

HUMBLEWOOD™

Humblewood 2 Playtest

CAPRANS, ARMA HEDGES, AND SPELLS

JULY 2024



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Got feedback?
We'd love to hear it!

<https://forms.gle/quAzCfRKauJdjt9J7>

Got questions?
Join our Discord and chat with us!

<https://discord.gg/FURq2pQ>

In Part 1 of this month's playtest, we are excited to bring you another new race and subrace! Meet the caprans, inspired by wild goats and sheep. Jonall from *Humblewood Tales* is a capran, and now you can play one too! We also introduce the arma hedge, the pangolin and armadillo-like cousins of the hedgehog-like hedges from *The Humblewood Campaign Setting*. In Part 2, we're sharing some new spells. Help us make the magic magical!

Let us know what we can improve here: <https://forms.gle/quAzCfRKauJdt9J7>

Part 1: New Races

Capran

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Caprans are a group of goat- and sheep-like folk whose myths say they parted ways with the cervans living in Humblewood in ancient times. They traveled across the tall peaks of the Horned Ridge under the guidance of Arghan, their patron Amaranthine. Capable of enduring rugged environments, caprans make their homes across Wesden, from the steppes and foothills of Firnveldt to the frozen north of the Crystal Expanse and the volatile wilderness of Stormcrag.

FREE AS THE BOUNDLESS SKY

Caprans trace their origins back to two ancient Amaranthines: the brothers Arghan and Cairith. Arghan, the Unbroken, is said to have quarreled with Cairith, who wished for the first cervans to grow and learn under his tutelage. Arghan disagreed, professing that growth comes from clashing ideas and forging new, unseen paths. The two brothers offered the cervans the choice to either remain in their peaceful groves under Cairith's protection or set off for the unknown with Arghan's blessing. So, the early cervans divided, some staying true to Cairith, while others traveled with Arghan, who led them to new lands under the unbroken sky to become the first caprans.

HARD HEADS, WARM HEARTS

Arghan granted the caprans special gifts to aid them on their travels. He gave them strong heads to face any challenge, nimbleness to keep their balance on uncertain terrain, and a determination to climb even the tallest mountain. In their travels, caprans have developed a steadfast and independent spirit, reflected in their fierce debates and immovable convictions.

Although caprans have a well-earned reputation for stubbornness, they are also very social. For caprans, disagreements are part of life and not something to be avoided. Once a matter is settled, there are usually no hard feelings between caprans, even if moments ago they were vehemently butting heads. Caprans are encouraged to speak their minds from a very young age, and independence of thought is encouraged by capran parents.

Caprans of all kinds can grow horns of various shapes and sizes. Unlike their distant relatives the cervans, whether a capran has horns is not considered significant. Those who do grow horns often decorate them with jewelry.

STRONG FOOTINGS

Though caprans have settled in many lands, they thrive in the hills, plains, and mountains of Firnveldt, where the Stonevast Protectorate, led by the patriarch of the Stonehoof Clan, has risen as a great power. Many caprans have sided with the protectorate, but just as many live on the Gargan Steppe as nomads, herding enormous grazing beasts known as gargaths. These groups rarely see eye-to-eye, as the Stonevast Protectorate believes itself to be the steppe's ultimate authority, whereas the nomads prefer to ignore the protectorate entirely and continue living as they have since caprans first came to Firnveldt.

CAPRAN NAMES

The most important part of a capran name is their clan name, which ties them to a history of relationships with other capran clans. These histories are passed down through generations and can be incredibly detailed, recounting debts owed or repaid, slights suffered, favors granted, and other events dating back to the first days of their clan.

EXAMPLE CAPRAN NAMES

Clan Names: Affa, Burtai, Brighthorn, Greenwool, Hannu, Korrai, Ortu, Skysteeep, Stonehoof, Tarn

Female Names: Altu, Annju, Erru, Farshull, Jonall, Mandralu, Olann, Sellun, Tarall, Tashun, Veldalu

Male Names: Arlo, Ahrba, Dahr, Gargo, Gorhut, Holgahr, Khuya, Mandrayur, Maroo, Temhut, Veldarya

Neutral Names: Bett, Indi, Kashry, Loof, Lorlo, Ortry, Semta, Tenett, Urta, Zhara

CAPRAN TRAITS

Ability Score Increase. Increase three ability scores of your choice by 1. To play a typical yantan capran, choose Dexterity, Constitution, and Strength. To play a typical tethera capran, choose Constitution, Strength, and Wisdom. Alternatively, an ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Creature Type. You are a humanoid.

Size. Caprans generally stand between 5 ½ and 6 ½ feet tall and tend to have solid builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Age. Caprans can live to around 100 years. They are considered adults around the age of 20.

Hard Headed. Whether or not you have horns, you can use your tough head to deliver unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

If you move at least 20 feet straight toward a target and then hit it with an unarmed strike using your head, the target must succeed on a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus, or be knocked prone.

