

THE SEED OF REBELLION- GM Print Outs

Congratulations! If you've printed this out, you're probably about to run The Seed of Rebellion. It's an exhilarating and memorable one-shot adventure designed to be run with minimal hassle. But you probably already know that.

Tips: A few things to help you prepare!

Tables: Throughout the module you'll be asked to roll on several tables. Since you'll be using these repeatedly, cut them out and fasten them to your GM screen with paper or binder clips. If you don't have a GM screen, cardboard works just as well.

Statblocks: You'll only need to reference these one at a time, except for the wildlings. Stack them in encounter order, with the first on top and the last on the bottom, then clip them to your GM board. As foes are defeated, simply remove each sheet from the stack.

Read-alouds: The read-alouds are included here. Keep these paper-clipped together off to the side of your GM screen.

One Last Thing: Have fun! That's the whole point of doing this. Oh, and don't print this out double-sided.

-Nick Stott. Designer of the module

D6	TRAP TABLE
1	Tripwire Crossbow (Mechanical): A tripwire triggers a crossbow bolt. DC 10 Sleight of Hand to disarm.
2	Pit Trap (Environmental): A pit covered with leaves. DC 10 Athletics to bypass.
3	Magic Glyph (Magical): A glowing rune set to explode. DC 12 Arcana to identify and disarm.
4	Falling Log (Environmental): A log rigged to swing down. DC 10 Athletics to dodge or block.
5	Illusory Trap (Magical): An illusion meant to force players into a pit trap. DC 10 Arcana to identify or DC 12 Insight not to flinch.
6	Snare (Mechanical): A rope snare hidden on the path. DC 10 Sleight of Hand to disarm or DC 10 Acrobatics to avoid.

D4	Long rest dream table
1	God of the Hunt: The player dreams of wandering the Bloomwolds' darkest forests, growing confident and capable. The next day, they have an advantage on their first attack roll.
2	The Queen of Crispleaf: Player dreams of having bee-like wings, dying in the forest, and their body nourishing a beautiful flower. The next day, they gain one temporary HP until their next long rest.
3	The Infant Apinix Queen: The player dreams of starting as a spark, growing into a flame, and igniting all they touch. The next day, they add +1 to their proficiency bonus until their next long rest.
4	The Empire: The player is in a garden where weeds constantly grow, wrapping around them. For every weed plucked, three more sprout. The next day, they add +1 to their AC until their next long rest.

D12	SECRETS TABLE
1	Defector: I defected the Imperial Rose Garrison in Crispleaf and I am now being hunted. Returning to the city will actually be the safest hiding spot.
2	Spy: Imperials sent me to learn Gibbous's cargo, but I've defected. I want to protect his wagon. Saying "Long Meadow" makes Imperials back off.
3	Thief: I stole a statuette from the Wildlings. They want me dead, but returning it might fix things.
4	Smuggler: I buried a fortune (100-gp) near Crispleaf and must recover it soon.
5	Hag's Warning: A hag once foretold I would drown in just a few inches of water. Since then, I've developed a deep fear of it.
6	Target: The Grasp, a criminal syndicate, has hired a spiderfolk assassin, known as a Cerulean, to kill me.
7	Rebel Courier: I'm delivering a coded message to a rebel cell leader known as Zek.
8	Stash House: The Grasp stiffed me on a job. Another syndicate will pay me to burn the goods I stashed in the Bramble Highlands.
9	Pirate's Revenge: Bart the Vile, one of the spiderfolk known as Ceruleans, betrayed me. He's in Crispleaf, and I'm going to settle the score.
10	Charlatan: Apparently, I bear a resemblance to a local sage, Lotmin. People assume I'm them and treat me well. I've stumbled into a ruse.
11	Old God: I worship an old god, recognized by the symbol of a creature called the Bluttfang. I carry a Wildling-drawn map to a shrine near the Imperial Inspection Fort, where I plan to make an offering.
12	Code Breaker: I once served the Empire, decoding rebel transmissions. I fled after growing a conscience. Now the rebels want me dead, but I hope to convince them to let me help.

