

HUMBLEWOOD™

Humblewood Playtest

RODEN & LURKER'S LANDING & UNDERSCOOT BACKGROUND

AUGUST 2025



HITPOINT
PRESS

HUMBLEWOOD™

AUGUST 2025

Credits

Writing & Game Design: Jordan Richer

Editing: Jordan Richer

Art: Josiah 'Jo' Cameron

Graphic Design: Madison Pflance

Project Management: Cortni Fernandez

Producer: Ricardo Evangelho

HITPOINT
PRESS



Humblewood: Roden & Lurker's Landing & Underscout Background is Copyright © 2025 Hit Point Press Inc., 2487 Kaladar Ave, Unit 213, Ottawa, Ontario, K1V 8B9, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US and other countries. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Hit Point Press Inc. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, Humblewood and its associated logos are trademarks of Hit Point Press Inc.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>



**GOT FEEDBACK?
WE'D LOVE TO HEAR IT!**

Leave us your feedback!

<https://forms.gle/Pxv5YuZTNwZIWWbH9>

Join our Discord server!

<https://discord.gg/FURq2pQ>

Join the Reddit community!

<https://www.reddit.com/r/humblewood/>

Let us know what you think about this content here: <https://forms.gle/Pxv5YuZTNwZ1WWbH9>

$X \leftarrow V \rightarrow A \leftarrow Z \rightarrow Y \rightarrow X$

CITY PLANNERS, SPIES AND GUIDES

Encouraged to hone their natural talents for exploration and underground navigation from a young age, many roden take on the role of guides and scouts for adventuring parties and miners who are looking to discover the hidden treasures deep beneath the earth. The roden knack for lurking just below the surface of everyday life does make them excellent spies, though only the most unscrupulous roden are willing to betray the trust of their communities and neighbors for financial gain.

Many roden walk in the starlight of the amaranthine Hath, but they also have a patron amaranthine named Skitt, the Manifold Swarm. Skitt is often represented not as a single rat, but as a shadowy conglomerate of thousands of rats, spilling through an ancient ruin. The core tenet of Skitt is that the meek are mighty, and that a large enough number of even the smallest creatures, working in unison, can overcome anything. Roden take this to heart in every aspect of their lives rallying together in big communities to build large structures, defeat deadly threats and protect their homes.



RODEN NAMES

Since roden are born in such large numbers, their community often doesn't get around to naming their newborns until they are a few weeks old. Roden names start as cute nicknames and eventually become their actual name over time. Their names often originate from a behavior or habit they have when they are young.

Female names: Apple, Bounce, Falla, Lively, Marey, Nippa, Romy, Snip, Tumbel

Male names: Brayv, Clinch, Flick, Gnah, Leep, Skip,

SPECIES TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical roden choose Dexterity and Wisdom.

Speed. Your base walking speed is 30 feet.

Age. Roden are shorter-lived, with an average lifespan of around 60 years.

Size. Adult roden are on average around 5 feet tall.

Your size is Medium.

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 points of piercing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

Iron Stomachs. You have resistance to poison damage and have advantage on saving throws to prevent or end the poison condition.

Never Lost. You are proficient with the survival skill, and have advantage on Wisdom (Survival) checks to navigate cramped spaces, cave networks and other labyrinthian environments.

Sensitive Whiskers. You can use a bonus action to gain tremorsense in a 20 foot radius for 1 minute. You can use this trait a number of times equal to your proficiency bonus, and regain all uses of it when you finish a long rest.

Languages. You can speak, read, and write birdfolk, roden and one other language.

Lurker's Landing

LVX<E>LAX>7XG

The narrow tunnel opens up into a vast cavern filled with sprawling tents and makeshift market stalls. Dozens more tunnels lead to an near-endless network of mazes and hiding spots. The noise of commerce, arguing and violence echoes throughout.