Stubborn Mind. You have advantage on saving throws against being charmed.

Languages. You can speak, read, and write Birdfolk and Capran. Caprans use their own language that diverged from the Cervan language long ago and incorporates a written form. Capran and Cervan speakers can understand some but not all of the other spoken language.

Ancestry Options. You can choose the yantan capran or tethera capran ancestry option.

YANTAN CAPRAN

Often resembling mountain goats, markhor, and ibexes, yantan caprans are sturdy survivors. They are adapted to move through harsh and rugged conditions with ease. Most yantan caprans have horns, which can vary greatly in size and shape.

Alignment. Yantan caprans tend toward extremes, holding either lawful or chaotic alignments depending on their individual outlooks.

Legacy of Learning. You gain proficiency in one of the following skills: Animal Handling, Athletics, or History.

Sure Footing. You ignore nonmagical difficult terrain and have advantage on Dexterity and Strength checks and saving throws made to climb or maintain your balance.

TETHERA CAPRAN

Often resembling bighorn sheep, argali, moufflon, and other members of the sheep family, tethera caprans are usually highly social. They tend to care deeply about the lives of those around them. Some tethera caprans have horns, but most do not.

Alignment. Tethera caprans often value the peace that comes with consensus. They tend toward lawful alignments.

Friendly Face. You gain proficiency in one of the following skills: Insight or Persuasion, and you have advantage on checks made to convince humanoids who you are not currently fighting that you are trustworthy.

Flock Together. When you take the Help action and the check or attack you are helping with fails, you can allow the creature making the check to reroll it if you are within 5 feet. The creature must use the new result. You can use this ability a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



Arma Hedge

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Beyond the borders of Humblewood live hedges whose spiny quills have grown into bony plates. Blessed by the Amaranthine Henwin with a natural connection to the earth, the sturdy arma hedges have made their homes in the foothills and mountains of Firnveldt, as well as in the very heart of Stormcrag.

NATURALLY ARMORED

With their bony armor and their long tails, arma hedges resemble armadillos or pangolins more than their hedgehog-like cousins, the spiny hedges. However, they share the same empathetic and sensitive nature. It is often said that the friendship of an arma hedge is as solid as a stone and just as difficult to mend if broken. Arma hedges' bony plates don't pose as much of a hindrance to wearing clothing as the spines of other hedges, but they still prevent them from wearing armor. Instead of armor, arma hedges decorate their plates with pigments in intricate designs.

SOULS OF THE STONE

Tilias 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, tilias 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

Arma hedges venerate Henwin, the patron Amaranthine of all hedges, and thank Henwin for their unique gifts, including the ability to converse with rocks. Though they see beauty in all natural life, arma hedge culture respects the spirits of the stone and the soil the most. Arma hedge tales teach that the earth of Everden itself is alive, possessed of something arma hedges call the "eversoul." The eversoul is present in all stones, from the tallest mountain to the smallest pebble. It is a primordial life force from which all other souls were coaxed by the Dawnmother and to which all souls will one day return after the Nightfather grants them rest. As a funeral rite, arma hedges will often entrust small charms carved from their plates to their loved ones, in the hopes that the charms provide guidance and protection to those left behind.

ARMA HEDGE NAMES

Traditional arma hedge names are generally given to a child by a parent and are related to soil, stone, or the earth in some way. Arma hedges use one or more of their parents' names as their surname. For example, the full name of a hedge named Amber by her parents Opal and Clay would be Amber from Opal and Clay. Those who break ties with their family often rename themselves to reflect their circumstances. In such cases, a place, a guardian, an adventuring company, or anything or anyone the arma hedge feels strongly tied to can be used in place of a relative.

EXAMPLE ARMA NAMES

Female names: Amber, Brec, Clasia, Emra, Lapis, Moonstone, Olavine, Opal, Rubica, Saphe

Male names: Anorth, Dolom, Flint, Granith, Gness, Jet, Nephrieth, Tuff, Slate, Unakye, Zoic

Neutral names: Clay, Jespa, Lithis, Loess, Marl, Quarz, Sandy, Shale, Tufa

HEDGE TRAITS

Arma is an ancestry option for hedges and makes a good fit for characters inspired by armadillos and pangolins. The hedge published in the Humblewood Campaign Setting is the spiny hedge. Arma and spiny hedges share 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. To play a typical arma hedge, choose Constitution and Charisma.

Creature Type. You are a humanoid.

Age. Hedges take longer to mature than most other races, reaching adulthood around 20 years. They also live for a long time, with many reaching 120 years or more.

Alignment. Hedges are compassionate, empathetic, and diplomatic, tending towards good alignments. They also favor neutral alignments, as hedges have great respect for the balance of nature.

Speed. Your base walking speed is 25 feet.

Natural Burrowers. You have a burrowing speed of 15 feet.

Languages. You can speak, read, and write Birdfolk and Hedge. Arma hedges speak a dialect of Hedge that is distinct but understandable to other Hedge speakers.