- 1 **Gallows:** Players find three corpses dangling from a tree. A sign declares they had forged passes. A **DC 10 Investigation** reveals **1d4 gp** in each pocket. The false merchant passes are pinned to the corpses.
- 2 **Pillaged Wagon:** A wagon riddled with javelins and sling holes. A **DC 10 Survival Check** uncovers drag marks leading into the Bloomwolds. Players find an unused scorchseed in the wagon (See appendix).
- 3 **Checkpoint:** An abandoned Imperial checkpoint. A decree on the wall restricts travel, signed by the queen. Graffiti scrawled across it reads: *"No queen in sight, no ruling right!"* a slogan of the uprising.
- 4 **Altar:** Players find a crude altar built from pillaged caravan wood. A **DC 10 Religion Check** identifies it was dedicated to "The Hunt." Making an offering or praying grants the player advantage on the next attack roll they make before a long rest.
- 5 **Dead Soldier:** A dead body in Imperial armor has been scalped. A crown etched into their forehead. Gibbous explains the rebels' "Crown for a crown" philosophy regarding the missing apinix queen.
- 6 **Thieves' Cache:** A strange tree marking reveals a syndicate cache. **Discovery:** Digging uncovers fuel for a Cheirosiphōn, granting three extra uses.
- 7 **Polite Wildlings:** The players pass a group of wildlings flanking either side of the road. The wildlings usher them through, explaining that today they're hunting Imperials, not merchants. They warn that other clans may feel differently.
- 8 **Skirmish Aftermath :** A recent clash between Wildbloom factions **Roll a d4**. Corpses litter the area.
 - **Wildlings and Merchants:** A crashed caravan lies broken. **Loot: 10 gp.**
 - **Syndicate and Empire:** A hidden stash cave is revealed. **Loot: Cheirosiphōn oil (3 uses).**
 - **Rebels and Wildlings:** A hunted hunting party lies scattered. **Loot: 1 Scorchseed.**
 - **Rebels and Empire:** The remains of a burned-out outpost. **Loot: 10 crossbow bolts.**
- 9 **Cocooned Corpse:** Swaying in the breeze, a skeleton hangs tangled in webbing. Gibbous explains that spider-folk called Ceruleans also lurk in the Rootlands.
- 10 **Wildling Trap:** A coin purse and scattered coins lie on the roadside. A DC 10 Investigation reveals it as a Wildling net trap. Gibbous warns against touching it.
- 11 **Flower Sculpture:** They encounter a floral sculpture of an Apinix queen. At its base, there are a few cp and trinkets left as offerings by pilgrims. Gibbous explains that she is revered as a god by the Apinix but presumed dead by the rebels. Without her guidance, the Apinix people are at a crossroads. Making an offering grants a player **1 temporary HP**.
- 12 **Empty wagon:** Players find an empty wagon. A **DC 12 Investigation check** reveals a symbol etched on the rear. A player fluent in **Thieves' Cant** identifies it as a target marker from a syndicate. If they check the wagon, they discover a matching symbol, indicating that their wagon is also a target of the syndicate.

- 1 **Debt:** The Grasp put a price on my head, but if I reach my loan shark in Crispleaf, I might settle it.
- 2 **Kin:** One of my kin has been imprisoned by the Empire and now works as a forced laborer in Crispleaf.
- 3 **Apprenticeship:** I seek an apprenticeship in Crispleaf under one of the greatest masters of my field.
- 4 **Artifact:** The Empire stole a treasured relic from my people. It's in Crispleaf, and I intend to take it back.
- 5 **Vengeance:** The Empire took everything from me. I'm going to where the fighting is thickest.
- 6 **Life Debt:** Gibbous Loneclaw sheltered me from a manhunt and promised to return seeking my help.
- 7 **Vow:** I vowed to a dying comrade to deliver their belongings to kin in Crispleaf. I will keep my word.
- 8 **Pilgrimage:** My tribe has sent me on a pilgrimage, with clear deadlines and expectations. If I don't reach Crispleaf, my birthright will be forfeited.
- 9 **Sickness:** I've contracted a terrible illness. I've heard an Apinix mage in Crispleaf can cure it.
- 10 **The Gold-Eyed Man:** I hunt the man with the golden eye. I know he is in Crispleaf. He must die.
- 11 **The Bell:** Each dawn, I hear a bell no one else does. I thought I was mad, but now I'm sure something is guiding me to Crispleaf.
- 12 **The Inheritance:** My great uncle, a wealthy merchant, has died. I am the sole heir to his fortune. If I do not reach Crispleaf by month's end, under Imperial law, my inheritance is forfeited.

Wildling Raider

Medium humanoid, lawful Evil

CR 1/4 Soldier
50XP

Armor Class 12 (Studded Leather)

Hitpoints 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	8(-1)	11(0)	9(-1)

Senses passive perception 10

Languages Speaks Common, Wildling dialect

Proficiency Bonus +2

Skills Survival +2, Stealth +4

Actions

Sling: *Ranged Weapon Attack:* +3 to hit, range 30/120 ft. Hit: **(1d4+1)** bludgeoning. On a hit, at the beginning of their next turn At he creature moves 5 ft in a random direction (1d8). This doesn't provoke opportunity attacks and is subtracted from its movement speed.

Scimitar: *Melee Weapon Attack:* +3 to hit, range 5ft. Hit: **(1d6 +1)** slashing damage.

Reactions

No (1/Long Rest): When reduced to 0 HP, the Wildling makes an attack as a reaction. If its attack drops another creature to 0 HP, it gains 1 HP.

Imperial Crossbowman

CR 1 Soldier
200XP

Medium humanoid, lawful Evil

Armor Class 15 (Studded Leather)

Hitpoints 22 (4d8 +4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	12(+1)	10(0)	11(0)	10(0)

Senses passive perception 12

Languages Speaks common, and one other language

Proficiency Bonus +2

Saving Throws Dex +5

Skills Perception + 2, Stealth +5

Keen Shot The crossbowman has a +2 to hit on ranged attack rolls against targets more than 30 feet away.