Established as a "free" state for thieves, spies and scoundrels, the sprawling burrow of Lurker's Landing is renowned for its deadly atmosphere, endless black market and network of maze-like tunnels that are easy to lay low in. An incredibly popular hideout for criminals, Lurker's Landing also attracts mages, followers of the occult and anyone seeking out hard to find artifacts and dark secrets.

The Gnawful Dodger. Lurker's Landing is ruled over by an enigmatic figure known as the Gnawful Dodger—a cunning thief and master assassin who is feared by all. Though the Dodger rarely makes public appearances, his simple message is posted everywhere in the underground city: rat out Lurker's Landing to the world above, and you will face the wrath of the Gnawful Dodger. The truth of the matter is that the Gnawful Dodger is not just one person, but is in fact a role shared by a handful of roden descendants of the original founders of Lurker's Landing. They work together to keep the legend of the Gnawful Dodger alive, taking turns wearing his assassin robes and obscuring their voices with magic on the rare occasion that a public appearance is required.

Midnight Market. Whether looking to fence some stolen goods or purchase something illegal, the Midnight Market is sought out by all kinds of desperate, curious and unscrupulous folk. The market is cluttered, disorganized and enormous, and a merchant who sets up shop there is just as likely to be robbed as they are to make a big sale. The chaos is tentatively kept in line by Market Master Grem, a portly corvum who employs a rag tag group of mercenaries as market guards. The guards, known as the Coinkeepers, rarely serve any kind of true justice and are easily bribed to look the other way.

Limited Access. Someone can only gain access to Lurker's Landing by invitation from someone who has been to the burrow before. Anyone can invite someone new to Lurker's Landing, but the new visitor will be their responsibility until their dying day. Someone visiting Lurker's Landing for the first time must sign their name on a large ledger near the entrance to the burrow, as does the person vouching for them. If the Gnawful Dodger(s) discover that someone has betrayed the secrecy of Lurker's Landing then that person and the person who invited them are sought out and silenced.

NPCs IN LURKER'S LANDING

Lurker's Landing has very few permanent residents. Most folk who come here are just passing through—picking up work, laying low or hunting for a rare or illegal find. There are friends and allies to be found here, though trust is in short supply. The denizens of Lurker's Landing are held together by one shared rule: secrecy is paramount—and this maintains a tenuous peace amongst anyone staying here.

Here are some examples of the kinds of NPCs that could be encountered in Lurker's Landing.

ADVENTURE HOOKS

You can use these hooks to begin an adventure in Lurker's Landing or create your own.

Delicious Delivery (Low Level). The party has been hired to deliver a bushel of hot peppers grown in Ashbarrow near the Scorched Grove to Conrad [he/him], so he can prepare a batch of five alarm chili for an upcoming competition. Unfortunately a rival chef, a shrewd corvum known only as "The Carver," [they/them] wants to get their hands on the peppers as well and sends some murderous sous-chefs after the party to intercept the party.

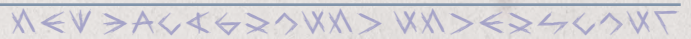
Imprisoned Perch Guard (Mid Level). The undercover Perch Guard Tomas [they/them] has been found out and thrown into Lurker's Landing's cramped brig. Now that their identity is known, Tomas is at major risk of injury or worse at the hands of an angry scoundrel. At the request of the Perch Guard in Alderheart, the party has been recruited to infiltrate Lurker's Landing and break Tomas out of the brig. If the Gnawful Dodger finds out about the party's plans, they may find themselves in the brig as well.

Dodger, No More (High Level). Market Master Grem has had enough of the Gnawful Dodger's campaign of terror, and wants to take control of Lurker's Landing for himself. He sees the Dodger's demand for complete secrecy as far too restrictive, and wants the market opened to more visitors, more easily. Grem approaches the party to help him find the Gnawful Dodger's base of operations and shut it down. A wrench is thrown into plans when the party is sought out by Nibs [she/her], who pleads with the party to keep the Gnawful Dodger's legend alive. Will the party help with the regime change, or side with the Dodger and keep Lurker's Landing secret and safe?