Ancestry Options. There are two different hedge ancestries: arma hedges and spiny hedges. Choose one of these ancestry options.

ARMA HEDGE

Size. Arma hedges are taller than their spiny cousins, standing between around 3 and 4 ½ feet, and tend to have heavy builds, weighing between just over 70 and just over 100 pounds. Your size is Small or Medium.

Armor Plates. You have tough plates of bone or keratin that cover your body and make it impossible to wear armor (though you can still use shields). Your base AC is 17 and does not benefit from your Dexterity modifier.

Earthblessed. You know the *resistance* cantrip and can cast it without requiring material components. Additionally, you can cast *cymatic sight** without material components once using this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Plate Wall. As an action, you can focus on defense to present your foes with a solid wall of your armor plates. Until the start of your next turn, you have resistance to all damage except psychic damage and you have advantage on ability checks and saving throws to resist being moved or knocked prone. When you take this action, your speed becomes 0 until the end of your next turn. If you are moved before your next turn, your Plate Wall effect ends and you land prone in the space you were moved to.

Speech of Stone and Soil. You have the magical ability to speak with rocks, crystals, and minerals. When doing so, you impart limited sentience on the stone for a number of minutes equal to your proficiency bonus. During this time, the rock communicates with you telepathically, and it can transmit any basic occurrences it has experienced (for example, pressure, temperature, wetness, or sounds, such as words spoken near it).



Part 2: New Spells

ARBOREAL ERUPTION

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a seed or nut, which the spell consumes)

Duration: Concentration, up to 10 minutes

You instantly cause a tree to sprout to its full height from the ground at a point within range. The tree grows to a height of 30 feet and its trunk is 5 feet wide. The tree's branches extend 10 feet out from its trunk, and each branch can support up to 250 pounds. The tree lasts for the duration.

If the tree sprouts under a Large or smaller creature, that creature must succeed on a Dexterity saving throw or be flung 35 feet into the air and 15 feet away from the tree in a direction of your choice and begins to fall at the start of its turn. A creature can choose to fail the save.

If the tree sprouts in an area that can't accommodate its full height, it stops growing 5 feet from any obstacle above it, and any creature it is lifting is not flung off the tree as its growth slows.

Added to the spell lists for Druid, Ranger, Wizard

CYMATIC SIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small ceramic plate)

Duration: Concentration, up to 1 minute

You amplify your connection to the energies of the earth, granting you the ability to detect movement through vibrations. For the duration, you have tremorsense out to a range of 60 feet. Tremorsense allows you to detect and pinpoint the origin of vibrations within range, provided that you and the source of the vibrations are in contact with the same solid or liquid (for example, ground or water). Tremorsense cannot be used to detect flying creatures.

Added to the spell lists for Cleric, Druid, Ranger, Sorcerer, Wizard

DIVERT POWER

3rd-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a magic item with at least 1 charge)

Duration: Instantaneous

You touch a magic item and draw out its power to empower your next spell, absorbing the energy of up to 3 charges from the magic item, which are lost as if they had been expended. Before the end of your next turn, the next spell you cast that deals damage deals an extra 1d6 force damage for each charge you absorbed. Additionally, you have advantage on the next spell attack roll you make within the next minute.

To target a magic item worn or carried by a hostile or unwilling creature, you must first succeed on a Dexterity (Sleight of Hand) check contested by the creature's Dexterity (Sleight of Hand) check.

Once you have targeted a magic item, you can't target the same magic item with this spell for 24 hours.

Added to the spell lists for Bard, Paladin, Wizard

KREN'S KINDNESS

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature you can see and call upon the uncertain aid of the trickster Amaranthine Kren to grant a dubious trade of vitality. The target takes 1d8 force damage. As long as it has at least 1 hit point remaining, it then gains 1d10 temporary hit points. While these temporary hit points remain, the target cannot regain hit points. An unwilling creature that succeeds on a Charisma saving throw is unaffected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8, and the temporary hit points increase by 1d10 for each slot above 1st. Added to the spell lists for Bard, Cleric, Warlock

SPECTRAL STAMPEDE

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a stampede of spectral beasts that appear in a 30-foot-long, 10-foot-tall, and 10-foot-wide line, originating from you and running in a direction of your choice. At the end of each of your turns, the line of beasts moves straight forward at a speed of 40 feet per round. You are lifted onto the backs of the spectral beasts, are carried with them.

When the stampede enters the space of any other creature, the creature must make a Dexterity saving throw, taking 8d6 bludgeoning damage on a failure, or half as much damage on a success. When a creature enters the line's area, the creature must make a Dexterity saving throw. On a failure, the creature takes 6d6 bludgeoning damage. On a success, the creature climbs onto the backs of the beasts. Creatures can move while on top of the beasts as if the stampede were difficult terrain. If the stampede encounters an obstacle it can't break through, it vanishes.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can use a bonus action on each of your turns to direct the line of spectral beasts in another direction. Added to the spell lists for Druid, Wizard