

5E
**SEEDS OF
DECAY**
A DOBBERTON ADVENTURE

THE PLAGUEWOOD SPIDER

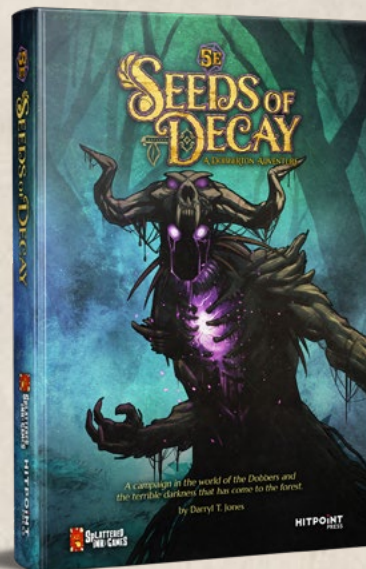
A crack has formed in the darkness leaking rot and decay. A mysterious creature terrorizes the farms of Lytewick. It has left only one clue, a young goat has been turned to stone!

by Darryl T. Jones

KICKSTARTER

**SPLATTERED
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**HITPOINT
PRESS**



Seeds of Decay is 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

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JANUARY
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*"Somewhere between fallen leaves
and wriggling worms,
decay thrives.*

*On starless nights it reaches out
like a grasping vine,
claiming the creatures of the forest
as its own."*

~ Othkara, High Shepherd, Order of Rot





SEEDS OF DECAY

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

However, there is trouble in the forest. A crack has formed in the darkness leaking rot and decay. Trees are withering and crops are failing to mature. Strange, twisted creatures have been seen in the shadows. Fear has taken root in the hearts of these people.

The Rot Weaver has returned. The forest will never be the same.

INTRODUCTION

This quest, **The Plaguewood Spider**, is intended for 5 to 7 characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to progress one quarter of the way to 6th level. The adventurers must find and

defeat a wandering moss boar that has terrorizing the farms of Litewyck. After hunting for this creature and ultimately defeating it, they find that it has been infected by the deadly rot poison plaguing the area. Clues regarding the rot poison will lead them out the other side of the cave where they find a poisonous, arcane seed. It is guarded by creatures of decay, culminating in a multi-wave boss battle. This battle is deadly and likely end with most of the party's resources depleted.

It takes place in just outside of Litewyck in the Alwaysgreen Forest. Litewyck is a small community in a dense part of the forest, South of the Dobberton capitol and East of Oak Den. However, it can just as easily be placed in any campaign setting with a similar small forest village.

USING THIS DOCUMENT

As with all games, the most important rule is to have fun! If you're all doing that, you're doing it right.

As a GM, you shouldn't feel bound to anything you find in Seeds of Decay: you can change anything.



Rename anyone or anything to suit your world. Adapt the clues, treasure, and magic items to suit your players and their goals. There's no reason you can't even change the abilities of a monster mid encounter if it adds to the drama and gives your players a truly epic moment! This is your game and, though a great deal of blood, sweat, and sleepless nights went into making this book, you are encouraged to change anything you like!

Information formatted in a box like this is scripted to be read aloud to the players. Feel free to read it word for word or paraphrase it to fit your style.

Text found in this style of box is meant to call out additional information about the current scene. It may be used to add depth or background to a non-player character (NPC) or it may give some tips to you, the GM on how to run a scene.

QUEST SUMMARY

Characters travel to the Litewyk General Store. They meet Splugg and Marge at the General Store and are directed to Harold's Farm.

Harold's farm. At Harold's they see the results of the Moss Boar's destruction.

Following the Moss Boar is wet and arduous. The trail leads to a cave, cut into a rock outcropping by years of erosion.

The deadly cave. There are a number of other creatures using the cave to nest and feed.

The Seed of Decay. On the other side of the cave, the characters find one of the seeds of decay, defended by plague fungus. Once those monsters are defeated, they attempt to dig up the seed. That triggers the boss fight with the Plaguewood Spider.



BACKGROUND

A large moss boar has wandered North from its home swamp into the Alwaysgreen Forest. The beast's behavior is erratic and unpredictable. Most moss boars are solitary and avoid contact with any civilization. It is unheard of for a moss boar to even enter the Alwaysgreen Forest. They typically feed on roots, fungi, and other vegetation, this one seems to have developed a taste for meat. It has gone mad, infected by the disease, rot poisoning.

Before Harold knew what was happening, his fences were down and his livestock were loose. The moss boar charged through the dobber's ranch, easily breaking down fences and scattering all the goats and sheep. All the creature left was a strange gray mud. Following the granite colored mud, Harold put together a trail. It led him away from the farmland of Litewyck to a dense and rugged part of the forest. This was an area few Dobbers had ventured before. He began to fear the worst. The trail led to a rocky cleft in the ground, perhaps a cave opening. As he neared, he saw a stone figure. It was Joy, his sweet red haired goat. She had been turned to stone. When he knelt to examine it, a giant beetle came out of the cave and chased him away, goat statue in his arms.