NPCs IN LURKER'S LANDING

d6	NPC
1	Nibs [she/her] is a roden rogue who is one of the current keepers of the secret of the Gnawful Dodger. She fakes a limp, which she claims was from a run-in with the Dodger himself.
2	Fletch [he/him] is a raptor merchant who specializes in particularly deadly arrows and crossbow bolts. Explosive, serrated and poisoned ammunition is all available.
3	Tomas [they/them] is a jerbeen and undercover member of the Perch Guard in Alderheart sent to investigate a ring of assassins who have been rumored to be targeting members of the Alderheart Council. Tomas is in over their head, and looking for a safe way to get out before they are identified.
4	Nella [she/her] is a tilia researcher seeking a forbidden tome that supposedly has images of the 'true form of Hath.' She has a large amount of inheritance money.
5	Grimsby [they/them] is a mapach tinkerer and gadgeteer who specializes in unstable fizar technology. They come to Lurker's Landing to find buyers for their risky wares.
6	Conrad [he/him] is a huden gallus and head cook of one of the food stalls in Lurker's Landing's market. He is known for his talent to source hard to find rare and unusual ingredients, and has no issue charging cutthroat prices for them.

New Background: Underscout



Perhaps you were raised underground, or found a home there later in life, but you've always had a gift for navigating caves and burrows. You have honed your senses to navigate those places, following the smells and sounds to get fellow folk safely from one place to another.

The call to adventure has lured you out of the burrow, and your skills as an underground explorer make you a valuable member of any party.

Skill Proficiencies: Survival, and your choice of Investigation or Perception

Tool Proficiencies: Cook's Utensils

Languages: One of your choice

Equipment: fine-tuned climbing gear, a collection of sprawling subterranean maps, a set of common clothes, a purse containing 15 gp

FEATURE: DEEP DELVER

Your experience living and exploring in the lightless underground means it is very difficult for you to get lost. If you take one minute to examine your surroundings you can determine which way is north, even when the sky or other key signposts are not visible.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I love getting lost to see where I end up.
2	I prefer sleeping in slightly cramped spaces.
3	I always have rocks and pebbles in my pockets from the various places I've explored.
4	I find camping outdoors under an open sky to be a bit intimidating.
5	I speak to bugs and critters like they are my close friends.
6	I love to cook with subterranean ingredients, like roots and mushrooms.
7	I don't mind getting a bit dirty, and often do so on purpose.
8	I like leaving messages along the routes I take for other explorers to find.
d6	Ideal
1	Learning. The underground is full of profound knowledge that can teach us a lot. (Good)
2	Expansion. There is a whole world beneath the earth ready to be conquered. (Evil)
3	Treasure. Where there is stone and dirt, there are goodies to uncover. (Neutral)
4	Wandering. Naturally forming cave networks mean you never know where you might end up. (Chaotic)
5	Protection. The deep dark places of the world hide many dangers to defend against. (Lawful)
6	Healing. Much of Everden's wounds can be healed by going to its roots. (Good)
d6	Bond
1	My first close friend was a burrowing animal who I learned a lot of survival skills from.
2	A family member was a famous underscout, and I have been living in their shadow forever.
3	I lost someone important to me while on a difficult delve.
4	I see my party as my responsibility, I need to keep them safe.
5	I need to return to the underground regularly, even if it's just briefly.
6	My burrow home was taken from my family when I was young, and I want to take it back someday.

d6 Flaw

- 1 I struggle to find things to talk about with surface dwellers.
- 2 I always have dirt on my fur, skin or feathers, and it puts some people off.
- 3 I am a picky eater, if something is too complicated or expensive I won't enjoy it.
- 4 If I see a cave opening or an unexplored path, I can't help myself from investigating it.
- 5 I have a hard time sitting still for long periods of time.
- 6 I lose track of time very easily.