

HUMBLEWOOD™

Humblewood Playtest

WEBPAW MUSTEL & PATTERNRAFT

FEBRUARY 2025



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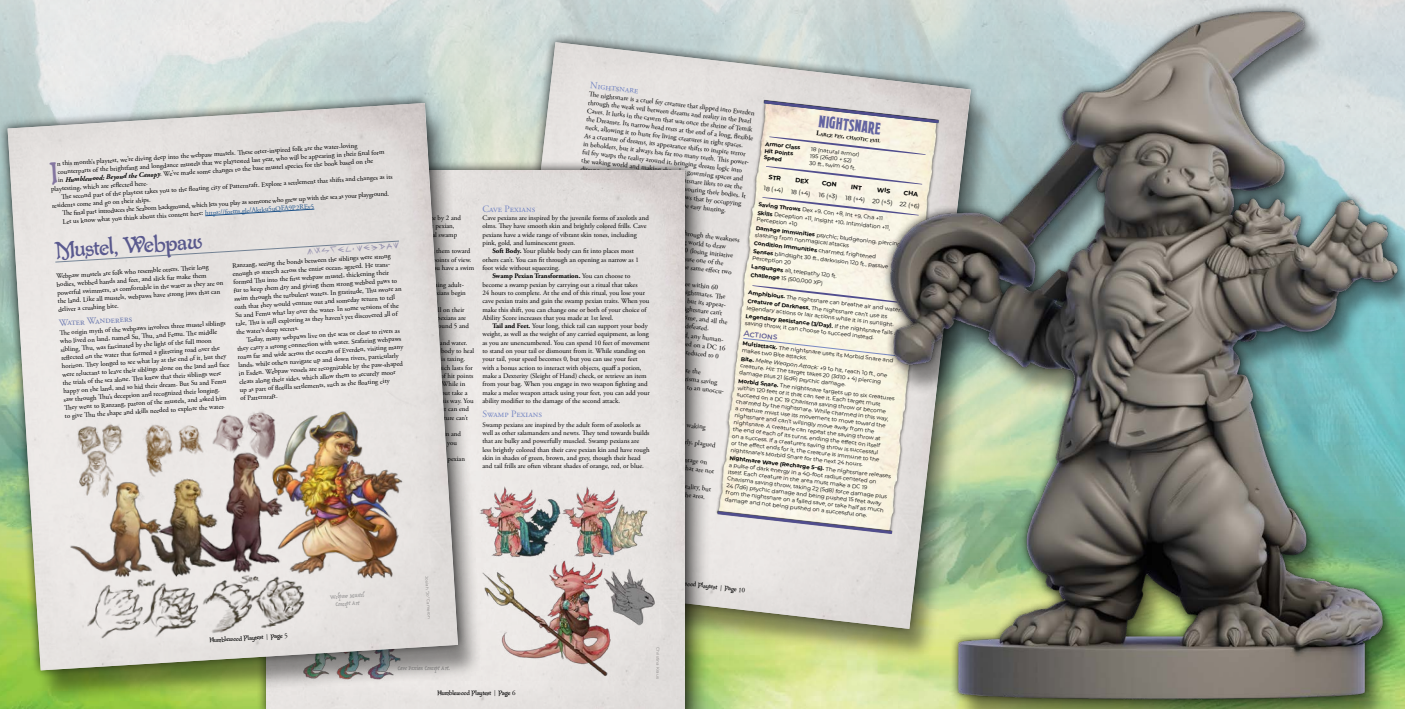
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The final part introduces the Seaborn background, which lets you play as someone who grew up with the sea as your playground. Let us know what you think about this content here: <https://forms.gle/Akrtku5uQFA9P2REv5>

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Today, many webpaws live on the seas or close to rivers as they carry a strong connection with water. Seafaring webpaws roam far and wide across the oceans of Everden, visiting many lands, while others navigate up and down rivers, particularly in Esden. Webpaw vessels are recognizable by the paw-shaped cleats along their sides, which allow them to securely moor up as part of flotilla settlements, such as the floating city of Patternraft.

The origin myth of the webpaws involves three mustel siblings who lived on land, named Su, Thu, and Femu. The middle sibling, Thu, was fascinated by the light of the full moon reflected on the water that formed a glittering road over the horizon. They longed to see what lay at the end of it, but they were reluctant to leave their siblings alone on the land and face the trials of the sea alone. Thu knew that their siblings were happy on the land, and so hid their dream. But Su and Femu saw through Thu's deception and recognized their longing. They went to Ranzang, patron of the mustels, and asked him to give Thu the shape and skills needed to explore the water.



