

HUMBLEWOOD™

Humblewood Playtest

LUNIN & PATH OF THE CORSAIR

MARCH 2025



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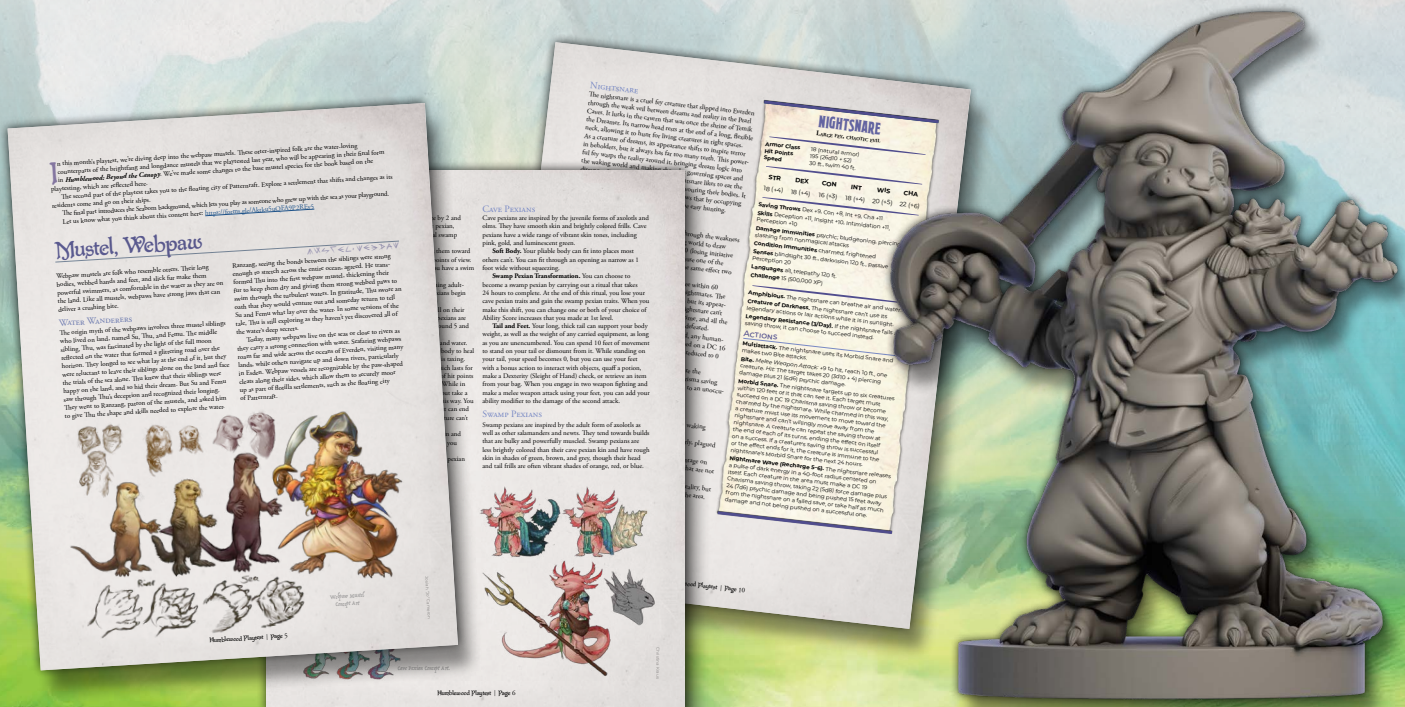
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This month, we are introducing a new race and a new subclass. First, the lunins are dog-like folk who are exceptionally diverse in their skills and talents. These loyal pups have been in the works for a long time, so we're excited to finally share them with you!

Second, it's time to take to the seas and let your rage inspire your allies with the Barbarian Path of the Corsair.

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New Race: Lunin

NEW RACE LUNIN

Lunins are a race of canine folk. Though they all share the ability to bite, extraordinary noses, and a deep sense of loyalty, they exhibit great diversity in their other skills. Their furry coats can be long, short, wiry, curly, or silky, and they come in almost any shade with patterns of markings from solid to spotty.

OBSCURE ORIGINS

The legends that lunins tell about themselves say that they originally came from a world beyond Everden. These stories tell of a being who created the lunins, gifting them with many extraordinary talents and crafting their forms into a wide variety of sizes and shapes. The lunins call this being The Friend, and many worship them as though they were an Amaranthine. How the lunins came to be separated from The Friend and to live in Everden is murkier. Some stories say that The Friend died or abandoned them, and the lunins had to find a new home by howling a song so sad that the Great Rhythm took pity and swept them to Everden. Others believe that it was the lunins who wandered away from their creator and that The Friend is out there looking for their beloved companions across the cosmos.

Some lunins reject this origin story entirely. Instead, they believe that they originate from Everden as other folk do, but that their true patron Amaranthine suffered a terrible fate of some kind that wiped their name from all records. They believe that their missing Amaranthine was the original guardian of the moon who was deposed by the eluran Amaranthine Eresutha.

LOYAL AND LOVING

With their expressive ears, eyes, and tails, lunins rarely hide their emotions. Lunin culture values openness and honesty about feelings, whether they be affectionate or vicious. Family and community are very important to most lunins, and their idea of who is included in these circles tends to be very broad. They have a reputation for making friends easily and showing their love through words and actions. However, lunins struggle to trust anyone who they believe has wronged them or threatened their companions. Their loyalty to those they love extends beyond death as many lunins believe that their spirits watch over their loved ones until they can be reunited in Tyton's lands of the dead.



