

HUMBLEWOOD™

Humblewood 2 Playtest

NEW RACES: ELURAN & SEETA

JANUARY 2024



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HUMBLEWOOD

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Welcome to Humblewood, a fantastical campaign setting in the faraway world of Everden, where folk resemble animals large and small. So far, adventures in Everden have taken place in the woodland region of Humblewood, which lies in the eastern part of the continent of Wesden. But the world beyond the Wood is expansive. From the icy peaks of the Crystal Expanse to the hilly plains of Firnveldt, through the harsh landscapes of the Stormcrag Mountains and the lush Tanglewolds beyond, there are many more friendly faces to be found.

In this month's playtest, we introduce two new playable races, the cat-like elurans and the colorful birdfolk called seeta. You may have met the eluran Eliza Pennygleam in [The Humblewood Campaign Setting](#) or tried out the eluran and seeta pre-generated characters in the free adventure, the [Heart of Dako](#). In the Heart of Dako, seeta was a subrace of luma, but we're presenting it as a full race here.

Please share your feedback with us here: <https://forms.gle/AVNau54NLBf2THbr9> We're looking forward to hearing what you think and improving this based on your feedback!

Eluran

ELVAXX

Elurans are feline folk renowned for their poise, calm demeanor, and keen insight into the motives of others. Some elurans are talented craftspeople whose wares are traded as far as the northern Frostcap Mountains. The eluran culture has flourished in the jungle of the Tanglewolds.

BLESSED BY THE SUN AND THE MOON

Elurans are blessed with several gifts they attribute to the Amaranthines. Their keen senses let them navigate well in darkness and can pick up subtle changes in a person's demeanor. Their claws are retractable and razor-sharp, allowing them to quickly scale obstacles or rake their foes. Beyond this,

elurans are blessed with natural magic, which they can use to unleash a destructive roar or a comforting purr, depending on their lineage.

Many elurans believe these gifts originate with the patron spirits of elurans: the Amaranthines Khaluz, Guardian of the Sun, and Eresutha, the Moon's Companion. These sister Amaranthines are depicted as fearsome cats—Khaluz with golden fur and a mane of fire and Eresutha with a sable coat spotted with silver and eyes that glow like twin stars. Khaluz and Eresutha are often linked to the Dawnmother and the Nightfather, respectively, and are said to be responsible for the movement of the sun and moon across the sky.



CAUTIOUS YET CURIOUS

Elurans have a reputation as haughty and aloof people. Though often perceived as pride, these behaviors have their roots in eluran culture, which emphasizes a cautious approach to outsiders. Young elurans are typically taught that outsiders should be dealt with diplomatically but always from a position of strength. Elurans who follow these traditions avoid showing vulnerability to strangers and conceal their true strengths. Once an eluran trusts someone, they become akin to family and can be addressed casually in ways that strangers or acquaintances would consider insulting. Keeping outsiders at arm's length is a matter of politeness as much as shrewdness.

REGIONAL DIFFERENCES

Elurans can be found across Everden, but in the continent of Wesden eluran culture has two distinct branches—the northern elurans of Firnveldt and the southern elurans of the Luzos Empire in the Tanglewolds. Though elurans across Wesden speak the same language, differences between how it is spoken among northern-dwelling and southern-dwelling elurans have caused the language to shift over time into two separate dialects. To an outsider, the dialects seem near-identical, but each has subtle variations in pronunciation and expression that are obvious to fluent Eluran speakers. Diplomats, merchants, and those who frequently travel between the Tanglewolds and Firnveldt learn how to switch between the two so they can speak the local Eluran dialect wherever they go.

Eluran culture is traditionally matriarchal. This tradition still holds sway within the Luzos Empire, where the highest positions of authority are largely held by female elurans, including the Faa'Seng, the leader of the Empire. The Faa'Seng is responsible for maintaining harmony between the different factions of the Tanglewolds and between her people and the jungle itself. Among elurans in the north, leadership positions are held by folks of every gender. Within all eluran societies, age marks an eluran as wise and worthy of respect. As the common eluran saying goes, "Gray whiskers mark a well of wisdom."

ELURAN NAMES

Traditionally, elurans have a family name that they carry throughout their life, but their given name can change. Rather than retain the same name from birth, eluran children accrue many different names before adulthood, generally bestowed by older friends and relatives. These names are given to them following notable events in their life, and which one sticks tends to be out of a young eluran's control. Eluran children give their friends secret names based on events shared only between them.