CLOSE CONNECTIONS

Webpaws are the most social of the mustels, often living in large communities that value family and friendships. Many webpaws revere the Amaranthine Ranzang both as their patron and in his aspect as the Amaranthine of bonds. Oathmaking is important to them and webpaws commonly adopt siblings into their chosen family through a profound ritual called “pawfasting.” These bonds can be formed between webpaws and any other folk, and they are considered more unbreakable and meaningful than even sibling bonds of blood.

As social folk, webpaws tend to be welcoming to others. Their parties, filled with feasting, merriment, and entertainment, are legendary. However, antisocial behavior is not tolerated among webpaws, and anyone taking advantage of their hospitality can see smiles turn to fang-filled snarls rapidly.

PAWS AT PLAY

Webpaw culture prioritizes playfulness. Many games are enjoyed by old and young alike. These include games played with shells and stones, as well as games of word and wit. Whimsical creativity can also be seen in their strong tradition of crafting. Ideas and designs are considered something to be shared and iterated upon freely. Young webpaw apprentices impress their teachers not by making perfect copies of masterpieces but by developing new, innovative spins on old ideas. A piece of art or magic item made by webpaws will pass through many paws before being completed, as it is thought that each individual who helps make it brings something unique and vital to its creation.

Webpaws have a reputation for not taking life as seriously as their gruff cousins, the brightfang mustels. Sometimes, their flippancy can get webpaws into trouble when facing a grave problem. However, anyone who has met a webpaw in battle also quickly learns that their playful nature extends to enthusiasm for innovative tactics and infuriatingly effective tricks.

WEBPAW NAMES

Webpaw children are often named after nature in the Mustel or Birdfolk language. As with their cousins, the brightfangs and longdance mustels, webpaws don’t use family names. Instead, they gain an epithet based on their personality, accomplishments, or misfortunes.

Webpaw mustel names: Arame, Brine, Coral, Dulse, Gino, Hulma, Saysh, Sedge, Stargrass, Typha

Epithets: the Bewildered, the Boss, the Deepdiver, the Flood, the Magnificent, the Riverrunner, the Silly, the Stormcatcher, the Stricken, the Thunder, the Waveweaver

MUSTEL TRAITS

Ability Score Increases. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. To play a typical webpaw mustel, choose Charisma and Wisdom.

Age. Mustels age at an average pace and are considered adults at the age of 20. They are relatively long-lived, with many reaching ages of around 85.

Bite. You have sharp fangs that enable you to make natural bite attacks. You can choose to bite as an unarmed strike that deals 1d6 piercing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

Relentless. When you take damage due to failing a saving throw or being hit by an attack, you can reduce the damage you take by half (no action required). Once you have used this feature, you can’t use it again until you finish a long rest.

Languages. You can speak, read, and write Birdfolk and Mustel.

Lineage Options. You can choose the brightfang mustel or longdance mustel lineage options found in the upcoming book *Humblewood: Beyond the Canopy* or the webpaw mustel lineage found below.

WEBPAW MUSTEL

Webpaw mustels are inspired by otters, from the diminutive Asian small-clawed otter to the giant river otter. Adapted to life in rivers and seas as well as on land, these folk navigate both with playful grace.

Alignment. Webpaw mustels typically value companionship and social bonds. They tend toward lawful alignments.

Size. Webpaws tend to have narrow, well-muscled builds and are covered in thick fur. They typically stand between 4 and 6 feet tall, though a few can reach almost 7 feet tall. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet. You have a swimming speed equal to your walking speed.

Hold Breath. You can hold your breath for up to 10 minutes.

Playful Paws. You have proficiency in one musical instrument or artisan’s tool of your choice.

Slick Fur. Your thick fur insulates you from arcane energies and environmental effects. You have advantage on Constitution saving throws against magic and on Dexterity and Constitution saving throws while swimming.

Waterdancer. While swimming, you can take the Disengage action as a bonus action. When you reach 10th level, you can take the Disengage action as a bonus action on land.

Water Wise. You are proficient in the Nature skill. When you make a Nature check related to seas, rivers, or water-dwelling creatures, you add a bonus to the check equal to your Wisdom modifier (minimum of +1).

Patternraft

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The sound of waves is everywhere in Patternraft, gently lapping against the wooden boats and platforms that make up the city. Above this background, the shouts of friends from two recently docked ships greeting each other after a long time apart mingle with the laughter of children running across the decks and leaping in and out of the water in a game of chase. The whole city sways and shifts beneath your feet, and locals walk with practiced grace.

