

HUMBLEWOOD™

Humblewood 2 Playtest

ENTER STORMCRAG

MAY 2024



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<https://forms.gle/ojDnJgs1fFJ7SsXq7>

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This month, we're exploring exploring the Stormcrag region of Wesden. This mountainous spit of land forms the spine of the continent, connecting the Tanglewolds to the south and Firnveldt to the north. Part 1 of this playtest introduces the region and the monsters and NPCs that live here. We've only had a small peek at this region so far through the traveling trader NPC Tashi Tuntri from *Humblewood Tales: Panic at the Golden Gala*, so we're excited to explore some more! Part 2 of the playtest introduces a new paladin subclass, the Oath of Mysteries.

Please share your feedback with us here: <https://forms.gle/ojDnJgs1fFJ7SsXq7>

Part 1: Welcome to Stormcrag

W E L C O M E T O S T O R M C R A G

Lightning cracks, illuminating the dark mountainside for a single dazzling moment. A wind, strong enough to blow a traveler from the narrow path carved into the stone, whips between the peaks, snatching at cloaks, whiskers, and feathers. Rain pelts down, obscuring vision and causing loose scree to shift and tumble. Up ahead, a warm glow emanates from an open door that leads right into the mountainside. A warm welcome away from the harsh elements awaits you inside.

THE LANDSCAPE

Stormcrag was formed long ago when Everden was young. Mountains were thrust up into the air to become some of Wesdens' highest peaks. This chain of mountains continues into the Horned Ridge and the far northern Frostcaps, but only the region between the northern tip of the Tanglewolds at Rivergate and the southern reaches of Firnvelt at Oolong's Rest is considered to be Stormcrag.

While most picture Stormcrag solely as a dramatic series of mountains, it is also riddled with caves. Along the coast, these

are carved by the sea, and they are often waterlogged.

In the peaks, some natural caves have been converted into cozy warrens by the folk who live here.

In the south, the Greenspine Mountain Range rises from the edge of the Tanglewolds. This region enjoys the warmest weather in Stormcrag, and the lower hills are green with vegetation. Traveling north, Greenspine gives way to the far taller Scarbluffs mountain range. Buffeted by winds and storms from both the Spellsea to the west and the Songsea to the east, the Scarbluffs is the harshest region of Stormcrag. The tops of these mountains are capped with snow year-round.

Further north are the Hearthcrags. This range of mountains is almost as tall as the Scarbluffs, but they are protected from the worst of the weather that blows in from the west by the Flashcrest peninsular. The Hearthcrags are home to many warrens in the peaks and small settlements on the Spellsea coast.

Flashcrest is a rocky and largely barren region. Most days, a thunderstorm crackles with lightning across the peaks of its mountains. Despite this, the area is home to many coastal settlements that trade with the Tanglewolds via the sea crossing at the town of Cleave and with Firnvelt either by land or across the Talesea.

Map of Stormcrag





Leesha Hannigan

Stormcrag Concept Art Sketch

THE FOLK OF STORMCRAG

As there is a great distance between settlements in Stormcrag, cultural styles vary greatly from one area to the next. The towns and villages are small and self-governing. Warrens high in the mountains, originally founded by rockburrer jerbeens, are the main settlements. These underground towns provide a cozy respite from the harshness of the world outside. Families live and work alongside each other in well-lit caverns that have existed for generations. In most warrens, major decisions are made by a community vote, though some have established a Warren Council.

Warrens and coastal villages are not only home to rockburrer jerbeens but also many other folk. People who live in the high reaches need to have a head for heights as the steep slopes can be treacherous. Among birdfolk, raptors are most common here, but many galluses and corvums also make their homes in the mountains. Surefooted caprans also find the rocky cliffs a welcoming environment. In southern Stormcrag, mapachs with red fur are common.

At the foot of the mountains, villages cling to the storm-wracked coast like barnacles. When the fierce weather breaks, people go out fishing. Many rare and potent herbs also grow all across Stormcrag, and many people make a living from harvesting, cultivating, and trading them.

Though each community in Stormcrag owes allegiance to no overarching regional authority, in times of need, the people of this region have been known together to form an alliance known as the Stormpact. It's been a long time since a Stormpact has been gathered, but a steady few watch the skies in case the need should arise.

