

HUMBLEWOOD™

Thrash & Co, Reclaiming the Wood



HUMBLEWOOD



BIG BADS™



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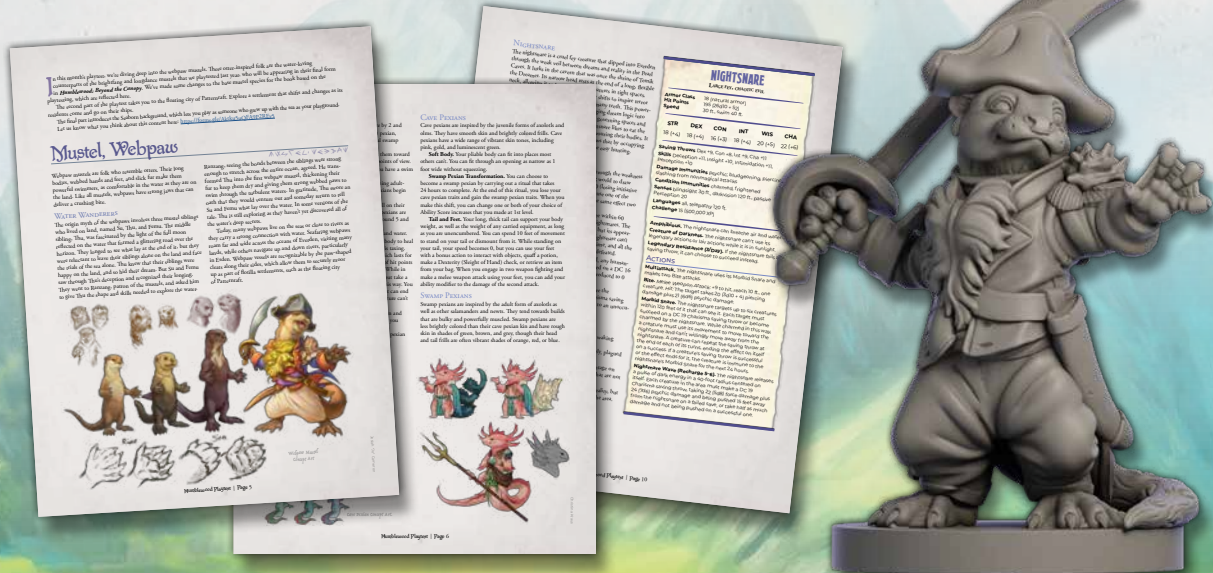


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The Wooden Wolf

THE WOODEN WOLF

In the halcyon days of the Fizzar's reign, they experimented not only with the elements, but also with channeling the spirits of animals into their devices. Frowned upon by many, the less scrupulous Fizzars who had an interest in this line of research had to do it in secret, hidden in temples and laboratories across Wesden.

Ferocious Success. One of those morally dubious Fizzars was a vulpin by the name of Sazz Firtail [he/him] who had devoted his life to transplanting the spirit of the common wolf into a Fizzar device. Sazz believed that wolves had the correct primal intelligence for his work, creating a construct that was smart enough to make some decisions for itself, but still easy to train and control. In the forests of Humblewood, Sazz studied wolves until he found one that fit his strict requirements. Luring it into his hidden research lab with raw meat, Sazz performed a necromancy-fueled Fizzar ritual that trapped the soul of the wolf into a carefully modified elemental heart. Thrilled at his success, Sazz went to work building a frame shaped like an enormous wooden wolf to act as the soul's new body.

Untrainable And Untamable. Sazz spent months trying to control the wolf spirit, his hubris almost causing him to lose a limb on more than one occasion. It only took a few days for the wolf spirit to grow accustomed to its new frame, but its rage at what Sazz had done to it could not be contained. After one particularly disastrous training attempt where his laboratory was nearly destroyed, Sazz decided his grand experiment was a failure, and ripped out the elemental heart from the frames chest, disabling the wolf spirit forever—or so he thought.

