

HUMBLEWOOD™

Humblewood 2 Playtest

NEW RACES: SLYPH, TILIA & ROCKBURROW

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This month, we have two new races and a new subrace to share with you. First, there are the brand new hummingbird-like sylphs. Sylphs are so new we don't have concept art for them yet! Next, you may remember the tilia Spleck Smandra from *Humblewood Tales* or Dorri Treewise, the rogue from *The Heart of Dako*. Now, we're sharing the playable race version of the reptilian tilia. The last part of this playtest introduces the rockburrow jerbeens, a fluffy subrace of the jerbeens who were first introduced in *The Humblewood Campaign Setting*.

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Sylph



The sylph are the smallest of all the birdfolk in Everden. They have the speed, liveliness, and energy of hummingbirds. It is unwise to underestimate the short-statured sylphs as they are capable of great feats of endurance and bravery.

MANY FORMS

Though sylphs share their speed and size, otherwise they are remarkably diverse. Sylphs' plumage can be any color imaginable. Many have iridescent feathers that shine two or more colors from different angles. Some have long trailing tails, while others have short ones. They tend to have slender beaks, but these can vary in length considerably.

ON THE MOVE

Traditionally, sylphs don't make their home in one place. Instead, they migrate between two locations following the seasonal changes in Everden. A sylph might have one home in the city of Halara in the southern Tanglewilds and another in the Rimewood of Firnveldt far to the north. After childhood, sylphs make these continent-spanning journeys alone or with loose groups of friends, including other non-sylph travelers. Although they are wanderers, sylphs tend to be very proud of both of their homes and form strong bonds in both communities they live in.

Today, some sylphs choose to live in one place permanently. However, even these sylphs will often find themselves overtaken by wanderlust after staying still for too long. Many sylph adventurers take up the questing life simply for the joy of travel and seeing new places.

HOVERING

Unlike their birdfolk cousins who can glide, sylphs can hold themselves in place in the air by rapidly beating their feathered wings. This expends a great deal of energy. Therefore, sylphs tend to have very large appetites despite their diminutive size. Many traditional sylph delicacies are remarkably sweet.

SYLPH NAMES

When naming their chicks, sylph parents often use names that give a feeling of action, motion, or speed. Traditional family names are either drawn from notable characteristics of an ancestor or a pair of locations that the family once migrated between.

EXAMPLE SYLPH NAMES

First Names: Chase, Clipper, Fleet, Quest, Ram, Sojourn, Snapper, Sway, Swift, Tilt, Trecker, Zip

Family Names: Alderheart-Rivergate, Clearwing, Cleave-Underwell, Hoppoff, Nectarneck, Petalscuff, Quickpeck, Rimebaar-Axxin, Tailtrailer, Tarnmire-Scarbluff

SYLPH TRAITS

Sylphs are inspired by hummingbirds. They also make a good fit for characters based on small birds such as finches, flowerpeckers, and swifts.

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 sylph, choose Dexterity and Constitution.

Creature Type. You are a humanoid.

Age. Sylphs have an average lifespan of between 60 and 70 years.

Alignment. Sylphs value personal freedom and tend toward chaotic alignments.

Size. Most sylphs are under two and a half feet tall and weigh around 30 pounds. Your size is Small.

Speed. Your base walking speed is 35 feet.

Determined. You have advantage on saving throws against being frightened and taking levels of exhaustion.

Diminutive. You can move through the space of any creature that is of a size larger than yours.

Healing Stillness. When you take a short rest, you can choose to enter a deep slumber that lasts at least 1 hour to preserve your energy. During this slumber, you are unconscious. Any hit dice you spend while resting in this way are rolled with advantage. If you wake early from your slumber, you do not gain this benefit, but you can still spend hit dice as normal and gain the normal benefits of a short rest.

