, which you can use to make Strength based,ranged (30/60 ft.) attacks. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

ALWAYS AT HOME
1 creature point

Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

BAD OPPORTUNITY
1 creature point

If you provoke an attack of opportunity, the attacker must succeed on a Dexterity Saving Throw or take 1d4 + your Constitution modifier damage. The DC for this Saving Throw is 8 + Your Proficiency Bonus + Your Constitution Modifier.

BURLY
1 creature point

Your compact, strong body gives you advantage on Athletics checks and grappling checks.

DARKVISION
1 creature point

Accustomed to life at night or under ground, has given you 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.

FOREST STEALTH
1 creature point

Your natural ability to move through the forest grants you proficiency with Stealth. You also have advantage on Stealth checks while in the forest.

HOLD BREATH
1 creature point

Your lungs are designed to allow you to spend a significant amount of time under water. You can hold your breath for up to 15 minutes at a time.

Note: Most of the creatures you'd play in the Alwaysgreen forest are tiny, small or medium. If you are not playing in the Alwaysgreen forest, you can use racial traits to create large or bigger creatures as well. Creatures like a chipmunk or rabbit are not likely to have a high score in strength or constitution. They might be quite dexterous or their keen senses may lead them to have a bonus to wisdom. Work with your GM, be creative and have fun!

LARGE
4 creature points

Traits: Your body is much larger than other species in the forest. You have +2 to your Constitution and your maximum Strength score increases by 2.

Speed: Your base walking speed is 30 feet.

Massive Force: Big creatures typically wield oversized weapons that deal extra dice of damage. When you make a weapon attack using a weapon made for your size, including your unarmed strikes, double the damage dice.

Easy to Hit: Your immense size leaves you vulnerable to attacks from all directions. If more than one enemy that is size medium or smaller is within melee range of you during a turn, you suffer a - 2 to your AC.

LUCKY

1 creature point

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

MAGIC RESISTANCE

1 creature point

You have advantage on saving throws against spells and other magical effects.

MAJESTIC

1 creature point

Your grace and impressive form grants you proficiency in Performance and Persuasion.

NATURAL APPEARANCE

1 creature point

While you remain motionless, you are indistinguishable from other similar objects (such as trees) in your surroundings.

NATURAL ARMOR

Your hide is thicker and more durable than many creatures of the forest. This makes it almost impossible to find any crafted armor that fits, but you may not need it. Choose a new base AC below then add your Dexterity modifier, and any bonuses granted by class, spells, or magic items accordingly.

1 creature point = Base AC of 12

3 creature points = Base AC of 14

NIMBLE FINGERS

1 creature point

You gain advantage on Dexterity rolls that involve your hands and Slight of Hand checks.

SKILL VERSATILITY

1 creature point

You gain proficiency in two skills of your choice.

SNEAKY

1 creature point

You are proficient in the Stealth skill.

SPEECH OF THE FOREST

1 creature point

You have an innate ability to communicate with beasts and plants. They can understand the meaning of your words, though their communication in return is not audible, they can convey emotions or simple mental images. You have advantage on all Charisma checks you make to influence them.

STURDY

1 creature point

Your body and low center of gravity give you advantage against being knocked prone.

VENOM

3 creature points

You secrete a poisonous fluid the manner of which is based on the creature you are creating. When used in an attack, such as applying it to a weapon or with a bite, the target must make a Constitution saving throw on a hit. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The target repeats the Constitution saving throw at the beginning of each of their turns for up to 1 minute until they succeed. A creature takes 1d6 damage on a failed save. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use this ability, you can't secrete another dose until you complete a short or long rest.

New Rules for Tiny Characters

Toby and Gavin heaved on the massive pumpkin. They were determined to win 'biggest pumpkin' at this year's festival, but first they had to get this one into town. Unfortunately, the pumpkin they were trying to move just wouldn't budge. Their prized pumpkin was nearly two feet tall and twice as big around. Neither Toby or Gavin could see over it despite Gavin being rather tall for his age at 16 inches tall. Sweat dripped off Toby's round nose. While he was an inch shorter than Gavin, what he lacked in stature, he made up for in strength.

Gavin slumped to the ground, leaning against the orange rind. He wasn't ready to give up, he just needed to think of a plan.

