

DRAGON



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SPRIGGANS

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Spriggans

Not every forest spirit is a whisper in the leaves. Some stand eye to eye with giants, wear bark like skin, carry centuries in their rings, and lower themselves into smallness only when the world becomes too narrow for their true shape.

This book presents the Spriggans: playable fae greenwood folk, kin to the deep forest and cousins to treants, but a people entirely their own. They are not awakened trees, dryads, plant monsters, or mortals with leaves pasted on. They are beings of root, bough, sap, glamour, memory, and old faerie law.

Most Spriggans are born into one of four common tree-kindreds: enduring Oak-Kin, cunning Hazel-Kin, sorrow-wise Willow-Kin, and warding Rowan-Kin. Kindred shapes body, custom, duty, and expectation, but it does not imprison the soul. An Oak-Kin may become a poet. A Hazel-Kin may become a warrior. A Willow-Kin may carry wrath like floodwater. A Rowan-Kin may learn that not every stranger is a threat.

All Spriggans share certain truths. They are large in body and presence, though Sapling Glamour allows them to become Small when mortal roads, fragile buildings, narrow tunnels, or courtesy require it. They resist poison, but not corruption. They fear fire as a force of nature, not as an enemy. They loathe axes with a fury older than language, for an axe is not merely a tool to them. It is severance made sharp.

Spriggan culture is built around Kin and Kith. Kin are those of the same tree-kindred. Kith are the living fellowship of Spriggans, and in rare cases, trusted outsiders who have earned a place within the regard of the grove. To be called Kith by a Spriggan is no small honor. It means the roots have made room.

Use this book to create Spriggan player characters, nonplayer characters, groves, cultural tensions, adventuring hooks, and

stories shaped by ancient woodland memory. A Spriggan may be a guardian, exile, wanderer, healer, fire-scarred heretic, oath-witness, charm-maker, scout, or sorrow-bearer. They may leave the grove to protect it, escape it, answer a debt, seek lost lore, honor a fallen Kith, or learn who they are when no elder tree is watching.

The Spriggans are not small folk pretending to be trees.

They are the forest walking among mortals: sometimes towering, sometimes hidden, always listening.



Spriggans

Spriggans are designed for players who want a character shaped by old woodland law, fae obligation, and the tension between great size and careful restraint. They are naturally large-bodied people, but they use Sapling Glamour to walk small when mortal roads, fragile buildings, narrow tunnels, or social courtesy require it.

At the table, a Spriggan should feel rooted without becoming immovable, strange without becoming unusable, and mythic without becoming detached from the party. Their traits give them a strong relationship to living plants, old forests, poison, fire, axes, and the question of belonging.

The following traits describe the foundation shared by most Spriggans before kindred, culture, exile, oath, class, and personal choice shape them into individuals.



Spriggan Traits

Your Spriggan character has the following traits.

Ability Score Increase: Increase one ability score by 2 and another ability score by 1, or increase three different ability scores by 1.

Creature Type: You are Fae.

Size: Spriggans are towering, broad-limbed beings of living greenwood, often standing as tall as goliaths with bodies shaped by bark, bough, moss, root, and leaf.

For all game rules, your size is Medium. You are not a Large creature unless another rule specifically makes you Large.

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

While you are in your natural large-bodied form, you have Advantage on Strength saving throws you make to avoid being knocked prone. You lose this benefit while maintaining Sapling Glamour.

Speed: Your walking speed is 25 feet.

Living Greenwood: Your body is living wood, sap, leaf, and fae vitality rather than ordinary flesh.

You have Advantage on saving throws you make to avoid or end the poisoned condition.

Fae Ancestry: You have Advantage on saving throws against being charmed, and magic cannot put you to sleep.

Greenwood Rest: You do not need to sleep in the same way most mortal creatures do. Instead, you enter a motionless rooted trance for 4 hours, during which you remain aware of your surroundings. After resting in this way, you gain the same benefit a human gains from 8 hours of sleep.

Bark and Bough: When you are not wearing armor, your Armor Class equals 12 + your Dexterity modifier. You may use a shield and still gain this benefit.

Sapling Glamour: As an action, you wrap yourself in innate fae glamour and become Small. This transformation is magical, but it is not an illusion. Your body truly becomes Small while the glamour is maintained.