Lost. The wooden frame lay abandoned for centuries, getting overgrown by plantlife and becoming a home for a myriad of creatures of the forest. Birds built their nests in its head while larger creatures like badgers and squirrels found protection from the harsher seasons in its chest. There it lay, seemingly destined to return to nature and be forgotten. Creations of the Fizzars were resilient however, and it remained—hidden, but intact—for more than a century before it was stumbled upon by a bandit of the Humblewood, a young mapach gadgeteer by the name of Clutch [she/her].

Found. Clutch immediately got to work, clearing the millennium of growth from the frame and getting to work bringing it back to life. She had seen Fizzar devices before, but nothing at this scale. She needed to find elemental hearts, but Clutch knew she couldn't do it on her own. She gathered a gang of her closest friends: Piri [she/her], a corvum mage with a flare for the pyromantic; Benevo [they/them], a nimble vulpin bard with a booming voice; and Tupper [he/him], a sylph ranger with wisdom beyond his years. Together they scoured the Humblewood forests and beyond for elemental hearts, eventually finding three for Clutch to jury rig together and install in the wolf-like frame.

Survivor's Soul. As soon as the elemental hearts were wired into the chest of the frame, it whirred to life. Its legs stretched and its jaw yawned wide as through it was waking up from a long sleep. The soul of the wolf had survived all these years, leeching into the Fizzar frame but not having the power to move it. The time alone in nature had calmed its rage, the wolf-soul was just happy to be able to move again. The bandits dubbed it "Thrash," after the way it shook itself off from the last of the centuries of overgrowth. The wolf-soul saw something of itself in these young folk, and decided then and there that it would repay the debt to them by keeping them safe in return.

Dire Deeds. Now the bandits, under the banner of "The Wolf Pack," use Thrash and their unique skills to terrorize perch guard outposts and caravans of nobles and rich merchants traveling to and from the tree city of Alderheart. Clutch is wielding true power for the first time, forgetting all she had learned about the hubris and downfall of the Fizzars. The bandits late night talks about the wrongs the birdfolk council has committed against the humblefolk has begun to stir those old feelings of rage in Thrash, causing it to act more aggressively than Clutch and her friends are able to handle. It is only a matter of time before Thrash causes damage that the Wolf Pack can't clean up.

The Wolf
Pack Banner



John Barlow

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The opposite is also true, however—Thrash will lash out violently at anything it perceives as a threat to the woods, the bandits or itself. This has only been stoked further by the Wolf Pack's youthful fury against the Perch Guard and the Birdfolk Council. If you are kind to the woods, Thrash sees you as an ally. If you abuse nature or harm a woodland creature and Thrash finds out—you may become its next hunt.

THRASH & COMPANY'S TACTICS

In combat, Thrash fights like a wolf fights—it pounces at opponents, using its size to pin them down and its powerful jaws to tear at them. It also sees the bandits as its packmates, and will help them by cutting off opponents' escape and corralling them back into the fight. Often the presence of Thrash is enough to intimidate and scare off targets—a tactic encouraged by the Wolf Pack.

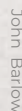
THRASH'S TRAITS

Flaw. “I struggle to contain my centuries old rage.”

Thrash has space inside for all four Wolf Pack bandits to sit comfortably, though when making camp all but Clutch prefer to sleep outside. Thrash's interior can be entered via a hatch on its back, but doing so while Thrash is active and moving requires being within 5 feet of the hatch and using an action to succeed on a DC 15 Dexterity (Acrobatics) check. There are several carefully hidden 'portholes' on Thrash's sides where the bandits can make their attacks from. Being inside Thrash provides total cover.

Ignoble Pursuits. A gallus noble by the name of Perris Pennyweather [he/him] hires the party to escort his caravan through the woods to protect it against the terrifying “monstrous wolf” that Perris has heard tales of in town. What he doesn’t tell the party is that he is a collector of Fizzar artifacts, and is hoping for Thrash to attack so he can capture it and add the living construct to his collection.