LITEWYCK

Litewyck isn't really a village. It's the crossroads where the Litewyck General Store is found. It serves as a meeting place where the nearby farming families gather to trade and discuss the weather. There's just enough traffic from travelers that wander off the King's Road to support the store and give the farms a place to sell their produce. The General Store also provides a central location for the farmers to meet with the regional traveling merchant, Splugg.

The General Litewyck store is anything but exotic, however it has many of the basics the players may need. The store also has a limited eatery, serving a few breads, cheese and a number of local fruits. Drinks include goats milk, hazelnut tea, juices from local fruits and mead made from Sasha's murk melons and honey.

IMPORTANT CHARACTERS

SPLUGG

Splugg is a traveling merchant that frequents many of the shops and farms in the area. He is exceedingly arrogant and disrespectful toward the local farmers. He also knows that he is the only merchant willing to take goods to the larger neighboring towns, making money for these farms.

MARGE

Marge runs the store and makes sure it is stocked with basic sundries for the people of Litewyck and occasional passers by. She has set aside a large room for travelers should they like to stay the night. It's a nice room with a large bed, and if a few are willing to take the floor, it can comfortably accommodate four. Marge provides three square meals a day that guests will share with her, the kids, and Jeb when he is not crafting or rangering.

JEB

Marge's husband, Jeb is a ranger and friend to everyone he meets. He's also been known to work a little wood and leather, making some of the items that are sold in the store. Jeb built he and his wife's home into the same tree as the Litewyck store.

HAROLD

Harold's farm is the smallest in the area. He specializes in livestock, raising goats and a few sheep. Harold provides milk, butter, cheeses and wool. One of Harold's young goats is very unique. She was born with bright red fur. As soon as it could stand it ran and jumped all about its pen. The bright red kid joyfully bounded around, colliding with all his brothers and sisters. Harold laughed so hard he started calling the kid Joy.

MARTIN AND SASHA

Martin and Sasha are other farmers in the area. Martin and his family farm apples and nuts. He also has a small mill, and has somehow trained a large tortoise to help him turn the milling wheel. Sasha grows berries and murk melons. While the sticky, savory-sweet flesh of the murk melon doesn't appeal to everyone, they are hard to grow which makes them a bit of an attraction for Litewyck.



THE PLAGUEWOOD SPIDER

THE ROAD TO LITEWYCK

Your party has been together for a while now. The rise of decay and the appearance of twisted rot creatures has brought you together. Your unique skills united by a love for the forest and a common goal. Your investigation into what is causing the forest sickness has directed you to Litewyck where there is rumor of a new threat. A heard of goats has been scattered. All of them are missing but one. The young kid that remains has been turned to stone.

The road from Oak Den is narrow, but traveled enough to be clear. The trees create a shaded canopy for the whole trip, only a few spots of sun peeking through here and there.

As the road widens, the canopy opens, letting the sun break through. The party can see a humble storefront at the base of a great poplar tree. On the boardwalk in front of it, a portly dobber woman with long gray and brown striped hair, leans on a broom. A thin goblin wearing a tailored purple velvet overcoat is talking to her, gesturing with exasperation. Wild, unkempt hair dances on his head as he gestures to a wagon across the road from them. The wagon has a few open crates and a number of jugs and barrels in the back. A single fox is comfortably harnessed to it, pawing the ground.

The dobber is Marge and the goblin is Splugg. He has a standing order for milk and cheese from Harold. Marge was just explaining that Harold isn't available and won't be until he can retrieve his goats. But she assured him that Harold would get the order together as soon as possible. That's not good enough for Splugg.

When the two see the you approaching, they abruptly stop their conversation. The woman forces a smile toward you. The goblin grins manically, seeming to have just won an argument.

"See," the goblin exclaims, "you have customers! If Harold can't make the cheeses and milk, you better find someone who can!"



Splugg is happy to complain to the party about how stupid Dobbers can't keep their farms safe from bears. He laughs at the idea of one of Harold's goats being turned to stone.

Splugg should provide a good role-playing moment with the characters. He will complain about his business suffering, blaming both, local Dobbers and Woodkin for not taking good care of the forest.

- *He knows a creature nearly destroyed Harold's farm, but he doesn't believe one of his goats has been turned to stone.*
- *He knows that rot is spreading in the area, damaging crops. He down plays this because he worries that some of the strawberry wine he's been selling has gone bad.*

Marge invites them into the store. She offers them a hot drink to help with the chilly autumn air. She can't offer them any milk or cheese, since Harold isn't able to fill any orders right now.

In addition to the general store, there is a modest public dining room, though it doesn't look like it gets much use. It has a table large enough to seat four comfortably, and another that looks like it hasn't seated guests in a while. It has parts of a several farming tools spread out on it, mid repair. To the side, there's a small fire place with a few left over coals from the previous day. A small serving bar at the back of the room, near the tree's trunk, sits adjacent to the door Marge goes through when getting food or drink for the party.