Active Reload If the crossbowman doesn't move on its turn, after making a ranged attack it can immediately make a melee attack.

Actions

Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* (1d8 +1) piercing damage.

Arrow. *Melee Weapon Attack:* +4 to hit, range 5ft., *Hit:* (1d4 +1) piercing damage.

Reactions

Brace for Impact (1/Day): When the crossbowman is targeted by a melee attack, it can brace itself, gaining +2 AC against that attack.

Imperial Flame Slinger

CR 1 Soldier
200XP

Medium Humanoid, Lawful Evil

Armor Class 14 (Chainmail)

Hitpoints 26 (8d8 +4)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	11(0)	14(+2)	10(0)	10(0)	8(-1)

Skills: Intimidation +2, Survival +2

Damage Resistance: Fire

Senses passive perception 10

Languages Speaks common, and one other language

Coordinated Assault: If another Flame Trooper is within 10 feet, they gain +1 to AC and attack rolls.

Actions

Cheirosiphōn (Recharges on a 6). The Trooper sprays fire in a 15ft. cone. A creature caught in the blast must make a DC 11 Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much on a successful one. Any creature that fails the save catches fire, taking 1d4 fire damage at the start of each of its turns until it or an ally uses an action to douse the flames.

Cheirosiphōn Bash. Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit:* (1d4) bludgeoning damage plus 1d4 Fire damage.

Blossom Paw

CR 2 Soldier
450XP

Medium beast, aligned to master.

Armor Class 13 (Studded Leather)

Hitpoints 90

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	14(+2)	3(-4)	12(+1)	6(-2)

Senses Dark vision 60ft., Passive Perception 13

Languages Understands commands of rider but cannot speak

Saving Throws DEX +5, CON +4

Skills Perception +3, Stealth +4

Natural Camouflage (Bloomwilder): The blossom paw has advantage on Dexterity (Stealth) checks made to hide in areas with dense vegetation or flowering plants. Its fur blends seamlessly with the environment, making it difficult to spot.

Keen Smell The blossom paw has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. (1d8 + 2) slashing damage.

Toxic Spray (1/Long Rest). The Blossom Paw releases a cloud of poisonous fumes in a 15ft. radius centered on itself. Each other creature in the area must succeed on a **DC 10 Constitution saving throw** or take **1d4 + 1 poison damage**

Lingering Fumes: For the next **1d4** rounds, any creature that starts its turn within 5 feet of the Blossom Paw must make a **DC 8 Constitution saving throw**. On a failure, the creature is forced to spend its movement moving away from the Blossom Paw. On a success, the creature is unaffected for that turn.

Read-alouds: Are in order on the next page, just make sure you remove the ones from paths players do not take.

Cerulean Duelist

Medium humanoid (cerulean), lawful Evil

CR 1 Soldier
200XP

Armor Class 14 (natural armor)

Hitpoints 28 (4d8 + 12)

Speed 30ft. Climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	10(0)	12(+1)	10(0)

Saving Throws DEX +5, CON +4

Skills Athletics +4, Acrobatics +5, Perception +3

Senses Passive Perception 13

Languages Speaks common, and Thieves' Can't

Proficiency Bonus +2

Spider Climb The Cerulean has the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Web Master: The Cerulean can sense the number and size of creatures in contact with all webs that it is in contact with, and can ignore terrain effects of webbing.

Actions

Multiattack: The Cerulean Duelist makes two halberd attacks.

Halberd Melee Weapon Attack +4 to hit, reach 10 ft., one target. (1d10 + 2) slashing damage.

Unrelenting Advance (Recharge 5-6): The Duelist makes sweeping strikes aggressively until the end of their turn:

- The Cerulean makes three halberd attacks
- Their AC is reduced by 3 until the start of their next turn
- Enemies within 10 feet provoke opportunity attacks even if they use the Disengage action.

In a small clearing with sizable rock outcrops, a dozen or so Apinix dressed in their aerial combat gear buzz about frustratedly.

The bramble thickens. After an hour, you spot dead Wildlings caught in pits and snares. Gibbous motions for you to take point.

Giant flowers tower above the players, their petals as large as towns. Bridges connect some of these massive blooms, and atop them sit houses, shops, and defenses that mark the entrance to Crispleaf, the Apinix city.

Property of Bandit Adventure Modules

Fort Wilt, the last open gateway to the Bloomwolds, teems with hopefuls competing for merchant guard contracts—the sole sanctioned way into the Apinix city of Crispleaf.

The wooden wagon bears scars of past attacks: arrow holes and sling marks. A pull-down gate made of wooden slats at the rear conceals the cargo within.

The scent of flowers fills the air. Not a cloud mars the sky as you set out toward Crispleaf.

The steppes are a sea of waist-high flowers. The wagon rises above them, an easy target.