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DINORI & BOTTOMROCK ENCAMPMENT & RAMBLER

MAY 2026



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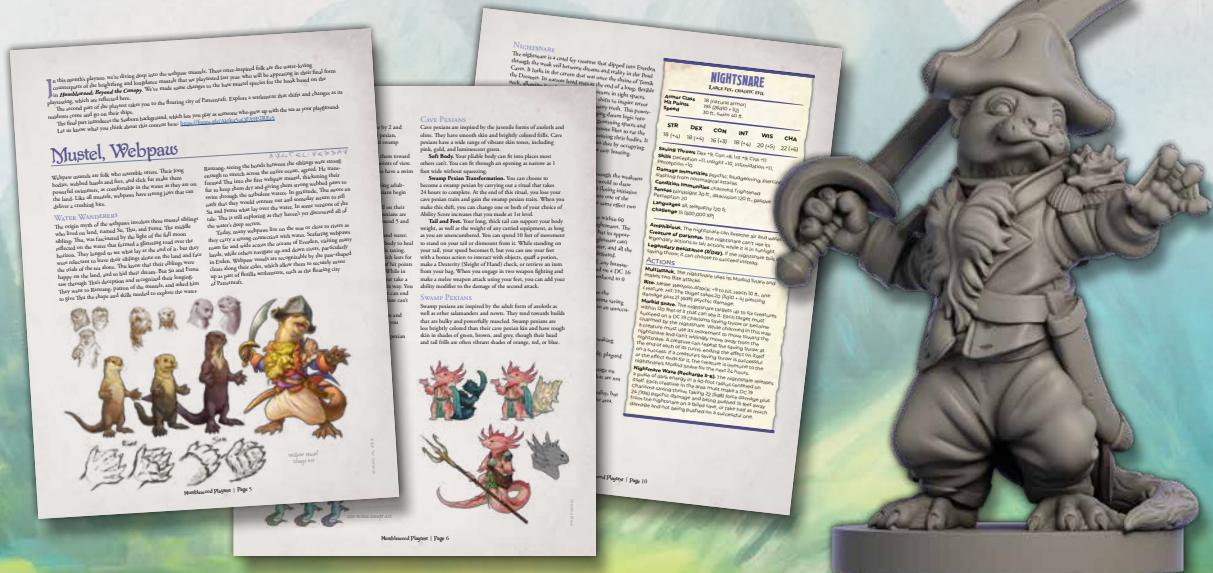


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This month's release takes a bite out of the dinori, a new species inspired by dinosaurs of all sizes. Up until recently they were isolated on the desert continent of Dustbloom, they are reaching out to the rest of Everden to learn more about other folk and their stories.

We are also introducing a new location: the Bottomrock Encampment. A traveling caravan city that migrates across Dustbloom, sharing its traveling library with anyone interested.

Lastly, take on the wandering life with the Rambler background. See the world, meet interesting people, and share what you learn.

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New Race: Dinori

NEW > AC < > 7X > 7

The dinori resemble prehistoric dinosaurs, from the larger carnivores to the humble, lumbering herbivores. Though they may appear quite different, the dinori are directly related to birdfolk, and some dinori sport feathers that reinforce that connection. The dinori are explorers, interested in learning about the world beyond their relatively small domain.

ROBUST BEINGS

On the arid continent of Dustbloom, a trio of Amaranthine considered what kind of hearty folk they wanted to populate their corner of Everden. Triko the Thickskinned wanted them to be resilient and tough, able to deal with the rough terrain of Dustbloom. Crawsh the Great Roar insisted that they should be powerful and imposing. Finally, Slipp the Spry wished for them to be quick and clever, darting and dashing across the wide open dust flats. Together, they forged the dinori, a varied folk, as diverse as the birdfolk of Wesden.

These three amaranthine continue to guide the dinori, instilling ideals of resilience, strength and quick thinking into their day to day lives.

LOST FOLK

Having originated on the southern continent of Dustbloom, the dinori civilization has been isolated from many of the species of Everden for most of their history, and are only now emerging from their home to explore the rest of the world. They have become skilled sailors and even more accomplished scholars, learning about other cultures they meet quickly by understanding that culture's past.

The dinori understand they are somewhat unusual compared to many of the other species in Everden, and approach every new interaction with gifts. These gifts are often made of bone and stone and tell the stories of the dinori through etched imagery and words. The trade of tales is very important to the dinori, and rejection of these gifts is taken very personally.



Dinori Concept Art

MIGRATORY FLOCKS

Dustbloom has regular storm seasons that can be quite violent, and dinori settlements are built in such a way that they can be torn down and moved on short notice. They learn from an early age to carry the important things they need on their backs, and live fairly simple lives because of it. This doesn't mean that they don't have some creature comforts, and the larger caravans have tea wagons, traveling shops and mobile reading dens.

