

HUMBLEWOOD™

Humblewood 2 Playtest

FIRNVELDT AND THE WRANGLER MONK

AUGUST 2024



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Credits

Writing & Game Design: Jennifer Kretchmer,
Verity Lane, Luis Medina, Chris Pinch

Editing: Verity Lane

Art: Josiah “Jo” Cameron, Hugo Solis

Art Direction: Brian Scott Walters

Graphic Design: Madison Pflance

Project Managers: Verity Lane, Chris Mahon

Producer: Ricardo Evangelho

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This month, we're exploring the wide plains of the Firnveldt region in Part 1 of the playtest. This expansive land is the home of Jonall Hannu and her gargath companion Bello from *Humblewood Tales*.

In Part 2, we're introducing the Way of the Wrangler Monk. These tough and hearty folk have a deep connection with beasts and find that their techniques for handling them can also be effectively applied to monsters in a pinch!

Once you're done reading through, please remember to give us your feedback here: <https://forms.gle/U7WdaErSqPGraPN88>. Your feedback is so important to us!

Part 1: Welcome to Firnveldt

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THE LANDSCAPE

Firnveldt is a wide land encompassing sweeping grasslands, deep forests, and frozen peaks. It lies west of Humblewood, stretching between the Bladesea and the Horned Ridge Mountains. Thanks to the cold air and rain that blows in from the ocean, the weather here is harsher than the milder climate found on the eastern side of the mountains. Firnveldt is divided into three main regions, each with its own ecosystem and way of life.

Frostcaps. The northernmost reaches of the Horned Ridge are called the Frostcaps because of the layer of snow and ice that covers these mountains year-round. Deep, fast rivers wind between the peaks and feed deep, icy-cold lakes of clear water.

Rimewood. Below the icy edge of the Frostcaps grows a forest called Rimewood. Most of the trees are tall evergreens. Crossing its tree line feels like entering another world as the close-growing trees cast deep shade year-round.

Gargan Steppe. The Gargan Steppe is the heart of the veld, a vast open plain of grass. The Gargan Steppe is named for the gargath, huge woolly yak-like creatures that roam wild or are herded by nomads. The enormous hunger of these grazing beasts is matched by the fast-growing grasses. The grass has inspired more than a few warbling bards to compare the vast plains to a green sea.

Map of Firnveldt





Josiah Cameron

A Herd of Gargath on the Gargan Steppe

THE FOLK OF FIRNVELDT

Despite its varying terrains, Firnveldt is unified by the independent spirit of its people.

Folk in the Gargan Steppe. The Gargan Steppe is the ancestral home of the caprans. The nomadic groups who roam these lands are called “Trips,” from the old Capran word for clan. Today, a Trip can made up not only of caprans but others who also seek the freedom of the plains. The most common birdfolk on the steppe are strigs, galluses, and corvums. Many arma hedges live in the warmer southern reaches, especially near Mandrabaar. Although moon elurans are more common than sun elurans here, those who live on the steppe tend to have striped fur.

There is tension between the roaming Trips who follow the old ways of life and the major political force in Firnveldt, the Stonehoof Protectorate. The protectorate emerged from a unification of capran clans to face down a threat from the Luzos Regency. In the century since, it has focused on solidifying trade in Firnveldt and imposing order on the once lawless plains. Once, many of the towns on the steppe were only constructed while Trips met for the great market festivals before being packed up and carried away. Under the Stonehoof Protectorate, places like Garganbaar and Mandrabaar have become permanent cities. Not everyone accepts Stonehoof rule, and many nomads resent the protectorate trying to tell them where and when to move their gargath herds.

