

# PAGES

WIZARD LV. 5

CLASS & LEVEL

ORDER OF ROT

SUBCLASS

RACCOON

SPECIES

CHAOTIC GOOD

ALIGNMENT

TINY

SIZE

# ORDER OF ROT

CONSTITUTION

+1

12

INTELLIGENCE

+3

17

WISDOM

+1

12

DEXTERITY

+3

16

STRENGTH

-1

9

CHARISMA

+2

14



27

HIT POINTS

13

ARMOR CLASS

+3

INITIATIVE

HIT DICE  
5D6

PASSIVE  
PERCEPTION  
14

SPEED  
CLIMB 20  
25

SPELL  
SAVE  
14

+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

- 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

Raccoon, 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

RACCOON

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.

## RACCOON 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 Dobbbers 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.

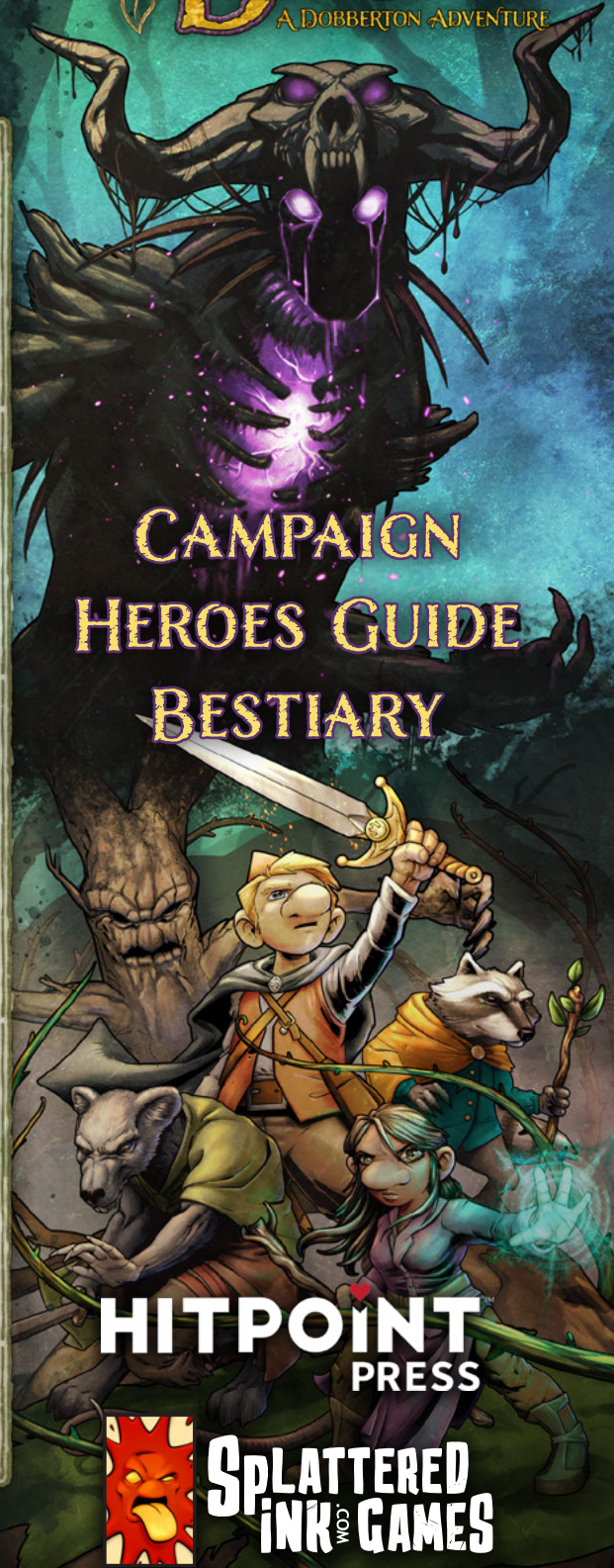
**Always at Home:** Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