It's a Tiny World

No one likes finding a bear wandering through their cucumber patch, especially when that bear towers over you like a mountain! Being tiny is perfect for having a debate with a chipmunk, but puts you at a serious disadvantage against the vast array of large hostile creatures in the world.

The Alwaysgreen Forest is full of tiny creatures. When playing a tiny creature one must keep in mind the impact of battling and moving around creatures that may be much larger and in many cases, much stronger.

ABILITY SCORES

Tiny characters usually don't have the same physical ability scores as those who are much larger. To represent this, it is recommend that a cap on both Strength and Constitution for level 1 characters be implemented. If you want to play a characters whose attributes exceed the recommended cap, check with your Game Master. All the necessary details are specified with each race found here in the Alwaysgreen Forest.

MOVEMENT AND RANGE

Make no mechanical changes. For example: Dobber sized arrows have the same range as human ones.

HIDING AND COVER

When a character is tiny, it can be a lot easier to hide from creatures that are medium or larger. It is important to keep in mind that it takes much less to cover a character that is tiny. That being said, rules for half cover and three-quarters cover in melee combat remain the same.

RANGED COMBAT

It can be difficult for medium or larger creatures to hit tiny characters with ranged

TREE GOLEM 15'—

DEER 5'—

BLUE JAY

6'—

HUMAN (IF THEY WERE REAL)

—4'6"

DOBBER! 18"

GRIZZLY

attacks. This is particularly true when considering these creatures are likely used to combat with medium or larger creatures. There is simply less for a medium or larger creature to hit when targeting a tiny character. This gives them the benefit of half cover even when they are out in the open (+2 to AC) and three quarter's cover (+5 to AC) if at least half of them is obscured from the attacker.

PASSING THROUGH THE SPACE OF OTHER CREATURES

A tiny character can easily tumble around or run between the legs of a larger creature in its space. Make an opposed Dexterity (Acrobatics) check with advantage when moving through the space of a larger creature.

Conversely, a tiny characters will have a much more difficult time attempting to overrun or shove aside a creature they are attempting to pass in the same space. To do this, make an opposed Strength (Athletics) check with disadvantage.

MOVING THROUGH SMALL OPENINGS

Tiny characters can move through openings much smaller than most characters can. There are no specific mechanics for this, but rather a frame of mind. When a tiny character is in a space designed for medium or larger creatures it will be easy for that character to hide under chairs, go out windows or climb down a chimney. Be creative, tiny characters will have a lot of opportunities that larger creatures may not.

SWIMMING, CLIMBING AND CRAWLING

Tiny characters climb using the same rules as medium and larger creatures, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. At the DM's option, climbing a slippery vertical surface or one with few hand holds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check. However, due to your tiny size, hand-holds and other elements needed to climb will be harder to reach. The strength needed to swim against the current may be significant. If the Game Master considers this movement to be difficult enough to require an ability check, +2 to the DC. +5 if it is very difficult.
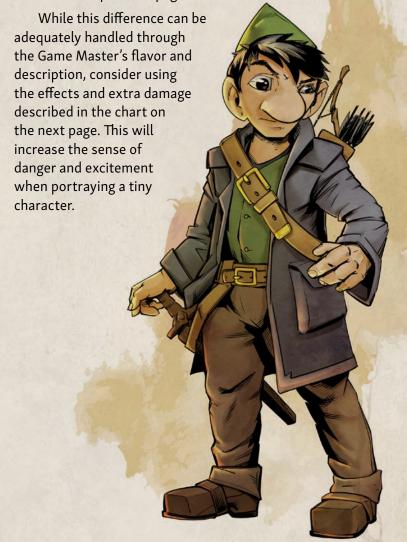
CREATURES

Creatures that are written for the Alwaysgreen Forest are expected to be relative in size to other creatures in the world. Dobbers are the base line and no upscaling or other changes are necessary.

CREATURES FROM OTHER SETTINGS

These creatures are usually written with humans as the base line. To reflect the tactical and mechanical differences that would naturally be in play between tiny and larger creatures, consider using the following scaling options in your game.

Tiny player characters have advantage on Dexterity based rolls and disadvantage on Strength & Constitution based rolls when directly opposing creatures that are medium or larger.