Folk in Rimewood. Though smaller and less populated than Humblewood, Rimewood shares many of the same features, such as Perches, small settlements built into and around trees. The largest is Rimebaa, a market town established by the Stonehood Protectorate, where the forest meets the grasslands of the steppe. Deep in Rimewood lies

the Honeyhearth Monastery, another major destination for those seeking healing, enlightenment, or beekeeping advice. Rimewood is primarily populated by luma, strigs, yantan caprans, and some brightfang mustels, particularly in the more remote areas closer to the Frostcaps. Fieldscurry jerbeens, spiny hedges, and galluses are also common. Some sylphs live here in the summer before moving to the Tanglewilds or southern Firnveldt to escape the harsh winters.

Folk in the Frostcaps. Settlements in the Frostcaps are few and far between, and those who choose a life in the remote peaks tend to have a fiercely independent streak and a love for quiet. Despite treasuring their fierce independence, the folk of the Frostcaps are typically hospitable to guests as they understand the difficult realities of living in these cold mountains.

The only major town is Altumaroo, which lies in the heart of the mountains. Smaller frontier villages, such as Slicer’s Dive, welcome adventurers seeking passage to the forbidding Crystal Expanse to the north.

Brightfang mustels often find that the peace of the isolated mountains suits them well, as do families of rockburrow jerbeens. Strigs, longdance mustels, and vulpins here often grow white feathers or fur. Caprans with thick coats and corkscrew horns climb higher than any city walls would permit. Moon elurans with snowshoe-like paws and warm, fluffy fur also make their homes in the wintery stillness. The Frostcaps are also home to cervans who tend to grow wide, velveted antlers. However, cervans are rare in the rest of Firnveldt, perhaps due to the primordial dispute between their patron Amaranthine Cairith and Arghan, the patron Amanthine of the caprans.

CREATURES OF FIRNVELDT

GARGATH

The huge beasts called gargaths gave their name to the Gargan Steppe and have shaped the landscape with their grazing for generations. Gargaths have thick fur that keeps them warm in the cold winters and grow long manes. Both wild and domesticated herds roam the plains, though there are fewer and fewer wild gargaths each year. Unlike their domesticated cousins, wild gargaths can be aggressive and skittish. Whether wild or tame, wise folk always respect a gargath's size, strength, and stubborn temperament.

WILD GARGATH

HUGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 66 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	14 (+2)	5 (-3)

Saving Throws Str +8, Dex +2, Con +6

Senses passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one Stomp attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage

SWEETBEE

Sweetbees are burrowing insects that build their hives under the ground. The folk of Firnveldt have many traditions surrounding these gentle creatures, which they keep for their honey and wax. Sweetbees are considered sacred by the priests of the Honeyhearth Monastery in Rimewood. It is thought that sweetbees can carry messages from the living beyond Tyton's veil to share the joyful news of the birth of new generations with ancestors long beyond their passing. While most sweetbees live in colonies, some are solitary and can be kept as familiars by those who earn their trust. Sweetbees are red with black stripes, as compared to the grimbees that live in Stormcrag, which are black with red stripes. However, few folk can tell the difference at first glance.

SWEETBEE

TINY BEAST, TYPICALLY LAWFUL GOOD

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	5 (-3)

Senses passive Perception 12

Languages understands Birdfolk and Auran but can't speak them

Challenge 1/4 (50 XP)

Familiar. The sweetbee can serve another creature as a familiar, forming a magical bond with its willing companion. While the two are bonded, the companion can sense what the sweetbee senses as long as they are within 1 mile of each other. At any time and for any reason, the sweetbee can end its service as a familiar, ending the magical bond.

Familiar Spellcasting. The sweetbee's spellcasting ability is Wisdom (spell save DC 12). When it casts a spell, its companion also gains the benefit of that spell. It can innately cast the following spells:

1/day each: *augury*, *locate animals or plants*

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Part 2: Way of the Wrangler Monk



Across the sweeping plains of the Firnveldt and beyond, the monks who follow the Way of the Wrangler guide herds of animals safely across the wilds. A wrangler is never found without their trusty lasso, which they use to maneuver all manner of creatures.

