

HUMBLEWOOD™

Humblewood 2 Playtest

WELCOME TO THE TANGLEWILDS

FEBRUARY 2024



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Humblewood 2: Beyond the Canopy will explore more of the continent of Wesden. This month, we are starting in the Tanglewolds, the rainforest at the southern end of the continent that was first detailed in the free adventure *The Heart of Dako*. Part 1 of this playtest expands on the lore of this region and shares the statistics of several monsters and NPCs that can be found here. Part 2 introduces a new sorcerer subclass. Finally, Part 3 presents three new feats. Please let us know what you think here: <https://forms.gle/kyoYjcPxmRNUbYeJ6>

Part 1: Welcome to the Tanglewolds

VL<C>A<C>T>T>H<C>A<C>G<C>L<C>V7L>S

The jungle hums with life. The air is heavy with humidity, settling on shoulders and soaking through clothing into matted fur and feathers and pearling on scales. The thick scents of vegetation mingle with the fragrance of vivid flowers and rich, dark soil.

THE LANDSCAPE

The lush tropical jungle that stretches across the southern reaches of the continent of Wesden is unlike any other in the world of Everden. Nestled among the sea of green trees is a vibrant society that has built its foundation within and alongside the glory of nature. Inland, mist snakes down from the towering Bleaken Mountains like a living creature. Stone buildings tower above the canopy, wreathed in low-hanging clouds. Steps carved by tenacity and time curve around the peaks of sloping hills, down into the heart of bustling metropolises and lively villages. Along the southern Pearl Coast, the land lies flatter, and the thick jungle gives way to rich farmland nourished by the region's rich volcanic soil.

Map of Southern Wesden





Annelise Mak

Atloh and Halara

THE FOLK OF THE TANGLEWILDS

The Tanglewolds is home to a wide variety of people. Birdfolk who make their homes among the mighty trees of the jungle include seeta, sylphs, raptors, strigs, galluses, and corvums. Sun elurans are particularly numerous here, though many moon elurans also reside in the Tanglewolds. Treescala tilia live in many communities throughout the jungle. Few spiny hedges live in the jungle, but their cousins, the arma hedges, live here in large numbers. Vulpins from the Tanglewolds often have grey coats rather than the red fur of their Humblewood cousins. In contrast, the mapachs of the Tanglewolds have red fur and white facial markings.

As well as all the folk who originate in the jungle, the Tanglewolds draw many visitors from across Wesden and beyond. It is not unusual to meet pexians, jerbeens, and mustels here.

People in the Tanglewolds generally live alongside each other with mutual respect and a deep respect for the jungle itself and its bounties, dangers, and wonders. There are settlements, large and small, scattered throughout the rainforest.

Liam Gregg

Halara. Much of the region is under the political control of the Luzos Empire. The current queen is a sun eluran named Elisa, who holds the royal title Faa'seng. She and her daughters rule from the great city of Halara, which is also home to the region's Evertree, known as Atloh.

Halara is a bustling city located in the northwest of the Tanglewolds. This city rings a lake formed by an ancient eruption of a nearby volcano. It is filled with beautifully painted cone-shaped houses. Folk of all kinds make their home here, but the city was originally founded by elurans, and Eluran is the language shared by most Halarans.

CREATURES AND NPCs OF THE TANGLEWILDS

The Tanglewolds is a lush jungle filled with vibrant forms of life. While many areas of the rainforest are home to animalfolk and birdfolk, there are also wilder areas where only the bravest adventurers dare to venture.

In this playtest, we're introducing three new stat blocks for monsters and NPCs you might encounter in the Tanglewolds. First, the Golden Suneater, a form of plantlife that is as deadly as it is beautiful. Next, the soldiers of the Luzos Empire, the highly trained Luhz Kehsh warriors. And finally, tythrans, fearsome reptilian predators that stalk the wilder areas of the jungle.