If the party asks about the stone goat or the milk and cheese shortage, she will direct them to Harold's farm.

JEB WENT TO HELP

As the conversation with Marge continues, she eventually brings up that her husband went to Harold's to check on him and help with repairs. She's worried about him because it's been two days. Normally this wouldn't bother her, "**he is a ranger an' all,**" but given the circumstances, she'd really like him to come home.

HAROLD'S FARM

The farm is a short walk from the Litewyck store and fairly easy to find.

A faint hammering can be heard as you approach a simple house built into the base of an old oak. Ramshackle fencing covered in vines extends to either side of the tree trunk with pens for livestock behind it. A portion of the fence is gray with mud. A dobber with salt and pepper hair wearing well worn overalls is repairing the fence.

Harold notices the party, but is focused on the task at hand. He doesn't greet them, but he does open up with a little prodding. When he does, he speaks slowly and is clearly upset. When asked what knocked down the fences, he answers, "**Some kinna monster. It smashed thru ev'ry pen, starin' at tha back. I didn't getta good look. Just a great ball of gray anger,**" Beyond that, he doesn't know what it was or where the odd gray mud came from. If pressed, he might say it was a bear.

Once the conversation get's going, Harold is eager to show the party Joy, his young goat that was turned to stone. She's been placed back in her pen behind the oak. Harold has even put a small pile of hay at her feet, just in case she wakes up and is hungry.

Harold leads you to a small pen behind his oak where you see the stone kid. There's a small pile of hay at its feet. He shoos away a fat chicken as you enter the little shed while he tell you about her, "I ain't never seen anything like it. Bright red fur an' so full o' energy. There weren't a one who saw her who didn't smile," he mumbles as tears start to form in his eyes.

At this point, the characters won't have the spell, **Greater Restoration** or any other means to remove the petrification. If they discuss finding a solution, Harold could suggest that Herb in Oak Den is rumored to be a wizard of some sort. If the players respond to this, Harold will urge them to investigate the monster that destroyed his farm first. "**If someone don't stop that beasty, me'in ev'ry one in Litewyck ill be ruint.**"



A character who succeeds on a DC14 Intelligence (Investigation) check can find and identify cloven hoof prints in the mud. The creature who did this was not a bear. It seems likely the mud was brought here by the creature or possibly came from it.

A character who succeeds on a DC 16 Wisdom (Arcana) check can identify the mud as having organic and magical qualities. They realize it can petrify living creatures. Additionally, there are traces of the disease, **rot poisoning** (see appendix).

Harold doesn't know anything about moss boars and it's unlikely anyone in the party does. You should freely drop clues about cloven hoof prints or tusk marks in the fence posts.

When asked he tells the characters that he found the statue out in the forest, "**y' know, where it gets wild**". He followed the trail of that weird mud until he found her. He would've kept going but he also found some bones of what he thinks was another of his goats. Something that could turn his Joy to stone or eat goats is too dangerous to follow. He tells them as much as he knows about the trail and where it goes.

A character who success on a DC 12 Wisdom (Survival) check can easily lead the party along a trail of gray mud and hoof prints. There are also a few Dobber boot prints along the trail, those may be Jeb's.

WHERE IS JEB?

Jeb did indeed come to Harold's ranch. He helped with the fence for a while before discovering a clue about the monster. He left without a word. Harold assumed he went off to hunt the beast.

THE TRAIL

As you follow the trail, paying close attention to the details described by Harold, it begins to rain. The forest becomes uncomfortably dense and damp. Wet leaves hang low, crowding and obscuring the path. Wet fog hovers above the soft earth. Just off the trail, a squirrel struggles to pull itself free of an odd smear of mud. The mud has a grey, stony look to it. The squirrel is strangely lethargic.

Upon closer examination, the characters will see that the squirrel is in the midst of turning to stone,

the mud on it crystallizing the same way water does in extreme cold. Players can easily free it or attack, (but who would do that, it's an innocent squirrel)? Upon closer examination they also see evidence of Rot Poisoning is in the mud. Though petrifying mud can be cleaned from the squirrel, freeing it, if it has rot poisoning it will not live long.

ATTACK SQUIRRELS FROM ABOVE

While the party is distracted by the squirrel stuck in the gray mud, 6 **rot squirrels** drop out of the trees. If no one in the party specified that they were listening for danger or in some way keeping watch, the entire party is surprised for one round. If a character is being alert, they can prevent the surprise round by succeeding on a DC 16 Wisdom (Perception) check.

Four of the rot squirrels focus their attacks on the one character that was closest to the squirrel that was stuck in the mud. The other two attack the next closest.



Combat will not last long as most rot squirrels can be killed with one hit. This encounter will warm the group up a bit, as most of the adventure so far has been social. Use this encounter to create some urgency and tension in the characters. Simple squirrels are now deadly monsters! One or more of the characters may have contracted rot poisoning from the squirrels.

THE TRAIL CONTINUES

The trail becomes more difficult to follow as the rain washes away the mud and tracks. A successful DC15 Wisdom (survival) roll allows them to easily follow the path, leading them on to **The Cave**.

