

HUMBLEWOOD™

Humblewood Playtest

PORCHINI & BURROWSKULKER

JULY 2025



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NEW SCALE 7X7

This love of uncovering hidden wonders has also translated into many porchinis being skilled matchmakers and canny prospectors.

Porchini families grow quite large, often with a matriarch at the top of the family tree who hosts and organizes gatherings, and watches out for the family's best interests. Though many porchini are particular with what food, belongings and clothing they fill their homes with, they know all the fortune in the world is pointless if you can't share it with others. Porchini communities tend to have regular street parties and festivals, and most porchini homes keep an open door policy. Most porchini know the difference between when something is wanted and when something is needed, and are quick to part with something if it better serves someone else.

Many porchinis believe that they were an idle creation of their amaranthine Guigo, the Treasure Seeker. Guigo is often represented by a large boar, snout buried deep into the earth sniffing out all of life's hidden treasures. The story goes that Guigo was casually digging through a patch of warm soil when they discovered the first porchini, propping the curious creature up on two feet and offering it the finest gifts from among the most recent treasures Guigo had dug up. From then on, porchinis have appreciated the finest things in life, and many have gone on to be explorers and treasure seekers themselves.



PORCHINI NAMES

Newborn porchini are given exciting names that sound like a cheer, so they can be loudly and proudly introduced as they enter into someone's home.

Female names: Bibi, Cinzi, Elvia, Galatea, Isa, Nadi, Peline, Roselba, Stella, Tanza

Male names: Abramo, Borti, Duranti, Enzo, Falasco, Lello, Marinu, Salvo, Vozza, Zini

SPECIES TRAITS

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

Speed. Your base walking speed is 30 feet.

Age. Porchini live shorter lives than some folk, reaching adulthood at 15 years old and commonly living into their seventies.

Size. Porchini tend to be stout, rarely getting taller than five feet. Your size is Medium or Small.

Keen Snout. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that benefit from your strong sense of smell.

Never Cornered. You can take the disengage action using your bonus action. You can do this a number of times equal to your proficiency bonus, and regain all uses of this trait after a long rest.

Resilience. You have advantage on saving throws against poison and resistance against poison damage.

Tusks. You have large curved tusks that can act as weapons at close range. You can use your unarmed strike to jab at enemies, dealing 1d6 plus your Strength or Dexterity modifier piercing damage on a hit.

Additionally, if you move at least 20 feet in a straight line towards an opponent, you can use your bonus action to ram them. The target of the ram must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is knocked prone.

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

ROGUE ARCHETYPE: BURROWSKULKER

Burrowskalker rogues have learned to fight in the close quarters of caves and burrows, and can use natural environments to their advantage. These skills translate to being effective in a large crowd, slipping past opponents with ease.

NARROW MANEUVERS

When you choose this archetype at 3rd level, you are able to leverage narrow passageways and cramped areas. When moving as part of the disengage action, spaces occupied by enemies do not block your movement, and you are able to move through enemy spaces as though they were difficult terrain.

WALLCRAWLER

Starting at 3rd level, your strange affinity for caves and caverns gives you mastery over maneuvering difficult spaces. You have a climbing speed equal to your walking speed.

QUICK NICK

At 9th level, your ability to duck through a crowd allows you to attack quickly and unseen. As part of a disengage action you can make a melee weapon attack against one enemy whose space you move through during the disengage action. You can use this feature a number of times equal to your proficiency bonus, and regain all uses of it after a long rest.

NATURAL CAMOUFLAGE

Starting at 13th level, your mastery over natural environments allows you to dress according to your surroundings, effectively letting you disappear into the natural world around you. During a short rest you can choose a type of natural environment (caves, forest, mountains, etc) to blend in with. While camouflaged in this way you can use an action to gain the benefits of the *pass without trace* spell (affecting only you) for 1 hour while in the chosen environment. Once you use this feature you can't do so again until you finish a short or long rest.

LIVING HAZARD

Beginning at 17th level, you know how to wield nature itself as a weapon as you sneak unseen. When you are under the effect of your natural camouflage feature, you can choose to have the damage inflicted by your Sneak Attack feature to deal bludgeoning, cold or thunder damage instead of the damage type of your weapon.