

The Sablewood: Rodential Races 0.2

A Playtest Document

Alternative Races for an Anthropomorphic
Woodland Animal D&D Campaign

0.2 Changes:

- **Added Hares, Otters, and Shrews**
 - **Tweaked the Badger Blood Rage to allow for cantrip casting.**
 - **General proficiency buffs on all creatures.**
 - **Large creatures now upgrade their Hit Dice one step to a maximum of d12 (test ability)**
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This document is meant to be used as a playtest for these races. I have made this available as a PDF at the request of a few people. Keep in mind that they are in development and not finished.

Currently the two biggest things I am focusing on is the Badger's Blood Rage Mechanic, which I think might be too weird for a Racial Ability, and the current Large creatures (Badger, Hare, Otter) getting a Hit Dice buff, which may be too overpowered along with their other abilities.

I also fear some of the others (shrew and mole in particular) are a little too weak.

The following races will replace the races usually available to you in the PHB, and are for use in a D&D campaign setting in which the majority of intelligent races are in fact anthropomorphic woodland creatures, like mice

or rats. In general these settings will have worldly dangers that befit such creatures, like snakes and hawks, as well as marauding woodland creatures just like your character.

It is up to your DM to figure out which classes to allow. In general, established settings like Redwall or Mouse Guard have very little in the way of magic going on, however that doesn't mean that you can't play in a home setting of high fantasy with rodent characters. For the purposes of this module, it is assumed the base classes, backgrounds, and feats are available to you, because in actuality these species are part of a home setting.

It should be easy to use these creatures for a more explicit Redwall setting as well, but the intention is to be used in either a homemade setting or a setting I will detail later, called Sablewood.

The Sablewood

The Sablewood is a large woodland area in which intelligent woodland creatures live and survive. It is often beset by hostile creatures like hawks, owls, wolves, foxes, and snakes; thus the different creatures band together to defeat these enemies or to avoid them.

The setting of the Sablewood will be spelled out in better detail later on, and is indeed more like a default placeholder for this module. As background, the Sablewood borders a large kingdom to the south called Imer, ruled by rats, and borders a mountain range to the north which separates it from a large taiga region of huge predators and marauding mice. As such, hostility is never far.

Badger

A badger is a creature of solitude, a being that wishes to spend much of its time in solace or with a small family. Thusly they are creatures of the wood, hardy and skilled in survival. They are also in general easy to anger, especially in the face of dishonesty or vagueness of expression. Despite this, they are true and loyal friends, and are not prone to finding themselves more worthy than other creatures. They are an independent race of creatures, and are wary and suspicious of authority figures.

When brought to true anger, they are a dangerous foe, ignoring wounds and endangering themselves heedlessly to slay the source of their anger. They get on well with other creatures that spend more time in the wood than in villages or cities, and only go into such places for a great need.

Ability Score Increases: +2 Strength, +1 Constitution

Alignment: Independently minded, Badgers favor Neutral or even Chaotic alignments.

Healthy Size: Badgers are Large creatures. Their Hit Dice is larger by one dice step, to a maximum of d12.

Blood Rage: When a badger is brought to 1/2 of his HP (or lower), the badger must make a DC 12 Wisdom saving throw or else go into a Blood Rage. The badger may choose to forgo the saving throw. This mechanic is the same as the one detailed in the Barbarian entry with a few exceptions: while in the rage the badger must attempt to engage the closest creature in melee and attack it if he/she can. If no enemy is in range, the badger must spend its entire turn moving toward the closest enemy. The badger may only make melee attacks, cast cantrips, or

advance closer to an enemy. The rage ends after 1 minute, 10 rounds, or when all enemies are slain or incapacitated. Enemies that flee must be pursued by the badger until the rage ends. This rage is in addition to and separate from any rages the Badger may gain from character class abilities. See the Barbarian entry in the PHB for full rules on the Rage mechanic.

Gruff Survivor: The badger has proficiency in both Intimidation and Survival.

Hare

The hare is a larger woodland creature, but not known for its brutishness and strength as the Otter and Badger are. Instead, they are known to be at best jaunty and at worst flaky. They are creatures of good humor and love the telling of tales, but are also known to be rather good at getting out of trouble.