Hover. By beating your feathered forearms rapidly, you can hold yourself steady in the air for brief periods. When falling, you can use your reaction to halt your descent and begin to hover in place. On subsequent turns, you must use a bonus action to continue hovering. When you stop hovering, you begin to glide straight down at a rate of 30 feet per round, and you don't take any damage from the fall or land prone. You can't hover while wearing heavy armor or if you are encumbered.

Wing Flap. As a bonus action, you can use your feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, and can use your hover trait following your wing flap.

Quick Reflexes. You can take two reactions. Once you have used this ability, you can't use it again until you finish a short or long rest.

Moving Target. When you take the Dash action, the next attack made against you before the start of your next turn is made with disadvantage.

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

Tília

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Tílias are a gecko-like folk known for their curiosity, openness, and joviality. Creativity and open-mindedness are the cornerstones of tilian society, and those seen as sophisticated are held in great regard. The most respect, however, is afforded to those who can advance their agendas subtly through wit and charm.

RHETORIC AND REVELRY

Tilian culture celebrates an array of important festivities that are believed to be required to keep the world turning. These revels generally center on important natural events, such as the solstices or the changing of seasons, and are overseen by the Amaranthine Gebbo, the tílias' patron spirit. The most superstitious tílias believe that refusing to participate in merrymaking angers Gebbo, who will bring misfortune to any spoilsports.

Tílias raised in this culture of revelry are taught to see life as a performance, an art form only perfected through a lifetime of different roles. For such tílias, true wisdom can only be gained through a plethora of experiences. Therefore, many tilia

embark on journeys to learn more about the world, logging their travels both for entertainment and enlightenment.

CURIOSITY AND CREATIVITY

Tílias value open-mindedness and creativity above all and enjoy seeking out things they don't understand to broaden their perspectives. By understanding the different ways people draw meaning from the world, tílias can create a more vibrant picture of the world for one another. As a result, tilian culture is a vibrant patchwork where both learning and self-expression are focal points.

PLAYING POLITICS

Though tílias are friendly and cooperative, their interactions are thick with intrigue. Those in positions of power must play a careful balancing act, subtly strengthening their allies and weakening their rivals without appearing rude or dull. For tílias, politics is truly seen as a game that can be won or lost. Some like to play fair, but others are more than willing to cheat.



EXPERIMENTAL TEMPERAMENTS

Tilias are renowned for their traditions of alchemy. Combining the knowledge of several different schools and traditions with the local flora, they have made great strides in potioncraft, especially in the development of healing salves.

Alchemists are highly respected within tilia culture, and the more experimental their brews, the higher they are esteemed. Discovering an exciting new reagent or developing a cutting-edge recipe is considered a perfect reason to celebrate.

TILIA NAMES

Tilias favor names that are poetic and twist the tongue. First and last names often contain similar sounds, using alliteration to create this effect. However, some Tilia children are given first and last names that aren't alliterative but instead produce a unique or unexpected sound when said together.

EXAMPLE TILLIA NAMES

Male names: Alamandra, Cleondro, Drack, Fungee, Lollor, Mereeo, Olleero, Reeo, Spleck, Sleeklee, Tollondro

Female names: Aellea, Dollopenta, Eellee, Fleeo, Lorrol, Marapendra, Nanallo, Reesdra, Serapenta, Ullamua

Neutral names: Clee, Clandra, Dorri, Liai, Nolaroa, Rorri, Smanni, Sollosee

Family names: Angllamora, Callaguana, Dollorendo, Marandro, Nutrandro, Repdralla, Smandra, Skincomora, Todoranthia

TILIA TRAITS

Ability Score Increase. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. Alternatively, you can increase three ability scores of your choice by 1. To play a typical tilia, choose Dexterity and Constitution, or Dexterity, Constitution and Charisma.

Creature Type. You are a humanoid.

Size. Your size is Medium or Small. Tilias range from smaller builds that are just under 3 feet tall to around 5 feet tall and have long bodies that tend to be lighter than they look.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Sticky Grip. Your hands and feet have special pads that allow you to climb in extraordinary ways. You can climb upside down or on difficult surfaces without making ability checks.