Only upon reaching their fifteenth summer is an eluran considered wise enough to be able to choose a name for themselves. In the eyes of eluran society, adults have earned their right to be called as they wish, and elurans often change their adult name after a significant moment in their life. If an outsider mocks an adult's chosen name or continues to call them by one of their kittenhood names, it is considered a grave insult. In contrast, close friends, family members,

or lovers may still use kitten names or secret names with sentimental meaning in private. When speaking Eluran, it is customary to say the family name first.

EXAMPLE ELURAN NAMES

Family Names (Meanings): Groang'et (Strong), Hramet (Healthy), Luzkeh (Golden), Rra'let (Beautiful), Teeket (Sharp), Tletet (Perfect), Uthkeh (Silver), Zheuet (Even-tempered)

Male Names (Meanings): Amreth (One World), Kaithree (Money Man), Kenkak (Throat-biter), Ketfeckle (Shame-cutter), Kwohuh (Wind), Thaket (Striker), Tlatul (Scatterer), Tlereth (Lives in Paradise), Totrov (Cold Hunger)

Female Names (Meanings): Aifkeip (Holder of Good Territory), Aolutee (Lady's Star), Aoluth (Lady of the Moon), Aolvair (City Lady), Apfeeth (Solstice End), Apkekh (Enemy-finisher), Eulmuth (Dark Moon), Murfesh (Blood Season), Teeshumur (Star's Blood), Yeshterr (Vine-walker), Zharrkesh (Front and Back Claws)

Neutral Names (Meanings): Elumfess (Climber in Darkness), Fa'esh (Long Whiskers), Fomurr (Moving Eye), Lagok (Fish), Tongterr (Land-walker), Upchoat (Master of Long Naps), Uth'heeres (Silent Moon Song), Yetklee (Nimble Runner), Yetlurr (Nimble Paw)

ELURAN TRAITS

Elurans are inspired by cats of all kinds. Cats that purr, such as bobcats, ocelots, lynxes, and wildcats, are best represented by moon elurans. Cats that roar, such as lions, tigers, leopards, and jaguars, are best represented by sun elurans.

Ability Score Increase. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. To play a typical moon eluran, choose Dexterity and Wisdom. To play a typical sun eluran, choose Strength and Wisdom.

Creature Type. You are a humanoid.

Age. Elurans are considered adults from the summer solstice of their fifteenth year. They have an average lifespan of around 85 years.

Alignment. Due to their complex system of social interactions, Elurans tend towards lawful alignments.

Size. Elurans come in a variety of shapes and sizes, ranging from 3 and a half to just over 6 feet in height, with builds that range from slender to plump or muscular. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes are well suited to hunting at night. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. You have sharp claws that you can use as natural weapons to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your claws could reasonably grip.

Graceful Landing. When you fall, you don't land prone as long as you aren't incapacitated. Additionally, you can subtract up to 20 feet from a fall when calculating falling damage.

Wariness. You have keen senses and a knack for avoiding danger. You have proficiency in the Insight and Perception skills.

Languages. You can speak, read, and write Eluran and one additional language of your choice.

Ancestry Options. There are two different eluran ancestries: moon elurans and sun elurans. Choose one of these ancestry options.

MOON ELURAN

As a moon eluran, you can produce a gentle healing purr. Moon elurans are generally smaller than their sun counterparts and have appearances that many find endearing.

Soothing Purr. You can produce a comforting purr to calm jangled nerves during a short rest. If you or any friendly creatures who can hear your purr regain hit points at the end of the short rest by spending one or more Hit Dice, each of

those creatures regains an extra 2d4 hit points. A creature can't regain extra hit points from this trait again until it finishes a long rest.

Paws of the Artist. You gain proficiency with a set of artisan's tools or a musical instrument of your choice.

SUN ELURAN

As a sun eluran, you possess a hunter's instincts and can unleash a fearsome roar. Sun elurans are more physically imposing than their moon counterparts and tend to have manes or patterns of dark spots or stripes on their fur.

Thunderous Roar. As an action, you can unleash a mighty, earth-shaking roar. When you do so, each Large or smaller creature within 10 feet of you must succeed on a Constitution saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone. Once you unleash your roar, you can't do so again until you finish a long rest.

Hunter's Weapon Training. You have proficiency with blowguns, clubs, javelins, longbows, scimitars, and spears.

Seeta

SEETA

Seeta are a diverse group of birdfolk with colorful plumage and prominent beaks. Many seeta make their home in treetop communities throughout the Tanglewolds and in the Gasparian Isles.

LIFELONG LEARNERS

Seeta enjoy a longer childhood than most birdfolk and are not considered adults until they reach their third decade. This extended adolescence is usually spent studying various disciplines, and seeta parents watch over their children's early education with great enthusiasm. Though books are part of a seeta's education, talons-on experience is considered far more valuable. Once young seeta have fledged, they often embark on journeys far from home to learn from many different folk and situations. In adulthood, this passion for learning does not dim. An interest in novelty and a flexible way of thinking are as much a part of an elderly seeta's life as one who has just hatched.