Hares tend to be loners as young adults, but to live in large families when they are young or old enough to settle down. They dislike causing undue trouble, and prefer to settle things over a pint and a song or story. That is not to say that no Hare has ever been a warrior. There are a great many tales in fact, and they would be happy to tell you about them.

Ability Score Increases: +2 Charisma, +1 Dexterity

Alignment: Hares tend toward both Neutral and Good alignments.

Size: Hares are Large creatures. Their Hit Dice are increased by one dice step, to a maximum of d12.

Tellers of Tales: Hares are proficient in either Performance or Persuasion.

Hoppers: Hares are proficient in Athletics and Acrobatics, and can jump double the normal distance.

Danger Sense: Hares gain advantage on Surprise checks.

Mole

Stout and affable are a mole's two greatest attributes. Stocky creatures with a knack for tunneling, they tend to have simple outlooks on life, and dislike getting embroiled in anything more complicated than a card game. They aren't stupid creatures by any means, and many possess a folk wisdom appreciated by woodland creatures of all stripes.

They are natural tunnelers, and spend a good portion of their time in tunnels that are natural or of their own make, and gain a near preternatural affinity for the underground. They move slower than the other creatures of the wood, but when in a tunnel the mole seems to move with a strange grace, easily hiding from predators within the shadows.

Ability Score Increases: +2 Constitution, +1 Wisdom

Alignment: Moles tend toward lawful alignments, disliking complications and easily fitting into simply structured societies.

Size: Moles are small creatures.

Speed: 25 Feet

Superior Darkvision: Moles are naturally tuned to shadows and darkness due to their tunneling. See the Drow entry in the PHB for full rules on Superior Darkvision.

Tool and Weapon Proficiencies: Moles have proficiency in Picks and Shovels when used as either Tools or Weapons. A shovel is identical in mechanics to a club, but must be used two-handed (pawed?).

Folk Wisdom: Moles have proficiency in Insight, and double their proficiency on Wisdom (Insight) skill rolls.

Vittles: Moles have proficiency in either brewer's tools or cook's utensils.

Tunneler: Moles have advantage on Wisdom and Intelligent checks related to tunnels, natural or created, as well as caverns and other underground areas. When in such an underground area, the mole also has advantage on Dexterity (Stealth) checks.

Mouse

Along with the Rat, the Mouse is one of the most common creatures found in the wood. They are smaller than the other races, but make up for it with a certain plucky courage. They are socially flexible, and mice can be found skilled in a number of different professions and crafts. They also have a natural ability to be extremely silent, a useful skill when hiding from predators.

Mice often gather together in villages or sometimes even cities, in which other creatures flock to. They spread far and wide in the world, being naturally curious explorers. While spreading as far as rats, due to their affable nature creatures often don't see them as intruders or pests. They make good warriors due to their bravery.

Ability Score Increases: +2 Dexterity, +1 Charisma

Alignment: Mice tend to be of the Good alignment, whether it be Chaotic or Lawful or even Neutral.

Size: Mice are Small creatures.

Speed: 30 feet.

Plucky: Mice have advantage on saving throws versus Fear effects or any checks dealing with Morale.

Skilled: Mice gain any three skill, weapon, or tool proficiencies.

Silent: Mice have advantage on Dexterity (Stealth) checks while remaining still, or hiding in one place. Moving causes them to reroll the check without advantage.

Otter

The otter is a larger creature with a penchant for swimming. They spend much of their life on the river ways or in the seas, and can hold their breaths very well. They're a rough sort of people, who travel nomadically in small families. They most often provide raft and ferry services to the other not so water-proficient creatures and the sea variety make legendary sailors.

Otters love food almost as much as they love being in the water and especially love shellfish. Otter cuisine is considered a luxury despite its humble origins, and there are a fair few otter chefs hired by nobles and even kings. As a people, however, they tend to like to keep to their own kind and only pay lip service to whatever power holds authority over an area they are passing through.

Ability Score Increases: +2 to Strength, +1 to Dexterity

Alignment: Otters tend toward the Chaotic alignments, being independently minded.

Size: Otters are Large creatures. Their Hit Dice are one dice step larger, to a maximum of d12.