Sticky Tongue. Your long, sticky tongue can be used to grab distant objects. As a bonus action, you can extend your tongue toward an object weighing 20 pounds or less that you can see within 20 feet of you. Your tongue grabs the object and pulls it to you in a straight line. You can catch the object if you have a free hand; otherwise, it lands at your feet. If the object is being held or carried by a creature, the creature can maintain its hold on the object by succeeding on an opposed Strength (Athletics) check against you.

Alternatively, you can use your action to project your tongue at a surface within 20 feet, pulling you directly to it and provoking opportunity attacks as normal.

Purifying Skin. Your scales secrete an oil that protects you from infection. You have advantage on saving throws made to resist being infected with a disease.

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

Ancestry Options. There are two different tilia ancestries: treescale tilias and sandscale tilias. Choose one of these ancestry options.

TREESCALE TILIA

As a treescale tilia, you are adept at blending into your forest surroundings and can secrete a natural toxin from your scales. Treescale tilias often have bright-colored or patterned scales that blend in with the leaves and trees of the forest. They tend to prefer balmy climates with lots of lush greenery. Many treescale tilia are found throughout the jungles of the Tanglewilds and the windswept Gasparian Isles far to the east of Wesden.

Forest Cunning. You have advantage on Dexterity (Stealth) checks made to hide in forests and jungles.

Poison Skin. Your scales can secrete toxins at will. When a creature touches you or hits you with a melee weapon attack using natural weapons, you can use your reaction to force that creature to make a Constitution saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes poison damage equal to double your proficiency bonus and is poisoned until the end of your next turn. On a success, they take half as much damage and aren't poisoned. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SANDSCALE TILIA

As a sandscale tilia, you are perfectly adapted to the desert heat and can easily hide and travel in sandy environments. Sandscale tilias have warm or sandy-colored scales and dark eyes that counteract the glare of the sun. They thrive in arid places across Everden, with large communities in the desert land of Dustbloom, which lies far from Wesden across the vast Songsea. Like all tilias, their curiosity compels them to learn more about the world. Adventurous sandscales can be found traveling in Wesden, searching for tales to bring back home.

Desert Lore. You have proficiency in the Nature skill. Additionally, you have advantage on Wisdom (Survival) checks made in desert environments.

Heat Tolerance. You are naturally adapted to hot climates. You automatically succeed on saving throws to resist exhaustion from exposure to heat in excess of 100 degrees Fahrenheit, and you can survive without water for 4 days before suffering from exhaustion.

Sand Swimmer. You glide through the sand with ease. When moving through sand, you have a burrow speed equal to your walking speed, and you have advantage on Dexterity (Stealth) checks to hide while burrowing through sand.

Rockburrow Jerbeen



Rockburrow jerbeen resemble chinchillas, pikas, degus, and other large and fluffy rodents. They are taller and more sturdy than their cousins, the fieldscurry jerbeens.

ENDURING AND INTREPID

Originating from the arid and sparsely vegetated slopes of the Scarbuff Mountains in Stormcrag, rockburrow jerbeens are tough and sturdy folk. Families of rockburrows have spread across Wesden, though they tend to prefer mountain air, making their homes at high elevation in the Frost Caps and Horned Ridge to the north and the Bleaken Mountains in the Tanglewilder.

Rockburrows can carry objects in their cheek pouches, storing them for later or hiding them from prying eyes. Their soft, dense fur protects them from whatever the world throws at them.

PRUDENT PLANNERS

Adapted to some of the toughest environments in Everden, rockburrow jerbeen survive thanks to their careful preparation during times of plenty so that they can endure lean times. Traditional rockburrow homes are cut into mountainsides and contain dozens of storerooms where food is gathered over the summer and fall to be eaten during winter. These homes usually house three or four generations of dozens of families, and some burrows have been inhabited for hundreds of years. In cities and communities where rockburrows live alongside other folk, they often build homes that replicate their traditional mountain burrows, with no windows and extensive basements.