Crossing oceans involves the construction of enormous pontoons, large enough to house several wagons and a couple dozen dinori comfortably for a month's long journey. The dinori are skilled at fishing, a talent they all learn at a young age.

DINORI NAMES

The dinori wait longer than most species to name their young, sometimes up to a year. They wait to see what physical attributes and personality traits emerge, and give the young one a name based on that.

Dinori names: Bluefeather, Dashquick, Eagereater, Goodheart, Longbeak, Mightyhorn, Primfrill, Strongegg, Tumblewalk, Wanderfoot

SPECIES TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical Daggertooth choose Strength and Wisdom. To play a typical Fleetfoot choose Dexterity and Intelligence. To play a typical Toughhide choose Wisdom and Constitution.

Speed. Your base walking speed is 30 feet.

Age. Dinori reach adulthood at the age of 12 and can live well into their 90s.

Size. Dinori come in a variety of shapes and sizes, from small and fast, to bulky and wide. Your size is Medium or Small.

Natural Weaponry. Choose claws, horns or hardhead. You can make an unarmed strike with your natural weaponry that does 1d6 damage of a type based on what weapon you chose. Claws deal slashing damage, horns deal piercing damage and a hardhead deals bludgeoning damage. You can add either your Strength or Dexterity modifier to attack and damage rolls made with your natural weaponry.

Quick Learners. You have proficiency with your choice of Arcana, History or Nature.

Trait. Description increase or decrease number of traits as needed.

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

Lineage Options. You can choose the Fleetfoot, Toughhide or Daggertooth lineage option.

DAGGERTOOTH

Inspired by big predators like the t-rex, carnotaur and spinosaurus, daggertooth dinori are strong in battle and in their convictions.

Fearsome Appearance. You have advantage on Charisma (Intimidation) checks against creatures of a smaller size than you.

Powerful Jaw. You can use an action to attempt a Grapple against a Medium or smaller creature by biting down on a leg or arm. Additionally, when you successfully grapple someone using this trait, you do 1d4 piercing damage to them at the start of each of your turns that they remain grappled. You can only have one creature grappled this way at a time.

FLEETFOOT

Inspired by smaller dinosaurs like compsognathus, ornithomimus and velociraptor, fleetfoot dinori move fast and think faster.

Burst Of Speed. You can cast longstrider without expending a spell slot or material components. Once you've used this trait you can't use it again until you finish a Long Rest

Quick Thinkers. You can add your Intelligence modifier to your Initiative rolls.

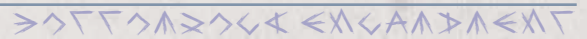
TOUGHHIDE

Inspired by armored herbivores like ankylosaur, stegosaurus and triceratops, toughhide dinori are sturdy and resilient.

Charging Slam. As an Action, you can move up to 10 feet towards a creature you can see and make an unarmed strike. If the attack is successful, the target must make a Dexterity Saving Throw where the DC is 8 + your Strength modifier + your Proficiency modifier, falling prone on a failed save.

Thick Skin. When not wearing armor, you have a base Armor Class of 12 + your Dexterity modifier. Additionally, you can use your Reaction to give yourself resistance to slashing damage until the end of your next turn. You can do this a number of times equal to your Proficiency Bonus and regain all expended uses after completing a Long Rest.

Bottomrock Encampment



A strong breeze flaps stiff fabric tents and wafts the delicious smells of food being prepared in the open air. Scholarly looking folk of all walks of life carry stacks of books and scrolls, wrapped in fabric to protect them from the sun and dust. Friendly faces welcome you with cold drinks and places to rest, while other folk work to expand the living space of a nearby tent, making room for a new family member. Somehow, the harsh desert fades away and you feel like you've entered a traveling oasis.

The Bottomrock Encampment is the largest traveling settlement of the dinori, comprising around three dozen covered wagons at any given time. It travels around Dustbloom, putting down roots in one spot for three or four months at a time. While settled, it is a bustling place, with a large market, sprawling tent neighborhoods and a full research library.

All The Comforts Of Home. Despite being mobile, the dinori that populate Bottomrock Encampment keep their homes incredibly comfortable. Their tent homes are breezy and cool during the day, and kept warm with portable stoves at night. Easily collapsed furniture unfolds into beds, couches and kitchen tables. When Bottomrock first settles somewhere, top priority for everyone is to find water, and dig easily accessible wells.

Visitors Welcome. Unlike some caravans and itinerant settlements, Bottomrock Encampment factors in the potential for travelers and strangers who may need a place to stay. Bottomrock has two large inns, each with their own fully stocked tavern, that provide a safe place to rest for a few

nights. The locals take pride in their hospitality, and new visitors are treated like family. It is not uncommon for travelers to join the encampment permanently, finding a place for themselves amongst the dinori.