If they fail, the party is temporarily lost. Their wandering leads to a shallow pond less than 45 feet across. The sounds of croaking toads mixes with the loud patter of heavy rain.

ROT TOADS

A number of large toads sit along the bank of this pond, seeming to pay no attention to you or the rain pouring over them. Some jump in or out of the water hunting bugs and small fish. Many of them have large orange and purple boils on their backs and legs. Black veins cover their skin.

None in the party can learn much about the toads from a distance. A character can see that these toads have rot poisoning without approaching if they succeed on a DC 14 Wisdom (Survival) check at disadvantage. However, a **rot toad** attacks with its tongue immediately once a character gets within 5 feet. These creatures twisted by rot is alarming.

Once the first toad attacks proceed with initiative. 9 (2d6+2) rot toads join the combat. If the party flees the pond, the toads do not pursue. If the party explores the whole pond, they find 2 more groups of rot toads, each with 9 (2d6+2) toads.



THE FINAL STRETCH

The party stumbles upon a fresh smear of gray mud and have found the trail again. This may be an opportunity for role-playing as the characters discuss getting lost and almost killed by toads.

Your clothing and gear is now saturated from the rain. Your feet are caked in mud as it becomes more and more difficult to step around pools of water on the trail. A rocky outcropping rises in front of you, the path coming to an end. Wet vines and moss are draped down the rocks like a curtain. Gray mud clings to the rocks, particularly at the base. Some of the leaves appear to be gray and brittle, like stone.

There is ample evidence of the moss boar here. There are more cloven hoof prints, gray mud, plus a few small plants and a beetle have been turned to stone. The party easily finds an entrance to a cave behind large leaves clinging to the side of the rocks. The smell of rot wafts from within.

THE CAVE

This cave is the result of dirt and loose rock washing out from around larger rocks along a granite outcropping. The cave is old, but not so old for it to have significant formations of stalactites and stalagmites.

GENERAL FEATURES

Unless otherwise noted, locations along the Forest Cave map have the following features.

Floors and walls. Water runs freely down the natural rock walls. They are slick and difficult to grip. Mud, mold and some other stinky muck makes the floor extremely slippery. Characters can only safely move at half their normal speed. To move faster, a player must succeed on a DC 12 Dexterity (Acrobatics) check. If they fail, their character falls prone.

Throughout the cave there are areas where the mud seems to be smeared or splattered around. It's on the rocks, walls and even on items in the cave, like bones. The mud has a strange, stony appearance, almost as if there are stone crystals forming in it.



The ceiling height fluctuates between 3 and 6 feet from the floor, though usually is around 4 feet. No areas are higher than 6 feet. Some areas are very narrow. Small and medium characters must travel in a single-file line. Large or larger characters cannot pass through the cave.

Light. The only natural light is that which casts in from the openings from areas 1 and 6. Otherwise characters will have to provide their own light sources.

KEYED LOCATIONS

The following sections are numbered to correspond to the numbered locations shown on The Forest Cave map (page 17).

1 - CAVE ENTRANCE

A cleft a bit wider than a dobber leads down into the earth. The rocks are slick with moisture and the cold air that wafts from the hole smells of mold, mildew and rot.

This cave was formed by years of water erosion. It's likely that the cave fills quickly during heavy rain. There are water lines along the walls at a few different heights. Players who succeed on a DC 12 Wisdom (Perception) check will hear chitinous mandibles scraping on bone from within the cleft.

2 - PILE OF BONES

Water drips from the ceiling of this small chamber and the small vein of water running through its center widens as it goes from East to West. Here the smell of decay overshadows the mildew and mold. Bones lie scattered on the ground. An enormous stag beetle digs through a pile on the far wall.

The **giant stag beetle** gnaws on a large bone about the size of a Dobber's arm. There are two distinct types of teeth marks on the bones; the scratchy claw-like marks of the beetle's mandibles and large gouges made by thick teeth and a strong jaw. Players who succeed a DC 13 Intelligence



(Nature) check know that the giant stag beetle is a scavenger, preferring to feed on the scraps left by another predator. However they will attack to defend their nest. A second giant stag beetle bursts from the pile of bones and debris if one of the party disturbs it.

In the debris the party can find an old, worn short sword. It's probably been here for years, though it is usable. They also find a simple traveling bag. In it there are some smashed berries and stale bread. The food was wrapped in a cloth with J&M embroidered on it.

A long dark corridor extends to the West beyond this alcove. At places it is very narrow. No creatures larger than medium can move through it.

3 - STAGNANT WATER

A pool of stagnant water has formed in this cave room. A thick film mixed with unidentifiable debris covers the top. Some fungus clings to the West wall, hanging above the water. A number of bones lie about the floor, many of them along the edge of the pool.

The pool spans the majority of the side of the room that leads on to the next room. The characters can wade through it. At its deepest point the murky water only reaches a dobber's waist.