When they are away from their homes, rockburrow jerbeens often carry large packs filled with every supply they might need for their journey. To be caught unprepared is a mortifying experience for a rockburrow.

HEARTFELT HOSPITALITY

Rockburrows are more independent than their fieldscurry cousins, but they share a similar attitude to hospitality. Many rockburrow jerbeens live by the traditional saying, "The stranger I share my breakfast with today is the friend who shares their dinner with me tomorrow." They share what they have with those in need with the understanding that next season they might be the ones requiring help.

In many rockburrow homes, there is a small shrine where one of four statuettes of the Amaranthines are placed, depending on the season. In summer, a figure of Hanera the Provider is placed on the altar to celebrate the bounty of nature. As the season turns to fall, she is replaced with the twin statuettes of Clhuran the Fickle as a reminder that all prosperity is temporary. In winter, a figurine of Henwin the Kind reminds rockburrows to share what they have, especially when times are hardest. Finally, in spring, Gaspard, the patron Amaranthine of jerbeens, is honored to give thanks for the family's survival into another year. Together, these Amaranthines are called the Four Wise Friends.



ROCKBURROW NAMES

Rockburrow names are made up of three parts: a given name, a family name, and a burrow name. Burrow names identify the community that a rockburrow jerbeen calls home. This can be a traditional rockburrow warren or a settlement of any kind. For example, a rockburrow from the city of Halara in the Tanglewolds might call themselves Etsa Bluepaw of Halara. When a rockburrow jerbeen joins a new community, they change their burrow name to show their commitment to their new community. Rockburrow jerbeens without a place to call home often give themselves epithets to replace their burrow names, such as the Wanderer, the Lost, the Last Survivor, or the Seeker.

EXAMPLE ROCKBURROW NAMES

Given Names: Almi, Cashan, Fifi, Inick, Jurau, Raju, Leeyo, Miski, Nina, Wayra

Family Names: Barrelkeeper, Dustdancer, Gatherbrush, Leafbluff, Longwhisker, Mistfur, Pebblepad, Screehopper, Sunsinger, Widetail

Burrow Names: Cavernhearth, Flowering Peak, Frostguard, Greenspine Gate, Lonely Air, Many Rooms, Nightbolt, Shadowside, Six Doors

JERBEEN TRAITS

Rockburrow is an ancestry option for jerbeen, and makes a good fit for characters inspired by chinchillas, pikas, hamsters, and chipmunks. The jerbeen published in the [The Humblewood Campaign Setting](#) is the fieldscurry jerbeen. Rockburrows and fieldscurry jerbeen share the following traits:

Age. Jerbeens grow quickly, reaching maturity around 5 years. They are the shortest-lived of all the humblefolk races, living just about 40 years.

Alignment. Being small and facing many threats in the world, jerbeens are sensitive to the feelings of others and tend towards good alignments. They also lean more towards lawful alignments due to their cooperative nature.

Creature Type. You are a humanoid.

Speed. Your base walking speed is 30 feet.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Team Tactics. You can use the Help action as a bonus action.

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

ROCKBURROW JERBEEN

Additionally, as a rockburrow jerbeen, you have the following traits:

Ability Score Increase. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. Alternatively, you can increase three ability scores of your choice by 1. To play a typical rockburrow jerbeen choose Constitution and Wisdom.

Size. Rockburrow jerbeens have heavier and denser bodies than field scurry jerbeens and are slightly taller on average, standing between 2 ½ and 3 ½ feet tall, and weighing between 40 and 60 pounds. Your size is Small.

Cheek Pouches. Your cheeks have elastic pouches that can stretch to fit 1/5 cubic feet and allow you to safely store up to 2 lbs of objects. While stored in this way, objects are concealed and have total cover. You can stow or retrieve objects in your cheek pouches as a bonus action.

Fluff Up. As a bonus action, you can give yourself advantage on Intimidation checks against creatures that are Medium or Large.

Thick Fur. You have resistance to nonmagical bludgeoning damage.