Researcher's Paradise. Bottomrock Encampment's biggest claim to fame is the Farthinker Research Library, named after the first dinori to theorize a world beyond Dustbloom. Contained within is all the written history of Dustbloom and the dinori themselves, as well as the collected research they have done on the world of Everden. As Bottomrock travels around the continent, they make stops at every port to allow returning explorers to add their findings to the library for other folk to reference. Though the encampment has no centralized government or leadership, the librarians of the library act as community guides as well as diplomats when meeting with new people. Often the first contact dinori will make with a new city or village is by sending a letter to their library or school to invite them to visit Farthinker Library and exchange knowledge.

NPCs in Bottomrock Encampment

The majority of folk in Bottomrock are dinori, though you can find all kinds of folk peppered amongst them. Some are temporary visitors, just here to do some research and head back to less transient homes. Others have come a long way to seek out the encampment and make it their home, whether it be just for adventure or the chance to see something nobody else has seen before.

Here are some examples of the kinds of NPCs that could be encountered in Bottomrock:

NPCs in Bottomrock Encampment

d6 NPC

- 1 Fernchew [he/him], a rotund toughhide dinori with a five pointed shield crest on his head, runs a food cart that serves delicious grilled vegetable wraps. He always has a piece of lettuce hanging from his mouth.
- 2 A small fleetfoot dinori named Carelessdash [they/them] acts as a runner for the library, delivering books and documents back and forth between researchers. They are happy to pick up other delivery jobs on the side.
- 3 Barnable [he/him] and Trinket [she/her] are two blue feathered corvum researchers on their honeymoon. They are looking for something special to bring home as a souvenir.
- 4 Pawhook [they/them] a burly mustel mercenary. They came to Bottomrock as part of an escort for a smaller caravan, but are considering staying on to join the next migration.
- 5 Sweetkind [she/her] a sage-minded daggertooth dinori is one of the elder librarians at the research library. She has a special interest in Wesden insects, and wants to open an insectarium to learn more about them.
- 6 Peep [she/her] is a young jerbeen urchin who finds odd jobs as a porter and guide. She is very keen on joining an adventuring party and would love to be a knight's squire.

You can use these hooks to begin an adventure in Bottomrock encampment or create your own.

Sandstorm Trouble (Mid Level). The Bottomrock Encampment is hit by a disastrous sandstorm and the adventurers are tasked with helping secure tents and rescue folks

Threat From Below (High Level). A massive sinkhole opens up beneath Bottomrock and tents, wagons and people start falling in as the hole expands outwards. The sinkhole is caused by a massive earthworm (it uses **purple worm** stats) that has found its way up to the surface to eat. The party will have to deal with both the worm while rescuing as much of Bottomrock Encampment as possible.

$$X \in V \Rightarrow A \subset G \Rightarrow \neg \forall X \exists : \exists A \wedge \exists L \in \mathbb{Z}$$

Languages: Two of your choice

Whenever you visit a new place, there is a 50% chance you've already been there before. If you have, then you will be able to find someone who owes you a favor there too. A place to sleep for the night, some information about your ongoing quest or even simple equipment and potions for the journey ahead might be obtained, depending on the type of person who owes you.

8 The first thing I do when I'm somewhere new is to look for familiar stars in the night sky.

d6 Ideal

- 1 **Knowledge.** Knowing more means being able to do more. (Neutral)
- 2 **Adventure.** Where I go is less important than how I got there. (Chaotic)
- 3 **Discovery.** There are hidden things out there, and I want to get them before anyone else does. (Evil.)
- 4 **Friendship.** Meeting new people is what life is all about. (Good)
- 5 **Guidance.** Once you know your way, you can show others the way too. (Good)
- 6 **Stories.** I want to be remembered for my wild tales! (Chaotic)

d6 Bond

- 1 I was raised by a grandparent. I want to help them to see a place they've only dreamed of.
- 2 My mount is my best friend, without them I'd never have seen as much as I have.
- 3 I learned everything I know from my caravan's leader. I hope to return with something new to teach them someday.
- 4 A close friend dragged me into my life of adventure. I want to see the world with them.
- 5 I travel with a small animal companion for company. They give me someone to talk to on long walks.
- 6 I carry the ashes of a loved one with me, hoping to find the perfect spot to lay them to rest.

d6 Flaw

- 1 I will delay everything to listen to an interesting story.
- 2 My curiosity often gets the best of me, and I will often wander off to follow a noise or a street sign.
- 3 I am often so focussed on the destination, I fail to notice my surroundings on the road.
- 4 When I learn about a new landmark or sight to see, I hyperfixate on it and struggle to focus until I get to see it myself.
- 5 I tend to try and manage other people's belongings on long trips, though the help is rarely solicited.
- 6 I am regularly antsy, and can barely sit still if I've been somewhere for more than a day.