

HUMBLEWOOD™

Humblewood Playtest

RHOPALA & THE WHISPERING WIND PATRON

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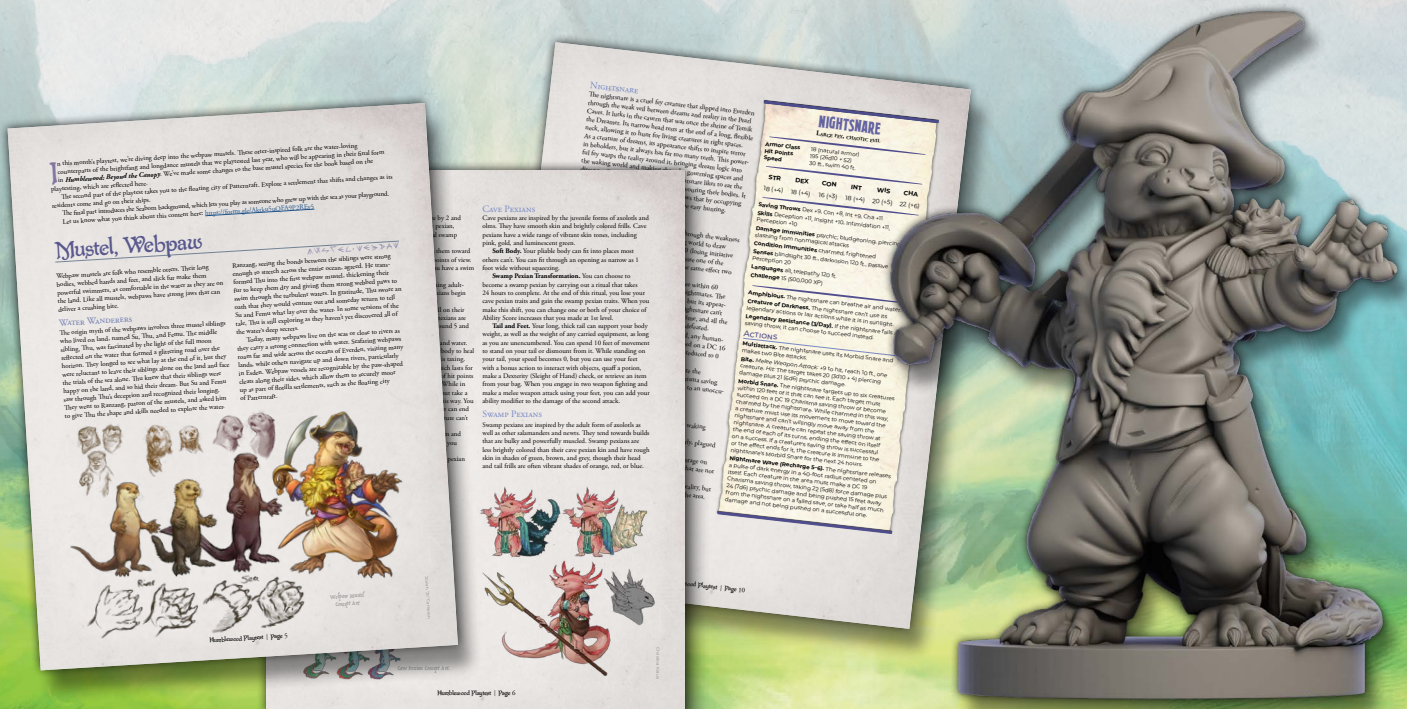
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The rhopala continue to worship Sihlk, weaving small altars to them out of silk that they hang in their homes near windows and openings, to remind them always to look up to the sky, and dream.

TRAVELERS AND WEAVERS

The rhopala have no permanent settlements, instead favoring a cyclical journey across Everden where they visit other communities temporarily to trade, share stories and help where they can. Their homes are woven from sturdy silk that they fly from settlement to settlement with the help of large flying beetles. When they arrive they find a suitable place to hang their homes and stable their transportation.

Young rhopala start without wings, and spend their youths learning how to weave the silk that builds their homes, clothing and trade goods. Over time, rhopala eventually form functional wings and learn to fly over short distances.

In exchange for joining a new community, the rhopala offer up their silkweaving services to help repair buildings, as their silk is incredibly strong and help structures withstand strong wind and attacks.



RHOPALA NAMES

Rhopala names are simple, with sounds reminiscent of the breeze.

Rhopala names: Ahss, Cuhlsh, Flyss, Fruhsh, Liffh, Shlla, Sophh, Tohsh, Wuush, Zehph

SPECIES TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical rhopala choose Wisdom and Dexterity..

Speed. Your base walking speed is 30 feet.

Age. Relatively short lived, rhopala live to be around 55 years old.

Size. Rhopala are as varied in size and color as any birdfolk. Your size is Medium or Small.