**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.

# 5E SEEDS OF DECAY

A DOBBERTON ADVENTURE



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# ZYLE

TREE FROG  
SPECIES

ROGUE LV. 5  
CLASS & LEVEL

NEUTRAL GOOD  
ALIGNMENT

VINE WALKER  
SUBCLASS

TINY  
SIZE

# 5E VINE WALKER

CONSTITUTION

+0

10

INTELLIGENCE

+1

13

WISDOM

+1

13

DEXTERITY

+4

18

CHARISMA

+3

16

STRENGTH

-1

8

28

HIT POINTS

15

ARMOR CLASS

+4

INITIATIVE

HIT DICE  
5D8

PASSIVE  
14  
PERCEPTION

SPEED  
25  
CLIMB 25

SPELL  
12  
SAVE

+3

PROFICIENCY BONUS

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

- 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.

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# ZYLE

TREE FROG

SPECIES

ROGUE LV. 5

CLASS & LEVEL

NEUTRAL GOOD

ALIGNMENT

VINE WALKER

SUBCLASS

TINY

SIZE

CASTING  
**WIS**  
ABILITY

SPELL  
**+4**  
ATTACK BONUS

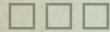
SPELL  
**12**  
SAVE DC

## 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 Archetype

**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.

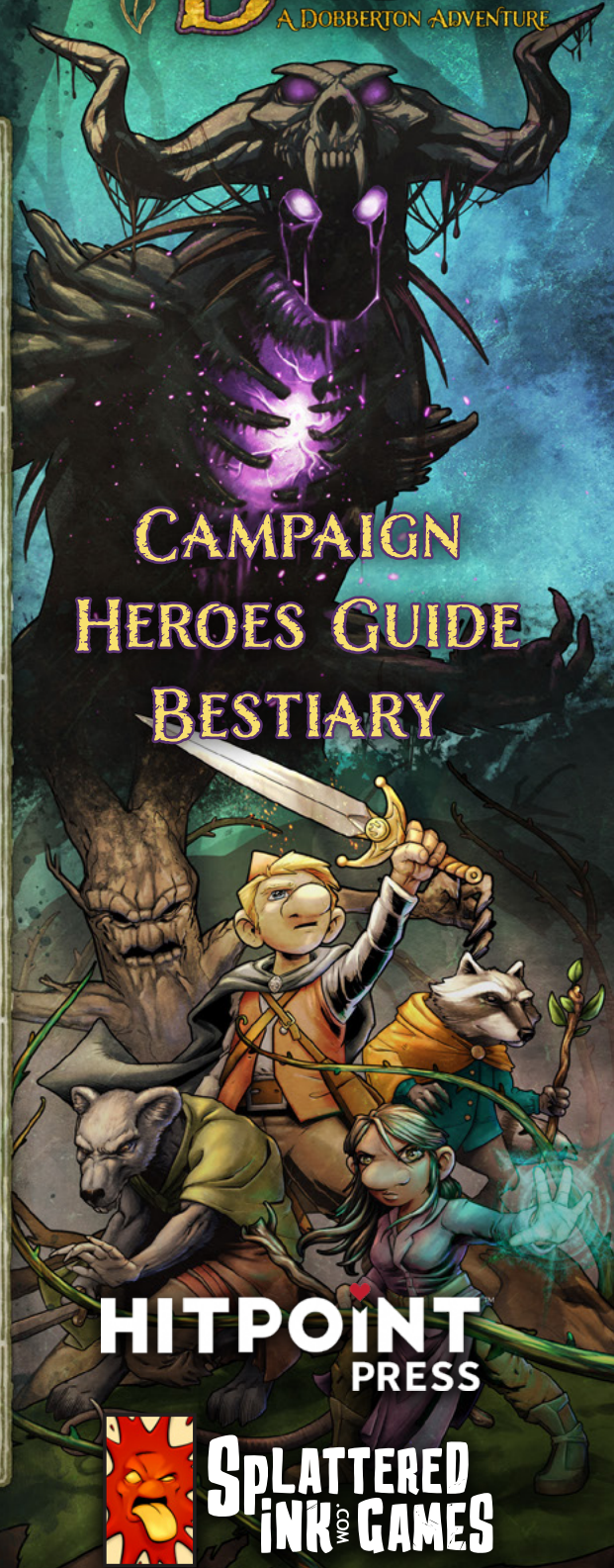
**Traits:** +1 to Dexterity and Wisdom. Your maximum Strength and Constitution at level 1 is 13.