Liam Gregg

CREATURES AND NPCs OF STORMCRAG

As a volcanic mountain range, Stormcrag is a place where the four elements of fire, water, earth, and air meet. Long ago, it was inhabited by many elemental spirits. Today, they are far rarer, but elementally touched creatures like the windwatchers can still be found. Outside of the small villages and towns, there are rumors of others living in the high mountains. Ghosts of people who once harnessed the elementals of Stormcrag are said to haunt the wildest places and ancient mines. Some people tell tales of a place called Nowhere, where these ghosts take physical forms, though others claim it is called Knowhere and is inhabited by flesh-and-blood people working at some secretive purpose.

WINDWATCHER

Like many creatures in Everden, the windwatchers are element-touched. These winged drakes are imbued with the spirit of air, which allows them to fly. Windwatchers have neck frills that can be unfurled in an intimidating display. They have nine eyes: five on their frilled collar, two facing forward on their head, one on the top of their head, and one under their chin. In addition to providing them with an all-around field of vision, windwatchers' eyes are magical and enable them to perceive things that other creatures cannot. Windwatchers live in southern Stormcrag and the eastern areas of the Tanglewolds. Friendly windwatchers allow smaller creatures to ride them and provide the fastest way to travel in the mountains.

WINDWATCHER

LARGE MONSTROSITY, TYPICALLY CHAOTIC NEUTRAL

Armor Class 16 (14 when blinded)
Hit Points 71 (11d10 + 11)
Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +7, Intimidation +2

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Windwatcher, understands Auran, Birdfolk, and Eluran but can't speak them

Challenge 3 (700 XP)

Eyes for Weakness. The windwatcher can use a bonus action to make a Wisdom (Perception) check against a creature it can see contested by the target's Charisma (Deception). If the windwatcher succeeds, it has advantage on attacks against this target and deals an extra 5 (2d4) piercing damage on a hit for 1 minute or until it uses this ability against another creature.

Nine Eyes. The windwatcher has advantage on Wisdom (Perception) checks that rely on sight, and on saving throws made to resist being blinded. While it can see, the windwatcher can't be surprised and has a +2 bonus to its armor class (already included in its AC).

ACTIONS

Multiattack. The windwatcher makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Wing Beat. The windwatcher beats its wings, creating a powerful gust of air. Each creature within 10 feet of the windwatcher must succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the windwatcher, landing prone.

Weird Gaze (Recharge 5–6). The windwatcher unfurls its frilled collar in a dazzling display. Creatures within a 30-foot cone must make a DC 13 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a successful one. A creature that fails its saving throw by 5 or more is stunned until the end of its next turn.



Wings are able to flap due to rotatable joints in hind legs



gliding



Additional eyes on head and under the chin



EARTH OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	13 (+1)	3 (-4)	15 (+2)	6 (-2)

Skills Acrobatics +5

Damage Resistances acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Amphibious. The orephidian can breathe air and water.

Rock Tunneler. The orephidian can burrow through nonmagical, unworked earth and stone, leaving only a narrow tunnel in its wake.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Acid Splash (Recharge 5–6). The orephidian shakes its body, sending gobs of acid flying in all directions. Each creature within 15 feet of the orephidian must make a DC 13 Dexterity saving throw, taking 11 (2d10) acid damage on a failure, or half as much damage on a success.

OREPHIDIANS

Orephidians are serpentine drakes that secrete an acidic slime that eats through rock and stone. Their bodies are lined with feelers and sensory organs that allow them to detect minute vibrations around them. These cave-dwelling creatures are fast and sinuous, and their acid is as damaging to flesh as to the rocks they burrow through.