When a tiny character takes damage from a creature that is much larger, it is important to consider how much greater the affect of the damage may be. It maybe helpful to visualize *your* tiny character next to a humanoid or a bear, such as is shown on the previous page.

While this difference can be adequately handled through the Game Master's flavor and description, consider using the effects and extra damage described in the chart on the next page. This will increase the sense of danger and excitement when portraying a tiny character.

DAMAGE VS. TINY CREATURES

DAMAGE TYPE	LARGE AND HUGE CREATURES	GARGANTUAN CREATURES
Slashing, Piercing	Severed: +1d6 damage & constitution roll vs 10 + 1/4 damage taken or be stunned for a # of rounds equal to the amount failed on the roll	Cleaved: +3d6 damage & constitution roll at disadvantage vs 10 + 1/4 damage taken or be stunned for a # of rounds equal to the amount failed on the roll
Bludgeoning, Thunder, Force	Broken Bones: +1d10 damage & constitution roll vs 10 + 1/4 damage taken or be knocked prone	Crushed: +2d10 damage & constitution roll at disadvantage vs 10 + 1/4 damage taken or be knocked unconscious for a # of rounds equal to the amount failed on the roll

NEW SUBCLASSES

VINE WALKER ROGUISH ARCHETYPE

There is something about them, the way they grow, and climb, and grasp. They can be delicate and bright with life; or old and thick, relentlessly stubborn. They spring from the ground when you're not looking to choke out your garden. They spread from earth to leaf to tree, connecting an ever growing, suffocating web. Vines are a perfect assassin.

SPELLCASTING

Upon selecting this archetype at 3rd level, you gain the spellcasting feature. You can cast Druid spells using WIS as your spellcasting modifier. Refer to the Vine Walker Spellcasting chart on page 14 for known spells and slots per rogue level. You prepare and cast spells in a similar manner to the Druid class. When you prepare spells, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

PRIMAL VINES

Starting at 3rd level, you awaken primal vines that act as an extension of your will. Primal vines last for 1 minute and can be used 3 times per long rest.

Vine Attack: While Primal Vines is active, the next time you hit a creature with a weapon attack, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw vs your spell save DC or be restrained by the vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this ability, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

Vine Reach: As a bonus action you can extend vines from your hands and grasp a target that is within 25 feet, wrapping it in vines. If the target is unwilling, make a ranged attack roll versus its AC. If hit, the target must succeed on a Strength saving throw or be restrained by the primal vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. A creature restrained in this way or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

As an action you can pull the target or restrained creature to within 5 feet of you. If the object is immobile, or a creature that is two or more size tiers larger than you, you can pull yourself to it.

UNSEEN VINE STRIKE

Beginning at 9th level, you can use your primal vines ability for sneak attacks. As an action you can spend one spell slot to make a ranged spell attack against a target within 60 feet that you can see, causing vines with razor sharp tips to burst from the ground or other nearby surface. When hit the target takes 3d8 + your spell casting modifier piercing damage. If you have advantage on this attack or if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll, you may apply sneak attack to this ability.

Also at 9th level, when you successfully use Vine Reach to grasp a creature or an object, you can now use your reaction to pull the target or restrained creature to within 5 feet of you. If the object is immobile, you can pull yourself to it.

PRIMAL PASSAGE

When you reach 13th level the vines and foliage around you actively tries to conceal your presence giving you advantage on all Stealth rolls when in any terrain with foliage.

You can extent this ability to your companions for up to 1 hour, using available foliage in your area, masking them from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

VINE DRAGON FORM

At 17th level the well of primal magic that flows through you allows you to transform your body into a serpent of vine, the Vine Dragon! The details for your transformation follows the guidelines designated by the ability Wild Shape for the Druid class.

VINE WALKER SPELLCASTING

Rogue Level	Cantrips Known	~ Spell Slots per Spell Level ~			
		1st	2nd	3rd	4th
3rd	3	2			
4th	3	3			
5th	3	3			
6th	3	4			
7th	3	4	2		
8th	3	4	2		
9th	3	4	2		
10th	4	4	3		
11th	4	4	3		
12th	4	4	3		
13th	4	4	3	2	
14th	4	4	3	2	
15th	4	4	3	2	
16th	4	4	3	3	
17th	4	4	3	3	
18th	4	4	3	3	
19th	4	4	3	3	1
20th	4	4	3	3	1

Order of Rot Arcane Tradition

The essence of magic permeates both life and death. As the circle of life, death and decay progresses, a unique form of magic is released by the decay. There is a certain tranquility you gain by understanding the cycle of life. The closer you draw to it, the more you hunger for it. It is from the decay that your life thrives. It is in between death and life that you find power.