**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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# TREE

BARBARIAN LV. 5 TOTEM WARRIOR

CLASS & LEVEL

SUBCLASS

TREE

SPECIES

LAWFUL GOOD

ALIGNMENT

MEDIUM

SIZE

CONSTITUTION

+4

18

INTELLIGENCE

+0

11

WISDOM

+1

12

DEXTERITY

-1

9

CHARISMA

+1

13

STRENGTH

+4

18

60

HIT POINTS

17

ARMOR CLASS

-1

INITIATIVE

HIT DICE

5D10

PASSIVE

11

PERCEPTION

SPEED

20

SPELL

N/A

SAVE

+3

PROFICIENCY BONUS

INSPIRATION

## ATTACK & SPELLCASTING

NAME	TO HIT	DIE	DAMAGE
Greataxe	+7	1d12	+4
Handaxe	+7	1d6	+5
Unarmed Strike	+7	n/a	+5

You bring your hand-like limbs together to form a Greataxe - Slashing  
Thrown Handaxe - Slashing - 20/60

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

### LANGUAGES

Common Dobber

### PROFICIENCIES

Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons, Horn

### EQUIPMENT

Handaxe (2), Hunting Trap, Mess Kit, Rations (1 day), Waterskin, Ratkin Warhorn

### CLASS TRAITS

**Unarmored Defense** - While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

**Rage - Damage +2** - As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Rage uses:

**Danger Sense** - You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

**Extra Attack** - You can attack twice, instead of once, whenever you take the Attack action on your turn.

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# TREE

BARBARIAN LV. 5 TOTEM WARRIOR

CLASS & LEVEL

SUBCLASS

TREE

LAWFUL GOOD

MEDIUM

SPECIES

ALIGNMENT

SIZE

CASTING

N/A

ABILITY

SPELL

N/A

ATTACK BONUS

SPELL

N/A

SAVE DC

## CLASS TRAITS CONT.

**Reckless Attack** - When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

**Primal Path: Totem Warrior**

**Spirit Seeker** - You can cast beast sense and speak with animals as rituals.

**Speak with Animals (1st)**  
**Beast Sense (2nd)**

**Totem Spirit** - You have adopted a totem spirit.

**Wolf** - While you're raging, your allies have advantage on melee attack rolls against any hostile creature within 5 feet of you.

## SPECIAL ITEMS

**Horcberries (4)**

*Wondrous item, uncommon*

These oddly firm, plumb-like berries taste awful. A creature that eats one heals 15 (2d8+6) hit points and gains all of the benefits of a short rest, such as recovering abilities and an opportunity to use hit dice.

If a creature eats more than one horcberry in a 24 hour period, the creature becomes violently ill for 1 minute, unable to take any actions during that time. They also suffer one level of exhaustion.

## TREE 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; it gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

The Woodkin are as capable as any other being in the forest, but their physicality is different from humanoids. Awakened animals are not anthropomorphized versions of themselves. They keep the same physical bodies they had as common forest creatures.