Two **rot slimes** float on the top of the water, one along the far West edge and one nearest the edge from where the party approaches. Only a successful DC 16 Wisdom (Perception) check will reveal the creature to the players. The rot slimes attacks the party when they get within 5 feet of it. The party can avoid combat if each character succeeds on a DC 16 Dexterity (Stealth) check and moves one at a time pressed against the wall furthest from the water's edge.

4 - MOSS BOAR NEST

Mud, mold, and large mushrooms fill this chamber. Moss, roots and black foliage lie in a heap along the wall. Decay, rot and waste fill your nostrils.

The heap along the wall is a hiding **moss boar**. It is unseen to the characters when motionless. A successful DC 14 Wisdom (Perception) check will reveal the subtle breathing of the creature. A character that succeeds on a DC 16 Intelligence (Nature) check will reveal see that the mud and foliage around the heap has an unnaturally stony appearance.

The moss boar is waiting for the best opportunity to attack. The only way the characters can avoid combat by going back the way they came and succeeding on a DC 12 Dexterity (Stealth) check.



The heap of black foliage and fungus shifts suddenly. It stands, revealing a huge boar creature. With a great snort it blows a cone of petrifying mud from its nostrils on the ground in an arc in front of it. It stamps a hoofed foot in challenge! You can see the black vine-like veins of rot poisoning wrapping around it's legs. Its eyes are bloodshot and wild with rage.

The moss boar will use its first attack to target as many characters as it can with its cone, breath weapon. Following that it will charge and gore. It will fight to the death to protect its lair. However, if it has less than half of it's health left and the characters flee, it will not pursue them.

Once the moss boar is killed the characters are able to confirm that it was infected by the Rot Poisoning. A character with a medicine skill or other healing abilities should come to the conclusion that any one turned to stone by this creature would also be infected with Rot Poisoning.

The cave continues to the South. A trail of smoke with the smell of rot in it hangs along the ceiling.

5 - THE CAVE EXIT

As you leave the Moss boar's chamber and move around the next bend, a bit of gray light seeps in around rocks to reveal a narrow opening. You might expect the air from outside the cave to smell more fresh, however it doesn't. The air outside the cave is thick with pungent smoke.

The source of the smoke is the **decay seed**, left here by agents of the Rat Claw Clan. It is buried just beyond a pool of stagnant water that crowds this opening to the cave.





6 - THE EDGE OF THE SWAMP

A cluster of mushrooms crowd around a pool of stagnant water. Some of them are strangely large, a few of them even taller than a dobber. A haze of purple spore clouds emanate from them, mixing with the smoke. To your surprise a dobber with a heavy cloak, is crouched under one of the mushroom caps. As you focus on him, you see that he is caked in mud and has been turned to stone.

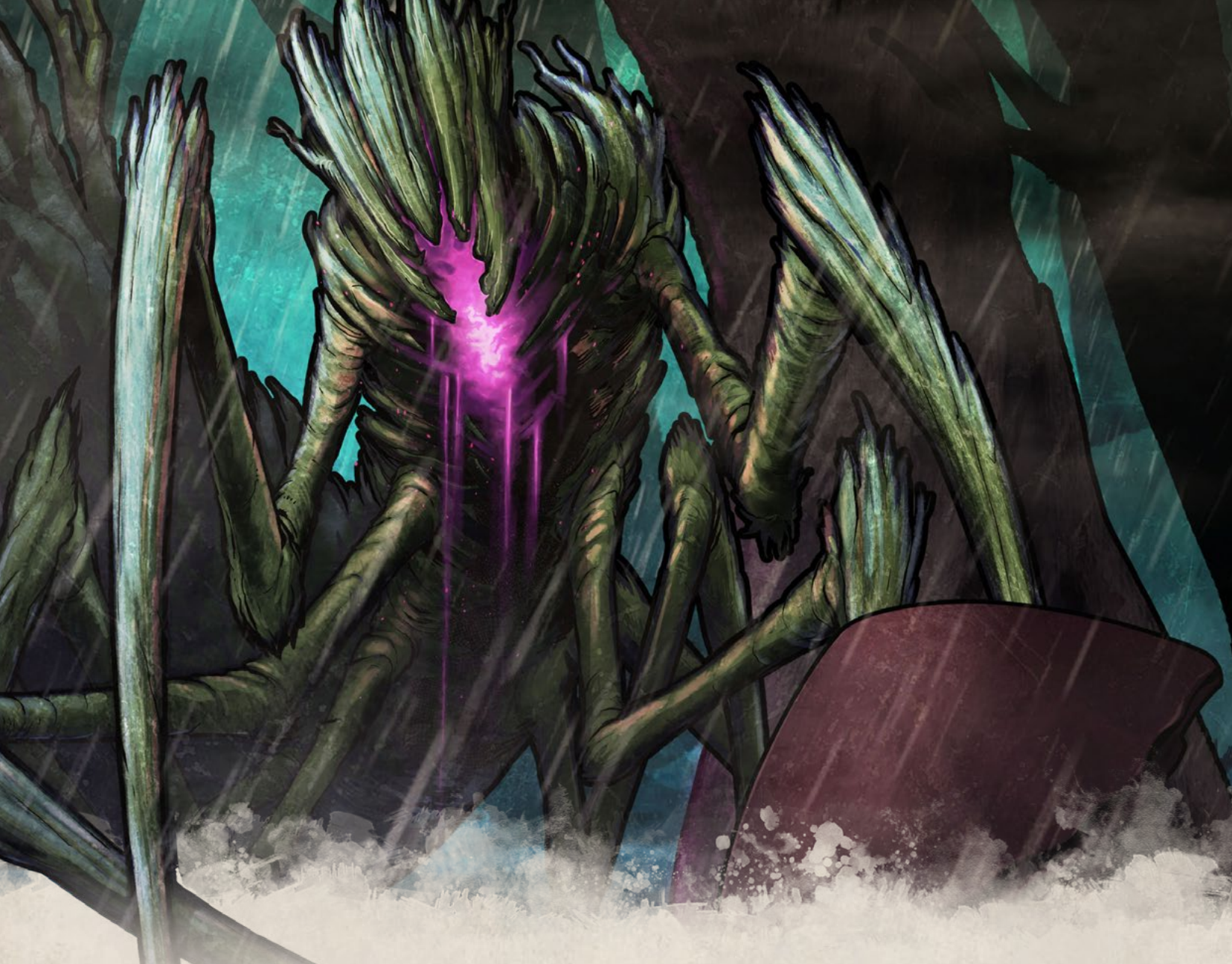
There are 2 **plague fungus** and 3 smaller **walking fungus** guarding the site where the decay seed is buried. There are also 4 **rot toads** nearby. The entire area is twisted by rot and living decay. These Fungus seem to be larger and more mature. They attack anyone who approaches the seed. If the party is low