ENDURING

At 2nd level, when you select the Order of Rot, you gain proficiency in the Survival skill if you do not already have it.

LIFE FORAGING

When you take a long or short rest you may forage for decomposing material. See the foraging chart on page 17 to determine if any material is found.

Decomposing material found allows you to siphon the energy of decay from it regaining lost hit points. Roll d6 equal to 1/2 your current level, (minimum of 1d6) + your spell casting modifier. You can use this ability only once per day, regaining it after a long rest.

LIFE FROM DEATH

Beginning at 2nd level, you can transfer the last essence of life from a corpse or recently killed creature to another willing creature. As a bonus action, a target creature regains a number of hit points equal to 1d6 + your spellcasting modifier. The target creature must be within 10 feet of the corpse during the round Life from Death is used. This can only be done one time per corpse. Fungus and mold cover the corpse once the last essence has been transferred from it.

ANIMATE ROT

Starting at 6th level you've gained a certain mastery over the energy that flows from decay. Add the Animate Dead spell to your spellbook if it is not there already. When you cast Animate Dead, as an alternative to a corpse or pile of bones, you can target up to two piles of dead plant life or fungus. When doing so, each pile of plant life or fungus creates a Rot Shamble creature.

Whenever you create an undead using this ability, it has the following additional benefits:

The creature's hit point maximum is increased by an amount equal to your wizard level.

The creature adds your proficiency bonus to its weapon damage rolls.

PUTREFYING GAS

By 10th level, your fondness and constant proximity with decay has begun to affect you physically. Mushroom, mold and other fungus naturally grow on your body. It can be difficult to keep this hidden, but possible. In addition to radiating a permanent

smell of rot, your body produces rot spores. You have 3 decay charges to use each day and regain any that were used after a long rest. As a bonus action you can expend a decay charge to emit a cloud of necrotic gas in a 15 ft. radius around you. Any creature within that radius, unless it is undead, must make a Constitution saving throw, taking 4d12 necrotic damage on a failed save, or half as much damage on a successful one. Any creatures killed by this damage are immediately covered in fungus and decay. They rise up as a Rot Shambles at the start of your next turn. These creatures pursue whatever creature it can see that is closest to it other than you. Statistics for the Rot Shamble are in the appendix.

Additionally you now have resistance to both poison and necrotic damage.

ROTTEN FAMILIARITY

When you reach 14th level you can use your connection to decay to bring slimes and oozes under your control, even those created by other wizards. As an action, you can choose one slime or ooze that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Some are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

You are now immune to poison damage.

You also gain Blindsight up to 60 ft.

FORAGING CHART

Material Type	Coastal	Desert	Forest	Grassland	Mountain	Subter	Swamp	Urban
Soft Plants	10	16	5	6	12	13	8	12
Rigid Plants	10	18	7	11	13	13	10	15
Stone	12	14	14	14	8	8	14	13
Gems	13	13	15	16	12	10	14	12
Metal	13	14	15	15	12	12	12	12
Decomposing	13	16	10	10	13	14	8	13
Chemicals	15	13	14	15	13	10	15	15
Oils	16	14	15	16	14	12	13	14

The character spends 2 hours searching for a specific type of material. The DC for how difficult it is to find a specific material in a given terrain is shown in the chart above. A character can lower the DC by 1 for each additional hour they spend foraging, but must declare this to your GM before taking the action. Conversely, a character can reduce the amount of time they spend foraging by adding 1 to the DC for every 30 minutes of time reduced to a minimum of 30 minutes.

If the temperature is below freezing add 2 to the DC.

When Foraging in some areas, particularly Urban, the materials you find may have a monetary cost to acquire.