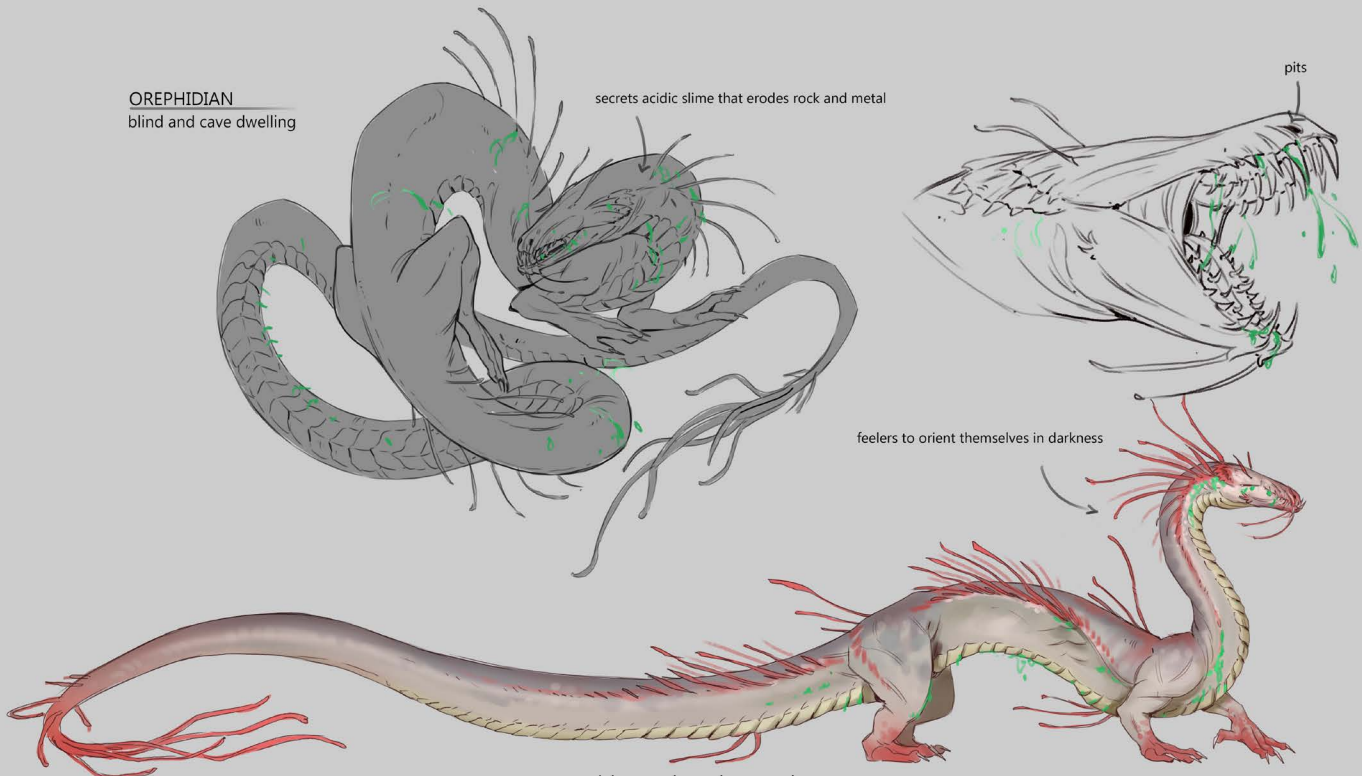
Earth Orephidian. Depending on the type of minerals they consume, orephidians become infused with different elemental energies. Earth orephidians supplement their diet of live prey with mundane rocks. The consumption of stone makes them tougher than other orephidians.

OREPHIDIAN
blind and cave dwelling

secretes acidic slime that erodes rock and metal

pits

feelers to orient themselves in darkness



7A7H 7S 7V 7E 7L 7A 7X

OATH OF MYSTERIES SPELLS

Paladin Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>knock, pass without trace</i>
9th	<i>clairvoyance, glyph of warding</i>
13th	<i>confusion, secret chest</i>
17th	<i>legend lore, mislead</i>

INVESTIGATOR TRAINING

At 3rd level, you gain proficiency in the History and Investigation skills. Whenever you make a History or Investigation check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

- ## AURA OF INQUIRY

At 18th level, the range of this aura increases to 30 feet.

CHASTISE THE DISHONEST

At 15th level, you develop the ability to spot deception and punish liars. As an action, you can extend an aura of truth around yourself in a 20-foot radius that lasts for 10 minutes. When a creature in this area lies, you learn it is lying and can choose to use your reaction to force the creature to make a Charisma saving throw. A creature takes radiant damage equal to $2d10 + \text{your Charisma modifier}$ on a failed save, or half as much damage on a successful save.

ACHIEVE ILLUMINATION

At 20th level, the mysteries of the world unfold before you. As an action, you can magically become infused with unyielding truth, gaining the following benefits for 1 minute:

- Once you use this feature, you can't use it again until you finish a long rest.

You gain the following oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day, and they count as paladin spells for you.