on health, you can reduce the number of fungus. If they need to be challenged, bring the rot toads into the battle.

This can be an unpredictable and challenging encounter. Characters may have a level of exhaustion from Rot Poisoning giving them disadvantage on ability checks. Add the possibility of a character falling asleep from the fungus's sleep spores and you have a very dangerous encounter.

The party should eventually defeat the fungus and toads so that they can investigate the buried seed. They find that it is extremely hot. Rain hisses on





any part of it that is exposed. A player who touches the seed takes 7 (2d6) fire damage and automatically contracts rot poisoning if they don't already have it. A successful DC 12 (Wisdom) Arcana roll will reveal that the heart is arcane in nature. *Dispel Magic* has no effect on the seed. They also confirm that this seed has been in the ground long enough to saturate the area with rot poisoning twisting all the creatures and plants.

THE PLAGUEWOOD SPIDER

The plaguewood spider is resistant to many forms of damage and extremely difficult to kill. The decay seed is key to this encounter. If the party can cool the seed and put it out, the spider will fall to the forest floor, dormant.

The party can examine the site where the seed is buried. Before they can bring it up from the earth, the plaguewood spider emerges from the foliage. This monster was a fallen tree, awakened by decay into a giant spider, the guardian of the decay seed. The spider will immediately attack, thrusting the party back into combat.

A loud crack of wood snaps your attention to the wet foliage just beyond the buried seed. A fallen tree trunk lurches from the ground. Huge splinters snap off the main shaft, cracking and popping as they bend into eight terrible legs.

The monster scrambles forward to the seed. Rotten wood and bark towers over you. Glowing purple decay drips from its heart.



PLAGUEWOOD SPIDER TACTICS

- *The spider will immediately attack whoever is closest to the seed.*
- *It will attempt to grapple or restrain the character, penning them then using it's kiss of corruption.*
- *If the party abandons the seed, it will not pursue them.*
- *The plaguewood spider will fight to the death to keep the party away from the seed.*

EXTINGUISHING THE DECAY SEED

*The party can immediately kill the plaguewood spider by extinguishing the seed. **The party can only extinguish the seed by doing 50 cold or radiant damage to it.** The seed is immune to all other forms of damage as long as it is in the earth or open air. However, if the seed is fully submerged in water, it becomes vulnerable to all forms of damage. It's likely the party may assume that the rain is helping to cool the seed. However, its heat is magical and the rain hissing on its surface, it has no effect. As the GM you may use this as a clue that submerging the seed will make it vulnerable to other forms of damage.*

IS ANYONE LEFT?

If the plaguewood spider is defeated, whoever is still standing can take a moment to gather their senses. No threat remains. The seed, if it is extinguished can be easily collected and transported. If any of the party ingest the water in the area or makes skin-to-skin contact with the remains of the Plague Fungus or Rot Toads they must roll against contracting the disease. The party can use the spells *Purify Food and Drink* and *Lesser Restoration* to remove the disease from the water and plants in the area. However they soon discover that no matter how many spell slots they expend, they barely make a dent in the damage done.

THE STONE RANGER

Once the dried mud is brushed away you can see that the weathered dobber is perfectly preserved. Could this be Marge's husband, Jeb?