Speed: 30 Feet. Otters have a swim speed of 30 Feet as well.

Subraces: There are two sub races of Otter: River Otter and Sea Otter, though they are mechanically the same.

Weapon Proficiencies: Otters are proficient in all thrown weapons.

Water Acclimated: Otters may hold their breath underwater for up to five minutes, and gain advantage on any Dexterity rolls made while in the water.

Nomadic Proficiencies: Otters are proficient in Survival and Vehicles (Water), as well as either Cook's Utensils or Tinker's Tools.

Rat

Along with mice, Rats are one of the most populous of woodland races. Adept at creating societies and bureaucracy, rats are intelligent creatures with a knack for fulfilling their roles in a society with passion. They tend to make great soldiers, craftsmen, merchants, or anything else, often forgoing other skills to become great at one thing.

They are often seen as intruders by other species, because they spread their great cities quickly. They tend to dislike the wilds, and seek to civilize the areas around themselves. Still,

they are not as individuals more hostile than other creatures, though a slight negative stigma is given to them due to the power their civilizations often gain. Within their cities are often exemplary knighthoods, the most famous of which ride crows into battle or into the jousting circle.

Ability Score Increases: +1 Intelligence, and +1 to an ability score of your choice.

Alignment: Typically Lawful, rats are most comfortable in structured society.

Size: Rats are Medium creatures.

Speed: 30 Feet.

Professional: Rats gain a free feat from the Feats list in the PHB. They also gain proficiency in one skill, and proficiency in one tool.

Shrew

These creatures seem similar to Moles as well as Mice, but their temperament is much different. They are less socially outward, and to some creatures can seem grumpy. They enjoy debating, and often fight over authority within their small clans. They are very hardy and fierce in battle, despite being small, and are as fearless as or more so than mice in the face of danger.

They have some skill on or in the water as well, though not to the extent of an Otter. They tend to band together and raft the river ways, protecting each other from danger with surprising tenacity. They also have a peculiar way to crudely investigate strange surroundings with a sort of reverberating hum.

Ability Score Increases: +2 Constitution, +1 Strength

Alignment: Despite their whinging behavior, they tend toward Lawful alignments and clan structures.

Size: Shrews are Small creatures.

Speed: 30 Feet, and a swim speed of 20 Feet

Warrior Rodents: Shrews are proficient in one martial weapon of your choice.

Water Skilled: Shrews can hold their breath underwater for up to two minutes, and are proficient with Vehicles (Water).

Fearless: Shrews are immune to fear effects.

Echolocation: Shrews can emit a reverberating hum that gives them a rough idea of their surroundings. The hum is low, but can be heard by anything within earshot. Doing the hum takes one Standard Action and allows the shrew to make a Perception check with Advantage to spot hidden creatures within a 60 foot radius. The hum will also allow the Shrew to know the dimensions of a room or location it is in, even if blinded or in complete darkness.

Squirrel

Squirrels are creatures that are most at home in the large trees of the wood. Their villages are often built on the branches themselves, and many squirrels live most of their childhood without touching the mossy forest floor. They are creatures who live in tribal societies, avoiding cities unless they are travelers or adventurers.

They are adept at projectile weapons of all sorts, being trained from birth to protect the fragile villages from enemies above or below. They are also quick thinkers, often reacting to situations far more quickly than other creatures. They are seen by many as the true protectors of the Sablewood, for they often spot trouble long before other creatures. They are most often at odds with the Rats.

Ability Score Increases: +2 Dexterity, +1 Intelligence

Alignment: Squirrels tend toward neutral alignments, living in loosely knit tribal societies and wanting most of all to be left alone.

Size: Squirrels are Medium creatures.

Speed: 35 Feet.

Weapon Proficiencies: Squirrels have proficiency in slings, short bows, long bows, and javelins.

Perceptive: Squirrels are proficient in the Perception skill.

Forester: Squirrels have advantage on Dexterity (stealth) checks when in foliage, underbrush, or in the branches of a tree. They are also proficient in Survival.

Able Climbers: Squirrels gain proficiency in both Athletics and Acrobatics, and double their proficiency bonus (if any) when climbing or navigating branches or similar areas.