Wranglers are often seen as reckless daredevils, and many of them lean into this reputation, making money performing perilous stunts at fairs and festivals. Some wranglers prefer to lead a quieter life, helping people better understand and commune with the beasts of Everden.

FRIEND OF BEASTS

When you choose this tradition at 3rd level, you gain proficiency in the Animal Handling skill if you don't already have it. Your hand-to-hand combat skills mix with the talents of a cattle herd. When making Wisdom (Animal Handling) skill checks, you add your Dexterity modifier to the check in addition to your Wisdom modifier and proficiency bonus. You also gain proficiency with the whip, and it is considered a monk weapon for you.

Additionally, by spending 10 minutes communing with a beast that is friendly to you, you can regain ki points equal to your wisdom modifier. You must finish a long rest before you can use this feature again.

MONSTER RIDER

At 3rd level, you gain the ability to hop across the battlefield on the backs of larger creatures, as well as maneuver creatures around using your whip.

Lasso. When you make a successful attack roll against a creature with your whip, you can forgo doing damage to grapple the creature instead. The DC to escape this grapple is equal to 8 plus your proficiency modifier plus your dexterity modifier.

Mount. When you have a Large or bigger non-humanoid creature grappled by your whip, you can use a bonus action to spend one ki point and immediately pull yourself up onto its back or shoulders. This ends the grapple on the creature. While on the back of a Large or bigger creature, you have advantage on Animal Handling checks made to guide or influence the creature's actions.

MONSTER GUIDER

When you reach 6th level in this class, your skill with your whip becomes more refined. The reach of your whip increases by five feet. Additionally, when you successfully grapple a creature with your whip, you can spend a ki point to also move that creature a number of feet up to the reach of your whip in any direction, temporarily ignoring the effects of the grapple.

Additionally, at 6th level you gain the ability to channel your ki into your interactions with beasts and other creatures. As an action, you can spend a ki point to cast the *speak with animals* spell without components and without expending a spell slot.

LEADER OF THE HERD

At 11th level, you give off an aura that makes animals trust you quickly, and they will come to your aid. As an action, you can spend 2 ki points to target a beast within 30 feet that can hear you. The target is charmed by you for 10 minutes and can understand your simple commands. You can have a number of creatures charmed at one time equal to your wisdom modifier. If you or an ally harm a creature charmed by this feature, the charm condition ends immediately.

Additionally, as an action, you can spend 6 ki points to cast the *spectral stampede* spell without components and without expending a spell slot. Your spellcasting ability for this spell is wisdom.

FREEDOM OF THE PLAINS

When you reach 17th level in this class, almost nothing can slow you down. You cannot be restrained, and you are not affected by difficult terrain.

LASO MASTER

At 17th level, your skill with your whip is unparalleled. Your whip's reach increases to thirty feet.

Additionally, when a creature within reach of your whip hits you with a weapon attack, you can use your reaction and spend 3 ki points to make a whip attack against them. If your attack is successful, the damage of the attack targeting you is reduced to 0. You must declare this reaction before damage for the attack is rolled.

SPECTRAL STAMPEDE

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a stampede of spectral beasts that appear in a 30-foot-long, 10-foot-tall, and 10-foot-wide line, originating from you and running in a direction of your choice. At the end of each of your turns, the line of beasts moves straight forward at a speed of 40 feet per round. You are lifted onto the backs of the spectral beasts and are carried by them.

When the stampede enters the space of any other creature, the creature must make a Dexterity saving throw, taking 8d6 bludgeoning damage on a failure or half as much damage on a success. When a creature enters the line's area, the creature must make a Dexterity saving throw. On a failure, the creature takes 6d6 bludgeoning damage. On a success, the creature climbs onto the backs of the beasts. Creatures can move while on top of the beasts as if the stampede were difficult terrain. If the stampede encounters an obstacle it can't break through, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can use a bonus action on each of your turns to direct the line of spectral beasts in another direction.