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

**Natural Armor:** Your AC is 14 + any Dexterity, class, or magical bonuses. You cannot wear crafted armor.

**Forest Stealth:** You have advantage on Stealth checks while in the forest.

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

## BACKGROUND: OUTLANDER

**Feature: Wanderer**

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

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# TOBY

FIGHTER LV. 5

CHAMPION

CLASS & LEVEL

SUBCLASS

DOBBER

LAWFUL GOOD

TINY

SPECIES

ALIGNMENT

SIZE

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+2

15

DEXTERITY

+0

10

CHARISMA

-1

9

STRENGTH

+3

16

39

HIT POINTS

16

ARMOR CLASS

+0

INITIATIVE

HIT DICE  
5D10

PASSIVE  
13  
PERCEPTION

SPEED  
20

SPELL  
13  
SAVE

+3

PROFICIENCY BONUS

INSPIRATION

## ATTACK & SPELLCASTING

NAME	TO HIT	DIE	DAMAGE
Long Sword	+6	1d8	+3
Short Sword	+6	1d6	+3
Light Crossbow	+3	1d8	+0

Long Sword - Slashing

Father's Short Sword - Slashing

Light Crossbow - Piercing -80/320,  
Two-Handed - 20 x Bolts

- +6 **STRENGTH SAVE**
- +6 Athletics
- +0 **DEXTERITY SAVE**
- +0 Acrobatics
- +0 Sleight of Hand
- +0 Stealth
- +5 **CONSTITUTION SAVE**
- +1 **INTELLIGENCE SAVE**
- +1 Arcana
- +1 History
- +1 Investigation
- +1 Nature
- +1 Religion
- +2 **WISDOM SAVE**
- +5 Animal Handling
- +5 Insight
- +2 Medicine
- +2 Perception
- +5 Survival
- -1 **CHARISMA SAVE**
- -1 Deception
- -1 Intimidation
- -1 Performance
- -1 Persuasion

### LANGUAGES

Common Dobber, Goblin

### PROFICIENCIES

Heavy Armor, Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons, Cobbler's Tools

### EQUIPMENT

Dobberton Wooden Plate, Buckler, Artisan Smith's Tools, Traveler's Clothes, Backpack, Crowbar & Hammer, 2 x Torches, 4 x Rations, Tinderbox, Waterskin, Crossbow Bolts (20)

### CLASS TRAITS

**Fighting Style: Two-Weapon Fighting** - This allows you to add your modifier for the damage to your bonus off hand attack.

**Martial Archetype: Champion** - The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Improved Critical** - Your weapon attacks score a critical hit on a roll of 19 or 20.

**Extra Attack** - When you take the attack action, you may attack twice total.

**Second Wind** - Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

**Action Surge** - You can take one additional action on your turn. This can be used 1 times per short rest.

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# TOBY

**FIGHTER LV. 5****CHAMPION**

CLASS &amp; LEVEL

SUBCLASS

**DOBBER****LAWFUL GOOD****TINY**

SPECIES

ALIGNMENT

SIZE

CASTING

**N/A**

ABILITY

SPELL

**N/A**

ATTACK BONUS

SPELL

**N/A**

SAVE DC

## SPECIAL ITEMS

### Clockwork Trap

*Advanced contraption diagram***Build Time:** 1 hour**Materials (1):** Wood, gears, springs and semi-precious gem powder valuing 10gp.**Activation:** 1 action

Once built, this contraption allows you to take an action to place a mechanical trap on the ground in an unoccupied location.

When you place the trap you must chose both a damage type for the trap and a trigger mechanism for the trap. The available trigger mechanisms are shown below.

### Optional Trigger Mechanisms:

Location: a 5x5 foot area within 20 feet of the trap

Proximity: a 15x15 foot sphere around the trap

Timer: a number of minutes between 1 and 60

### Triggered Options:

When the trap is triggered, it deals 2d10 damage of the chosen type to everything in a 30 foot sphere around the point where it was placed. For the damage type, you can choose acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiants, slashing or thunder damage.

When the trap is triggered, jaws spring closed around any creatures of a large or smaller size that are within 5 foot of where it was placed. The creature takes 5 (1d8) piercing damage and must succeed on a DC 13 Strength saving throw or be restrained. A restrained creature can use their action to repeat the Strength check to free itself.