GOLDEN SUNEATER

Golden suneaters are large predatory flowers that have grown mobile to hunt down prey. They move on dozens of specially adapted roots, which allow them to scuttle across the forest floor. Suneaters have five fleshy petals surrounding an opening in the center of their flower, which serves as a mouth and is ringed with fangs. This maw leads to a pitcher-plant-like belly that can be extended to accommodate large prey. Golden suneaters hunt sparingly and can spend weeks digesting a single large victim, keeping it immobilized with their venom. They are most active during the day when the attractive scent they release is more powerful as the sun has warmed the plant.

GOLDEN SUNEATER

MEDIUM PLANT, UNALIGNED

Armor Class 12 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	16 (+3)	16 (+3)

Skills Stealth +4

Damage Resistances acid; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities Blinded, Deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the suneater remains motionless, it is indistinguishable from a Medium-sized jungle flower.

Sweet Poison. The suneater releases an attractive aroma. Each creature that isn't a construct or an undead that starts its turn within 90 feet of the suneater must make a DC 14 Constitution saving throw. If the suneater is in bright light, this saving throw is made with disadvantage. On a failure, a creature becomes poisoned and charmed by the suneater. While charmed, a creature is compelled to move toward the suneater on its turn and can't willingly move away from it. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect for itself on a success. If a creature's saving throw is successful or the effects end for it, the creature is immune to the Sweet Poison of all suneaters for the next 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 9 (2d8) acid damage. If this attack hits a Medium or smaller creature, the creature is grappled (Escape DC 14).

Engulf. The suneater engulfs a Medium or smaller creature it is grappling. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the end of each of the suneater's turns or take 9 (2d8) acid damage. If the suneater moves, the engulfed target moves with it. The suneater can have only one creature engulfed at a time.

Spit Juice. The suneater spits digestive juices at a target it can see within 60 feet of it. The target and all creatures within 5 feet of the target must make a DC 14 Dexterity saving throw, taking 9 (2d8) acid damage on a failed saving throw, or half as much damage on a successful one.

LUHZ KEHSH WARRIOR

The Luhz Kehsh, also known as the Sun's Claws, are highly trained warriors who serve the Luzos Empire. They are experts in weapons of all kinds, including their own claws. Luhz Kehsh warriors are organized into two groups: the Tlahl-Zhah, who work together in squads to guard and protect the Empire, and the covert Khehfmurr, who work alone to eliminate threats from the shadows.

LUHZ KEHSH WARRIOR

MEDIUM OR SMALL HUMANOID (ELURAN),
ANY LAWFUL ALIGNMENT

Armor Class 14 (hide)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Insight +4, Perception +4, Stealth +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages Birdfolk, Eluran

Challenge 2 (450 XP)

Cunning Action. On each of their turns, the warrior can use a bonus action to take the Dash, Disengage, or Hide action.

Climbing Claws. The warrior has advantage on Athletics checks made to climb.

Eresutha's Blessing. While in dim light, the warrior's movements don't provoke opportunity attacks.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The warrior makes two melee attacks. It can substitute one of its melee attacks for its Roar.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

Roar (Recharges on a Short or Long Rest). The warrior unleashes a mighty roar. Each Large or smaller creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or be knocked prone.

TYTHRAN

Tythrans are large reptiles that hunt in groups of two or three. Their scales are striped, helping them to blend into the dappled shadows of their jungle homes. They use tactics and strategy to overpower prey, and their exceptionally keen noses allow them to hunt down fleeing creatures they have wounded with their venom. Tythran packs are made up of siblings from the same clutch of eggs who stay together throughout their lives.

TYTHRAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	13 (+1)	7 (-2)

Saving Throws Dex +4, Con +4

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Smell. The tythran has advantage on Wisdom (Perception) checks that rely on smell.

Prey on the Weak. The tythran has advantage on attacks against creatures that are poisoned.

ACTIONS

Multiattack. The tythran makes two attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Part 2: New Subclass



DEEP ROOTS SORCERER

The world of Everden hums with natural magic. Some folk have an innate ability to absorb, store, and redirect this energy using their own bodies. Such sorcerers are often marked by their connection to the landscape around them, taking on physical features that mirror the terrain around them. As living batteries, these sorcerers can even absorb huge amounts of arcane power from other sources, such as other magic users.