Raging Rampage. A traveling tilian gadgeteer by the name of Peet Polato [they/them] is showcasing repurposed Fizzar technology in the various small villages in Humblewood. While the party is watching Peet's presentation, a loud growl comes from the nearby woods and Thrash comes charging out of the treeline, heading directly for Peet and their wagon. Following behind it is the Wolf Pack, desperately trying to get Thrash under control.





WOLF PACK BANDIT

SMALL OR MEDIUM HUMANOID (ANY), NEUTRAL EVIL

Armor Class 15
Hit Points 52 (8d8 + 16)
Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5
Skills Athletics +4, Deception +4, Perception +4
Senses Passive Perception 14
Languages Birdfolk, Mapach, Vulpin
Challenge 3 (700 XP)

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The bandit makes two attacks, using Fizzar-touched longbow and Fizzar-touched rapier in any combination.

Fizzar-Touched Longbow. *Melee Weapon Attack:* +5 to hit, range 150/600., one target. *Hit:* 7 (1d8 + 3) piercing damage and 4 (1d8) lightning damage.

Fizzar-Touched Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 4 (1d8) lightning damage.

BONUS ACTIONS

Cunning Maneuver. The Wolf Pack bandit takes the Dash, Disengage or Hide action.





THRASH

HUGE CONSTRUCT, UNALIGNED

Armor Class 17
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +9
Skills Acrobatics +8, Perception +7, Stealth +8
Damage Resistances Nonmagical Bludgeoning, Piercing and Slashing damage
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Tremorsense 60 ft., Passive Perception 17
Languages Understands Birdfolk and Mapach, but cannot speak
Challenge 13 (10,000 XP)

Antimagic Susceptibility. Thrash is incapacitated while the three elemental hearts that power it are in the area of an antimagic field. If targeted by dispel magic, Thrash must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Combat Stations. Thrash has three combat stations that can be crewed by a creature of Medium size or smaller. At least one of these combat stations must be crewed for Thrash to have access to its Legendary Actions. When all three combat stations are crewed, Thrash has access to two extra Legendary Actions each round. Thrash also gains new Legendary Actions options depending on which of the Wolf Pack bandits are crewing the stations.

Immutable Form. Thrash is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If Thrash fails a saving throw, it can choose to succeed instead.

Siege Monster. Thrash deals double damage to objects and structures.

ACTIONS

Multiattack. Thrash makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Static Discharge (Recharge 5-6). Each creature within 10 feet of Thrash must make a DC 17 Dexterity saving throw, taking 55 (10d10) lightning damage being knocked Prone on a failed save, or half as much damage on a success.

LEGENDARY ACTIONS

While crewed by at least one Wolf Pack Bandit, Thrash can take 3 legendary actions (5 when fully crewed), choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thrash regains all spent legendary actions at the start of its turn.

Bite. Thrash makes one Bite attack.

Quick Sprint. Thrash moves up to half its speed without provoking opportunity attacks.

Benovo's Bellow (Costs 2 Actions, Requires 3 crewed combat stations). All creatures within 60 feet of Thrash that can hear it must make a DC 17 Constitution saving throw or be deafened until the end of their next turn.

Clutch's Command (Costs 2 Actions, Requires 3 crewed combat stations). Thrash moves up to its movement towards a creature it can see. If it ends this movement within 5 feet of a creature, it can make one bite attack against it. If the attack is successful, the creature is also knocked prone.

Piri's Pyrotechnics (Costs 2 Actions, Requires 3 crewed combat stations). All creatures in a 30 foot cone originating from Thrash's mouth must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, and half as much damage on a success.

Tupper's True Shot (Costs 2 Actions, Requires 3 crewed combat stations). One ally within 30 feet of Thrash gains advantage on all attack rolls on their next turn.