## DOBBER RACIAL TRAITS

Dobbers are small creatures. They are 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. Around 18" is the most common. They 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 small size is perfect for their home in forest and though they are equally matched with many other creatures there, they are not known for their strength. They are known for their intelligence, wisdom and ingenuity. They are peace loving and hard working. Most prefer working with their hands, spending their time farming, building or crafting.

**Ability Score Adjustment:** +1 to both Charisma and Intelligence and +1 to another ability score of their choice. Your maximum Strength and Constitution at level 1 is 14.

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

## BACKGROUND: FOLK HERO

You come from beginnings, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

### Feature: Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

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# VORTO

PALADIN LV. 5

OATH OF DEVOTION

CLASS & LEVEL

ALIGNMENT

TERRIN DOBBER

LAWFUL GOOD

TINY

SPECIES

ALIGNMENT

SIZE

CONSTITUTION

+0

11

INTELLIGENCE

+0

10

WISDOM

+2

14

DEXTERITY

+1

13

STRENGTH

+3

16

CHARISMA

+2

14

34

HIT POINTS

16

ARMOR CLASS

+1

INITIATIVE

HIT DICE

5D10

PASSIVE

12

PERCEPTION

SPEED

20

SPELL

13

SAVE

+3

PROFICIENCY BONUS

INSPIRATION

## ATTACK & SPELLCASTING

NAME	TO HIT	DIE	DAMAGE
Hammer	+7	1d8	+4
Javelin	+3	1d6	+0
Unarmed Strike	+6	n/a	+3

Hammer of Justice, passed to him by his father, functions as a morning star - Magic, piercing +1

Javelin (2) - Piercing - range 30/100

- +3 STRENGTH SAVE
- +6 Athletics
- +1 DEXTERITY SAVE
- +1 Acrobatics
- +1 Sleight of Hand
- +1 Stealth
- +0 CONSTITUTION SAVE
- +0 INTELLIGENCE SAVE
- +0 Arcana
- +3 History
- +0 Investigation
- +0 Nature
- +3 Religion
- +5 WISDOM SAVE
- +2 Animal Handling
- +2 Insight
- +5 Medicine
- +2 Perception
- +2 Survival
- +5 CHARISMA SAVE
- +2 Deception
- +2 Intimidation
- +2 Performance
- +5 Persuasion

## LANGUAGES

Common Dobber, Terrin Dobber, Sylvan Dobber, Ratkin

## PROFICIENCIES

Heavy Armor, Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons, Dice

## EQUIPMENT

Dobberton Plate Armor, Buckler, Shovel, Mining Tools, Traveler's Clothes, Backpack, Crowbar & Hammer, 2 x Torches, 4 x Rations, Tinderbox, Waterskin

## CLASS TRAITS

**Divine Sense** - As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

Uses per long rest:

**Extra Attack** - You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Lay on Hands** - You have a pool of healing power that can restore 25 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

25 hit points per long rest.

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# VORTO

PALADIN LV. 5

OATH OF DEVOTION

CLASS & LEVEL

ALIGNMENT

TERRIN DOBBER

LAWFUL GOOD

TINY

SPECIES

ALIGNMENT

SIZE

CASTING  
**CHA**  
ABILITY

SPELL  
**+5**  
ATTACK BONUS

SPELL  
**13**  
SAVE DC

## SPELLS

1ST LEVEL - 4 SLOTS

Cure Wounds  
Heroism  
Protection from Evil and Good  
Sanctuary  
Shield of Faith  
Thunderous Smite

2ND LEVEL - 2 SLOTS

Lesser Restoration  
Zone of Truth

## CLASS TRAITS CONT.

**Spellcasting** - You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use a holy symbol as a spellcasting focus.

**Fighting Style: Great Weapon Fighting** - You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

**Divine Smite** - When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

**Divine Health** - You are immune to disease.

**Sacred Oath: Oath of Devotion**

**Channel Divinity:** Once per Short Rest

**Channel Divinity - You gain two Channel Divinity options:**

**Sacred Weapon** - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +2 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

**Turn the Unholy** - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 13). On failure, it is turned for 1 minute or until it takes damage.