PRACTICING PEDIGREES

From a young age, lunins learn useful skills, referred to as pedigrees, that help them contribute to their family and community. Some lunins learn their pedigree from their parents or grandparents, while others follow a different path if they show a knack for a particular skill. Pedigrees are sometimes called 'The Friend's Gifts' as it is believed the first lunin to practice them were given these skills by their creator. Some lunins, called Wildhearts, reject the system of pedigrees. Instead, by sharpening their wild instincts, they feel that they can get in touch with the ways of their ancestors before they were reshaped by The Friend into the lunins of today.

LUNIN NAMES

Lunins are exceptionally proud of their names. Siblings often share names that start with similar sounds or have a strong theme. Lunin Family names tend to be drawn from occupations, and to insult a lunin's family is considered an offense worth fighting over.

Example names: Ace, Canache, Dashed, Lachne, Luna, Rebel, Scout, Skylax, Whirlwind, Willow

Family Names: Barkguard, Beastbiter, Evergrit, Fareyes, Loveheart, Noblenose, Quickfang, Steadyguide, Swiftlegs, Trailfollower

LUNIN TRAITS

Lunins make a good fit for characters inspired by dogs and other canines, such as wolves, dingos, and coyotes. As a lunin, you have the following traits:

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical lunin, choose Strength and Charisma.

Alignment. The lunins' fierce communal and protective natures cause them to lean towards lawful alignments. Speed. Your base walking speed is 30 feet.

Age. Lunin reach adulthood early, at around 12 years of age, and can live up to 80 years.

Size. Lunins are one of the most diverse species in Everden and come in all shapes and sizes. Your size is Medium or Small.

Acute Nose. You have advantage on Wisdom (Perception) checks related to your sense of smell. Additionally, you can use an Action to sniff a creature and identify any diseases it is currently suffering from or sniff a potion or poison and understand its properties as if you had cast the *identify* spell.

Bite. You have strong teeth 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. You are proficient with this attack.

Pack Position. You can take the Dash action as a Bonus Action if you end your movement adjacent to one of your allies.

Pedigree. Choose your pedigree from the **Lunin Pedigree** table. Your Pedigree grants you associated traits.

Languages. You can speak, read, and write Birdfolk, Lunin, and one other language.

LUNIN PEDIGREE

Pedigree	Description	Traits
Companion	Companions hone their compassionate abilities to soothe the troubles of others.	You have proficiency in the Persuasion skill. Additionally, you know the <i>lesser restoration</i> spell and can cast it once without using a spell slot, once per Long Rest. Your spellcasting ability for this spell is Charisma.
Gnasher	Gnashers are utterly tenacious fighters.	You have proficiency in the Intimidation skill. Additionally, you can use your Bonus Action to attempt to Grapple creatures that are Large or smaller when you hit with your Bite attack.
Guardian	Guardians train to detect threats so they can protect those in their care.	You have proficiency in the Insight skill. Additionally, you can use your Reaction to impose disadvantage on an attack against a creature other than yourself when you are within 5 feet of the creature making the attack.
Seeker	Seekers specialize in using their senses to hunt down targets.	You have proficiency in the Perception skill. Additionally, you know the <i>locate animals</i> or <i>plants</i> spell and can cast it once without using a spell slot or material components, once per Long Rest. Your spellcasting ability for this spell is Charisma.
Shepherd	Shepherds train to take care of animals using their keen intelligence.	You have proficiency in the Animal Handling skill. Additionally, you know the <i>animal friendship</i> spell and can cast it once without using a spell slot or material components, once per Long Rest. Your spellcasting ability for this spell is Charisma.
Wildhearts	Wildhearts reject the trappings of civilization so they can tap into their primal instincts.	You have proficiency in the Survival skill. When you use the Attack action, you can make a Bite attack as a Bonus Action.

Barbarian Path of the Corsair

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Barbarians who follow the Path of the Corsair have learned how to command their allies and their own bodies through time spent on sailing vessels. They move fluidly and steadily, and their controlled rage empowers their comrades to work together without fear.

SEA LEGS

Starting when you choose this path at 3rd level, your time at sea has made you maneuverable on land and on the water. You have swimming and climbing speeds equal to your walking speed.

Additionally, while you are raging, you can take the Dash action as a Bonus Action.

CAPTAIN'S ORDERS

Beginning at 3rd level, your commanding presence encourages your allies to join you in the fray. When you hit a creature with an attack while you are raging, an ally of your choice within 30 feet of you that can see and hear you can use their Reaction to move up to their speed and make one melee attack. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you complete a Long Rest.

When you reach 12th level in this class, when you use this feature, the attack made by your ally is made with advantage.

SAILOR'S KNACKS

Beginning at 6th level, your rigorous training makes you prepared for almost anything.

You gain one of the following options of your choice. Whenever you complete a Long Rest, you can change your choice.

All Weather. You have resistance to cold and lightning damage.

Steady Senses. You have tremorsense with a range of 20 feet.

Water Walker. You can cast the water walk spell as a ritual. Your spellcasting ability for this spell is Wisdom.

STEADY RAGE

Starting at 10th level, your sturdiness in battle is matched only by your ability to unbalance others. You have advantage on saving throws made to resist being knocked prone.

Additionally, when you hit a creature with a melee weapon attack while you are raging, you can knock them off their balance. The target must succeed on a Strength saving throw (DC equal to 8 + your Constitution modifier + your Proficiency Bonus) or suffer one of the following effects (your choice):

- It drops one item or weapon it is holding.
- It is knocked prone.

INSPIRING COMMANDER

Starting at 14th level, your boldness in battle steels your allies against fear and coercion.

While you are raging, you can use a Bonus Action to cause all allies within 30 feet of you to be immune to the Charmed and Frightened conditions for the duration of your rage. Additionally, if an ally is Charmed or Frightened when you use this feature, the condition ends for them.

Once you use this feature, you can't use it again until you complete a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Lunin Corsair
Barbarian



Leesha Hannigan