Rules summary:

- **Activation:** You activate Sapling Glamour as an action.
- **Form:** You become Small. Your equipment changes size with you.
- **Reach and speed:** Your reach remains 5 feet, and your walking speed remains 25 feet.
- **Movement:** You can move through spaces, doors, tunnels, and passages appropriate for a Small creature.
- **Duration:** You can maintain Sapling Glamour indefinitely. It does not end when you sleep, enter your rooted trance, fall unconscious, travel indoors, go underground, or pass beyond dawn.
- **Ending the glamour:** You can end Sapling Glamour as a bonus action, returning to your natural large-bodied form, but only if there is room for your body.
- **Refresh:** Once you activate Sapling Glamour, you cannot activate it again until the next dawn. If you are already maintaining the glamour at dawn, the use is refreshed while the glamour continues. After that dawn, if you end the glamour, you may activate it again before the following dawn

Rootwise: You gain proficiency in the Nature skill.

In addition, when you make an Intelligence or Wisdom check related to ancient forests, awakened trees, fae groves, living plants, corrupted woodlands, or natural signs left in bark, root, leaf, or soil, you can add 1d4 to the roll. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Speech of Leaf and Thorn: You can communicate simple ideas with ordinary plants. Plants cannot speak in words, name specific creatures, repeat conversations, count numbers, draw maps, identify exact individuals, or answer complex questions. Instead, you understand impressions from them, such as danger nearby, recent movement, injury, fire, disease, blight, or the presence of unnatural magic.



Cinder-Scar Exhaustion:

Fire can leave a Spriggan whole in hit points but still heavy with ash in the living wood.

Rules summary:

- **Trigger:** If you have taken fire damage from a hostile creature, spell, trap, or hazard since the previous dawn, you must make a DC 15 Constitution saving throw at the next dawn.
- **Incidental heat:** Minor heat, such as a warm cup, cooking fire, or brief contact with a hot object, does not trigger this save unless the GM rules the exposure was truly dangerous.
- **Success:** On a success, you suffer no lingering effect.
- **Failure:** On a failure, you gain one level of cinder-scar exhaustion until the following dawn.
- **Limit from this trait:** You can have only one level of cinder-scar exhaustion from this trait at a time.
- **Stacking:** Cinder-scar exhaustion counts as exhaustion for all rules and effects that refer to exhaustion. If you gain exhaustion from another source while you have cinder-scar exhaustion, the levels stack normally. For example, if you have one level of cinder-scar exhaustion and then gain one level of exhaustion from forced march, starvation, magic, or environmental hardship, your total exhaustion level becomes 2.
- **Hit point recovery:** This trait does not interfere with your normal hit point recovery when you finish a long rest.
- **Revised exhaustion systems:** If your table uses a revised exhaustion system, apply cinder-scar exhaustion as one level or one step in that system. It ends at the following dawn unless another rule extends it.
- **Inspiration:** You can spend Inspiration to reroll a Constitution saving throw made against Cinder-Scar Exhaustion. You must use the new roll.



The Hatred of Axes:

All Spriggans loathe axes. This trait has no automatic mechanical penalty, but it is a central roleplaying truth and cultural taboo. To a Spriggan, an axe is not merely a tool or weapon. It is severance made sharp. A Spriggan does not casually carry an axe, laugh at axe wounds cut into living trees, or ignore an axe brought into a grove without permission.

Languages: You can speak, read, and write Common and Sylvan.

Kindred: Choose one common Spriggan kindred: Oak-Kin, Hazel-Kin, Willow-Kin, or Rowan-Kin. With your GM's permission, you can instead choose a variant kindred, such as Spruce-Kin.

Spriggan Ages:

Spriggans do not share a single uniform lifespan. Their lives are shaped by Kin, growth, climate, grove health, cinder-scars, blight, violence, and the old rhythm of the tree-kindred into which they are born.

To shorter-lived peoples, all Spriggans may seem ancient. To Spriggans, the difference between a Willow-Kin elder and an Oak-Kin elder is vast.

Oak-Kin are the longest-lived of the common kindreds, with most living between 100 and 300 years. They are the deep memory of Spriggan society, often becoming oathkeepers, judges, grove-wardens, and root-line elders.

Hazel-Kin usually live between 50 and 80 years. Their lives are shorter, quicker, and often more restless than those of their Kith. Hazel-Kin culture prizes useful knowledge, travel, teaching, craft, and quick inheritance because wisdom must be planted before the branch is gone.

Rowan-Kin usually live between 100 and 200 years. They often serve as long-term wardens, boundary-keepers, charm-makers, and watchers across several mortal generations, though they rarely reach the deep age of the oldest Oak-Kin.

Willow-Kin usually live between 30 and 100 years. Their shorter and more variable lives shape their sorrow-wise culture. Willow-Kin know that love, grief, healing, and farewell are not rare interruptions of life. They are life, moving like water.