You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells

## RACIAL TRAITS

**Ability Score Adjustment:** +1 to either Wisdom or Intelligence and +1 to Constitution. Your maximum Strength at level one is 14 and your maximum Constitution at level 1 is 15.

**Limited Darkvision:** Terrin Dobbers work the earth digging, and mining for ores and particularly rare root types. Having spent so much time underground, they can see in the dark better than most other dobbers. They can see in dim light within 30 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.

**Resilience:** Terrin Dobbers have advantage on saving throws against poison, and you have Resistance against poison damage.

**Bonus Proficiency, Insightful:** Terrin Dobbers have the bonus proficiency of Insight. Lying to a Terrin Dobber is never a good idea.

**Woodcunning:** You have Advantage when making an Intelligence (History) check related to the origin of trees or wooden structures. After spending generations digging in and around trees and their root systems, you know them better than anyone else.

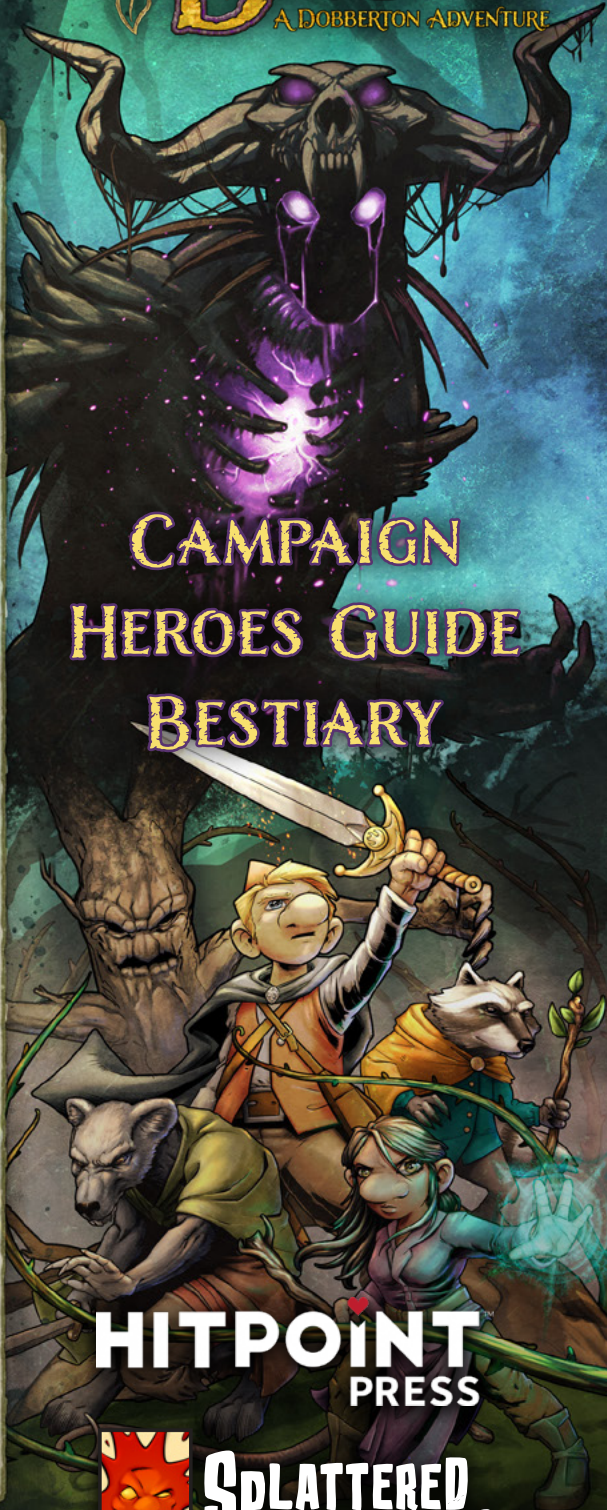
## BACKGROUND: NOBEL

**Feature: Position of Privilege**

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

# 5E SEEDS OF DECAY

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# LUNA

DRUID LV. 5

CIRCLE OF THE MOON

CLASS & LEVEL

SUBCLASS

DEERET

CHAOTIC GOOD

SMALL

SPECIES

ALIGNMENT

SIZE

CONSTITUTION

+0

11

INTELLIGENCE

+2

15

WISDOM

+3

16

DEXTERITY

+2

14

CHARISMA

+2

15

STRENGTH

-1

9

38

HIT POINTS

14

ARMOR CLASS

+1

INITIATIVE

HIT DICE

5D8

PASSIVE

13

PERCEPTION

SPEED

30

SPELL

14

SAVE

+3

PROFICIENCY BONUS

INSPIRATION

## ATTACK & SPELLCASTING

NAME	TO HIT	DIE	DAMAGE
Shillelagh (Antlers)	+7	1d8	+4
Scimitar	+5	1d6	+2
Vine Whip	+5	1d4	+2

Luna can cast Shillelagh on her antlers just as other Druids might cast it on their staff - Piercing

Scimitar - Slashing

Vine Whip - Reach 15, Slashing

- -1 **STRENGTH SAVE**
- -1 Athletics
- +2 **DEXTERITY SAVE**
- +2 Acrobatics
- +2 Sleight of Hand
- +5 Stealth
- +0 **CONSTITUTION SAVE**
- +5 **INTELLIGENCE SAVE**
- +2 Arcana
- +2 History
- +2 Investigation