BEAKS AND BRAINS

Seeta possess sharp beaks capable of dealing significant harm. For this reason, seeta can often find work as hired muscle, even if they aren't trained for combat. Their dramatic plumage and large beaks are intimidating enough that they rarely have to resort to violence. Indeed, many seeta tend to be gentle and thoughtful, preferring to cultivate their intellect rather than their fighting skills. Those seeta who do choose to take up arms are often drawn to the study of tactics.

Typically, seeta have an easy time making friends with folks that others perceive as odd or eccentric. They are gregarious but can become easily bored. This, combined with a knack for

using tools in unconventional ways, means that if a seeta is not sufficiently entertained, they will often make their own fun, especially if that fun involves taking something apart.

EXPERT IMITATORS

Another talent possessed by seeta is their uncanny knack for remembering sounds, coupled with an uncanny ability to mimic them. Seeta are impressed by those who have accumulated a mental library of many sounds, and such individuals are praised in seeta society for their worldliness. While some seeta employ this talent for subterfuge and trickery, others use it for noble ends, such as carrying short but important messages. Using their keen ear for sounds, many seeta become expert linguists and translators.

SEETA NAMES

Traditional seeta names grow with an individual as they age. A seeta chick is given a single syllable nestname by their caretakers. Throughout their life, seeta add to this name whenever they feel inspired. Some seeta names reach over thirty syllables in their old age, and a long name is a sign of a life well lived. Thanks to seeta's natural ability to mimic, they may add interesting, impactful, or sentimental sounds to their name as well, such as the dripping of water, the clash of swords, or a snatch of a song. Seeta names are not gendered, and they often draw on multiple other languages for elements of their name. A seeta's family name is formed from a combination of their parents' nestnames. Most seeta use a small section of their full name or a nickname for everyday use and only use their full name in legal matters, ceremonies, or on other special occasions.



EXAMPLE SEETA NAMES

Nestnames: Ai, Bee, Bell, Ben, Cha, El, Eve, Gru, Ha, Kin, Ko, Leaf, Moon, Nite, Nyo, One, Peak, Reed, Tha

Full Names (Nicknames): Day[chorus of a lullaby] LeafKoUth'heeres[sound of rustling leaves] (DayLeaf), ElOhThaket[sound of purring]/TreeWatcherApfeeth (Striker), GruFree[sound of a hammer]/StarwaysJerbon (Jerbon), HaHaNaHaHabaHaHaMaha (Hahana), KeeNi (Keen), NyoRedRiver[sound of running water]/RippleMuu (River), SkyAltiBrotherNanSan (Skylar)

Family Names: BlueEl, EnMi, GyoVa, MoonTha, MossLit, NiteOn, NyoCha, ReedWish, TsuTweh

SEETA TRAITS

Seeta are inspired by parrots, cockatiels, toucans, and other tropical birds. They also make a good fit for any brightly colored bird or those that can mimic sounds, such as mockingbirds, myna birds, and starlings.

Ability Score Increase. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. To play a typical seeta, choose Intelligence and Strength.

Creature Type. You are a humanoid.

Age. Seeta fledge into their adult plumage around the age of 15, but they are not considered true adults until the age of 30. They are among the longest-living folk in Everden, and it's not uncommon for a seeta to reach the age of 150.

Alignment. Seeta tend toward neutral and chaotic good alignments.

Size. Most seeta stand 4 to 5 feet tall and weigh around 90 pounds, but it is not uncommon for them to be smaller and lighter. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall and glide short distances. When falling, you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently

at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in any direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

Strong Beak. Your large curved beak is a natural weapon that you can use to make unarmed strikes. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Striking Plumage. You have proficiency in the Intimidation skill.

The Knack. You can turn your talons to many crafts. You have proficiency with two sets of artisan's tools of your choice. You can also use these tools in unconventional ways. You can use artisan's tools that you are proficient with to attempt a check that would usually require a different set of tools. When using tools in this way, you can add half your proficiency bonus, rounded down, to the check.

Mimicry. You have the innate ability to alter your voice, allowing you to convincingly replicate any sound you've heard, such as another voice, a spell being cast, or the sound of a weapon striking stone. A creature that hears the sounds can tell that they are imitations with a successful Wisdom (Insight) check. The DC for this check equals 8 + your proficiency bonus + your Intelligence modifier (minimum of 1).

Languages. You can speak, read, and write Birdfolk and two other languages of your choice. You can also understand Auran, though you cannot speak it naturally.