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HUMBLEWOOD™

TALPO & WORKHAND FIGHTER SUBCLASS
FEBRUARY 2026



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Credits

Writing & Game Design: Jordan Richer

Editing: Jordan Richer

Art: Josiah 'Jo' Cameron

Graphic Design: Madison Pflance

Project Management: Victoria Jeffrey

Producer: Ricardo Evangelho

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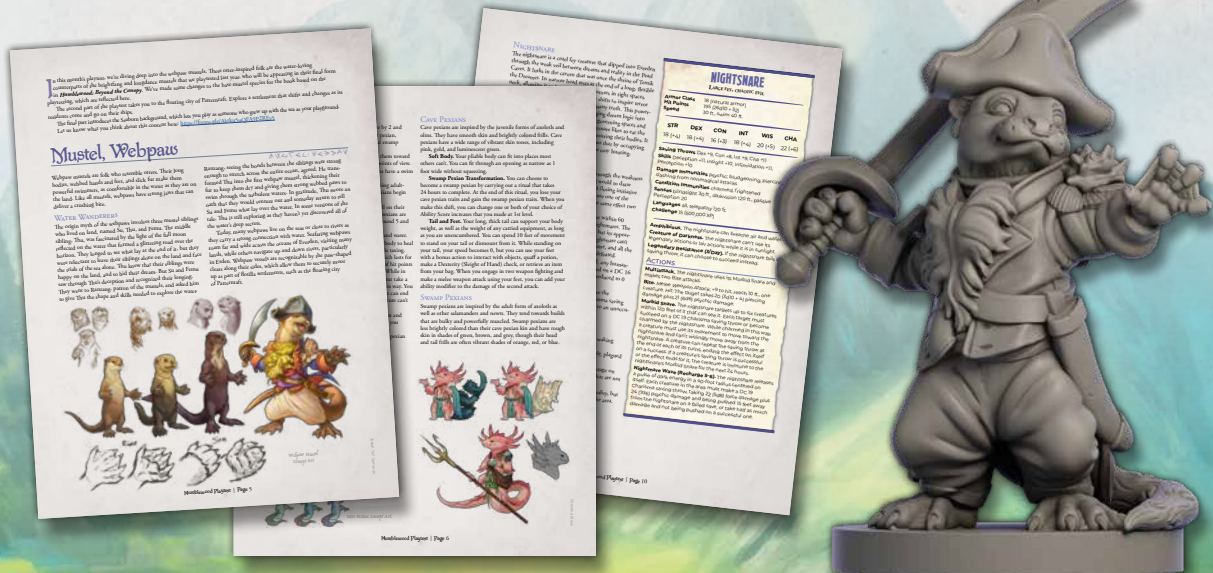


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Get your claws dirty with this month's Patreon release, featuring the mole-like talpo! The talpo are a hardy species who live deep underground, building expansive burrows and tunnel networks with their keen engineering talents. Accompanying the talpo is a new fight subclass: the Workhand! Wield your tools like weapons and turn your crafting skills into combat prowess!

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New Race: Talpo

NEW RACE TALPO

STRONG AS DIAMOND

The talpos follow a version of the amaranthine Altus, who they portray as a brawny mole with claws made of diamond. They believe that this incarnation carved the talpos from solid rock, instilling them with Altus's resilience and tenacity.

To show reverence to Altus, many talpos carry an uncut diamond and use it to etch Altus's mark into solid rock in their homes and mines.

LIFE UNDERGROUND

More than any other folk in Everden, talpos are the most comfortable and most adapted to living beneath the earth. Their homes and cities are almost exclusively subterranean, often deeper than the deepest burrows of other subterranean species. Their tunnel systems go for miles, and they travel along the longer stretches in wagons pulled by large beetles.

Talpo settlements protect access to their tunnels, though they recognize the usefulness and will sometimes offer passage

to travelers for a fee. Some settlements who live on the surface above talpo tunnels are uncomfortable with the presence of the earth being dug up beneath them. To put those folk at ease, talpos will sometimes give tours of their tunnels to show that they are safe and sound.

INDUSTRIAL MINDS

The talpo have become known for their engineering skills, building mechanical devices at large scale to help them dig better and better tunnels. Unlike the scrappy scoundgcraft of the mapach or the elementally-driven gadgets of the Fizzar, talpo machinery is driven purely by carefully constructed gears, wheels and levers. There is currently an undertaking in progress to replace the wagon and beetle tunnel transports with a system of more efficient rails.