The floating city of Patternraft is the largest seaborne settlement on the Songsea, the ocean that separates the continents of Wesden, Esden, and Sulden. It is formed from hundreds of boats lashed together with wooden platforms acting as public spaces and streets. Sometimes, smaller floating settlements, such as Wefraft and Heraldraft, join the larger city for a few weeks before separating.

Shuffling City. The boats that make up Patternraft come in all shapes and sizes, from large galleons to small canoes. The city changes daily as vessels come and go, but there is a rough sense of organization maintained by the flotilla master, a webpaw mustel named Tondra the Shipweaver [she/her]. Tondra directs arriving ships to appropriate docking sites to maintain the harmony and stability of the city. She has authority over all the ships that make up the city while they are docked.

Moving City. Patternraft relies on the sails and anchors of the ships that make it up to either move it across the ocean or keep it in place. The city moves to protect itself from storms and find rich fishing grounds. It takes a counterclockwise route around the Gasparian Isles twice a year, though the exact dates it will be in any given location vary based on the weather. Before the great storm descended on the Gasparian Isles, Patternraft often sailed close to allow for trade, but

now the city avoids the vortex for fear of being damaged. The city's movements are directed by its leader, a figure called the Commodore. The current Commodore is an imposing webpaw mustel named Vallisneria the Sharpeye [she/her].

Residents. Two main types of folk are considered residents of the city. First, anyone who arrives and attaches their vessel to Patternraft is considered a resident under Patternraft's laws with all the rights and responsibilities that entails. The folk who come and go are colloquially called "boaters." Many boaters make their living as fisherfolk, traders, and as part of Patternraft's navy. The second type are those who live on Patternraft permanently. These folk are called "rafters," and they make their homes either on the wooden platforms between the vessels or in ships moored deep in the center of Patternraft that would be almost impossible to detach from the others without the entire city coming apart. Many rafters are excellent craftsfolk and artisans who transform the raw materials brought in by the boaters into useful objects and extraordinary art pieces.

Someone may become a boater or a rafter at different times in their life, depending on their goals. There is a great festival called the Tidechange Fair each spring and fall. Rafter youngsters compete to join the crews of boaters so they can experience life on the open ocean and gain sailing skills, while boater youths try to become apprenticed to master rafter artisans.

NPCs IN PATTERNRAFT

Webpaw mustels make up just under half of the residents of Patternraft. Other aquatically-inclined folk, such as pexians, the wide-winged alhawas, and maran raptors, are common too. The rest of the population is made up of a wide variety of other folk who share a love of life at sea, including many elurans, jerbeens, vulpins, raptors, and corvums.

Here are some examples of the kinds of NPCs that could be encountered in Patternraft.

NPCS IN PATTERNRAFT

d6	NPC
1	Duckweed the Bumbler [he/him] is a clumsy webpaw bard. He has a beautiful voice but a bad habit of falling off stages.
2	Rinculus [he/him] is a roden who resembles a brown rat. He was marooned by his crew and washed up here. Now, he makes a living by doing odd jobs for anyone who asks.
3	Furu [they/them] is an elderly swamp pexian pearl carver. They plan to take on their last apprentice at the next Tidechange Fair.
4	Kelp [they/them] is a young webpaw rafter who dreams of a swashbuckling life on the open sea. They practice with their saber every day.
5	Sartoria [she/her] is an imposing alhawa who resembles an albatross. She is overseeing repairs of her ship and recuperating in Patternraft after one of her wings was broken in a storm.
6	Pickrel [they/them], Taro [he/him], and Iris [she/her] are three webpaw mustel pups. They compete to be the first to climb aboard newly arrived ships and claim bragging rights.

ADVENTURE HOOKS

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

Batten Down (Low Level). An unpredicted storm sweeps across Patternraft, breaking sections of the city apart. The party is given a boat and asked to find the ship that houses one of the city's schools, which has been blown far away as the children won't be able to navigate home by themselves.

Time and Tidechange (Mid Level). It's the Tidechange Fair, and the city is abuzz with activity. The party meets a young webpaw mustel named Sargassa [she/her], who is excited to try to gain a place on The Wave's Widow, a pirate hunting ship. But when the time comes for Sargassa's trial, she is nowhere to be found. In truth, a webpaw named Anemone [she/her], one of her rivals who also wants the coveted spot,

has kidnapped Sargassa and left her captive in the hold of a ship somewhere in Patternraft. Can the party free Sargassa before she misses her chance at her dream?