A Spriggan is generally considered a sapling during childhood and early growth. The age at which a Spriggan is regarded as fully mature varies by Kin and grove custom, but maturity is measured less by years alone than by bark, judgment, responsibility, and the first duty the Spriggan can bear without bending too far.

Kin and Kith:

Spriggans distinguish carefully between Kin and Kith.

A Spriggan's Kin are those of the same tree-kindred. Oak-Kin are Kin to other Oak-Kin, Hazel-Kin to Hazel-Kin, Willow-Kin to Willow-Kin, and Rowan-Kin to Rowan-Kin. Kin share shape, inherited duty, familiar instinct, and the old expectations of their branch of the people. A Spriggan's Kith are first and most commonly other Spriggans of different kindreds. Though Oak-Kin, Hazel-Kin, Willow-Kin, and Rowan-Kin differ in temperament, custom, and role, they remain one people. They are Kith before they are rivals.

In rare cases, the word Kith may also be extended to a non-Spriggan individual who has earned deep trust, love, loyalty, or proven belonging. This is never casual. To call an outsider Kith is to acknowledge that they stand within the living fellowship of the grove, though they are not of Spriggan blood.

A non-Spriggan may become Kith by long friendship, marriage, oathkeeping,

guardianship, shared grief, defense of the grove, or other deeds that prove the heart has taken root in the right soil. For one Spriggan to call such a person Kith is a private honor. For the whole people to recognize that person as Kith requires the Rite of Recognition.

To be called Kith by a Spriggan is an honor. To lose that regard is a wound.

Among Spriggans, to say of someone, "They are not my Kith," is more than simple dislike. It is a declaration that fellowship has failed, trust has broken, or belonging has been denied.

Recognition

Recognition is one of the oldest and most sacred powers in Spriggan life. It is not a spell in the ordinary sense, nor a law written by councils. It is a root-deep knowing that joins sight, spirit, memory, blood, and belonging. Spriggans use the word Recognition for two related but distinct truths: communal belonging and pair-bond possibility. The same root-deep knowing underlies both, but they do not grant the same rights, duties, or expectations.

The first form is natural Recognition between adult Spriggans, which may reveal a destined pair. The second is the Rite of Recognition, by which a non-Spriggan may be made Kith. Both forms are serious. Neither is casual. Recognition means the living fellowship of Spriggans has seen someone clearly enough that the knowing cannot simply be ignored.



Recognized Kith

A non-Spriggan may be called friend, guest, ally, beloved, or honored companion by a single Spriggan, but they do not become Kith to the Spriggan people through affection alone.

For a non-Spriggan to become recognized Kith, at least one representative from each of the four Kin must agree that the outsider is worthy and trustworthy. Oak-Kin must find them steadfast. Hazel-Kin must find them truthful or wise enough to trust. Willow-Kin must find them capable of compassion, grief, and care. Rowan-Kin must find them safe enough to welcome across the boundary. These four Spriggans are known as the Four Witnesses.

If all four agree, they may perform the Rite of Recognition. The rite grants no mechanical benefit. It does not make the outsider a Spriggan. It does not give them a tree-kindred, greenwood flesh, Sapling Glamour, cinder-scars, or any other Spriggan trait.

What the rite grants is Recognition.

From that moment forward, the non-Spriggan is known to Spriggan Kin and Kith as Kith.

A Spriggan who meets the recognized outsider may not know their name, deeds, or history, but the root-deep truth of Recognition marks them as one who belongs within the fellowship of the grove.

To be recognized as Kith is one of the highest honors Spriggans can offer an outsider. It means the grove has made room. It means the roots remember.

The Rite of Recognition

The Rite of Recognition differs from grove to grove, but it always requires the Four Witnesses. No single Kin may make an outsider Kith on behalf of all Spriggans. The living fellowship is not whole unless Oak, Hazel, Willow, and Rowan have all spoken. The rite may include oath-speaking, water, soil, fallen leaves, berry marks, woven cords,



shared silence, naming of deeds, and the touching of root or stone. Some groves require the outsider to stand in their true form, without disguise or glamour. Others ask the outsider to name what they have lost, what they have protected, what they fear, and what they would never willingly betray. The rite is irreversible except by death. Recognition is not a badge that can be returned, revoked by mood, or stripped away by politics. Once the roots know, they know. This is why Spriggans perform the rite rarely. To make Kith of an outsider is to bind the grove's regard to someone who was not born of the greenwood.