Vine Dragon Form
Medium dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d8 +48)

Speed 30 ft., fly 45 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Challenge 8 (3,900 Xp)

Plant communication. The vine dragon can imbue plants within 30 feet with limited sentience, giving them the ability to communicate with the vine dragon and follow simple commands. The vine dragon can sense from these plants information about events, creatures that have passed, weather, and other circumstances within the last day.

Protective vines. The vine dragon can turn ordinary terrain where plants are present within a 15 ft. radius of it, into difficult terrain that lasts for as long as the vine dragon is in the area, such as causing vines and branches to hinder pursuers. Or it can turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for as long as the vine dragon is in the area.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Thorned Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage and make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Rot Shamble
Small undead slime, unaligned

Armor Class 10 (natural armor)

Hit Points 20 (3d6 +10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft., Passive Perception 8

Languages --

Challenge 1/2 (50 XP)

Meaningless Pile. Even when a rot shamble is in plain sight, you must make a DC 12 Wisdom (Perception) check to spot a rot shamble that has neither moved nor attacked. A creature that tries to enter the rot shamble's space while unaware of the rot shamble is surprised by the rot shamble.

Unreliable Form. For every 5 damage it takes, the rot shamble's walking speed is reduced by 5 feet.

Actions

Multiattack. The rot shamble makes one bark longsword attack and one pseudopod attack.

Bark Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage. If a 1 is rolled on an attack roll with the bark sword, it breaks and can no longer be used.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) acid damage.

ZYLE

ROGUE LV. 5 CLASS & LEVEL	**VINE WALKER** SUBCLASS	
TREE FROG SPECIES	**NEUTRAL GOOD** ALIGNMENT	**TINY** SIZE

CONSTITUTION +0 · 10

INTELLIGENCE +1 · 13

WISDOM +1 · 13

CHARISMA +3 · 16

DEXTERITY +4 · 18

STRENGTH -1 · 8

PROFICIENCY BONUS +3

INSPIRATION

ATTACK & SPELLCASTING

NAME	TO HIT	DIE	DAMAGE
Rapier	+7	1d8	+4
Shortbow	+7	1d6	+4
Sneak Attack	n/a	3d6	+0

Short Sword - Slashing

Shortbow - Piercing -80/320, Two-Handed - 20 x Arrows

Sneak Attack - Once per turn if advantage or an enemy is within 5 feet of target

HIT POINTS 28

ARMOR CLASS 15

INITIATIVE +4

HIT DICE 5D8	**PASSIVE** 14 PERCEPTION	**SPEED** 25 CLIMB 25	**SPELL** 12 SAVE

○	-1	**STRENGTH SAVE**
○	-1	Athletics
●	+7	**DEXTERITY SAVE**
●	+7	Acrobatics
●	+7	Sleight of Hand
●	+7	Stealth
○	+0	**CONSTITUTION SAVE**
●	+4	**INTELLIGENCE SAVE**
○	+1	Arcana
○	+1	History
○	+1	Investigation
○	+1	Nature
○	+1	Religion
○	+1	**WISDOM SAVE**
○	+1	Animal Handling
●	+4	Insight
○	+1	Medicine
●	+4	Perception
○	+6	Survival
○	+3	**CHARISMA SAVE**
●	+9	Deception
○	+3	Intimidation
○	+3	Performance
○	+3	Persuasion

LANGUAGES

Tree Frog, Common Dobber, Sylvan Dobber

PROFICIENCIES

Light armor, Simple weapons, hand crossbows, longswords, rapiers, shortswords, Thieves' tools

EQUIPMENT

Leather, Dagger (2), Shortbow, Rapier, Arrows (20), Common Clothes, Crowbar, Thieves' Tools, Hooded Lantern, Oil (flask), Rations (1 day), Hempen Rope, Tinderbox, Waterskin, String

CLASS TRAITS

Expertise - Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies: *Deception & Thieves' Tools*

Sneak Attack - Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant - You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Cunning Action - You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

ZYLE

CLASS & LEVEL — Rogue Lv. 5

SUBCLASS — Vine Walker

SPECIES — Tree Frog

ALIGNMENT — Neutral Good

SIZE — Tiny

CASTING ABILITY — WIS

SPELL ATTACK BONUS — +4

SPELL SAVE DC — 12

CANTRIPS AT WILL

Infestation
Poison Spray
Primal Savagery
Thorn Whip

SPELLS

1ST LEVEL - 3 SLOTS ☐ ☐ ☐

Entangle
Faerie Fire
Purify Food & Drink

CLASS TRAITS CONT.