Evolving Form. You begin your life wingless, eventually growing wings that give you short bursts of flight. You have a burrowing speed of 10 feet. When you reach 3rd level, you lose your burrowing speed, but can instead use your bonus action to extend your new wings and gain a flying speed of 40 feet for 1 minute. You can do this a number of times equal to your proficiency bonus, and regain all uses of this trait when you finish a long rest.

Extra Limbs. You have an extra set of arms which can be used to manipulate and carry additional items.

Silkweaver's Knack. You are proficient with weaver's tools and can cast the mending cantrip without material components.

Languages. You can speak, read, and write Birdfolk, Rhopala and one other language.

Lineage Options. You can choose the boldwing or dustwing lineage option.

BOLDWING RHOPALA

Inspired by butterflies, boldwing rhopala are bright and colorful, and can use this to dazzle and distract anyone they come across. They can also flit about easily, making them hard to pin down.

Dazzling Display. You know the color spray spell and can cast it once without spell components and without using a spell slot. Your spellcasting modifier for this spell is your choice of Wisdom or Charisma. After you've used this trait once, you can't use it again until you finish a long rest.

Evasive Maneuvers. You can take the disengage action as a bonus action.

DUSTWING RHOPALA

Inspired by moths, dustwing rhopala have neutral colors that make them skilled at blending in with their surroundings. They also carry a piece of the starlight of Sihlk in them which they can conjure to guide others.

Camouflage. You are proficient with the stealth skill. You have advantage when taking the Hide action when you are in a natural environment with neutral colors, like amongst rocks or up against the bark of a tree.

Light Bearer. You know the light cantrip and can cast it without material components. At 3rd level you learn the *moonbeam* spell and can cast it once without material components and without expending a spell slot. Once you've cast *moonbeam* this way you can't cast it again until you finish a long rest.

WARLOCK PATRON: THE WHISPERING WIND

The wind itself has spoken to you, and now wants to speak through you. You may have been blessed by the amaranthine Sihlk, or an ancient wind elemental too weak to speak for themselves. With these gifts, you can float messages to others a long distance, and use the air itself to show powerful visions that encourage or terrify others.

EXPANDED SPELL LIST

The Whispering Wind lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

EXPANDED SPELLS

Spell Level	Spells
1st	<i>entangle, feather fall</i>
2nd	<i>knock, levitate</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>cone of cold, wall of force</i>

VOICE OF THE WIND

Starting at 1st level, you learn to send the wind's whispers far and wide. You know the message cantrip, you can cast it as a bonus action, and its range is increased to 1000 feet for you. As long as you know the general location of the target of the message, and they are within 1000 feet, they receive the message.

Additionally at 1st level, you learn to tell encouraging and terrifying stories by shaping the air itself. You know the *silent image* spell and always have it prepared. You can cast *silent image* without expending a spell slot a number of times equal to your charisma modifier, and you regain all expended uses when you finish a long rest. Whenever you cast the spell, you can choose one of the following additional effects.

A Vision of Courage. Up to 4 other creatures of your choice who can see the illusion gain 2d4 temporary hit points.

A Vision of Terror. Up to 4 creatures of your choice who can see the illusion must make a Wisdom save against your spell save DC or be frightened of you for as long as you maintain concentration on *silent image*.

NATURE'S FORCE

Starting at 6th level, you are imbued with safety from the wind, and can add the wind's power to your magic. You have resistance to cold damage. Additionally, you can substitute the damage type of any spell you cast to be cold damage instead of its normal damage type. You can do this a number of times equal to your proficiency bonus, and regain all expended after a long rest.

When a spell you cast deals cold damage to a target, the target must also make a Constitution saving throw against your spell save DC or be knocked back 10 feet.

10TH LEVEL FEATURE

Beginning at 10th level, your ability to tell stories with the wind reaches new heights. When you cast *silent image*, the additional effect you choose can affect any number of creatures. Additionally, you have access to two additional options to choose from when you cast *silent image*.

A Vision of Flight. Any number of creatures of your choice who can see the illusion gain a fly speed equal to their walking speed for the duration of the silent image spell. This effect ends immediately if you stop concentrating on *silent image* for any reason.

A Vision of Warriors. Any number of creatures of your choice who can see the illusion must make a Dexterity saving throw against your spell save DC, taking 4d8 force damage on a failure, and half as much damage on a success.

14TH LEVEL FEATURE

Starting at 14th level, your ability to speak the word of the wind and conjure visions is unparalleled. When you cast *silent image*, you can choose two additional effects.

Additionally, when you cast the *message* cantrip, you can choose one of the following additional effects:

- You can target any number of people within a mile of you to receive the message, but it can only be five words or less, and the targets cannot reply.
- You can target someone on a different plane, but the target also learns what plane you are on.
- You can use the message cantrip to target someone within range of the *message* cantrip with a spell that has a verbal component. You must still use your action to cast the second spell, and casting it still uses a spell slot. Once you've used this effect, you can't use it again until you've had a long rest.