Your roots run deep, and you can feel the life of the land around you as if it were an extension of your own body. This connection with nature fills your body with power that you can use to reshape the world around you. Whether you choose to work in harmony with the land or change it to suit your purposes is up to you. Regardless of your choice, you are also shaped by the world around you, as nature's mighty harmony pulls you to play your part in its complex song.

DEEP ROOTS SORCERER MARKS

d6	Mark
1	One of your features, such as your horns, spines, or talons, is made from local stone.
2	Your eyes always reflect the place where you were born rather than where you are now.
3	Local plants sprout from your body.
4	When you move from one terrain to another, your personality shifts.
5	When cut, you bleed tree sap.
6	Small animals tend to be relaxed around you and may nest in your fur, feathers, or clothes.

IN TUNE WITH THE LAND

You know the *druidcraft* cantrip and can understand and speak Terran.

GROUNDING MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Deep Roots Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

DEEP ROOTS SPELLS

Sorcerer Level	Spells
1st	<i>create or destroy water, entangle</i>
3rd	<i>barkskin, shatter</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>control water, stone shape</i>
9th	<i>commune with nature, hallow</i>

NATURAL BATTERY

Starting from 1st level, when you are hit by an attack that deals magical damage or cold, fire, force, lightning or radiant damage, you can halve the damage you take and add a d6 to your Natural Battery dice pool. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you hit a creature with an attack, you can spend any number of d6s from your Natural Battery dice pool to add a bonus to the attack's damage. You choose the type of bonus damage from between cold, fire, force, and lightning damage. You lose any remaining dice in your Natural Battery dice pool when you finish a long rest.

When you reach 9th level in this class, your Natural Battery dice increase to d8s, and when you reach 17th level, they increase to d10s.

LAND'S HARMONY

At 6th level, your connection with the land deepens and begins to change you further. Depending on the terrain you most recently finished a long rest in, you gain one of the following benefits. These benefits last until you finish your next long rest.

Terrain	Benefit
Arctic	You gain resistance to cold damage.
Coast	You can cast the <i>water breathing</i> spell once per day without expending a spell slot.
Desert	You gain resistance to fire damage.
Forest	You can cast the <i>speak with plants</i> spell once per day without expending a spell slot.
Grassland	Your walking speed increases by 5 feet, and you can disengage as a bonus action.
Mountain	You can cast the <i>call lightning</i> spell once per day without expending a spell slot.
Swamp	You ignore nonmagical difficult terrain.

HOME TURF

From 14th level, your connection with nature energizes you even further. When you take a short rest, you can add one die to your Natural Battery dice pool. You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

CHARGED UP

At 18th level, your control over the power that gathers within you becomes more precise. As a bonus action, you can convert any number of dice in your Natural Battery dice pool into sorcery points.

Part 3: New Feats



ARBOREAL ACROBAT

You are more at home in the trees than you are on the ground, granting you the following benefits:

- ✦ Increase your Dexterity score by 1, to a maximum of 20.
- ✦ You gain proficiency in the Acrobatics skill if you don't already have it.
- ✦ You gain a climbing speed equal to your walking speed.
- ✦ You can use a bonus action to Dash while climbing.
- ✦ You can move up to your walking speed between treetops, even if the distance between the trees exceeds your jumping distance, as you swing from branch to branch.

MOONLIT

You have been blessed by the Amaranthine Eresutha, the Moon's Companion. Her subtle mysteries give you the following benefits:

- ✦ Increase your Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- ✦ While you are in dim light, your movements do not provoke opportunity attacks.
- ✦ You learn the *minor illusion* cantrip. Wisdom is your spell-casting ability for this spell.

- ✦ You gain proficiency in one set of artisan's tools of your choice.
- ✦ Choose one set of artisan's tools that you are proficient with. You gain expertise with these tools, adding double your proficiency bonus to checks made with them.

SUN TOUCHED

Your studies with weapons have granted you a blessing from the Amaranthine Khaluz, Guardian of the Sun. You gain the following benefits:

- ✦ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ✦ You gain expertise in the Intimidation skill, adding double your proficiency bonus to Intimidation checks.
- ✦ When you score a critical hit with a weapon attack, your attack deals 1d10 radiant damage in addition to the extra damage the target takes from the critical hit.