Vine Walker Rogish Architype

Spellcasting - Upon selecting this archetype at 3rd level, you gain the spellcasting feature. You can cast Druid spells using WIS as your spellcasting modifier. Refer to the Vine Walker Spellcasting chart on page 14 for known spells and slots per rogue level. You prepare and cast spells in a similar manner to the Druid class.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Primal Vines - Starting at 3rd level, you awaken primal vines that act as an extension of your will. Primal vines last for 1 minute and can be used 3 times per long rest.

Vine Attack: While Primal Vines is active, the next time you hit a creature with a weapon attack, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw vs your spell save DC or be restrained by the vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this ability, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

Vine Reach: As a bonus action you can extend vines from your hands and grasp a target that is within 25 feet, wrapping it in vines. If the target is unwilling, make a ranged attack roll versus its AC. If hit, the target must succeed on a Strength saving throw or be restrained by the primal vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. A creature restrained in this way or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

As an action you can pull the target or restrained creature to within 5 feet of you. If the object is immobile, or a creature that is two or more size tiers larger than you, pull yourself to it.

TREE FROG WOODKIN

The great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. The water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

Traits: +1 to Dexterity and Wisdom. Your maximum Strength and Constitution at level 1 is 13.

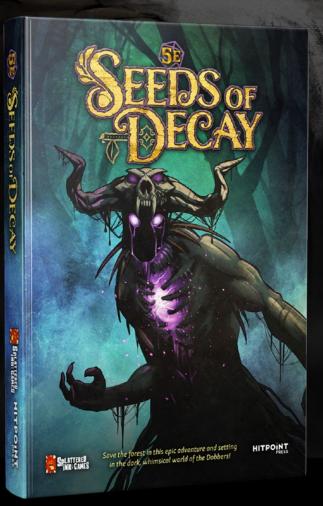**Darkvision:** Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Venom: You secrete a poisonous fluid the manner of which is based on the creature you are creating. When used in an attack, such as applying it to a weapon or with a bite, the target must make a Constitution saving throw on a hit. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The target repeats the Constitution saving throw at the beginning of each of their turns for up to 1 minute until they succeed. A creature takes 1d6 damage on a failed save. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use this ability, you can't secrete another dose until you complete a short or long rest.

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PAGES

WIZARD LV. 5 CLASS & LEVEL	**ORDER OF ROT** SUBCLASS	
RACOON SPECIES	**CHAOTIC GOOD** ALIGNMENT	**TINY** SIZE

ORDER OF ROT 5E

CONSTITUTION +1 — 12

INTELLIGENCE +3 — 17

WISDOM +1 — 12

DEXTERITY +3 — 16

CHARISMA +2 — 14

STRENGTH -1 — 9

+3 PROFICIENCY BONUS

INSPIRATION

ATTACK & SPELLCASTING

Name	To Hit	Die	Damage
Quarterstaff	+2	1d8	-1
Chill Touch	+6	2d8	+0
Claw	+6	1d4	+3

Quarterstaff - Bludgeoning, Versatile: 1-handed: 1d6 dmg, 2-handed: 1d8 dmg

Chill Touch - Necrotic, Range 120 feet

Claw - Slashing

27 HIT POINTS

13 ARMOR CLASS

+3 INITIATIVE

HIT DICE 5D6

PASSIVE 14 PERCEPTION

SPEED 25 CLIMB 20

SPELL 14 SAVE

◯	-1	**STRENGTH SAVE**
◯	-1	Athletics
◯	+3	**DEXTERITY SAVE**
◯	+3	Acrobatics
◯	+3	Sleight of Hand
◯	+3	Stealth
◯	+4	**CONSTITUTION SAVE**
●	+6	**INTELLIGENCE SAVE**
●	+6	Arcana
◯	+3	History
●	+6	Investigation
◯	+3	Nature
◯	+3	Religion
●	+4	**WISDOM SAVE**
◯	+1	Animal Handling
●	+3	Insight
◯	+1	Medicine
●	+4	Perception
●	+4	Survival
◯	+2	**CHARISMA SAVE**
◯	+2	Deception
◯	+2	Intimidation
◯	+2	Performance
◯	+2	Persuasion