- +5 Nature
- +5 Religion
- +6 **WISDOM SAVE**
- +3 Animal Handling
- +3 Insight
- +3 Medicine
- +3 Perception
- +6 Survival
- +2 **CHARISMA SAVE**
- +2 Deception
- +2 Intimidation
- +5 Performance
- +5 Persuasion

### LANGUAGES

Common Dobber, Deeret, Ratkin, Druidic

### PROFICIENCIES

Light Armor, Medium Armor, Shields, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sling, Spear, Whip, Alchemist's Supplies, Herbalism Kit

### EQUIPMENT

Custom Light Leather, Heavy Cloak, Bedroll, Mess Kit, Rations (1 day), Backpack, Waterskin, Hempen Rope (50 ft), Thorn Vine Whip

### CLASS TRAITS

**Spellcasting** - You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 14, Spell Attack +6) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

**Druid Circle: Circle of the Moon**

**Circle Forms** - When using Wild Shape, you can transform into beasts with a CR of 1 or lower. (Instead of the usual CR of 1/2 at this level)

**Wildshape** - As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

You can stay in beast shape for 2 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit

Uses per short rest:

**Combat Wild Shape** - You can use Wild Shape as a bonus action and you can use a bonus action to expend one spell slot to regain 1d8 HP per level of the spell slot expended.

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DEERET

CHAOTIC GOOD

SMALL

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SIZE

CASTING  
**WIS**  
ABILITY

SPELL  
**+6**  
ATTACK BONUS

SPELL  
**14**  
SAVE DC

### CANTRIPS AT WILL

Druid Craft  
Produce Flame  
Shillelagh

### SPELLS PREPARED

1ST LEVEL - 4 SLOTS

Detect Poison and Disease  
Goodmushroom (Goodberry)  
Thunderwave

2ND LEVEL - 3 SLOTS

Barkskin  
Moonbeam  
Pass without Trace

3RD LEVEL - 2 SLOTS

Call Lightning  
Tidal Wave

### HERMIT

#### Feature: Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society.

### CLASS TRAITS CONT.

**Skulker (Feat)** - You can try to hide when you are lightly obscured from the creature from which you are hiding. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. Dim light doesn't impose disadvantage on your Perception checks relying on sight.