The party may choose to take the stone ranger with them. A full grown dobber of stone is quite heavy. It will take two characters to carry it back. Role play with those who carry him, reminding them that they are getting tired from the weight.

CONCLUDING THE ADVENTURE

There are a few directions the characters may go from here. If they choose to go somewhere not listed below feel free to pull from other areas of this book or just improvise. Make your own adventure.

BACK TO HAROLD'S FARM

Harold is relieved that the moss boar has been dealt with and is wrought with guilt over Jeb being turned to stone. He is concerned that other creatures will go mad and urges the characters to continue to search for the true cause of the rot.

BACK TO THE LITEWYCK STORE

The party must break the news to Marge that her husband has been turned to stone, and right now they have no way to cure him. She is gracious through her tears and manages to thank them for all they were able to do. She is impressed with the abilities of the party and, like Harold, urges them to search for a way to stop the spread of the rot.

WHERE ARE THE GOATS?

If the characters wish to continue on from the cave to try and find the missing goats, they can. Feel free to improvise, making this part as involved as you'd like. Do they find a few goats wondering the hills in the wood? Do comedic shenanigans ensue as they try to catch them? Or just summarize; they find one or two, but many of the clues indicate that most of them are dead.



THE FOREST CAVE



APPENDIX

DISEASE: ROT POISONING

Once infected, gain one level of exhaustion.

After the first long rest, symptoms worsen. The creature has trouble breathing and painful black boils form on its skin. As it progresses the boils erupt with blackened vine-like tendrils that wrap around the creatures limbs.

After a long rest the creature may make a DC 14 Constitution saving throw. If they succeed, remove one level of exhaustion. If the saving throw fails, gain a level. If the creature's dies in this way, the next time it is in shadow, it rises as a shambling plague fungus.

If the creature removes all levels of exhaustion it is cured of the disease. Spells such as Lesser Restoration or other effects that remove diseases can also cure the disease.

GIANT STAGE BEETLE

Medium Insect

Armor Class 18 (natural)

Hit Points 26 (4d8+8)

Speed 25 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

ACTIONS

Multiattack. The giant stag beetle makes two attacks with its Mandibles.

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the giant stag beetle can't make mandible attacks against another target.

Squeeze (recharge 5-6). A creature grappled by the giant stag beetle must make a DC 15 Strength saving throw. On a failure, a creature takes 14 (3d6 + 3) piercing damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.



ROT SQUIRREL

Tiny undead

Armor Class 14 (natural)

Hit Points 5 (3d4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	8 (-1)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +5

Senses darkvision 120 ft.,
passive perception 12

Languages decay

Challenge 1/2 (100 XP)

Natural Appearance. While the rot squirrel remains motionless, it looks like vines and leaves on a tree making it indistinguishable from its surroundings.

ACTIONS

Claw. Melee Attack: +5 to hit, reach 5 ft., one target. **Hit:** 4 (1d6) slashing damage. The target must succeed on a DC 13 Constitution saving throw or take 4 (1d6) necrotic damage and contract rot poisoning.

Thorned Vines. Melee Attack: +5 to hit, reach 10 ft., one target. **Hit:** 3 (1d4) slashing damage. The target must succeed on a DC 12 Strength saving throw or be grappled in tangling vines, pulling the rot squirrel onto the head of the target. While grappled the rot squirrel has advantage on claw attacks against the target. Each turn a grappled target can take their action to tear free of the vines with a successful DC11 Strength saving throw.

ROT TOAD

Tiny undead

Armor Class 12 (natural)

Hit Points 3 (3d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	6 (-2)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +5

Senses darkvision 120 ft.,
passive perception 12

Languages decay

Challenge 1/4 (50 XP)

Spore Death. When the rot toad is reduced to 0 hp it explodes in a cloud of spores. Each creature within 5' of the rot toad must make a DC 14 saving throw or take 9 (1d10+3) necrotic damage and contract rot poisoning.

Sun Sickness. While in sunlight, the rot toad has disadvantage on ability checks, attack rolls and saving throws. If the rot toad is in direct sunlight for 10 minutes or more, it drops to 0 hit points, shrivels up and dies.

Amphibious. The frog can breathe air and water.

Standing Leap. The toad's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

ACTIONS

Tongue. Melee Attack: +4 to hit, reach 5 ft., one target. **Hit:** 3 (1d4) bludgeoning damage. The target must succeed on a DC 14 saving throw or take 6 (1d10) necrotic damage and contract rot poisoning.



ROT SLIME

Small ooze

Armor Class 10 (natural armor)

Hit Points 43 (10d6 +8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+1)	4 (-3)

Damage Resistances piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Festering Rot. Any creature who touches the ooze or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Constitution saving throw or contract rot poisoning and they must spend their next full action vomiting.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must make a DC 14 Constitution saving throw. On a failure, the creature contracts rot poisoning and they must spend their next full action vomiting.