LANGUAGES

Racoon, Common Dobber, Sylvan Dobber

PROFICIENCIES

Crossbow, Light, Dagger, Dart, Quarterstaff, Sling, Dulcimer

EQUIPMENT

Traveler's Clothes, Backpack, Walking Stick, Spell Book, a small dead bird, a collection of teeth

CLASS TRAITS

Spellcasting - You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 14, Spell Attack +6) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

Arcane Recovery - Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

Archane Tradition: Order of Rot

Enduring - At 2nd level, when you select the Order of Rot, you gain proficiency in the Survival skill if you do not already have it.

Life Foraging - When you take a long or short rest you may forage for decomposing material. See the foraging chart on page 17 to determine if any material is found.

Decomposing material found allows you to siphon the energy of decay from it regaining lost hit

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PAGES

WIZARD LV. 5 CLASS & LEVEL	**ORDER OF ROT** SUBCLASS
RACOON SPECIES	**CHAOTIC GOOD** ALIGNMENT	**TINY** SIZE

CASTING
 INT
 ABILITY

SPELL
 +6
 ATTACK BONUS

SPELL
 14
 SAVE DC

CANTRIPS – 5 KNOWN AT WILL

Poison Spray
Prestidigitation
Mage Hand
Chill Touch

SPELLS – 6 KNOWN DOT = PREPARED

1ST LEVEL - 4 SLOTS ☐☐☐☐

● Snare
○ Color Spray
● False Life
● Hideous Laughter
○ Witch Bolt
○ Feather Fall

2ND LEVEL - 3 SLOTS ☐☐☐

● Darkness
● Detect Thoughts
○ Locate Object
○ Invisibility

3RD LEVEL - 2 SLOTS ☐☐

● Thunder Step
● Dispel Magic
● Life Transference

CLASS TRAITS CONT.

points. Roll d6 equal to 1/2 your current level, (rounding up, minimum of 1d6) + your spell casting modifier. You can use this ability only once per day, regaining it after a long rest.

Life from Death

Beginning at 2nd level, you can transfer the last essence of life from a corpse or recently killed creature to another willing creature. As a bonus action, a target creature regains a number of hit points equal to 1d6 + your spellcasting modifier. The target creature must be within 10 feet of the corpse during the round Life from Death is used. This can only be done one time per corpse. Fungus and mold cover the corpse once the last essence has been transferred from it. You can use this ability only twice per day, regaining uses after a long rest.

RACOON WOODKIN

The great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. One quality is known; the water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

How the Blue River's water chooses which creatures gain knowledge and understanding is not known. Nor do they know why some trees that grow along its banks suddenly uproot, gaining the ability to walk and talk. What is known is that woodkin are just as much a part of Dobberton as the Dobbers themselves.

Traits: +1 to Dexterity and Charisma. Your maximum Strength and Constitution at level 1 is 13.

Speed: 25 ft., climb 20 ft.

Nimble Fingers: You gain advantage on Sleight of Hand rolls.

Always at Home: Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, 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.

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I hope you've enjoyed this introduction to Seeds of Decay, a glimpse into the world of the Dobbers and the terrible darkness that has come to the forest. There is a lot more coming, so make sure to join the community mailing list at seedsofdecay.com.

You can also go to the feedback form on the site if you'd like to talk about this document in any way. Feedback from the 5e community is invaluable as I continue to develop content!

~ *Darryl T. Jones*

Seeds of Decay is a adventure path that will lead characters from Level 1 to 10 through the dangerous Alwaysgreen Forest. Each quest is fully illustrated with unique maps, NPCs, monsters and more.

Ample adventure hooks and side quests give players the freedom to explore an open world or follow the main quest.

A fully developed setting that can be used in any campaign or by itself which includes:

- Expanded rules for playing tiny characters in 5th Edition
- New races, classes, subclasses & backgrounds
- Detailed villages & cities with fully illustrated maps
- Unique shops, taverns, caverns & other evocative locations
- An extensive appendix of monsters, spells & magic items

5E

SEEDS OF DECAY

A DOBBERTON ADVENTURE

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