Pirate Scourge (High Level). A huge fleet of pirates has banded together under the flag of a corvum, calling herself the Pirate Queen Bloodbeak. They attack Patternraft in a bloody battle. When the Commodore takes an arrow to the chest and can no longer lead the defense, she asks the party to repel the marauders. Should the party succeed in driving off the pirates, the city hires them to find out where the fleet is hiding and stop it from ever attacking again.

New Background: Seaborn

You grew up on the ocean with the broad sky above you and the deep water below. Walking the deck of a ship as it rocks is second nature to you. Your childhood was shaped by the regularity of the tides and the uncertainty of the weather as much as by your caregivers. You might have grown up on board a sailing vessel or on one of the great raft settlements that float across the oceans of Everden. You can roll on or pick from the **Ships and Rafts** table or create your own. Consider how you came to leave your floating home. Did adventure call on land or at sea? Did some disaster befall it? Or did you do something that saw you cast adrift?

Skill Proficiencies: Acrobatics, Survival

Tool Proficiencies: vehicles (water)

Languages: Two of your choice

Equipment: a compass, hempen rope (50 ft.), a pouch containing 15 gp in various currencies, a trinket carved for you by an old sailor, a set of common clothes, a waterproof cape, a whittling knife

SHIPS AND RAFTS

d8	Ship or Raft
1	<i>The Sleepwyrm</i> , a shallow-keeled and prosperous trading boat that navigates up rivers and along coasts.
2	Patternraft, the largest floating city on the Songsea.
3	<i>The Snowchick</i> , a sturdy ship built to cut through the ice of the northern seas.
4	<i>The Wave's Widow</i> , a strictly efficient privateer vessel that hunts pirates and smugglers.
5	<i>The Gander</i> , a leaky, old fishing vessel with a pungent smell.
6	Rockraft, a floating town permanently anchored among a cluster of small rocks.
7	Holtraft, a small floating village made up of a few dozen boats.
8	<i>The Tyton's Talon</i> , a pirate ship crewed by desperate folk.

FEATURE: SHIP SHAPE

You understand how to work a ship and speak with other sea folk. Thanks to your experience, you can barter for passage on many ships for free in exchange for lending a paw or talon. You might be skilled in sail mending, net making, weather watching, navigation, or simply knowing how to be in the right place at the right time on a busy vessel. Additionally, you have advantage on Charisma (Persuasion) checks made to interact with sailors.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I long for new horizons.
- 2 I feel uneasy and unbalanced on land, no matter how long I am ashore.
- 3 The sea might claim me any day, so why not have some fun first?
- 4 I'm very ambitious. Someday, I'll be captain of my own ship.
- 5 I am very superstitious. The slightest misstep might bring misfortune to us all.
- 6 I love being helpful and jump to take care of any task I see undone.
- 7 I know dozens of sea tales and love gathering more wherever I go.
- 8 Going to new places and meeting new folk thrills me.

d6 Ideal

- 1 **Compassion.** It's my duty to help anyone stranded or lost. (Good)
- 2 **Acceptance.** When strong winds blow, all we can do is let them take us where they will. (Chaotic)
- 3 **Order.** A ship can only sail if everyone understands their place on it. (Lawful)
- 4 **Opportunistic.** The sea takes what it pleases, and so do I. (Evil)
- 5 **Curiosity.** The seas have so many secrets, and I want to discover them all. (Neutral)
- 6 **Understanding.** By watching the waves, the stars, and the clouds, we can better care for our seas. (Good)

d6 Bond

- 1 The crew of my ship is closer to me than family.
- 2 A sea beast sank my ship. I will have my revenge.
- 3 The sea holds many dangers, and my superstitions keep me safe.
- 4 A wise weather watcher took me under their wing as a child and taught me so much.
- 5 From my first steps on land, I knew that something special awaited here for me.
- 6 As a child, I saw something glinting in the depths. I've always longed to find that treasure.

d6 Flaw

- 1 My recklessness causes trouble for myself and others.
- 2 I owe a great debt that I ran up gambling and would do anything to get free of it.
- 3 I can't stand anyone telling me what to do, even when I don't know best.
- 4 I am wracked by guilt over saving my own life over the life of a crewmate. No one can ever know what I did.
- 5 I'm lazy and spend more time getting other people to do my job than doing it myself.
- 6 I like to make myself feel important by lying about the things I've seen and done.