Recently, talpo engineers have begun research into ways to harness the natural heat of the earth to power their machines, to varying degrees of success.

Talpo Concept Art



Josiah "Jo" Cameron

TALPO NAMES

Talpo have names that are as short and sturdy as they are.

Female names: Aelga, Crett, Firmi, Jorga, Limbi, Nebs, Pressa, Storli, Umbra, Wonda

Male names: Bunk, Drim, Grodd, Klem, Morg, Ongo, Quaz, Rokko, Trumm, Velb

Neutral names: Alga, Clima, Elbhi, Fayl, Hebba, Jayi, Lore, Noda, Plem, Sello

SPECIES TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical dirtsnout talpo choose Strength and Wisdom. To play a typical starsnout talpo choose Charisma and Strength.

Speed. Your base walking speed is 30.

Age. Talpo reach adulthood at 20, and their resilient nature gives them an above average lifespan, living sometimes to be 95-100 years old.

Size. Most talpo are on the shorter side, coming in between five and five-and-a-half feet tall. Your size is Medium.

Born To Dig. You have a burrowing speed of 20 feet. Anything that increases your movement speed also increases your burrowing speed.

Claws. Your powerful fore-claws can work as weapons in a pinch. You can choose to attack with your claws as an unarmed strike that deals 1d6 points of slashing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

Darkvision. You have darkvision out to 60 feet.

Efficient Breathers. The number of minutes you can hold your breath and the number of rounds you can go without air is doubled.

Languages. You can speak, read, and write Birdfolk and can read and write in the tunnel glyph language of the talpos.

Lineage Options. You can choose the Dirtsnout or Starsnout lineage option.

DIRTSNOUT

Inspired by european moles, the dirtsnout talpos are the most comfortable underground, able to navigate the dark with ease.

Deep Detection. You have tremorsense out to 10 feet and you always know what way is north regardless of how deep below ground you are.

Strong Hands. You have proficiency in athletics and your choice of jeweler's tools, mason's tools or potter's tools.

STARSNOUT

Inspired by star-nosed moles, starsnout talpos have a uniquely flared snout that makes them particularly good at sniffing out poisons, plants and even other's feelings.

Empath. You have proficiency with the Insight skill.

Sensitive Nose. You can cast detect poison and disease as a 1st level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast locate animal or plants as a 2nd level spell with this trait, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fighter Archetype

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WORKHAND

You may be a retired soldier who took up a hammer and anvil, or simply a carpenter who has had to take up arms to defend what is right. Either way, you've learned to use the tools of your trade as hearty weapons, pushing them to their limits in combat. Wielding mallets and scissors as implements of battle also causes your foes to put their guards down around you, as no one suspects the smith with only a toolbelt to be fully armed.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with your choice of carpenter's tools, mason's tools or smith's tools. You also gain proficiency with improvised weapons.

READY FOR ANYTHING

Additionally at 3rd level you've learned how to use your tools as weapons in combat. During a Short or Long Rest, you can prepare a set of tools you are proficient with for battle to be used as one of the following:

- Two improvised melee weapons that do 1d6 piercing damage and have the light and finesse properties.
- An improvised melee weapon that does 1d10 bludgeoning damage and has the two-handed and heavy properties.

STRONG ARMS, LIGHT WORK

Starting at 7th level, your skill with your tools in combat pays dividends when crafting with them as well. When crafting non-magical items with tools you are proficient with, the time required to craft them is quartered (ex. A project that would normally take eight hours would only take two.)

IMPROVED TOOLS

At 10th level, you have learned how to use your tools in ways far beyond how they were designed to be used. You can prepare your tools as one of the following upgraded options:

- Four improvised melee weapons that do 1d8 piercing damage and have the light, finesse and thrown (range 20/60) properties.
- An improvised melee weapon that does 1d12 bludgeoning damage and has the two-handed, heavy and reach properties.

Additionally, when you deal damage with an improvised weapon, you can add your proficiency bonus to the damage roll.

CRAFTSMAN'S SHIELD

Starting at 15th level, your tools don't just arm you, but also protect you. While wielding tools you are proficient with, you gain the benefits of a shield without needing a free hand to use it.

THE FLURRY OF CREATION

At 18th level, when you use your action to attack with your tools, you can make one weapon attack as a bonus action.