### RACIAL TRAITS

The most rare of the Woodkin, the Deeret are cunning and crafty. Their antlers and physical grace amplifies their natural charm.

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

**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.

### SPECIAL ITEMS

#### Boom Sticks (2)

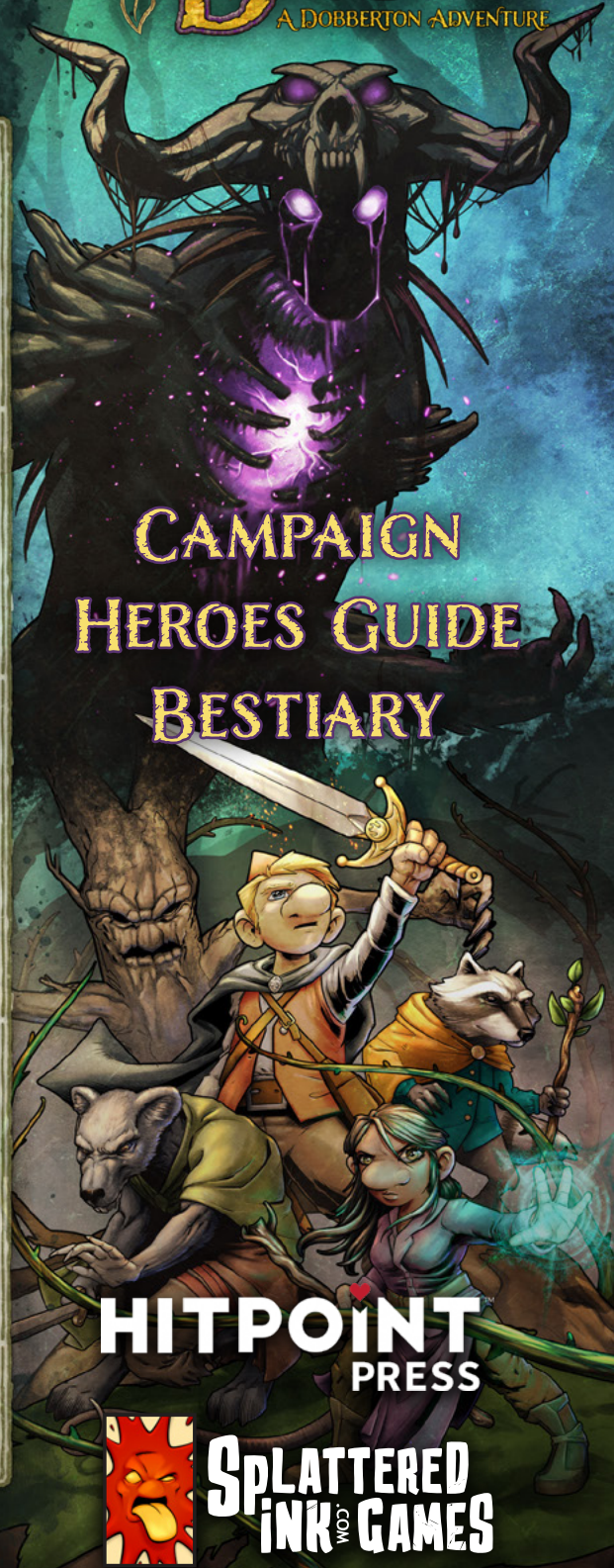
##### Equipment

These hollowed out wooden tubes are packed tightly with black powder. Each has a cork in the end with a oil infused string.

As an action, a creature can light the string and throw a boom stick at a point up to 40 feet away. Make a ranged attack roll to hit a specific target. Each creature within 5 feet of that point must make a DC 14 Dexterity saving throw, taking 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

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