Devour Corpse. The slime consumes the flesh of a dead creature no larger than medium in size. It gains a cumulative +1 to attack and damage rolls for 1 minute and regains 12 hit points. Any points beyond its hit point maximum are treated as temporary hit points.

PLAGUE FUNGUS

Medium undead plant

Armor Class 14 (natural armor)

Hit Points 33 (6d8 +6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	10 (0)	12 (+1)	7 (-2)	8 (-1)	4 (-3)

Skills Stealth +2

Senses darkvision 90 ft., passive perception 12

Languages decay

Challenge 1 (200 XP)

Natural Appearance. While the plague fungus remains motionless, it is indistinguishable from its surroundings.

Sun Sickness. While in sunlight, the plague fungus has disadvantage on ability checks, attack rolls and saving throws. If the plague fungus is in direct sunlight for 10 minutes or more, it drops to 0 hit points, shrivels up and dies.

ACTIONS

Multiattack. The plague fungus uses either its Sleep Spores or Rot Spores then makes a slam attack.

Slam. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Sleep Spores (recharge 4-6). The plague fungus ejects spores in a 5' radius around itself. All creatures within that area must succeed on a DC 12 Constitution saving throw or fall asleep for 1d4 rounds. Each effected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rot Spores (recharge 6). The plague fungus exhales a concentrated cloud of spores towards a single target within 20'. The target must succeed on a DC 14 saving throw or take 13 (3d8) necrotic damage and contract rot poisoning (see rot poisoning sidebar).



PLAGUEWOOD SPIDER

Large undead plant

Armor Class 16 (natural armor)

Hit Points 133 (14d10 +56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	15 (+2)	4 (-3)

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

Damage Immunities poison, psychic, necrotic

Damage Resistances bludgeoning, slashing and piercing from nonmagical weapons

Senses Blindsight 90 ft., Passive Perception 12

Languages decay

Challenge 9 (5,000 XP)

Thick Bark. Any attack that does 10 or less damage to the plaguewood spider is reduced to 0.

Decay Seed Bond. The plaguewood spider is a manifestation of the corruption spread by the decay seed. If the decay seed is extinguished, the plaguewood spider immediately dies.

ACTIONS

Multiattack. The plaguewood spider makes two claw attacks and then makes a splintered web attack or a kiss of corruption attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed against DC 15 Strength (Athletics) or Dexterity (Acrobatics) or be grappled and pinned to the ground.

Kiss of Corruption. *Melee Weapon Attack:* +7 to hit, creature must be restrained or grappled. *Hit:* 21 (6d6) necrotic damage and is no longer restrained or grappled. The target must succeed on a DC 16 Wisdom saving throw or is frightened and is compelled to use their next action to attack the next closest creature even if that creature is an ally.

Splintered Web (recharge 4-6). *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., cone. *Hit:* 12 (2d8+3) piercing damage. Creatures hit are restrained. As an action the restrained can make a DC 12 Strength check, bursting the webbing on a success. The webbing can be attacked and destroyed (*AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning, poison and psychic damage*).

WALKING FUNGUS

Small undead plant

Armor Class 13 (natural armor)

Hit Points 21 (6d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	10 (0)	10 (0)	7 (-2)	7 (-2)	4 (-3)

Skills Stealth +2

Senses darkvision 60 ft., passive perception 12

Languages decay

Challenge 1/2 (100 XP)

Natural Appearance. While the walking fungus remains motionless, it is indistinguishable from its surroundings.

Sun Sickness. While in sunlight, the walking fungus has disadvantage on ability checks, attack rolls and saving throws. If the plague fungus is in direct sunlight for 10 minutes or more, it drops to 0 hit points, shrivels up and dies.

ACTIONS

Slam. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Sleep Spores (recharge 6). The walking fungus ejects spores in a 5' radius around itself. All creatures within that area must succeed on a DC 12 Constitution saving throw or fall asleep for 1d2 rounds. Each effected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MOSS BOAR

Medium beast

Armor Class 14 (natural)

Hit Points 52 (7d8+21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	15 (+3)	6 (-2)	14 (+2)	8 (-1)

Skills Survival, +2 Perception +5

Senses passive perception 15

Languages -

Challenge 4 (1,100 XP)

Charge. If the moss boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the moss boar takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The moss boar makes 2 tusk attacks.

Tusk. *Melee Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Petrifying Mud Blast (Recharge 5-6). The moss boar blasts a forceful stream of petrifying mud in a 30-foot cone. Each creature in that line must make a DC 13 Dexterity saving throw, taking 22 (5d8) force damage on a failed save or half as much damage on a successful one.

The target is covered in sticky, freezing mud and if it is a creature, has disadvantage on actions until they take their action to wipe the mud off or the mud is removed by another creature. At the end of each subsequent turn, if the mud has not been removed, the target must make a DC 14 Strength saving throw. If the target fails 3 times they turn to stone.



I hope you've enjoyed this introduction to Seeds of Decay, a glimpse into the world of the Dobbbers 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 seedsdecay.com.

~ Darryl T. Jones



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